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| BLOCK NAME | CLOUD COMPUTING |
| BLOCK CODE | CS-L4B5 |
| COURSE | 2 |
| LEVEL | 4 |
| CREDITS | 4 |
| CLASS HOURS | 40 |
| HOMEWORK | 60 |
| TOTAL HOURS | 100 |

DESCRIPTION

This block introduces cloud computing.
We face the challenge of evaluate and test how to work in the cloud.

PRE-REQUISITES

Basic programming and networking skills are needed.
CS-L1B1, CS-L3B1

OBJECTIVES

The goal is for students to be familiar with cloud computing and its infrastructure.

SKILLS TO BE DEVELOPED

- 1 - Introduction: what the cloud is, advantages and disadvantages.**
 - 1.1 - What is Cloud Computing.
 - 1.2 - Cloud types.
- 2 - How the cloud is organized: from infrastructure to software.**
 - 2.1 - Infrastructure as a Service (IaaS), Platform as a Service (PaaS), Software as a Service (SaaS)
- 3 - Cloud Security.**
 - 3.1 - User and enterprise level security.
- 4 - Working in the cloud.**
 - 4.1 - Be able to evaluate and test how to work in the cloud.

SYLLABUS

- 1 - Introduction: what the cloud is, advantages and disadvantages.
- 2 - How the cloud is organized: from infrastructure to software.
- 3 - Cloud security.
- 4 - Working in the cloud.

METHODOLOGY

Resolution of practical activities supervised by the mentor. Compulsory attendance.

DEDICATION AND EVALUATION

The student must pass the mandatory activities (challenges/projects) that are covered in the block.
Each challenge/project produces its own score and has been designed to cover certain block percentages.
Such score is 80% objective (the program that solves the challenge/project works without errors and producing the expected results) and 20% subjective (solution elegance, how clean the code is, documentation).
Block scores are finally calculated by prorating individual activities with respect to their block coverage percentages.