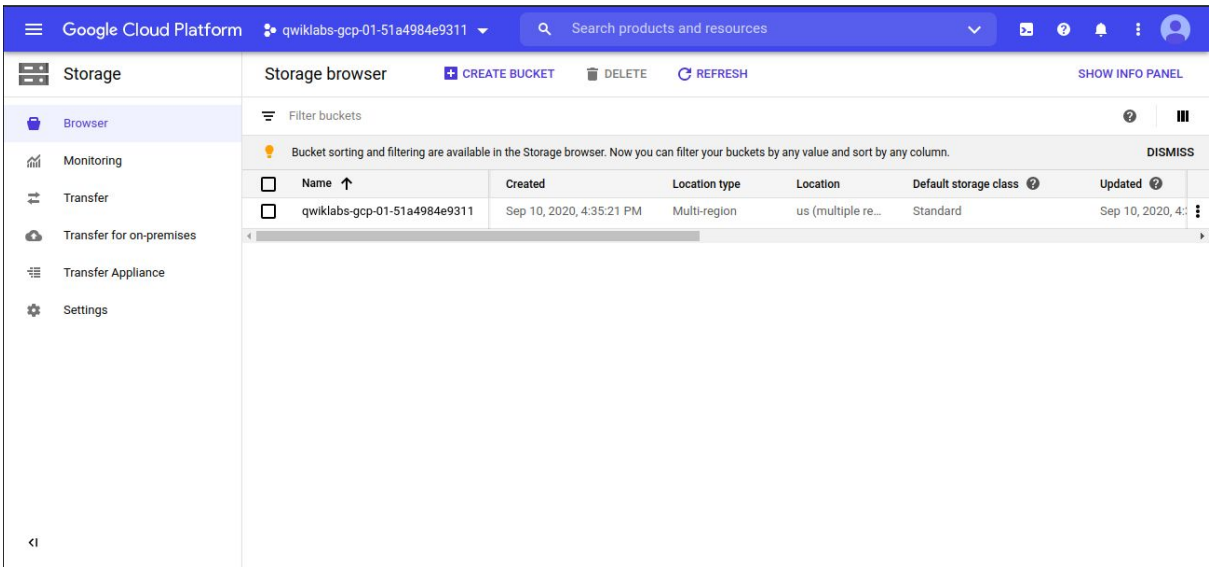
Console and Cloud Shell

Lab Objectives

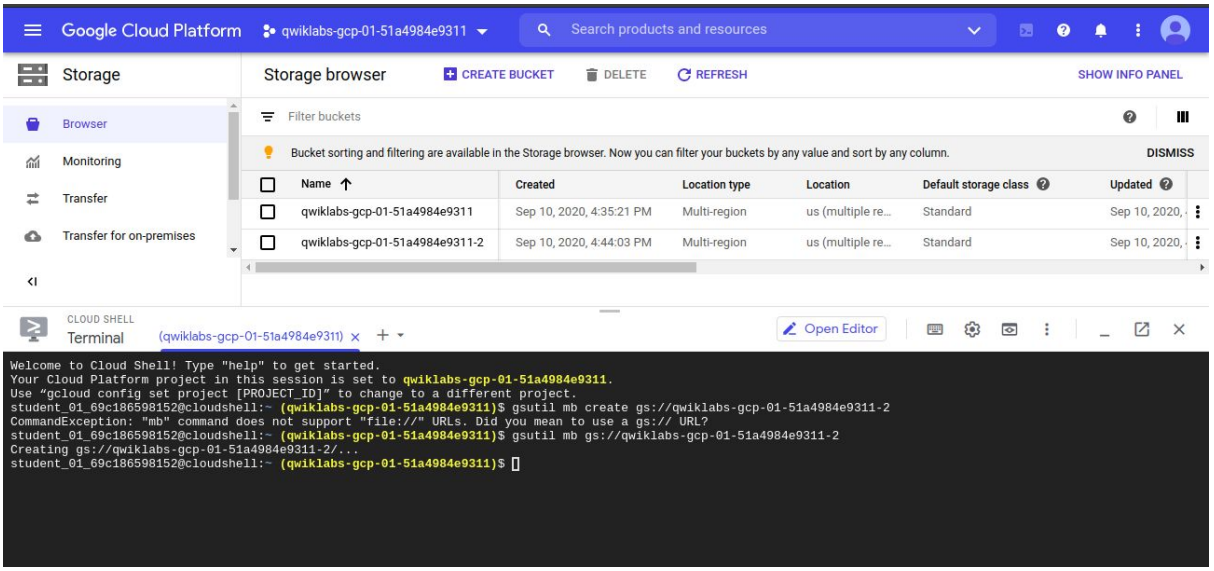
- Get access to Google Cloud
- Create a cloud Storage bucket using the Cloud Console
- Create a Cloud Storage bucket using Cloud Shell
- Become familiar with Cloud Shell features

This lab's main purpose is to get us familiarized with the GCP Console and Cloud Shell. We first created a bucket with the GCP Console.



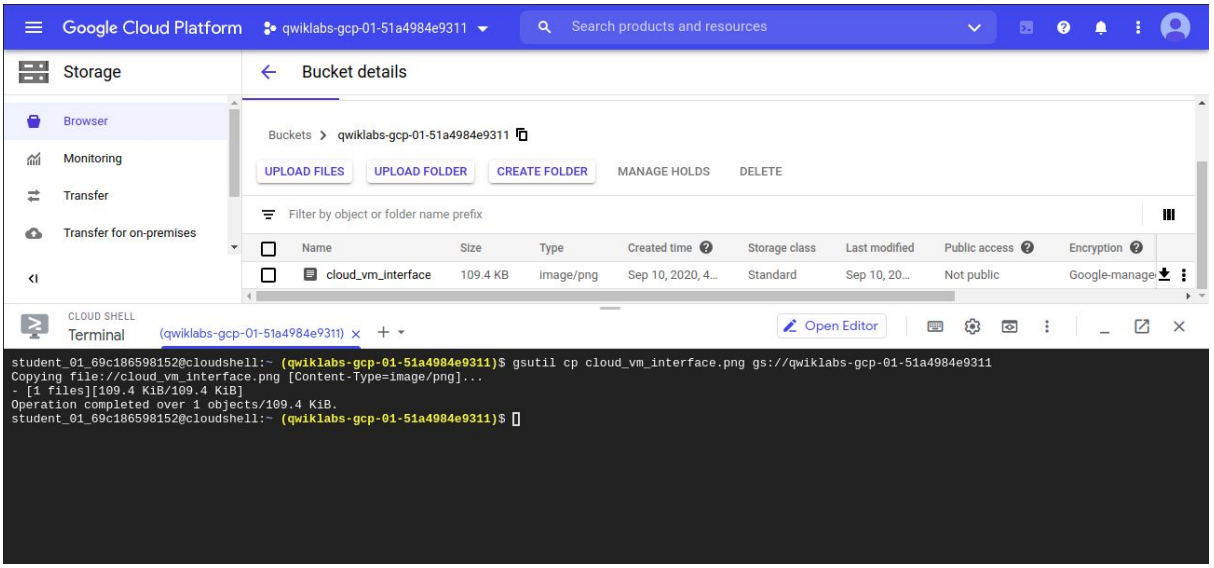
[Created bucket with console]

We then created a second bucket using the cloud Shell:



[Created bucket with Cloud shell]

We also uploaded a file into our project. We copied this file into our first bucket storage with the *gsutil mb* command.



[Copied file into a bucket storage]

Let’s note that **most** Google Cloud actions can be performed with the GCP console while **all** Google Cloud actions can be performed with the Cloud Shell. The Cloud shell provides the following:

- Temporary Compute Engine VM
- Command-line access to the instance via a browser
- 5 GB of persistent disk storage ($HOME dir)
- Pre-installed Cloud SDK and other tools

- gcloud: for working with Google Compute Engine and many Google Cloud services
- gsutil: for working with Cloud Storage
- kubectl: for working with Google Container Engine and Kubernetes
- bq: for working with BigQuery
- Language support for Java, Go, Python, Node.js, PHP, and Ruby
- Web preview functionality
- Built-in authorization for access to resources and instances

We can also create a persistent state in Cloud Shell. This consists in putting some global variables (project id, zone name…) that are often used as values of some parameters into a file and modify the *.profile* file so that these values are available each time we load the cloud Shell.