An Exhaustive Survey: Software Design Pattern for Cloud-based Environment

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Abstract: ***Cloud-based applications using a cloud design pattern have become popular since they promote reusability, security, and performance and also provide cloud services. Patterns can fail to provide the expected performance in several occurrences because their application is untrained. This reality requires consideration of a cloud-based design pattern approach for such an environment. The following are the paper's goals: The study of several cloud-based design patterns it offers will be helpful to application designers. It draws attention to a few cloud service providers where certain patterns have been handled improperly. A few cloud provider initiatives for these patterns are also examined.***

Keywords: Design Pattern, Cloud Services, AWS, AZURE

1. INTRODUCTION

The transition to the cloud represents a crucial development for the IT sector. Currently, cloud computing has risen in importance and has become a consistent pattern in IT. As cloud computing becomes more prevalent in human daily lives and the online world. The cloud environment provides quality services for developing and deploying applications with more features, and users use those services to reduce their issues and manage potential services. The data stored on the cloud can be shared among the organization or community intended, this is made possible through the services provided by the cloud's "hardware as a service," also known as "IaaS" (infrastructure as a service). The users are not highly limited on how to use the internet as a cloud in Infrastructure or as a platform as long as they align with the policies of the cloud. People can store their data with less worry about security, and they can manage their data according to their needs and the services they provide. Everything relating to the cloud is governed by the providers, and the user has no need for the highly needed equipment like servers to perform their work on the cloud and they don't need to manage anything on it.

Before you choose a cloud environment for your application, you think about design patterns that work with the cloud environment. In the cloud environment, there are many issues at the time of application development with different kinds of cloud models that should comply with the standards for quality of service in design, security, storage, data quality, and services. In the cloud Building, efficient and scalable software for that purpose software engineers produces effective and scalable solutions, using certain design patterns. Reusing information, expertise, and programming effectively has become one of the major issues in cloud software development and design. A primary aim was to find out how to apply solutions that were initially developed for numerous different, potentially incompatible applications to current models. How might businesses find effective ways of dealing with common programming errors so that they're effectively recognized, changed, and applied once more in subsequent iterations of innovation? Using patterns, we can achieve that.

A design pattern is a manifestation of the designer's expertise and scientific method but is also more flexible, so it depicts a concern and presents solutions. A design pattern demonstrates a challenge and suggests a solution since it is more customizable and reflects the developer's knowledge and systematic approach.

Provision of the following services, as performed by the design pattern:

- So select options that improve a platform's utilization and stay away from those that reduce it. Because it is not coupled with a particular screen resolution, this approach gives convenience and allows for more reusing of the knowledge.
- Whenever creating software applications using graphics-based user interfaces, this paradigm is repeatedly used.
- User-selected possibilities that improve a platform's utilization are preferred over options that reduce performance. For instance, in the Framework design pattern, the statement's display is independent of its actual content, as is the content's transformation or administration.
- A pattern offers more flexibility and allows for better repurposing of said data because it is not interwoven with a particular standard format.
- This methodology is often applied while developing application software for standardized interface devices.

The cloud environment provides quality services for developing and deploying applications with all the above features, and users use those services to reduce their issues and manage potential services. Before you choose a cloud environment for your application, you think about design patterns that work with the cloud environment. In the cloud environment, there are many issues at the time of application development with different kinds of cloud models that should comply with the standards for quality of service in design, security, storage, data quality, and services. In cloud building efficient and scalable software for that purpose software engineer use and produce effective and scalable solution using certain design patterns. Ownership of the application models on the cloud is of different types. These models aim to differentiate the types of ownership and usage of the models when in the cloud, and the end-user has to choose which type of model is used according to the needs to be served at the moment, but this is not as much of concern to the end-user as it is to the provider of the service.

The financial and technological advantages of the instantaneous process improvement paradigm have contributed to the increase in the adoption of cloud computing in current history [7]. Users can access the services they require whenever they need them via the cloud, thanks to cloud services that integrate various hardware and software components into a single set of assets. Users can use these resources in the form of three services: infrastructure as a service (IaaS), platform as a service (PaaS), and software as a service (SaaS) [8]. Vassil Gourov and Elissaveta Gourova's [9] paper concentrated on the design and implementation of a common public cloud provider. In cloud computing, there are also three patterns for cloud delivery service: IaaS provides domain controller, database, and infrastructure for computers and its use as infrastructure assets to manage cloud services. The computational system is available as a platform using PaaS, making it easier to design and deploy software and Software systems, SaaS is utilized to research cloud security standards, is stored and administered by a cloud service, and is made available to consumers as on-demand resources**.**

As a cloud consumer, when we are in a cloud environment and whenever a user can access the cloud services for development or deployment, some common problems occur, like security, cost, lack of resources, flexibility, etc. For those problems, here is a survey using a cloud design pattern as a solution.

Christopher Alexander introduced the concept of "design patterns" in his book, which provides a repeatable solution for the commonly occurring problem of designing, creating, and defining the structure at the time of software development[2], which he intended to use a specialized, standardized vocabulary to describe and characterize typical recurring issues in planning and creating structural components.

A design pattern is a consistent solution to frequently occurring challenges with application development in the discipline of software engineering. A design pattern isn't a completely operational, code-translatable design. It is a description or framework for problem-solving that may be used in a diverse range of situations[3]. You'll probably come across and apply software design patterns whether you're working on basic software components or huge architectural systems. These design patterns are mostly used to pave the way for software architecture, as they provide a wide range of solutions for storage and servers. The design pattern can help a programmer know the vulnerabilities of the system and how to solve them, and some of them will be elaborated on in this paper. The paper proceeds as follows: In the second section, we have discussed the role of design patterns in cloud computing. Section three describes the different types of cloud providers with design patterns and provides a brief review of normal information. The design pattern in the survey table data is displayed in the fourth section with all the details. Finally, the last section displayed issues and challenges with the cloud and then concluded the topic.

1.1 Role of Design Patterns in the Cloud:

Every design pattern reflects a regular problem in the modern environment. This solution can be utilized numerous times because it identifies the critical components of the solution to the challenges without performing the same action continuously [4]. As patterns offer the best options for developing applications specifically for cloud environments, cloud patterns can be considered an extension of traditional look patterns. It would be conceivable to create a strategy to facilitate the migration of business applications to the cloud, simplifying civilization and creating the groundwork for software creation that is interoperable and portable [5].

Design patterns can enhance the development process by providing tested, verified development models. Appropriate application development should take into account any issues that won't be revealed until the development process. Environmentally friendly design patterns improve the quality of the code for programmers and developers accustomed to the patterns and help prevent delicate issues that could cause significant complications [6]. Cloud technology providers use virtual machines and services rather than buying, running, and managing virtual machines, infrastructure, and platforms, and all these services are analyzed within parallel computer-mediated environments. Now we can summarize the importance of design patterns from the points below:

- It makes code reusable, bug-free, and clean.
- Speed up the development process.
- Changes or modifications become easier.
- Reduce the common problems developers face during the development process.
- Improve object-oriented skills.
- Easy to understand the flow of code.
- Less code is so easy to maintain.

There are various classifications of design patterns, but here, according to Gamma et al. [1], patterns are classified based on two criteria: purpose and scope, which reflect software developments.

Table 1. Classification of Design Patterns:

Purpose	**Design Pattern**	**Purpose**	**Pros**	**Cons**
Creational	Abstract Factory	-Allows the creation of objects without specifying their concrete type	-Hide the implementation -Easy to use and understand	-Require a separate factory for each abstraction -client must balance dependency against the factory
	Factory Method	-Creates objects without specifying the exact class to create.	-Hide concrete class from a client. -Class deals with the interface.	-Class can not be extended. -Factories break the existing client.
	Singleton	- Only one instance of an object is created.	Control access to shared resources -One-time initialization	-Static memory allocation -Hidden dependencies in the code
Behavioral	Chain of Responsibility	-Delegated command to a chain of processing objects.	decouples the sender of the request from its receivers.	hard to observe the run-time characteristics and debug.
	Template Method	-Presents an automated system as a superclass whose descendants are free to implement targeted action.	-No code duplication -Easy to implement and readable	-Enforce a particular design -Maintenance issue
Structural	Adapter	-Promotes the coexistence of multiple contradictory categories by confining any of the programs of study to a functional area.	-Code is reusable and flexible.	-Harder to override adaptee behavior
	Proxy	-Creates a safe abstraction from that of a fundamental organization’s ability to deny entry, drive down costs, or complicate matters.	-Ease of implementation -Control and diversion of requests	-Inappropriate change of response -Obstruction in the identification of overload

In cloud computing, there are three most popular environments like AWS, Azure, and Google Cloud, etc., which are used to develop and deploy computing applications in the cloud with common and reusable services with the use of design patterns. AWS, Microsoft Azure, and other cloud service providers offer a variety of design patterns that resolve concerns you can come across when developing and deploying an application that runs in a cloud environment.

AWS DESIGN PATTERN: This should come as no surprise that AWS does have a set of cloud design patterns, provided that Amazon is part of the "big three," mostly in the cloud-based sector, along with Microsoft and Google. AWS provides different types of design patterns along with an analysis of the patterns, and it always contains instructions on how to resolve them in AWS or the relevant cloud service.

Why use this pattern? In the cloud, AWS cloud computing technologies implement typical system design problems using a group of methods and approaches. It provides designs, tools, and detailed instructions for implementing the methodology for the migration strategy in practice.

AZURE DESIGN PATTERN: These design patterns can be used to create dependable, efficient, and cloud-provided systems. Each pattern provides an overview of the problem it solves, tips for using it, and then an application using Amazon Ec2. The majority of the patterns come with programming languages or examples that indicate the use of Azure to perform the design pattern. Although many of the patterns apply to global systems running on Microsoft Azure or other cloud platforms.

Why use this pattern? Use patterns whenever designing cloud apps hosted by Azure. It also addresses the issues that affect patterns and how they connect to the cloud, and Azure presents a solution for typical issues that arise when creating cloud-based applications.

OTHER DESIGN PATTERN: It's critical to remember that a design pattern could become out of date over time, for instance, due to the development of additional technologies, considering the rapid improvement of digital services. For that reason, the cloud provides so many other cloud design patterns like Google Cloud Platform, Alibaba, .org, etc. Additionally, these design patterns serve as guides for utilizing various cloud services and deployment patterns.

Why use this pattern? Making use of cloud services, there are numerous other problems and difficulties with the specific vendor that the time design pattern uses to work with cloud resources. Examples of other patterns that are helpful for the pattern's improvement include architectural patterns, the.org pattern, and numerous other patterns.

Table 2. Identification of Cloud Providers:

Cloud Provider	**AWS**	**AZURE**	**OTHERS(gl)**
How Old	12-year	7-year	GOOGLE-6 year
Compute	Amazon EC2	Azure Virtual Machine	Google's compute engine
File storage	Amazon S3	Azure blob storage	Google Storage

Advantages	-Numerous, experienced services -Services suited to businesses: unrestricted and adaptable -Global reach	-Integrating into Microsoft tools -Top testing and design tools, -Free and open software support; hybrid cloud -Vast feature set	-Free and open- - source support -DevOps competence -Incentives, and flexible contracts. -Enterprises built on the clouds
Disadvantages	-Excessive options Expense tracking -Challenge utilizes	-Inferior control tooling -Less business suited	-Fewer services with features -Fewer data hubs globally

2. REVIEW WORK:

The research on design patterns for cloud-based environments has received a great deal of interest, as was initially presented. Various research has been conducted to identify, classify, make use of, and assess patterns logically and quantitatively. Literature surveys are crucial for assessing research because they reveal the development of the field and the development of an appropriate approach.

Singh, et al. [10]discussed cloud computing, its architecture, its features, as well as various cloud-based computing services and design systems. B.Patel. [11]Provides us with a quantitative investigation of various clouds utilizing several parameters and defining the several kinds of models of cloud computing services and deployment patterns. Simply put, the comparison is built on several cloud aspects, including dependability, affordability, data management, application, and functionality. Takashi Iba et al. [12]That paper provides previews of upcoming pattern ideas as well as design concepts for pattern representation. A pattern representation is a graphical portrayal of a sample's conceptual central notion that is displayed along with the pattern name.

Heer, J., & Agrawala, M. [13] talk about the organization, usage context, and relationships of patterns encompassing data models, visuals, and interaction. These patterns can be used to improve software development, deployment, and maintenance since they convey design knowledge in a reusable format to evaluate, enhance, develop instruction, and communicate more effectively. Zhang, C., & Budgen, D. [14] found pertinent key studies about the use of the 23 patterns listed in the popularly used book by the GoF (Gang of Four) by analyzing the literature till 2009 In that, some empirical information patterns do not assist beginners in learning about design, there were some patterns can provide adequate a framework for maintenance. According to Gahlyan, P., & Narayan Singh, S. [15] 23 GoF software design patterns guiding premise for this catalog is the kind of problem that these patterns address. H. K. Jun and M. E. Rana [16] found a context to develop two functional solutions, evaluate each one's software reliability value, and then illustrate how applying design patterns to the provisioning standards has significantly enhanced the software's quality. They aim to empirically compare a less complex solution with its more complex counterpart to demonstrate that the effective use of design patterns results in a higher software maintainability value. Naghdipour et al. [17] .The proposed study of a framework called Design Pattern Selection Approaches (DPSA) defines methodological research by comparing approaches based on specified criteria and evaluating each methodology in terms of these criteria and its use for contrasting our efforts of today with those of tomorrow and also utilizing the current methods while considering them based on their criteria.

According to T. B. Sousa et al. [18] when modifying the difficulty of the commercial operation, the number of millions of customers, and the structure of the business, we see that the mean pattern adoption tends to rise as the business grows and find that the vast majority of businesses (97%) implement at most one of these patterns. Improving the comparability of pattern semantics, storing and imparting knowledge, identifying interactions on a simulation platform, generating code, and discovering patterns are all benefits of implementing design patterns Salman Khwaja and Mohammad Alshayeb [19] Utilizing a method for assessing system design approaches, it surveys and contrasts the many different dialects now in use. The system design methods are categorized into research and also consider the resources accessible for the system design tools.

Dereje Yimam and Eduardo B. Fernandez[20] conducted a review of the work being done on rules issues and concluded that the absence of frameworks and pertinent patterns affects conformity more difficult than it needs to be and also look at current business trends for compliance methods providing some advice for what this design and its associated patterns ought to include. Ali, S., Hafeez, et al. [21] purposed a study that provided a unit test sorting and selecting reaching this point on a design pattern to improve the accuracy of problem identification for that enhancing the flaws identification by the identity Compared to earlier malfunctions and unpredictable prioritized systems, the proposed methodology improves problem classification performance. Utilizing a method for assessing system design approaches, it surveys and contrasts the many different dialects now in use. The system design methods are categorized to do research and also consider the resources accessible for the system design tools.

For the design choice, Peter Macko and Jason Hennessey [22] provide a group of related new designs and modifications that, although relatively understudied, highlight additional compromise options inside this design model, including a qualitative investigation of the respective market, and offer an introduction to distributed information mechanisms based on the priority that has been excessively or underemphasized. The purpose is to organize cloud applications into a collection of deploy patterns and services on cloud platforms that optimize actual goals for security, performance, and spatial constraints for that Anna Berenberg and Brad Calder [23] survey six cloud-based languages that are categorized for research into many groups. A succinct explanation of the design-pattern specification languages' resources are given deployment archetypes for cloud applications: These are (1) Zonal, (2) Regional, (3) Multi-regional, (4) Global, (5) Hybrid, and (6) Multi-cloud deployment archetypes. It makes it easy to operate the applications more thoroughly and analyze what is required to accomplish the reliability and performance goals for specific applications. Create device software that adheres to the safety standards that Radermacher et al.[24]offer to combine model-driven engineering (MDE) and design patterning. It is used in defining safety-oriented design patterns, creating a security and dependability pattern system, and maintaining security requirements with already-existing modeling artifacts throughout the design phase based on the security and dependability pattern system. Patterns are significantly greater abstractions of the views of specialists, and both the number of observations and the applications of design patterns have increased. Uses a design-pattern specification language assessment system. Salman Khwaja and Mohammad Alshayeb [19] provide a survey and comparison of the available design-pattern specification languages. The design-pattern specification provided a unit testing prioritization and preference framework based on a design pattern to boost the accuracy of failure discovery. Ali, S. et al. [25] suggested the framework was tested in an experiment, in comparison to other approaches, and some possible solutions for knowing things modules were chosen using observer patterns, and, secondly, possible solutions were prioritized for adopting particular tactics. Research findings demonstrate that the suggested framework effectively confirms modifications. According to Almadi SHS et al.'s [26] use of databases and methodologies for design pattern foul smell identification, when we evaluated the entire text, we found that the frequency of unpleasant scents had been studied at four levels of accuracy: design level, category level, pattern level, and role level, and we noticed that the study phenomenon is intensifying, with a clear preference for studies that examine code clone frequencies instead of filth instances at the modifier level.

Sridaran, R. et al. [27]surveyed many pattern-based online applications, which will be helpful to service designers. It draws attention to a few online apps where patterns have been handled improperly. Additionally, a few re-engineering projects for these situations are examined to identify the pattern for application development. Meheden M et al. [28] suggest a greater approach in each stage of the project's design and show how design patterns may be applied from the system level to a cloud environment's plan and implementation phase, the effectiveness of the proposed methodologies on these systems will be assessed. Design patterns have generally been shown to be crucial to the development cycle, facilitating efficient teamwork and the implementation of high-quality management software. Dai, J., and Huang [29] analyze the issues associated with cloud services, along with some of the new approaches being developed to overcome them. Based on our experience developing cloud infrastructure systems and the best quality standards.

In cloud computing whenever deploying and developing software with cloud resources using design patterns that time various application algorithms have a lot of patterns that cause advancement to be repetitive and it will more effect to cloud applications and that solution according to Naumann, U. [30] adjoint code patterns decrease such challenges and improve the cloud framework and fully operational standard solution offered by GitHub. Recent assessments of the study indicate that there are issues with the way design patterns are analyzed in terms of cloud providers and how design patterns work in cloud environments. These results are based on data from several studies and show design patterns or any architectural module that affects how software is designed in cloud environments.

2. Analyze and characterize the cloud design patterns

According to our survey research, we can characterize the design patterns that affect cloud software applications. Finding design patterns and factors that affect the cloud deployment process Analyze all the factors, including all the specific factors causing the problems in cloud software deployment. The pattern improves the performance degradation of the software deployment modularity by some specific design pattern framework that has distinguished functionality: the cloud software deployment For designers and developers comfortable with the patterns, design patterns assist in removing minor errors that can lead to serious difficulties and enhance the quality of the code.

In this survey, we analyze and characterize 3 different environments with 30 different patterns, along with the specific factors causing the problems in cloud software deployment, to confirm the strengths, limitations, and pros of the cloud design patterns that affect software performance.

Table 3. Analyze and Characterize the cloud design patterns

SR.NO.	REF./AUT.	PATTERN	STRENGTH	LIMITATIONS	PROS	EXPLANATION
1	[31]	Cache Aside Pattern	Improve Performance	Cache devices cannot be shared.	Reduce Database Cost Reduce the load on the back end.	Allow applications to load data on demand from the data store into a cache.

2	[31]	Federated Identity Pattern	Improve the user experience	Low performance vs. security	provide SSO for applications	Accept different applications and desire to supply single sign-on(SSO) for applications
3	[31]	Circuit Breaker Pattern	Improve the stability and resilience	Create an overhead	Access a shared resource minimizes the failure impact	Reduces the performance impact of a failure while stabilizing the system during recovery.
4	[44]	Ambassador Pattern	Used with more than one application at a time without its knowledge, thereby simplifying the coder's work	Testing relies on the local host machine and links to other containers; it is independent.	Multiple requests can be solved at once as if they were one	It can be shared with another container pattern and act like Transport Layer Security(TLS), formerly known as Secure Socket Layer(SSL).
5	[51]	Anti-Corruption Layer Pattern:	Migration of data and system made easy	Dependencies occur when a gradual system is migrated from the old to the new system	Good communication between the migrated system and the current system	Allows translation of multiple requests between the old system and the new system, modern and legacy systems respectively
6	[51]	Backend for Front ends Pattern	No alteration to the front-end user experience while using the device and accessing the cloud for data	It takes time and heavy work for the back-end technicians to balance the needs of differentUI Technicians	Shared services, easy customization, and an alternative language can be used for other interfaces connected to it	Allows the creation of features needed for the UI
7	[33]	leaders followers pattern	Promotes follower engagement and creativity	Minimize concurrency	Increases follower's trust and satisfaction	provides an efficient concurrency model
8	[33]	External Configuration Store Patterns	Easy parable with other resources, for external use	-	Cost-effective (lower cost)	One of the patterns with limited resources
9	[35]	Runtime Reconfiguration pattern	Minimize downtime	Critical timing	Reconfigured without having to redeploy	Provides a framework for progressive enhancement, changing systems and procedures, and methods for describing system design
10	[36]	Grid Architectural Pattern	Improve the availability of computing resources	High complexity	Easy application deployment	Allows the sharing of resources such as CPU, memory, and disk storage in a grid environment.

11	[45]	Snapshot pattern	Speedy deployment	Insert-only database updates	Immutable deletes the database	provides Data updates automatically
12	[46]	Floating IP Pattern	Achieve automatic failover	-	provide a load balancer for IP failover	Used elastic IP and did tube modification.
13	[47]	NFS Sharing Pattern	Data is updated in real-time	Add a real-time file system Access the file through the load balancer	Increase performance real file system	Split the remaining obligations, and it is necessary to synchronise data across all of the platforms.
14	[50]	Scale-up Pattern	Increase the capacity of hardware and software	Costly and time-consuming	Add more computing resources	It enables the server specifications to be changed for use without replacing the server and reinstalling the operating system
15	[47]	Stamp Pattern	Reduce the physical labor, expense, and time	Non-linear scaling is costly	Improve the scalability reduce labor and time	Allow customers to build a system copy of the domain controller that has been deployed.
16		Scale Down pattern	Connect multiple hardware and software	Costly and utilising extra resources	-	Available capacity to scale widely to manage traffic
17	[37]	Hybrid Backup Pattern	New management technologies	Complex distributed system	Provides flexibility, ability	Combines security and management with private and public cloud computing
18	[52]	Multi-cloud Pattern	Multiple front-end servers	-	Provide multi-platform	Runtime environments for tracking and reporting in deployments of several clouds, including hybrid
19	[38]	WAF Proxy Pattern	Reducing the duration of execution and memory utilisation	Inconsistent approach	Performance improvements	Serving as a stand-in or proxy for another object to manage access
20		Direct Storage Hosting Pattern	-	Only used for static applications	-	Without using a virtual machine to deploy the static application resources

21	[48]	Compensating Transaction Pattern	-	Compensatory cognition is hard to draw conclusions from	Minimize the complexity of requiring compensating transactions.	Used to reduce congestion and boost performance in a parallel way
22		Data Partitioning Pattern	Data is more exposed to the public,	-	-	Partitions of the data are created that can each be maintained and viewed individually
23	[48]	Leader Election Pattern	Distributed application	More lightweight method	-	Establish a reliable system for choosing the leader.
24	[39]	Service Metering Pattern	Highly flexible	Computation applications	Provide measurements for numerous consumer components.	Utilized gathering and keeping metered data while evaluating utilities cloud services
25	[48]	Valet Key Pattern	Reduce Cost	Reduce the extent of access the key will allow.	Performance and scalability	Direct distribution of resources and instead controls access to that information via keys or tokens
26	[48]	Index Table Pattern	Quick access data	Costly and storage issues with duplicate Data	Improve query performance by creating your index table	Enabling quicker access to data from data storage by applications.
27	[40]	Federated Identity Pattern	Provide an integrated user experience	-	-	Authorize authentication for external identity providers
28	[41]	Gatekeeper Pattern	Security	Not perform any operations not hold any access keys or tokens	Scalable Efficient	provides all cloud-hosted software and services an additional amount of stability
29	[42]	Pipes and Filters Pattern	Scaled independently	Complex Repeated messages	Improve performance, scalability, and re-usability	Used whenever a challenge can be characterized in terms of conceptual parallel processing
30	[49]	Event Sourcing Pattern	-	performance limits scalability	Avoid the description of a method for handling functions	Assure the integrity of data information, and keep detailed audit records and histories that enable corrections

On performing the characterization process, on the design patterns To confirm the survey about cloud patterns with different parameters and identify all 30 patterns with a specific cloud service after the survey, we can differentiate the patterns by their platform.

Table 4. Differentiate design patterns with specific cloud-provided platforms

SR. NO.	PATTERN NAME	AWS	AZ UR E	OTH ER
1	Cache Aside Pattern	-	Yes	-
2	Federated Identity Pattern	-	Yes	-
3	Circuit Breaker Pattern	-	Yes	-
4	Ambassador Pattern	-	Yes	-
5	Anti-Corruption Layer Pattern:	-	Yes	-
6	Backend for Front ends Pattern	-	Yes	-
7	leaders-followers Pattern	-	Yes	-
8	External Configuration Store Patterns	-	yes	-
9	Runtime Reconfiguration pattern	-	-	yes
10	Grid Architectural Pattern	-	-	yes
11.	Bacnet Pattern	Yes	-	-
12.	Floating IP Pattern	Yes	-	-
13	NFS Sharing Pattern	Yes	-	-
14	Scale up Pattern	Yes	-	-
15	Stamp Pattern	Yes	-	-
16	Scale Down Pattern	Yes	-	-
17	Hybrid Backup Pattern	Yes	-	-
18	Multi-Cloud Pattern	Yes	-	-
19	WAF Proxy Pattern	Yes	-	-
20	Direct Storage Hosting Pattern	Yes	-	-
21	Compensating Transaction Pattern	-	Yes	-
22	Data Partitioning Pattern	-	Yes	-
23	Leader Election Pattern	-	Yes	-
24	Service Metering Pattern	-	Yes	-
25	Valet Key Pattern	-	-	Yes
26	Index Table Pattern	-	Yes	-
27	Federated Identity Pattern	-	Yes	-
28	Gatekeeper Pattern	-	Yes	-
29	Pipes and Filters Pattern	-	Yes	-
30	Event Sourcing Pattern	-	-	yes

4. Common Cloud AWS Design Patterns

According to Table 3. Analyze and Characterize the cloud design patterns here, some common design pattern which work with AWS environment:

1. **SnapShot Pattern [54] :**
   The snapshot design pattern is used by the programmer for unchangeable edit software updates and continuous application installation updates. Implementing snapshots entails externalizing data information at one or maybe more chairs and editing records

by adding new information instead of just erasing the previous one. It provides streamlined organizational sustainability, excellent reliability, information and system protection, and restoration efficiency.

2. **Stamp Pattern** [55] **:**
   This pattern effectively clones the computing infrastructure with functionalities ready to go, eliminating the effort, complexity, and cost required to establish a cloud platform. It works well for building plenty of cloud platforms. This pattern provides optimized installations and facilitates exchanges.

3. **Scale-Up Pattern** [55] **:**

   This design phase enables developers to modify service specs before having to replace the computer or update the piece of software. It is useful fornullifying the requirement for exact service configuration prediction throughout system creation and development. It reduces the economic costs brought about by service outages and, indeed, the failure to serve customers as a consequence of insufficient resources, and it promotes resource efficiency in terms of expenditures.

4. **Scale-Out Pattern** [55] **:**

   Compensates for unanticipated shifts in the traffic throughput and raising costs for a slightly elevated system. This technique enables you to "scale up" the number of virtual computers used for execution. It **is** Provide service continuity, Reduces cost, Reduces the workload and the limit is smaller than the Scale-Up Pattern.

5. **NFS Sharing Pattern** [55] **:**

   This pattern centralizes the entry destination for something like information, and the Network File Sharing (NFS) architecture intends to bring true partition table synchronization to the custom application ensemble. By using an internal virtual network for whom the primary goal is to maintain an NFS share for the examples that seem to be exposed through the cloud infrastructure, we will enhance the initial model.

When using cloud computing service providers and implementing design patterns, there are still a variety of issues and challenges that arise, and significant obstacles with design patterns due to the security and privacy proliferation of services in the cloud. The vulnerability of public clouds seems to be very crucial and this can preclude the rapid rise of detecting security difficulties. Cloud vendors and users endure a variety of rules and difficulties within the cloud environment.

5. **Issues and challenges with the design pattern**

- **Availability:** In cloud computing, sometimes poor availability of cloud resources means that time business is unable to access its data or applications -- and potentially loses revenue.
- **Security:** Lack of power over confidentiality and availability, failure to recognize security challenges professionally, and difficulties with environmental regulations are all issues that physical controls battle over.
- **Design and implementation:** In cloud computing develop or deploy software that time design level key issues in open architecture and cloud service platform-related issues.
- **Performance and scalability:** Unsatisfactory throughput can occasionally be attributed to an application architecture that fails to equally spread its processes

among the various cloud services. Public infrastructure can come to a halt due to system security difficulties. Poor performance and a lack of service availability are the same from a design standpoint.

- **Management and Monitoring:** Managing in a cloud environment can present several challenges. But performing in a multi-cloud environment might present additional issues because it requires managing your organization's resources, applications, and configuration settings across many third-party vendors.

5. CONCLUSION:

In this survey paper, we describe, the introduction and examine various cloud-based design patterns for information management, organizing, and structuring with cloud challenges, as well as different approaches to cloud computing and some common design patterns. The application area of cloud computing paper also looked into the consequences of improper pattern consumption on cloud services and provided some re-architecture ideas. The main problems considered in the patterns are related to cloud factors that affect cloud deployment and its security and availability. Based on the findings and future work, develop a novel design pattern that should help cloud application programs fully engage in the cloud without facing significant obstacles. We envision extending our tools to automate the whole process of design pattern definition, storage, and search application and offering a complete framework that supports pre-certified, safety-oriented design patterns.

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