Cloud Computing Patterns

Christoph Fehling · Frank Leymann
Ralph Retter · Walter Schupeck
Peter Arbitter

Cloud Computing Patterns

Fundamentals to Design, Build, and Manage Cloud Applications

EXTRA MATERIALS
extras.springer.com
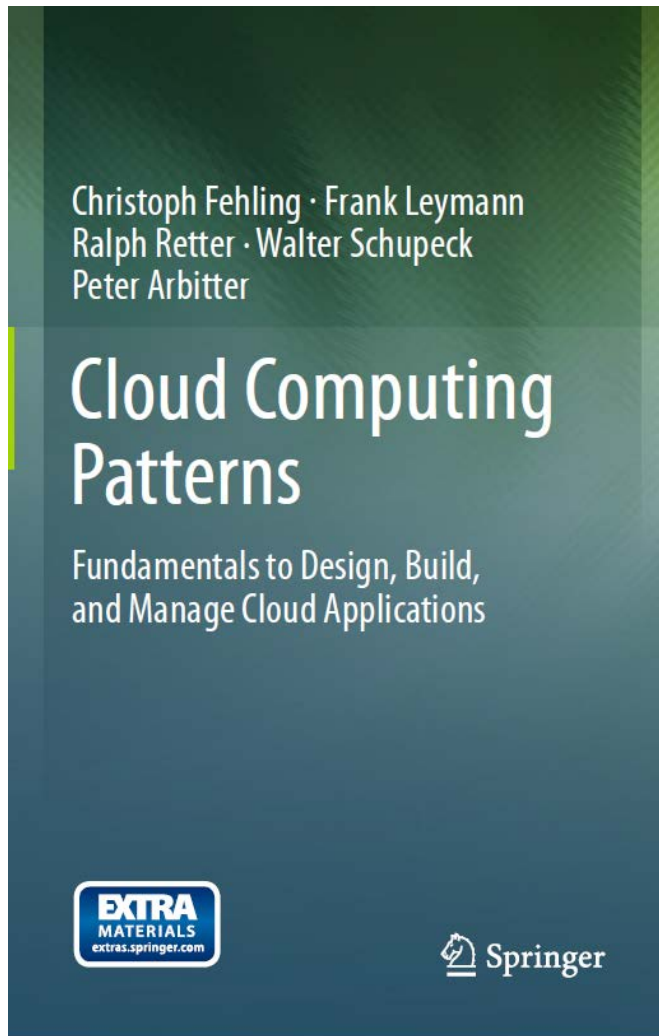
Springer

Patterns are a widely used concept in computer science to describe good solutions to reoccurring problems in an abstract form. Such conceptual solutions can then be applied in concrete use cases regardless of used technologies, such as software, middleware, or programming languages. We employ patterns to describe cloud service models and cloud deployment types in an abstract form to categorize the offerings of cloud providers. Furthermore, we give reoccurring cloud application architectural patterns on how to design, build, and manage applications that use these cloud offerings. The abstraction of these patterns make them applicable to challenges faced by developers regardless of the actual technologies and cloud services that they are using.