

Cloud Communication

Introduction

Cloud communication is the virtualization of communication network where resources are abstracted from network pool of service providers. This cloud technology has emerged with the rapid growth of communication in business and services. Companies now needs to store their data digitally with low cost storage and less complex management to run their businesses successfully in competitive market. This all can be provided in a comprehensive way with the services of virtual servers of the cloud network providers (Devasena, 2014). Another factor involved in the emergence of cloud network is the increased number of users and data in this modern era. Cloud computing provides a convenient solution to these issues of the modern world hence are gaining significant importance. This revolutionary technology has brought the concept of communication over internet with software and data applications. They provide services

Big valley is a city in the state of California. It is a heavily populated city with a total population of 500,000 people. The household comprises of people who are generally living in families and have an income that is though not very extravagant but above normal. The population is up to date with regards to technological procedures.

The city altogether had a very advanced automated system setup. People who were working with the Information systems department were all users of the people soft system. Some of the population is involved with the government related services.

COURSES OF ACTION:

Human Resource perspective:

Program operations are also evaluated by measuring statistics of the success and what bottlenecks were encountered, what were the costs and what were the benefits of the operation, what the objectives were and how they were met, if they were or if they weren't, and if costs exceeded projections or stayed within the limit.

External events are also analyzed which may have impacted the process, since no business functions in isolation and lastly, and lastly, process data needs to be collected throughout the process till implementation otherwise data would not be efficient or complete enough to analyze.

It is also very important that the employees should be introduced to a proper career path in the company. The general perception that the people have with regards to jobs in technological sector is that these jobs have no growth and therefore as soon as these employees get some better jobs they leave. It is very important that the employees have a very clear idea about the path that their careers will take then they will be interested in working and remaining employed there. The issue related to career path is the biggest

The objective of real-time systems is to ensure efficient performance of tasks.

The essential characteristics of real-time systems are to maintain performance in terms of timeliness and speed as well as predictability of timing constraints. Real-time systems are generally used in control systems where the system is connected to sensors and actuators to execute control actions. In real-time systems, the basic unit of work is a job which may be the act of performing a computation or reading a file, etc. When a task is released, it is to be executed within a deadline. A sequence of similar jobs is called a task such as a periodic task whose jobs are required to be repeated at regular intervals. Tasks may have hard deadlines where severe consequences occur on missing the deadline or soft deadlines where the result of missing the deadline is only a decline in performance.

Techniques in Real-Time Systems Scheduling

Schedulability is the property of the real-time system to set the sequence of task execution. There are a number of different scheduling techniques or algorithms that have

Multi-User Virtual Environments (MUVE) in Education

1. Introduction:

This research talks about the process of education and learning with reference to the use of computer technology. By means of the technological advancements, new doors to education and learning opened which has ushered in opportunities by inculcating quality learning experience and excellence in education. But, there is no denial to the fact that opportunities always come with challenges attached to them. The perception of human about this technological addition to knowledge process is displayed alongside the various schools of thought covering the performance of individuals in virtual world. Additionally, an update on current trends in virtual world is also felt necessary. The research addresses three areas of Virtual World that is the meaningfulness of collaboration and teamwork in Multi User Virtual Environment (MUVE), the associated design issues and resources on design principles in the discipline of human-computer interaction influencing the online 3-Dimensional Multi User Virtual Environment of human-computer-human interaction and also the challenges that are awakened in the

2.2. Current trends in development of 3D virtual Environment:

2.2.1. 3D Game Applications:

An example is a game application that allows the students to learn history. There are two users who collaborate and work as a team by assuming characters of the historical Generals, Hippocrates from Syracuse and Marcellus from Rome. [3]

A famous 3D game named 'Quake' is a multi-user virtual reality game. The player find the way through texture-mapped environments using a humanoid avatar (male or female) at the start chosen from a default set. Facial expressions are not available, but, a set of actions can be prompted using the keyboard; 'walk slowly', 'walk', 'run', 'jump', 'crawl', 'hello', 'aggression', 'this way'. There is also communication through a chat-line; still, messages reach all the players and not to just one particular player. [9]

2.2.2. Applications in Science Center

Programs like Gene house and Gene Bot (written in C language) make use of the Active Worlds software development kit (SDK) allowing selectively breed virtual plants to achieve a preferred genetic makeup and aids the research work too. Within a virtual world, students can plan an area that can display information relevant to tomato crop like biodiversity, biogeography, uses, cultural associations, production, etc. [8]

Introduction

Little Corp., is one of the pronounced bicycle manufacturer in town of Burlington, Ontario. This medium sized manufacturing concern comprised on 200 employees with 150 worked in manufacturing plant and warehouse facility and 50 employees served in support departments of marketing, HRM, accounts, and finance. The company produced and marketed high-end mountain and leisure bikes with an average price of \$1,000. These bikes sold to individual customers and North American retail outlets. Company is facing data management and information technology issues for a long time. Te rapid progress in annual sales makes the company a high-end manufacturer that needs restructuring of information technology support and data management systems. This paper analyse the case study and forward appropriate solutions to the management of Little Corp.

Entity-Relationship (E-R) diagram is consistent with data modeling principles and conventions. In entity relationship diagram contains entities about which the information needs to be maintained (Chen, 1998). For example, in Little Corp. the important entities are suppliers, customers, employees, and other important elements of bicycle production that contain information. The relationships of these entities to the concerned departments of Little Corp need to be managed simultaneously. Relationships showed the links of these entities. For example, link of employees to customers is a relationship. The following E-R diagram for Little Corp. contains the entities and their viable relationship for the company that helps to understand the data collection and management for a particular relationship. These relationships are on the bases of one is to one, one is too many, and many is too many forms. Following E-R diagram shows entities and relationships for Little Corps.

Executive Summary:

The utilization of VoIP by individual consumers was the start of an enormous move from customary phone frameworks to a type of new media where voice and different types of computerized media could join with an officially settled data network. Advancements in the innovation include the consequence of business improvement and appropriation. This paper concentrates on the historical overview of VoIP. This paper also aims to explore various aspects of the VoIP such as the commercial, cultural and economic. The evolution of VoIP is quite interesting as since its invention it has been undergoing various changes in terms of improvement. This paper intends to follow the evolutionary process of VoIP from its invention till the present date. VoIP as a technology has been remarkable as it has been able to assimilate the new coming inventions and provide better features and quality to the users. Its scope is far reaching. Like any other technology, VoIP encounters some issues as well. This paper will also