**Exercise**

**Create a package feed in Azure Artifacts**

In this part, you'll set up Azure Artifacts and create a new feed. You'll use this feed later, to store your new Models package and to consume the package in your application pipeline.

**Set up Azure Artifacts**

1. From Azure DevOps, go to the **Artifacts** tab, and then select **+ Create feed**.
   1. Name the feed *Tailspin.SpaceGame.Web.Models*.
   2. Under **Visibility**, select **Members of (your organization)**.
   3. Under **Upstream sources**, unselect **Include packages from common public sources**.

The other choice, to use public sources, is if you want to create an *upstream* from this feed. That is, you can access your packages and packages from public package managers like NuGet or npmjs from this feed.

* 1. Select **Create**.

Screenshot of Create new feed dialog box

1. Select **Connect to feed**.

This has a list of links, commands, and a credential provider you could use if you wanted to run this locally by using Visual Studio. For brevity, we'll skip this part.

**Andy:** I've got Azure Artifacts set up. Now we need to create a pipeline that creates the new package there.