Hands On Labs

Creating Swift Object Storage Containers

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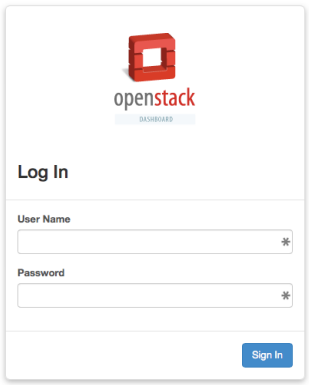
Introduction

In this Lab, we are going to use the OpenStack Dashboard to manage Swift Object Containers. We are also going to use Horizon Dashboard to upload an object to a new container.

Accessing the Horizon Web GUI

After you start the lab, you can click on the Horizon link on the Live! lab page and you will be given a page like follows:

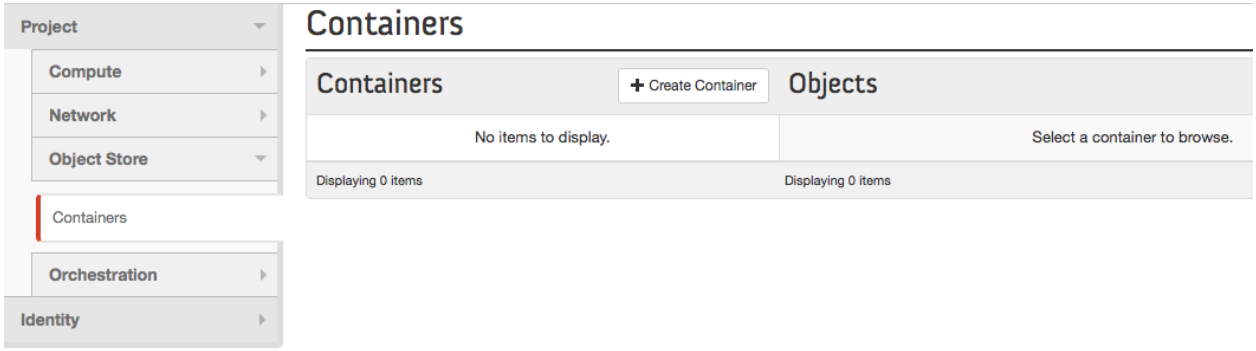


NOTE

In this Lab, we are going to login to OpenStack with the DEMO tenant. You can login using the username **demo** and the password **openstack**.

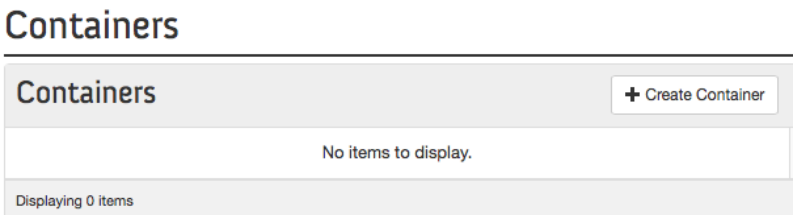
Creating a Container

Once logged in as the demo tenant, we can browse to the Project → Object Store → Containers screen to manage Swift Containers.



Let's create a container called LinuxAcademy.

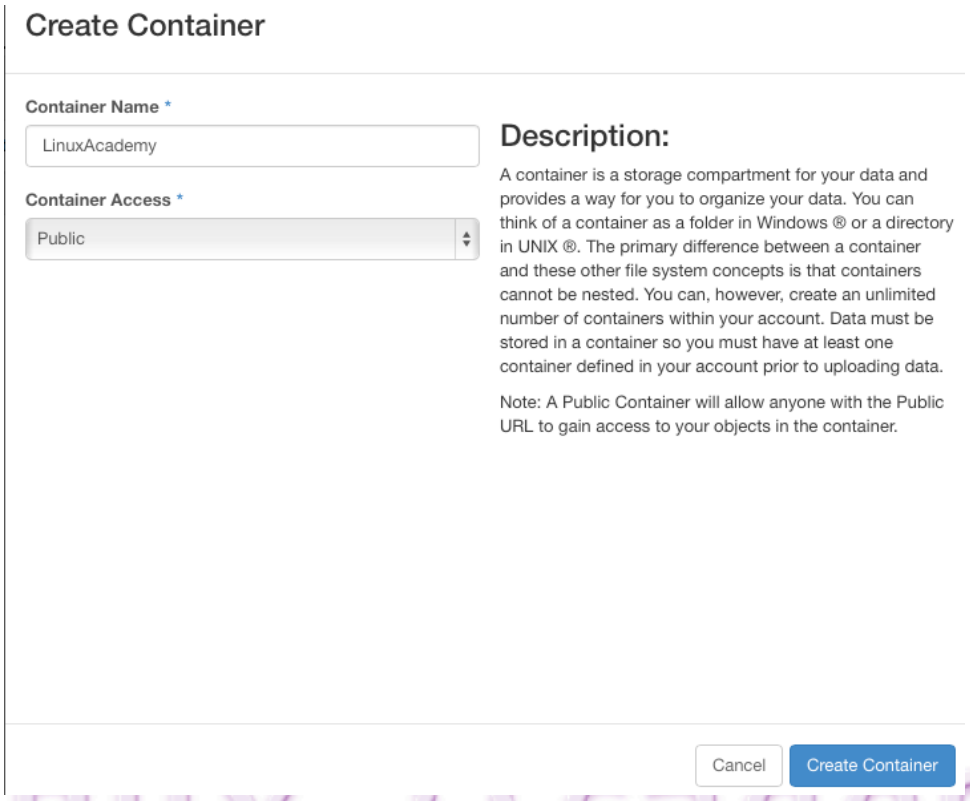
Step 1: Click on the + Create Container button



We now have a new window called Create Container where we can set the Container name and the Container Access.

If we want to publically allow users to access our newly created container, for example, we will want to change the access to public.

Step 2: Create a Container called LinuxAcademy and set the access level to Public.



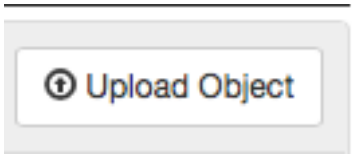
Then click Create Container.

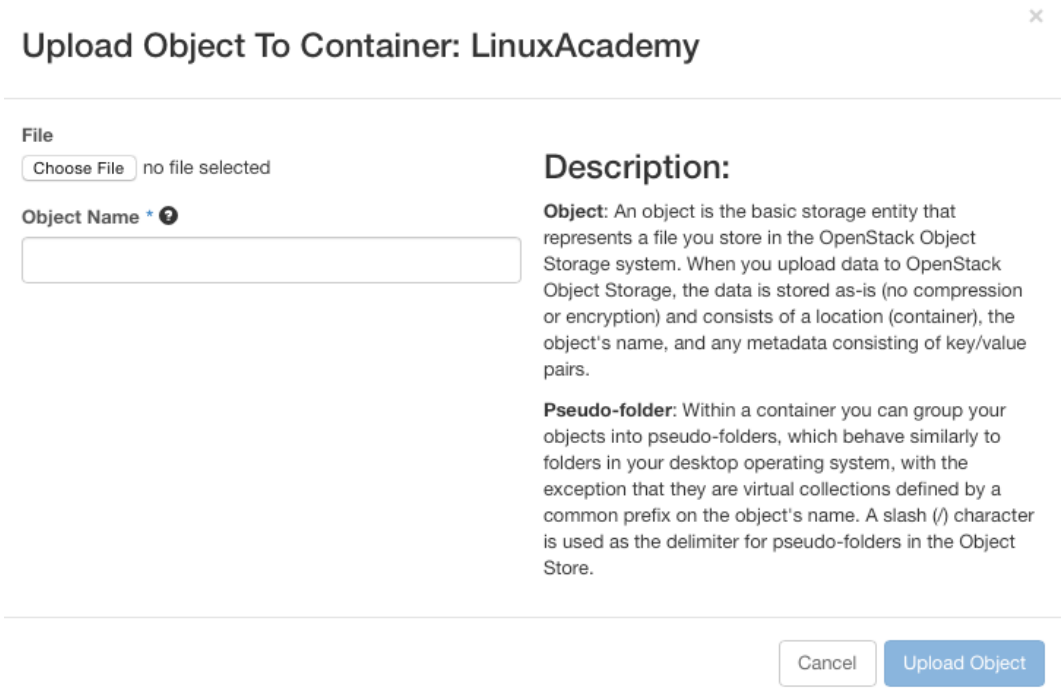
Upload an object to a container

Using the new LinuxAcademy Container, upload a single small file from your remote host machine. For best results, use a PNG or JPEG image for easier testing later. This image should just be a few megabytes for the sake of this lab.

I have created an image that I am going to upload to my container.

Step 1: Click on the Upload Object button

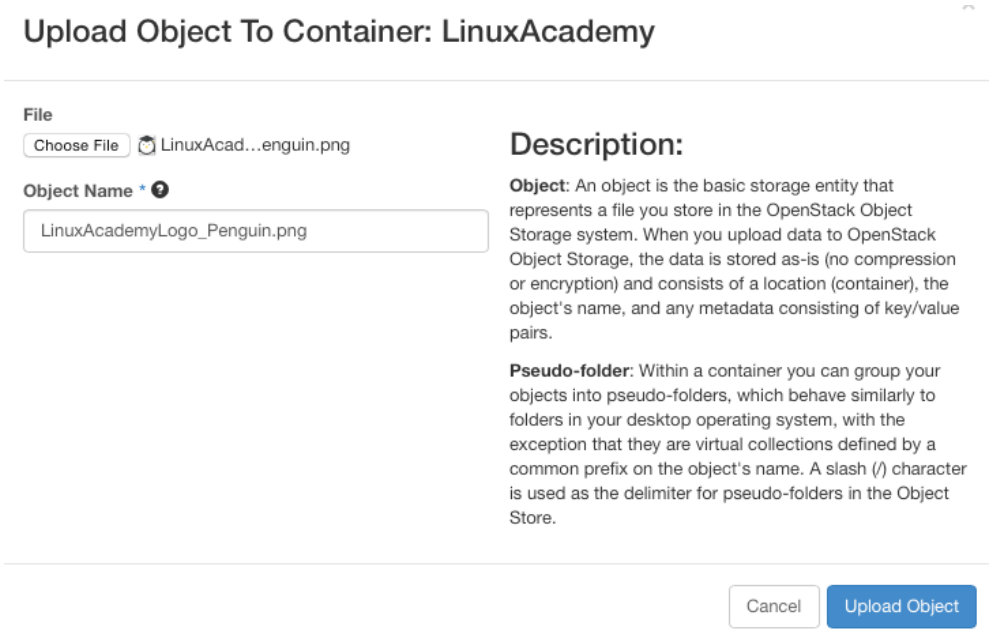




Now we are presented with the 'Upload Object To Container: LinuxAcademy' window where we can choose and browse a file to upload.

Step 2: Click on the 'Choose File' button.

Then browse out to your local file system and upload a small graphic image. For my example here, I have chosen a file called LinuxAcademyLogo_Penguin.png



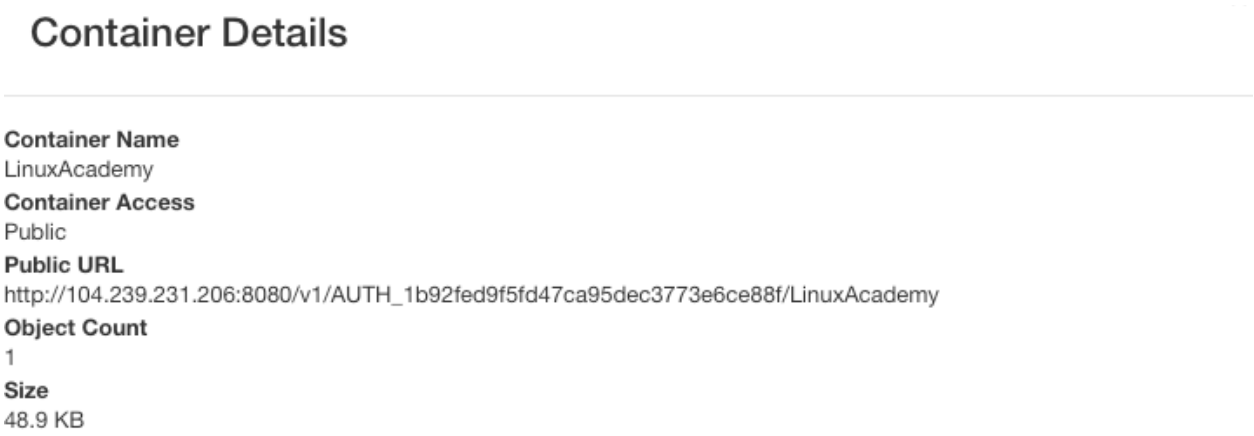
Notice that the Object Name is the filename of my image now.

Step 3: Click Upload Image

Now we can test and see that our container is in fact public by finding out what our public URL is and following that up with our object file name in a browser.

Checking the details of our Containers

Step 1: Click on the 'View Details' button for our LinuxAcademy container

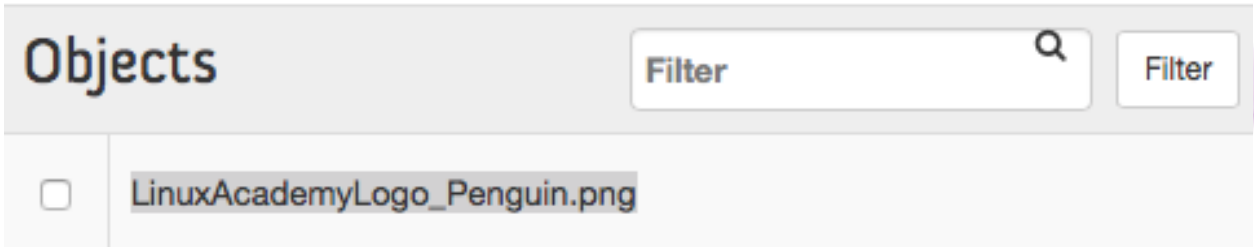


The Public URL is the URL we can use to access our Container.

Step 2: Copy and make note of the URL and then click Close

For Example
http://104.239.231.206:8080/v1/AUTH_1b92fed9f5fd47ca95dec3773e6ce88f/LinuxAcademy

Now we need to get the file name of the object that we just uploaded to our container.



Step 3: Copy the filename of your object

For example, mine here is LinuxAcademyLogo_Penguin.png

Step 4: Combine the public URL that you got from your container followed by /yourfilename

For example:
http://104.239.231.206:8080/v1/AUTH_1b92fed9f5fd47ca95dec3773e6ce88f/LinuxAcademy/LinuxAcademyLogo_Penguin.png

In a new tab within your web browser, you should able to view your image that you downloaded like the following:

Congratulations you have successfully created your first Swift Object Container and uploaded your first object!