The place to start any inquiry into cloud computing is with a more careful look at a typical interaction between a client computing application and a cloud service. In this first chapter of the text we will briefly survey the origins of the cloud computing concept, and will look at how today’s client to cloud interactions differ from the styles of client-server computing that were common even a few years ago. Then we will drill down to understand some of the basics of cloud computing: the key elements of the overall picture, some consisting of generally accepted standards that are relatively mature (such as the options for representing a web page and rendering it); others that are easily programmed and hence almost arbitrarily extensible.