6. Conclusion and future work

In this paper, we propose an architecture and software approach that can be used to built a *Service Oriented Cloud Computing System (SOCCS)* using Microsoft CCR/DSS system. We also show that the business application that is built according to this concept can scale well from a single multicore computer to multiple computers. The experimental results demonstrate the execution speed that is substantially faster for the target application which is a high performance Pickup and Delivery Problem with Time Windows (PDPTW). The use of Microsoft CCR/DSS to develop parallel application has many advantages such as more robustness, seamless integration with many windows based application development model. Moreover, a CCR/DSS application can potentially be deployed on a large clustering environment with a minimal change from multicore implementation.

In the future, more scalable and better *Cloud Service management (CSM)* is planned. This part is still a single point of failure and performance degradation. Thus, some distributed scheme must be applied to improve this vital component.

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