CREATING A CONNECTION

This creates a connection so that you can interact with the server.

LISTING OWNED BUCKETS

This gets a list of Buckets that you own. This also prints out the bucket name and creation date of each bucket.

```
ListBucketResponse response = client.ListBuckets();
foreach (S3Bucket b in response.Buckets)
{
          Console.WriteLine("{0}\t{1}", b.BucketName, b.CreationDate);
}
```

The output will look something like this:

```
      mahbuckat1
      2011-04-21T18:05:39.000Z

      mahbuckat2
      2011-04-21T18:05:48.000Z

      mahbuckat3
      2011-04-21T18:07:18.000Z
```

CREATING A BUCKET

This creates a new bucket called my-new-bucket

```
PutBucketRequest request = new PutBucketRequest();
request.BucketName = "my-new-bucket";
client.PutBucket(request);
```

LISTING A BUCKET'S CONTENT

This gets a list of objects in the bucket. This also prints out each object's name, the file size, and last modified date.

```
}
```

The output will look something like this:

DELETING A BUCKET

Note: The Bucket must be empty! Otherwise it won't work!

```
DeleteBucketRequest request = new DeleteBucketRequest();
request.BucketName = "my-new-bucket";
client.DeleteBucket(request);
```

FORCED DELETE FOR NON-EMPTY BUCKETS

Attention: not available

CREATING AN OBJECT

This creates a file hello.txt with the string "Hello World!"

CHANGE AN OBJECT'S ACL

This makes the object hello.txt to be publicly readable, and secret plans.txt to be private.

```
SetACLRequest request = new SetACLRequest();
request.BucketName = "my-new-bucket";
request.Key = "hello.txt";
request.CannedACL = S3CannedACL.PublicRead;
client.SetACL(request);

SetACLRequest request2 = new SetACLRequest();
request2.BucketName = "my-new-bucket";
request2.Key = "secret_plans.txt";
request2.CannedACL = S3CannedACL.Private;
client.SetACL(request2);
```

DOWNLOAD AN OBJECT (TO A FILE)

This downloads the object perl_poetry.pdf and saves it in C:\Users\larry\Documents

```
GetObjectRequest request = new GetObjectRequest();
request.BucketName = "my-new-bucket";
request.Key = "perl_poetry.pdf"
GetObjectResponse response = client.GetObject(request);
response.WriteResponseStreamToFile("C:\\Users\\larry\\Documents\\perl_poetry.pdf");
```

DELETE AN OBJECT

This deletes the object goodbye.txt

```
DeleteObjectRequest request = new DeleteObjectRequest();
request.BucketName = "my-new-bucket";
request.Key = "goodbye.txt";
client.DeleteObject(request);
```

GENERATE OBJECT DOWNLOAD URLS (SIGNED AND UNSIGNED)

This generates an unsigned download URL for hello.txt. This works because we made hello.txt public by setting the ACL above. This then generates a signed download URL for secret_plans.txt that will work for 1 hour. Signed download URLs will work for the time period even if the object is private (when the time period is up, the URL will stop working).

Note: The C# S3 Library does not have a method for generating unsigned URLs, so the following example only shows generating signed URLs.

```
GetPreSignedUrlRequest request = new GetPreSignedUrlRequest();
request.BucketName = "my-bucket-name";
request.Key = "secret_plans.txt";
request.Expires = DateTime.Now.AddHours(1);
request.Protocol = Protocol.HTTP;
string url = client.GetPreSignedURL(request);
Console.WriteLine(url);
```

The output of this will look something like: