DATABRICKS ASSESSMENT 2

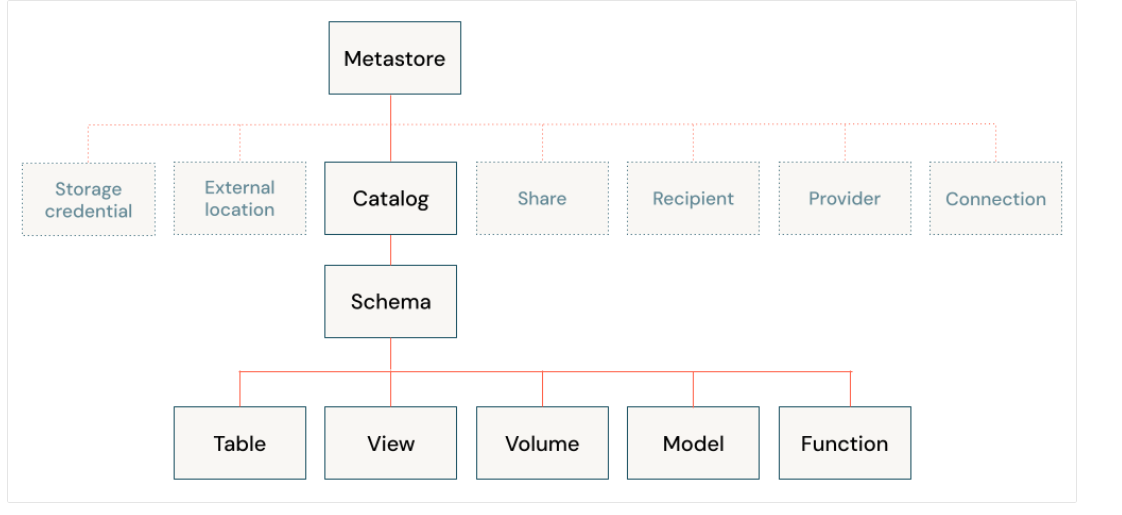
Q) Explain Overview of 3 level namespace and creating Unity Catalog objects.

A)

Within the Unity Catalog, data objects are organized in a hierarchical structure that begins with the meta store and flows down to tables or volumes:

* **Meta store:** This serves as the highest-level container for metadata and provides a structured three-level namespace ( catalog.schema.table ) for organizing your data.
* **Catalog:** Acting as the initial layer of the hierarchy, catalogs are used to categorize your data assets efficiently.
* **Schema:** Also referred to as databases, schemas form the second layer of the hierarchy and encompass tables and views.
* **Tables, views, and volumes**: Representing the lowest level in the data object hierarchy, these elements store and manage data assets. Volumes are specifically designed to oversee non-tabular data, providing governance for such content.
* **Models**: Although not strictly classified as data assets, registered models can be managed within the Unity Catalog and reside at the bottom level of the object hierarchy.

**Reference Diagram:**

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