Introduction to Amazon Simple Storage Service (Amazon S3)

Task 1: Creating a bucket

1. Sign into your AWS console: https://console.aws.amazon.com/console/home
2. At the upper left of the AWS Management Console, on the Services menu, choose S3.
3. Choose Create bucket

   Note: Bucket names must be 3–63 characters long and consist of only lowercase letters, numbers, or hyphens. The bucket name must be globally unique across all of Amazon S3 regardless of account or Region, and you cannot change a bucket name after creating the bucket.

Task 2: Uploading an object to the bucket

4. In the S3 Management Console, find and select the bucket name that you have created.
5. Choose Upload (This step launches an upload wizard. Use this wizard to upload files either by selecting them from a file chooser or by dragging them to the Amazon S3 window.)
6. Choose **Add files**
7. Browse to and select the file that you want to upload.
8. At the bottom of the page, choose **Upload**
9. In the **Upload: status** section in the upper right, choose **Close**

Task 3: Making an object public

 By default objects in Amazon S3 are private.

10. In the upper right, choose the Object actions dropdown menu, you will notice that Make public via ACL is greyed out.
11. In the upper left of the page, choose the bucket name in the navigation to go back to the main bucket overview page.
12. Choose the Permissions tab.
13. We need to allow the use of ACLs first. Under Object Ownership choose Edit.
14. Choose ACLs enabled.
15. Choose Bucket owner preferred.
16. Choose Save Changes.
17. Under Block public access (bucket settings), choose Edit to change the settings.
18. Clear the check box for the Block all public access option, and then leave all other options cleared
19. Choose Save changes and confirm it.
20. Choose the objects tab then select name of the object.

21. At the upper right on the object overview page, choose the Object actions dropdown menu, and select Make public.

Note: **When public read access is enabled and not blocked by Block Public Access settings, anyone in the world can access the specified objects.**