Storage Account:

An Azure storage account contains all of your Azure Storage data objects:

blobs, file shares, queues, tables, and disks. The storage account provides a unique namespace for your Azure Storage data that's

accessible from anywhere in the world over HTTP or HTTPS. Data in your storage account is durable and highly available, secure, and massively scalable.

Types of storage accounts

- --> Storage offers several types of storage accounts
- 1.Blob Service
- 2.File share
- 3.queues service
- 4. Table service

Azure Blobs: A massively scalable object store for text and binary data. Also includes support for big data analytics through Data Lake Storage Gen2.

Azure Files: Managed file shares for cloud or on-premises deployments.

Azure Queues: A messaging store for reliable messaging between application components.

Azure Tables: A NoSQL store for schemeless storage of structured data.

About Blob storage:

Blob storage is designed for:

Serving images or documents directly to a browser.

Storing files for distributed access.

Streaming video and audio.

Writing to log files.

Storing data for backup and restore, disaster recovery, and archiving.

Storing data for analysis by an on-premises or Azure-hosted service.

Users or client applications can access objects in Blob storage via HTTP/HTTPS, from anywhere in the world. Objects in Blob storage are accessible via the

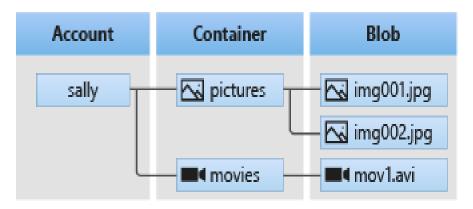
Blob storage resources

Blob storage offers three types of resources:

The storage account

A container in the storage account

A blob in a container



---->file share

"Lift and shift" applications:

Azure Files makes it easy to "lift and shift" applications to the cloud that expect a file share to store file application or user data.

Queue Storage:

Azure Queue Storage is a service for storing large numbers of messages. You access messages from anywhere in the world via authenticated calls using HTTP or HTTPS. A queue message can be up to 64 KB in size.

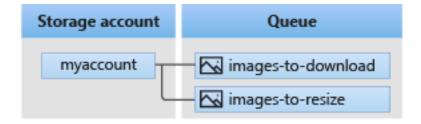


Table storage?

Azure Table storage stores large amounts of structured data. The service is a NoSQL datastore which accepts authenticated calls from inside and outside the Azure cloud

Azure Storage redundancy

Azure Storage always stores multiple copies of your data so that it is protected from planned and unplanned events, including transient hardware failures, network or power outages, and massive natural disasters

How your data is replicated in the primary region

Whether your data is replicated to a second region that is geographically distant to the primary region, to protect against regional disasters

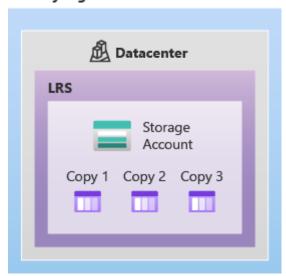
Whether your application requires read access to the replicated data in the secondary region if the primary region becomes unavailable for any reason

Redundancy in the primary region

Data in an Azure Storage account is always replicated three times in the primary region. Azure Storage offers two options for how your data is replicated in the primary region:

Locally redundant storage (LRS): copies your data synchronously three times within a single physical location in the primary region. LRS is the least expensive replication option but is not recommended for applications requiring high availability or durability.

Primary region

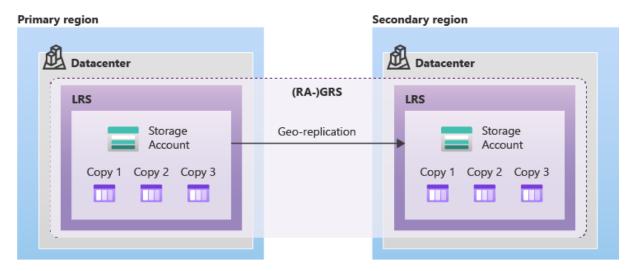


Zone-redundant storage (ZRS): copies your data synchronously across three Azure availability zones in the primary region. For applications requiring high availability, Microsoft recommends using ZRS in the primary region, and also replicating to a secondary region.

Primary region



Geo-redundant storage: Geo-redundant storage (GRS) copies your data synchronously three times within a single physical location in the primary region using LRS. It then copies your data asynchronously to a single physical location in a secondary region that is hundreds of miles away from the



primary region. GRS offers durability for Azure Storage data objects of at least

RA-GZRS: here please follow the diagram you can continue to read and write data if an availability zone becomes unavailable or is unrecoverable. Additionally

