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s3.console.aws.amazon.com/s3/get-started?region=ap-south-1

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Global Shrikrushna C Gundre

Storage

Amazon S3

Store and retrieve any amount of data from anywhere

Amazon S3 is an object storage service that offers industry-leading scalability, data availability, security, and performance.

Create a bucket

Every object in S3 is stored in a bucket. To upload files and folders to S3, you'll need to create a bucket where the objects will be stored.

Create bucket

Pricing

With S3, there are no minimum fees. You only pay for what you use. Prices are based on the location of your S3 bucket.

Estimate your monthly bill using the [AWS Simple Monthly Calculator](#)

[View pricing details](#)

Resources

User guide

API reference

FAQs


Discussion forums

S3 on the AWS news blog

How it works

aws Introduction to Amazon S3

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aws.amazon.com/S3

CloudShell Feedback

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Create bucket

Info

Buckets are containers for data stored in S3.

General configuration

AWS Region

Asla Pacific (Mumbai) ap-south-1

Bucket name

Info

my-game-pipeline

Bucket name must be unique within the global namespace and follow the bucket naming rules. [See rules for bucket naming](#)

Copy settings from existing bucket - *optional*

Only the bucket settings in the following configuration are copied.

Choose bucket

Format: s3://bucket/prefix

Object Ownership

Info

Control ownership of objects written to this bucket from other AWS accounts and the use of access control lists (ACLs). Object ownership determines who can specify access to objects.

☒

ACLs disabled (recommended)

All objects in this bucket are owned by this account. Access to this bucket and its objects is specified using only policies.

☐

ACLs enabled

Objects in this bucket can be owned by other AWS accounts. Access to this bucket and its objects can be specified using ACLs.

Object Ownership

Bucket owner enforced

Block Public Access settings for this bucket

Public access is granted to buckets and objects through access control lists (ACLs), bucket policies, access point policies, or all. In order to ensure that public access to this bucket and its objects is blocked, turn on Block all public access. These settings apply only to this bucket and its access points. AWS recommends that you turn on Block all public access, but before applying any of these settings, ensure that your applications will work correctly without public access. If you require some level of public access to this bucket or objects within, you can customize the individual settings below to suit your specific storage use cases. [Learn more](#)

☒

Block *all* public access

Turning this setting on is the same as turning on all four settings below. Each of the following settings are independent of one another.

☒

Block public access to buckets and objects granted through *new* access control lists (ACLs)

S3 will block public access permissions applied to newly added buckets or objects, and prevent the creation of new public access ACLs for existing buckets and objects. This setting doesn't change any existing permissions that allow public access to S3 resources using ACLs.

☒

Block public access to buckets and objects granted through *any* access control lists (ACLs)

S3 will ignore all ACLs that grant public access to buckets and objects.

☒

Block public access to buckets and objects granted through *new* public bucket or access point policies

S3 will block new bucket and access point policies that grant public access to buckets and objects. This setting doesn't change any existing policies that allow public access to S3 resources.

☒

Block public and cross-account access to buckets and objects through *any* public bucket or access point policies

S3 will ignore public and cross-account access for buckets or access points with policies that grant public access to buckets and objects.



Turning off block all public access might result in this bucket and the objects within becoming public

AWS recommends that you turn on block all public access, unless public access is required for specific and verified use cases such as static website hosting.

☒ I acknowledge that the current settings might result in this bucket and the objects within becoming public.

Bucket Versioning

Versioning is a means of keeping multiple variants of an object in the same bucket. You can use versioning to preserve, retrieve, and restore every version of every object stored in your Amazon S3 bucket. With versioning, you can easily recover from both unintended user actions and application failures. [Learn more](#)

Bucket Versioning

☒ Disable

☐ Enable

Tags - *optional* (0)

You can use bucket tags to track storage costs and organize buckets. [Learn more](#)

No tags associated with this bucket.

Add tag

Default encryption

Info

Server-side encryption is automatically applied to new objects stored in this bucket.

Encryption type

Info

☒ Server-side encryption with Amazon S3 managed keys (SSE-S3)

☐ Server-side encryption with AWS Key Management Service keys (SSE-KMS)

☐ Dual-layer server-side encryption with AWS Key Management Service keys (DSSE-KMS)

Secure your objects with two separate layers of encryption. For details on pricing, see [DSSE-KMS pricing](#) on the [Storage](#) tab of the [Amazon S3 pricing page](#).

Bucket Key

Using an S3 Bucket Key for SSE-KMS reduces encryption costs by lowering calls to AWS KMS. S3 Bucket Keys aren't supported for DSSE-KMS. [Learn more](#)

☐ Disable

☒ Enable

Advanced settings

After creating the bucket, you can upload files and folders to the bucket, and configure additional bucket settings.

Cancel

Create bucket



Edit static website hosting

Info

Static website hosting

Use this bucket to host a website or redirect requests. [Learn more](#)

Static website hosting

- ☐ Disable
- ☒ Enable

Hosting type

- ☒ Host a static website
Use the bucket endpoint as the web address. [Learn more](#)
- ☐ Redirect requests for an object
Redirect requests to another bucket or domain. [Learn more](#)

For your customers to access content at the website endpoint, you must make all your content publicly readable. To do so, you can edit the S3 Block Public Access settings for the bucket. For more information, see [Using Amazon S3 Block Public Access](#)

Index document

Specify the home or default page of the website.

index.html

Error document - optional

This is returned when an error occurs.

error.html

Redirection rules - optional

Redirection rules, written in JSON, automatically redirect webpage requests for specific content. [Learn more](#)

1

JSONLn 1, Col 1Errors: 0Warnings: 0



Edit bucket policy Info

Bucket policy

Policy examples

Policy generator

The bucket policy, written in JSON, provides access to the objects stored in the bucket. Bucket policies don't apply to objects owned by other accounts. [Learn more](#)

Bucket ARN

arn:aws:s3:::my-game-pipeline

Policy

```
1 {
2   "Version": "2012-10-17",
3   "Statement": [
4     {
5       "Sid": "Statement1",
6       "Principal": {},
7       "Effect": "Allow",
8       "Action": [
9         "s3:GetObject"
10      ],
11      "Resource": [
12        "arn:aws:s3:::my-game-pipeline/*"
13      ]
14    }
15  ]
16 }
```

Edit statement

Select a statement

Select an existing statement in the policy or add a new statement.

+ Add new statement

+ Add new statement

JSON Ln 16, Col 1

Security: 0 Errors: 0 Warnings: 0 Suggestions: 1

Preview external access

Cancel

Save changes

Developer Tools

CodePipeline

Source

CodeCommit

Artifacts

CodeArtifact

Build

CodeBuild

Deploy

CodeDeploy

Pipeline

CodePipeline

Getting started

Pipelines

Settings

Go to resource

Feedback

Developer Tools > CodePipeline > Pipelines

Pipelines

Info

Notify

View history

Release change

Delete pipeline

Create pipeline

< 1 >

Name	Latest execution status	Latest execution started	Most recent executions
No results			
There are no results to display.			

Developer Tools > CodePipeline > Pipelines > Create new pipeline

Step 1

Choose pipeline settings

Step 2

Add source stage

Step 3

Add build stage

Step 4

Add deploy stage

Step 5

Review

Add deploy stage

Info

Step 4 of 5

You cannot skip this stage

Pipelines must have at least two stages. Your second stage must be either a build or deployment stage. Choose a provider for either the build stage or deployment stage.

Deploy

Deploy provider

Choose how you deploy to instances. Choose the provider, and then provide the configuration details for that provider.

Amazon S3

Region

Asia Pacific (Mumbai)

Bucket

Q

my-game-pipeline

X

Deployment path - optional

Extract file before deploy

The deployed artifact will be unzipped before deployment.

Additional configuration

Cancel

Previous

Next



Developer Tools > CodePipeline > Pipelines > Create new pipeline



- Step 1
- Choose pipeline settings
- Step 2
- Add source stage
- Step 3
- Add build stage
- Step 4
- Add deploy stage
- Step 5
- Review

Review

Info

Step 5 of 5

Step 1: Choose pipeline settings

Pipeline settings

Pipeline name

s3-game-pipeline

Pipeline type

V1

Execution mode

SUPERSEDED

Artifact location

A new Amazon S3 bucket will be created as the default artifact store for your pipeline

Service role name

AWSCodePipelineServiceRole-ap-south-1-s3-game-pipeline

Variables

Name	Default value	Description
No variables		
No variables defined at the pipeline level in this pipeline.		

Step 2: Add source stage

Source action provider

Source action provider

GitHub (Version 2)

OutputArtifactFormat

CODE_ZIP

DetectChanges

true

ConnectionArn

arn:aws:codestar-connections:ap-south-1:714614573779:connection/164f6bc7-5e48-4fde-a892-fea5a9c83683

FullRepositoryId

Shricastic7/aws-s3-game-cd-pipeline

Default branch

master

Trigger configuration

You can add additional pipeline triggers after the pipeline is created.

Trigger type

No filter

Step 3: Add build stage

Build action provider

Build stage

No build

Step 4: Add deploy stage

Deploy action provider

Deploy action provider

Amazon S3

Extract

true

BucketName

my-game-pipeline

Cancel


Previous


Create pipeline

Developer Tools

CodePipeline

- ▶ Source • CodeCommit
- ▶ Artifacts • CodeArtifact
- ▶ Build • CodeBuild
- ▶ Deploy • CodeDeploy
- ▼ Pipeline • CodePipeline
 - Getting started
 - Pipelines
 - Pipeline
 - History
 - Settings
- ▶ Settings

 Go to resource

 Feedback


✔ Success

Congratulations! The pipeline s3-game-pipeline has been created.

Create a notification rule for this pipeline

[Developer Tools](#) > [CodePipeline](#) > [Pipelines](#) > s3-game-pipeline

s3-game-pipeline

 Notify ▾

Edit

Stop execution

Clone pipeline

Release change

Pipeline type: V1 Execution mode: SUPERSEDED

✔ Source

Succeeded


Pipeline execution ID: [011e3ed8-616e-4c3d-8059-8bac29bdf303](#)

Source

[GitHub \(Version 2\)](#) 

✔ Succeeded - Just now
[3f873253](#) 

View details

[3f873253](#)  Source: initial commit


Disable transition

✔ Deploy

Succeeded


Pipeline execution ID: [011e3ed8-616e-4c3d-8059-8bac29bdf303](#)

Deploy

[Amazon S3](#) 

✔ Succeeded - Just now

View details

[3f873253](#)  Source: initial commit

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← → ↺

s3.console.aws.amazon.com/s3/buckets/my-game-pipeline?region=ap-south-1&bucketType=general&tab=properties

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☰

Object Lock

Store objects using a write-once-read-many (WORM) model to help you prevent objects from being deleted or overwritten for a fixed amount of time or indefinitely. Object Lock works only in versioned buckets. [Learn more](#) ↗️

Object Lock

Disabled

Requester pays

When enabled, the requester pays for requests and data transfer costs, and anonymous access to this bucket is disabled. [Learn more](#) ↗️

Requester pays

Disabled

Static website hosting

Use this bucket to host a website or redirect requests. [Learn more](#) ↗️

Static website hosting

Enabled

Hosting type

Bucket hosting

Bucket website endpoint

When you configure your bucket as a static website, the website is available at the AWS Region-specific website endpoint of the bucket. [Learn more](#) ↗️

📄

<http://my-game-pipeline.s3-website.ap-south-1.amazonaws.com> ↗️

📄 🔔 ⓘ ⚙️

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CloudShell

Feedback

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MEME MATCHING GAME

Welcome to the Meme Matching Game! Flip over two cards at a time and try to find all the matching pairs. Be quick and remember where you saw the cards!

Start Game

CARD	CARD	CARD	CARD	CARD
CARD	CARD		CARD	CARD