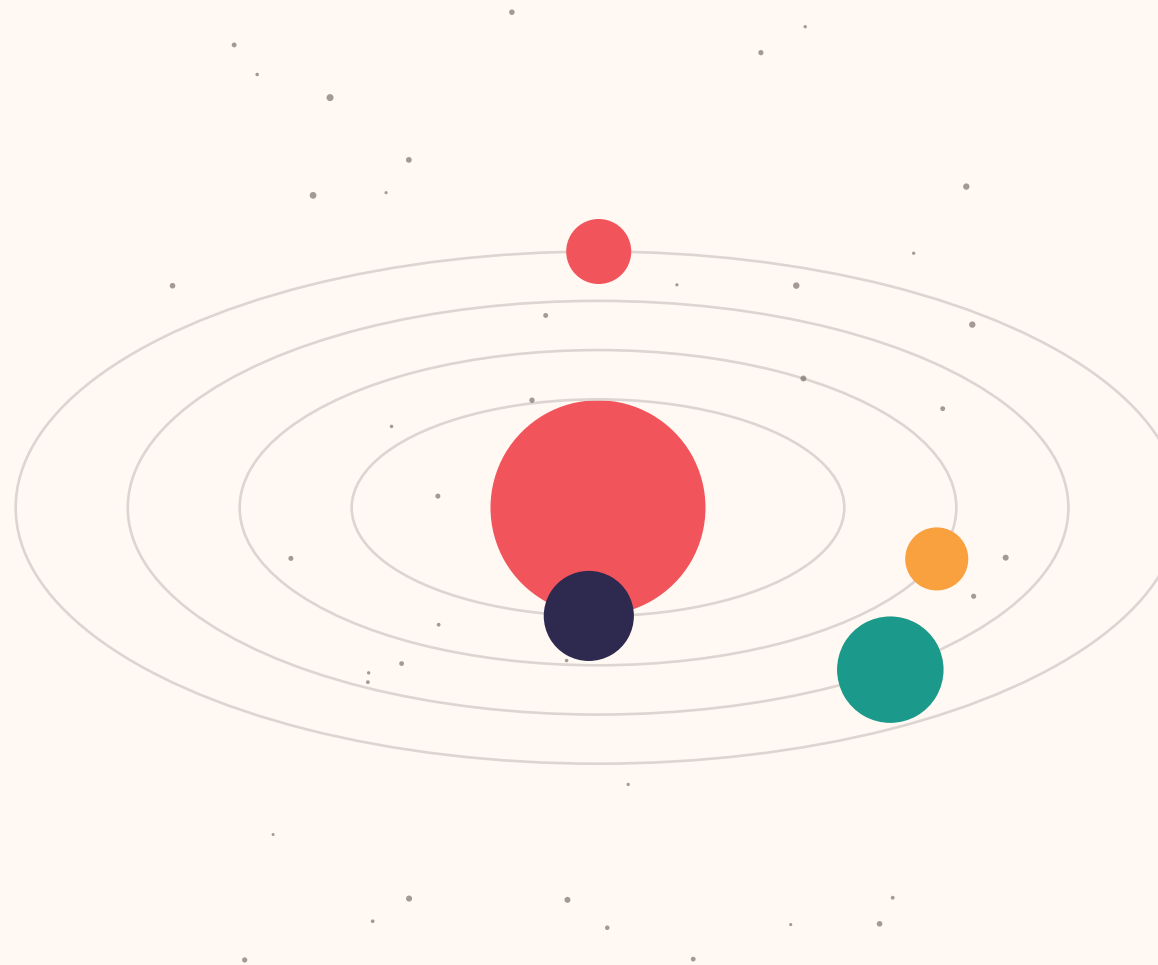


TECH SEMINAR

Cloud Computing 101

From servers in a room to services on demand



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DATE
2026

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02 | Agenda

01

Introduction

02

Architecture

03

Trends

04

Adoption



**Pay for what you use, scale
when you need to.**

Why it matters

04 | Overview

- Cloud computing delivers servers, storage and software over the internet
- Organisations rent capacity instead of buying hardware
- Services scale up and down with demand
- It enables faster launches and global reach

KEY IDEA

Most savings come from switching off what you are not using.

05 | How it works

1 Choose

IaaS, PaaS or SaaS

2 Deploy

Apps and data to the cloud

3 Scale

Auto-scale with demand

4 Optimise

Monitor cost and performance

06 | Core components



Compute

Virtual machines and containers.



Storage

Object, block and file storage.



Networking

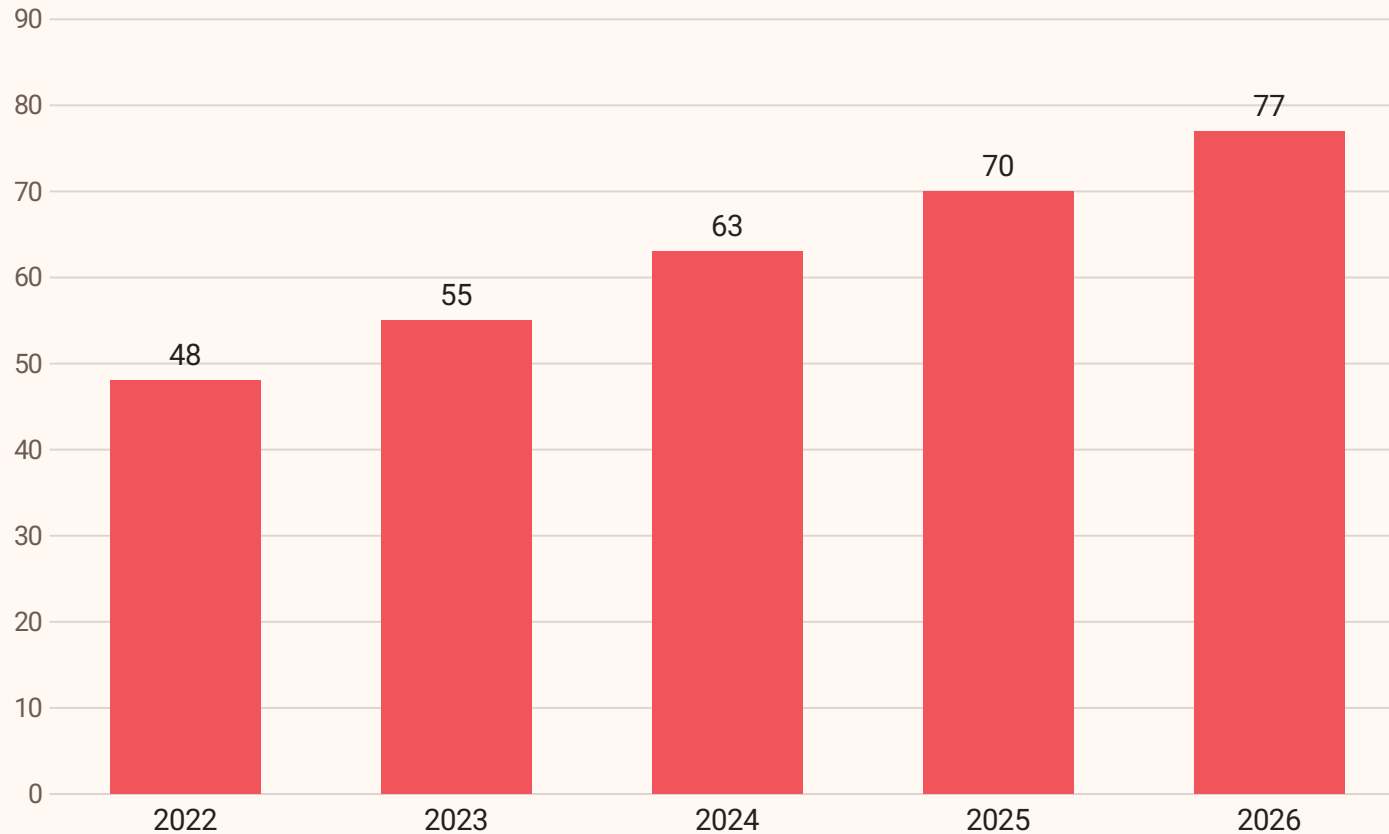
Load balancers, CDNs, VPNs.

07 | Tools and options

Layer	Popular choices	Notes
Compute	VMs, containers, serverless	Match to workload
Data	Managed databases	Backups included
Ops	Monitoring, IaC	Automate everything

Generic examples; pick what fits your project.

08 Adoption over time



Adoption keeps rising as tools mature (sample data).

Sample data for illustration — replace with your own figures.

09 | Use cases



Image 1

Websites

Hosting that scales with traffic



Image 2

Analytics

Big data on demand



Image 3

Backup

Off-site disaster recovery

10 | Benefits and risks

Benefits

- No upfront hardware cost
- Scale in minutes
- Global availability

vs

Risks

- Costs can creep up
- Vendor lock-in
- Needs new skills

11 | Best practices



Tag resources

Know who owns what.



Set budgets

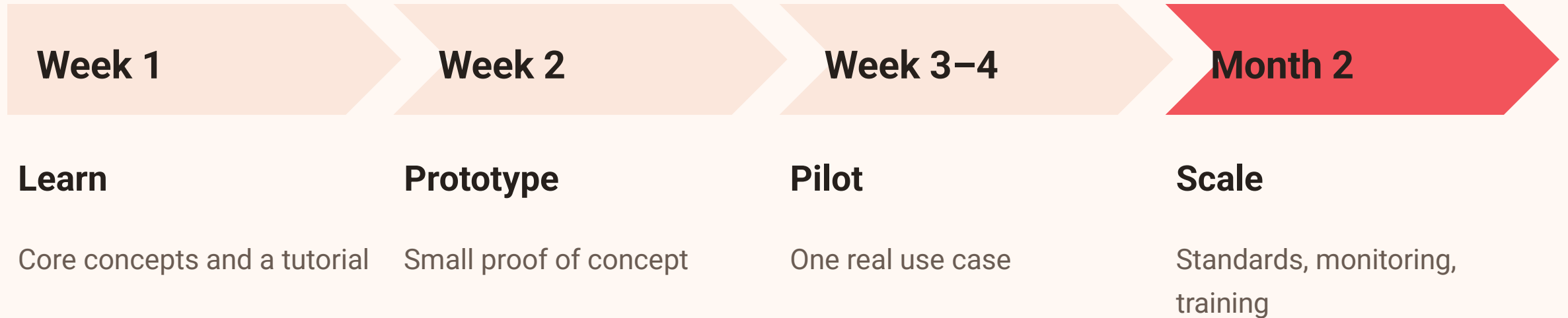
Alerts before overspend.



Automate

Infrastructure as code.

12 | Getting started roadmap



Questions?

Thanks for your time.

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