Amazon EC2에 대한 프로그래밍 방식 액세스

AWS Management Console 또는 프로그래밍 인터페이스를 사용하여 Amazon EC2 리소스를 생성하고 관리할 수 있습니다. Amazon EC2 콘솔 사용에 대한 자세한 내용은 Amazon EC2 사용 설명서를 참조하십시오.

작동 방식

- Amazon EC2 엔드포인트
- 최종 일관성
- 발기 부전
- 요청 제한

프로그래밍 인터페이스

- AWS Command Line Interface (AWS CLI)
- AWS CloudFormation
- AWS SDK
- 로우 레벨 API

시작하기

- 코드 예제
- 콘솔 투 코드

모니터링

- AWS CloudTrail
- 모니터링 요청

Amazon EC2 서비스 엔드포인트

엔드포인트는 AWS 웹 서비스의 진입점 역할을 URL 하는 입니다. Amazon은 다음 엔드포인트 유형을 EC2 지원합니다.

- IPv4 엔드포인트
- 듀얼 스택 엔드포인트(IPv4 및 모두 지원IPv6)
- FIPS 엔드포인트

요청을 할 때 사용할 엔드포인트를 지정할 수 있습니다. 엔드포인트를 지정하지 않으면 IPv4 엔드포인트가 기본적으로 사용됩니다. 다른 엔드포인트 유형을 사용하려면 요청에서 이를 지정해야 합니다. 이렇게 하는 방법의 예제는 엔드포인트 지정 섹션을 참조하세요. 사용 가능한 엔드포인트의 표는 섹션을 참조하세요리전별 서비스 엔드포인트.

IPv4 엔드포인트

IPv4 엔드포인트는 IPv4 트래픽만 지원합니다. IPv4 엔드포인트는 모든 리전에서 사용할 수 있습니다.

범용 엔드포인트 `ec2.amazonaws.com`을 지정하면 `us-east-1`의 엔드포인트를 사용합니다. 다른 리전을 사용하려면 연결된 엔드포인트를 지정해야 합니다. 예를 들어 `ec2.us-east-2.amazonaws.com`을 엔드포인트로 지정하면 요청이 `us-east-2` 엔드포인트로 전달됩니다.

IPv4 엔드포인트 이름은 다음 명명 규칙을 사용합니다.

- *`service`*`.`*`region`*`.amazonaws.com`

예를 들어 `eu-west-1` 리전의 IPv4 엔드포인트 이름은 입니다`ec2.eu-west-1.amazonaws.com`.

듀얼 스택(IPv4 및 IPv6) 엔드포인트

듀얼 스택 엔드포인트는 IPv4 및 IPv6 트래픽을 모두 지원합니다. 듀얼 스택 엔드포인트에 요청하면 네트워크 및 클라이언트에서 사용하는 프로토콜에 따라 엔드포인트가 IPv6 또는 IPv4 주소로 URL 확인됩니다.

AmazonEC2은 리전 듀얼 스택 엔드포인트만 지원하므로 엔드포인트 이름의 일부로 리전을 지정해야 합니다. 이중 스택 엔드포인트 이름에는 다음 명명 규칙이 사용됩니다.

- `ec2.`*`region`*`.api.aws`

예를 들어 `eu-west-1` 리전의 이중 스택 엔드포인트 이름은 `ec2.eu-west-1.api.aws`입니다.

리전별 서비스 엔드포인트

다음은 Amazon 의 서비스 엔드포인트입니다EC2. 리전에 대한 자세한 내용은 Amazon EC2 사용 설명서의 리전 및 가용 영역을 참조하세요.

리전 이름	지역	엔드포인트	프로토콜
미국 동부(오하이오)	us-east-2	ec2.us-east-2.amazonaws.com ec2-fips.us-east-2.amazonaws.com ec2.us-east-2.api.aws	HTTP 및 HTTPS HTTPS HTTPS
미국 동부(버지니아 북부)	us-east-1	ec2.us-east-1.amazonaws.com ec2-fips.us-east-1.amazonaws.com ec2.us-east-1.api.aws	HTTP 및 HTTPS HTTPS HTTPS
미국 서부(캘리포니아 북부)	us-west-1	ec2.us-west-1.amazonaws.com ec2-fips.us-west-1.amazonaws.com ec2.us-west-1.api.aws	HTTP 및 HTTPS HTTPS HTTPS
미국 서부(오레곤)	us-west-2	ec2.us-west-2.amazonaws.com ec2-fips.us-west-2.amazonaws.com ec2.us-west-2.api.aws	HTTP 및 HTTPS HTTPS HTTPS
아프리카(케이프타운)	af-south-1	ec2.af-south-1.amazonaws.com ec2.af-south-1.api.aws	HTTP 및 HTTPS HTTPS

리전 이름	지역	엔드포인트	프로토콜
아시아 태평양(홍콩)	ap-east-1	ec2.ap-east-1.amazonaws.com ec2.ap-east-1.api.aws	HTTP 및 HTTPS HTTPS
아시아 태평양(하이데라바드)	ap-south-2	ec2.ap-south-2.amazonaws.com	HTTPS
아시아 태평양(자카르타)	ap-southeast-3	ec2.ap-southeast-3.amazonaws.com	HTTPS
아시아 태평양(말레이시아)	ap-southeast-5	ec2.ap-southeast-5.amazonaws.com	HTTPS
아시아 태평양(멜버른)	ap-southeast-4	ec2.ap-southeast-4.amazonaws.com	HTTPS
아시아 태평양(뭄바이)	ap-south-1	ec2.ap-south-1.amazonaws.com ec2.ap-south-1.api.aws	HTTP 및 HTTPS HTTPS
아시아 태평양(오사카)	ap-northeast-3	ec2.ap-northeast-3.amazonaws.com	HTTP 및 HTTPS
아시아 태평양(서울)	ap-northeast-2	ec2.ap-northeast-2.amazonaws.com ec2.ap-northeast-2.api.aws	HTTP 및 HTTPS HTTPS

리전 이름	지역	엔드포인트	프로토콜	
아시아 태평양(싱가포르)	ap-southeast-1	ec2.ap-southeast-1.amazonaws.com ec2.ap-southeast-1.api.aws	HTTP 및 HTTPS HTTPS	
아시아 태평양(시드니)	ap-southeast-2	ec2.ap-southeast-2.amazonaws.com ec2.ap-southeast-2.api.aws	HTTP 및 HTTPS HTTPS	
아시아 태평양(도쿄)	ap-northeast-1	ec2.ap-northeast-1.amazonaws.com ec2.ap-northeast-1.api.aws	HTTP 및 HTTPS HTTPS	
캐나다(중부)	ca-central-1	ec2.ca-central-1.amazonaws.com ec2-fips.ca-central-1.amazonaws.com ec2.ca-central-1.api.aws	HTTP 및 HTTPS HTTPS HTTPS	
캐나다 서부(캘거리)	ca-west-1	ec2.ca-west-1.amazonaws.com ec2-fips.ca-west-1.amazonaws.com	HTTPS HTTPS	
유럽(프랑크푸르트)	eu-central-1	ec2.eu-central-1.amazonaws.com ec2.eu-central-1.api.aws	HTTP 및 HTTPS HTTPS	
유럽(아일랜드)	eu-west-1	ec2.eu-west-1.amazonaws.com ec2.eu-west-1.api.aws	HTTP 및 HTTPS HTTPS	

리전 이름	지역	엔드포인트	프로토콜
유럽(런던)	eu-west-2	ec2.eu-west-2.amazonaws.com ec2.eu-west-2.api.aws	HTTP 및 HTTPS HTTPS
유럽(밀라노)	eu-south-1	ec2.eu-south-1.amazonaws.com ec2.eu-south-1.api.aws	HTTP 및 HTTPS HTTPS
유럽(파리)	eu-west-3	ec2.eu-west-3.amazonaws.com ec2.eu-west-3.api.aws	HTTP 및 HTTPS HTTPS
유럽(스페인)	eu-south-2	ec2.eu-south-2.amazonaws.com	HTTPS
유럽(스톡홀름)	eu-north-1	ec2.eu-north-1.amazonaws.com ec2.eu-north-1.api.aws	HTTP 및 HTTPS HTTPS
유럽(취리히)	eu-central-2	ec2.eu-central-2.amazonaws.com	HTTPS
이스라엘(텔아비브)	il-central-1	ec2.il-central-1.amazonaws.com	HTTPS
중동(바레인)	me-south-1	ec2.me-south-1.amazonaws.com ec2.me-south-1.api.aws	HTTP 및 HTTPS HTTPS
중동(UAE)	me-central-1	ec2.me-central-1.amazonaws.com	HTTPS

리전 이름	지역	엔드포인트	프로토콜	
남아메리카(상파울루)	sa-east-1	ec2.sa-east-1.amazonaws.com ec2.sa-east-1.api.aws	HTTP 및 HTTPS HTTPS	
AWS GovCloud (미국 동부)	us-gov-east-1	ec2.us-gov-east-1.amazonaws.com ec2.us-gov-east-1.api.aws	HTTPS HTTPS	
AWS GovCloud (미국 서부)	us-gov-west-1	ec2.us-gov-west-1.amazonaws.com ec2.us-gov-west-1.api.aws	HTTPS HTTPS	

엔드포인트 지정

이 섹션에서는 요청 시에 엔드포인트를 지정하는 방법을 몇 가지 예로 보여줍니다.

AWS CLI

다음 예제에서는 를 사용하여 `us-east-2` 리전에 대한 엔드포인트를 지정하는 방법을 보여줍니다 AWS CLI.

- 이중 스택

```
aws ec2 describe-regions --region us-east-2 --endpoint-url https://ec2.us-east-2.api.aws
```

- IPv4

```
aws ec2 describe-regions --region us-east-2 --endpoint-url https://ec2.us-east-2.amazonaws.com
```

AWS SDK for Java 2.x

다음 예제에서는 를 사용하여 us-east-2 리전에 대한 엔드포인트를 지정하는 방법을 보여줍니다 AWS SDK for Java 2.x.

- 이중 스택

```
Ec2Client client = Ec2Client.builder()
    .region(Region.US_EAST_2)
    .endpointOverride(URI.create("https://ec2.us-east-2.api.aws"))
    .build();
```

- IPv4

```
Ec2Client client = Ec2Client.builder()
    .region(Region.US_EAST_2)
    .endpointOverride(URI.create("https://ec2.us-east-2.amazonaws.com"))
    .build();
```

AWS SDK for Java 1.x

다음 예제에서는 AWS SDK for Java 1.x를 사용하여 eu-west-1 리전에 대한 엔드포인트를 지정하는 방법을 보여줍니다.

- 이중 스택

```
AmazonEC2 s3 = AmazonEC2ClientBuilder.standard()
     .withEndpointConfiguration(new EndpointConfiguration(
          "https://ec2.eu-west-1.api.aws",
          "eu-west-1"))
     .build();
```

- IPv4

```
AmazonEC2 s3 = AmazonEC2ClientBuilder.standard()
     .withEndpointConfiguration(new EndpointConfiguration(
          "https://ec2.eu-west-1.amazonaws.com",
          "eu-west-1"))
     .build();
```

AWS SDK for Go

다음 예제에서는 를 사용하여 us-east-1 리전에 대한 엔드포인트를 지정하는 방법을 보여줍니다 AWS SDK for Go.

- 이중 스택

```
sess := session.Must(session.NewSession())
svc := ec2.New(sess, &aws.Config{
    Region: aws.String(endpoints.UsEast1RegionID),
    Endpoint: aws.String("https://ec2.us-east-1.api.aws")
})
```

- IPv4

```
sess := session.Must(session.NewSession())
svc := ec2.New(sess, &aws.Config{
    Region: aws.String(endpoints.UsEast1RegionID),
    Endpoint: aws.String("https://ec2.us-east-1.amazonaws.com")
})
```

Amazon의 최종 일관성 EC2 API

Amazon은 를 지원하는 시스템의 분산 특성으로 인해 최종 일관성 모델을 EC2 API 따릅니다API. 즉, Amazon EC2 리소스에 영향을 미치는 실행 중인 API 명령의 결과가 실행 중인 모든 후속 명령에 즉시 표시되지 않을 수 있습니다. 이전 API 명령을 바로 따르는 API 명령을 수행할 때는 이 점을 염두에 두어야 합니다.

최종 일관성은 리소스를 관리하는 방식에 영향을 미칠 수 있습니다. 예를 들어, 명령을 실행하여 리소스를 생성하는 경우 결국 다른 명령에 표시됩니다. 즉, 방금 생성한 리소스를 수정하거나 설명하는 명령을 실행하면 ID가 시스템 전체에 전파되지 않았을 수 있으며 리소스가 존재하지 않는다는 오류 응답이 발생합니다.

최종 일관성을 관리하려면 다음을 수행할 수 있습니다.

- 명령을 실행하여 수정하기 전에 리소스의 상태를 확인합니다. 이전 명령이 시스템에 전파될 시간이 충분하도록 지수 백오프 알고리즘을 사용하여 적절한 Describe 명령을 실행합니다. 이 작업을 수행하려면 몇 초의 대기 시간부터 시작하여 대기 시간을 5분까지 점진적으로 늘려가며 Describe 명령을 반복적으로 실행합니다.

- Describe 명령이 정확한 응답을 반환하더라도 후속 명령 사이에 대기 시간을 추가합니다. 몇 초의 대기 시간으로 시작하는 지수 백오프 알고리즘을 적용하고 대기 시간을 약 5분까지 점진적으로 늘립니다.

최종 일관성 오류 예제

다음은 최종 일관성으로 인해 발생할 수 있는 오류 코드의 예입니다.

- InvalidInstanceID.NotFound

  RunInstances 명령을 성공적으로 실행한 다음 응답에 제공된 인스턴스 ID를 사용하여 다른 명령을 즉시 실행하면 InvalidInstanceID.NotFound 오류가 반환될 RunInstances수 있습니다. 그렇다고 인스턴스가 존재하지 않는다는 의미는 아닙니다.

  영향을 받을 수 있는 일부 특정 명령은 다음과 같습니다.

  - DescribeInstances: 인스턴스의 실제 상태를 확인하려면 지수 백오프 알고리즘을 사용하여 이 명령을 실행합니다.
  - TerminateInstances: 인스턴스의 상태를 확인하려면 먼저 지수 백오프 알고리즘을 사용하여 DescribeInstances 명령을 실행합니다.

  > **Important**
  >
  > 실행 후 InvalidInstanceID.NotFound 오류가 발생하더라도 인스턴스가 종료되었거나 종료될 것임을 의미하지TerminateInstances는 않습니다. 인스턴스가 여전히 실행 중일 수 있습니다. 따라서 먼저 를 사용하여 인스턴스의 상태를 확인하는 것이 중요합니다DescribeInstances.

- InvalidGroup.NotFound

  CreateSecurityGroup 명령을 성공적으로 실행한 다음 응답에 제공된 보안 그룹 ID를 사용하여 다른 명령을 즉시 실행하면 InvalidGroup.NotFound 오류가 반환될 CreateSecurityGroup수 있습니다. 보안 그룹의 상태를 확인하려면 지수 백오프 알고리즘을 사용하여 DescribeSecurityGroups 명령을 실행합니다.

- InstanceLimitExceeded

  지정된 인스턴스 유형에 대해 현재 인스턴스 한도가 허용하는 것보다 많은 인스턴스를 요청했습니다. 종료된 인스턴스는 종료된 후 잠시 동안 인스턴스 제한에 포함되므로 인스턴스를 빠르게 시작하고 종료하는 경우 예기치 않게 이 제한에 도달할 수 있습니다.

Amazon EC2 API 요청에서 상동성 보장

변경 API 요청을 하면 일반적으로 작업의 비동기 워크플로가 완료되기 전에 요청이 결과를 반환합니다. 요청이 이미 결과를 반환했더라도 작업이 완료되기 전에 시간이 초과되거나 다른 서버 문제가 발생할 수도 있습니다. 이로 인해 요청의 성공 여부를 판단하기 어려울 수 있으며 작업이 성공적으로 완료되었는지 확인하기 위해 여러 번의 재시도가 발생할 수 있습니다. 그러나 원래 요청과 후속 재시도가 성공하면 작업이 여러 번 완료됩니다. 즉, 의도한 것보다 더 많은 리소스를 생성할 수 있습니다.

자격 증명은 API 요청이 한 번 이상 완료되지 않도록 합니다. 멱등성 요청을 사용하면 원래 요청이 성공적으로 완료되면 추가 작업을 수행하지 않고 후속 재시도가 성공적으로 완료됩니다. 그러나 결과에는 현재 생성 상태와 같은 업데이트된 정보가 포함될 수 있습니다.

내용

Amazon의 자격 증명 EC2

다음 API 작업은 기본적으로 동일하지 않으며 추가 구성이 필요하지 않습니다. 해당 AWS CLI 명령은 기본적으로 idempotency도 지원합니다.

기본적으로 Idempotent

- AssociateAddress
- CreateVpnConnection
- DisassociateAddress
- ReplaceNetworkAclAssociation
- TerminateInstances

다음 API 작업은 클라이언트 토큰 를 사용하여 idempotency를 선택적으로 지원합니다. 해당 AWS CLI 명령은 클라이언트 토큰을 사용하여 idempotency도 지원합니다. 클라이언트 토큰은 최대 64ASCII자의 고유한 대/소문자를 구분하는 문자열입니다. 이러한 작업 중 하나를 사용하여 idempotent API 요청을 수행하려면 요청에 클라이언트 토큰을 지정합니다. 다른 API 요청에 동일한 클라이언트 토큰을

재사용해서는 안 됩니다. 동일한 클라이언트 토큰과 동일한 파라미터를 사용하여 성공적으로 완료된 요청을 재시도하면 추가 작업을 수행하지 않고 재시도가 성공합니다. 동일한 클라이언트 토큰을 사용하여 성공적인 요청을 재시도하지만 하나 이상의 파라미터가 리전 또는 가용 영역 외에 다른 경우 `IdempotentParameterMismatch` 오류와 함께 재시도에 실패합니다.

클라이언트 토큰을 사용한 Idempotent

- AllocateHosts
- AllocateIpamPoolCidr
- AssociateClientVpnTargetNetwork
- AssociateIpamResourceDiscovery
- AttachVerifiedAccessTrustProvider
- AuthorizeClientVpnIngress
- CopyFpgaImage
- CopyImage
- CreateCapacityReservation
- CreateCapacityReservationFleet
- CreateClientVpnEndpoint
- CreateClientVpnRoute
- CreateEgressOnlyInternetGateway
- CreateFleet
- CreateFlowLogs
- CreateFpgaImage
- CreateInstanceConnectEndpoint
- CreateIpam
- CreateIpamPool
- CreateIpamResourceDiscovery
- CreateIpamScope
- CreateLaunchTemplate
- CreateLaunchTemplateVersion
- CreateManagedPrefixList
- CreateNatGateway

- CreateNetworkAcl
- CreateNetworkInsightsAccessScope
- CreateNetworkInsightsPath
- CreateNetworkInterface
- CreateReplaceRootVolumeTask
- CreateReservedInstancesListing
- CreateRouteTable
- CreateTrafficMirrorFilter
- CreateTrafficMirrorFilterRule
- CreateTrafficMirrorSession
- CreateTrafficMirrorTarget
- CreateVerifiedAccessEndpoint
- CreateVerifiedAccessGroup
- CreateVerifiedAccessInstance
- CreateVerifiedAccessTrustProvider
- CreateVolume
- CreateVpcEndpoint
- CreateVpcEndpointConnectionNotification
- CreateVpcEndpointServiceConfiguration
- DeleteVerifiedAccessEndpoint
- DeleteVerifiedAccessGroup
- DeleteVerifiedAccessInstance
- DeleteVerifiedAccessTrustProvider
- DetachVerifiedAccessTrustProvider
- ExportImage
- ImportImage
- ImportSnapshot
- ModifyInstanceCreditSpecification
- ModifyLaunchTemplate

- ModifyReservedInstances
- ModifyVerifiedAccessEndpoint
- ModifyVerifiedAccessEndpointPolicy
- ModifyVerifiedAccessGroup
- ModifyVerifiedAccessGroupPolicy
- ModifyVerifiedAccessInstance
- ModifyVerifiedAccessInstanceLoggingConfiguration
- ModifyVerifiedAccessTrustProvider
- ProvisionIpamPoolCidr
- PurchaseHostReservation
- RequestSpotFleet
- RequestSpotInstances
- RunInstances
- StartNetworkInsightsAccessScopeAnalysis
- StartNetworkInsightsAnalysis

idempotency의 유형

- 리전 - 각 리전에서 요청은 상용적입니다. 그러나 다른 리전에서 동일한 클라이언트 토큰을 포함하여 동일한 요청을 사용할 수 있습니다.
- 영역 - 요청은 리전의 각 가용 영역에 속해 있지 않습니다. 예를 들어, 동일한 리전에서 에 대한 두 번의 호출AllocateHosts에서 동일한 클라이언트 토큰을 지정하는 경우 AvailabilityZone 파라미터에 대해 다른 값을 지정하는 경우 호출이 성공합니다.

RunInstances idempotency

이 RunInstances API 작업은 리전 및 영역 상동성을 모두 사용합니다.

사용되는 idempotency 유형은 요청에서 RunInstances API 가용 영역을 지정하는 방법에 따라 달라집니다. 다음과 같은 경우 요청은 영역 상성을 사용합니다.

- 배치 데이터 유형의 AvailabilityZone 파라미터를 사용하여 가용 영역을 명시적으로 지정하는 경우
- SubnetId 파라미터를 사용하여 가용 영역을 암시적으로 지정하는 경우

가용 영역을 명시적으로 또는 암시적으로 지정하지 않으면 요청은 리전 idempotency 를 사용합니다.

영역 구분

영역 구분은 리전의 각 가용 영역에서 요청이 구분되도록 RunInstances API 합니다. 이렇게 하면 리전의 각 가용 영역 내에서 동일한 클라이언트 토큰으로 요청을 한 번만 완료할 수 있습니다. 그러나 동일한 클라이언트 토큰을 사용하여 리전의 다른 가용 영역에서 인스턴스를 시작할 수 있습니다.

예를 들어 `us-east-1a` 가용 영역에서 인스턴스를 시작하라는 idempotent 요청을 보낸 다음 가용 영역의 요청에 동일한 클라이언트 토큰을 사용하는 경우 각 가용 영역에서 인스턴스를 `us-east-1b` 시작합니다. 파라미터 중 하나 이상이 다른 경우 해당 가용 영역에서 동일한 클라이언트 토큰을 사용한 후속 재시도는 추가 작업을 수행하지 않고 성공적으로 반환되거나 `IdempotentParameterMismatch` 오류로 실패합니다.

리전 별개

리전의 특화성은 리전에서 요청이 특화되도록 RunInstances API 합니다. 이렇게 하면 리전 내에서 동일한 클라이언트 토큰을 가진 요청이 한 번만 완료될 수 있습니다. 그러나 클라이언트 토큰이 동일한 동일한 요청을 사용하여 다른 리전에서 인스턴스를 시작할 수 있습니다.

예를 들어 `us-east-1` 리전에서 인스턴스를 시작하도록 idempotent 요청을 보낸 다음 리전의 요청에 동일한 클라이언트 토큰을 사용하는 경우 각 리전에서 인스턴스를 `eu-west-1` 시작합니다. 파라미터 중 하나 이상이 다른 경우 해당 리전에서 동일한 클라이언트 토큰을 사용한 후속 재시도는 추가 작업을 수행하지 않고 성공적으로 반환되거나 `IdempotentParameterMismatch` 오류로 실패합니다.

> **Tip**
>
> 요청된 리전의 가용 영역 중 하나를 사용할 수 없는 경우 리전 idempotency를 사용하는 RunInstances 요청이 실패할 수 있습니다. AWS 인프라에서 제공하는 가용 영역 기능을 활용하려면 요청된 리전의 다른 가용 영역을 사용할 수 없는 경우에도 영역 idempotency를 사용하여 영역 idempotency를 사용하고 가용 가용 영역을 대상으로 하는 RunInstances 요청이 성공하는 것이 좋습니다.

예시

AWS CLI 명령 예제

AWS CLI 명령을 idempotent로 만들려면 `--client-token` 옵션을 추가합니다.

예제 1: 자격 증명

다음 allocate-hosts 명령은 클라이언트 토큰을 포함하므로 idempotency를 사용합니다.

```
aws ec2 allocate-hosts  --instance-type m5.large  --availability-zone eu-west-1a  --
auto-placement on  --quantity 1 --client-token 550e8400-e29b-41d4-a716-446655440000
```

예제 2: 실행 인스턴스 리전 idempotency

다음 run-instances 명령은 클라이언트 토큰을 포함하지만 가용 영역을 명시적으로 또는 암시적으로 지정하지 않으므로 리전 idempotency를 사용합니다.

```
aws ec2 run-instances --image-id ami-b232d0db --count 1 --key-name my-key-pair --
client-token 550e8400-e29b-41d4-a716-446655440000
```

예제 3: 실행 인스턴스 영역 idempotency

다음 run-instances 명령은 클라이언트 토큰과 명시적으로 지정된 가용 영역을 포함하므로 영역 idempotency를 사용합니다.

```
aws ec2 run-instances  --placement "AvailabilityZone=us-east-1a" --image-id ami-
b232d0db --count 1 --key-name my-key-pair --client-token 550e8400-e29b-41d4-
a716-446655440000
```

API 요청 예제

API 요청을 idempotent로 만들려면 `ClientToken` 파라미터를 추가합니다.

예제 1: 자격 증명

다음 AllocateHosts API 요청은 클라이언트 토큰을 포함하므로 idempotency를 사용합니다.

```
https://ec2.amazonaws.com/?Action=AllocateHosts
&AvailabilityZone=us-east-1b
&InstanceType=m5.large
&Quantity=1
&AutoPlacement=off
&ClientToken=550e8400-e29b-41d4-a716-446655440000
&AUTHPARAMS
```

예 2: RunInstances 리전 별개

다음 RunInstances API 요청은 클라이언트 토큰을 포함하지만 가용 영역을 명시적 또는 묵시적으로 지정하지 않으므로 리전 별칭을 사용합니다.

```
https://ec2.amazonaws.com/?Action=RunInstances
&ImageId=ami-3ac33653
&MaxCount=1
&MinCount=1
&KeyName=my-key-pair
&ClientToken=550e8400-e29b-41d4-a716-446655440000
&AUTHPARAMS
```

예제 3: RunInstances 영역 idempotency

다음 RunInstances API 요청에는 클라이언트 토큰과 명시적으로 지정된 가용 영역이 포함되어 있으므로 영역 idempotency가 사용됩니다.

```
https://ec2.amazonaws.com/?Action=RunInstances
&Placement.AvailabilityZone=us-east-1d
&ImageId=ami-3ac33653
&MaxCount=1
&MinCount=1
&KeyName=my-key-pair
&ClientToken=550e8400-e29b-41d4-a716-446655440000
&AUTHPARAMS
```

idempotent 요청에 대한 권장 사항 재시도

다음 표에는 악의적인 API 요청에 대해 얻을 수 있는 몇 가지 일반적인 응답이 나와 있으며 재시도 권장 사항을 제공합니다.

응답	권장 사항	설명
200 OK	다시 시도하지 않음	원래 요청이 성공적으로 완료되었습니다. 이후의 모든 재시도는 성공적으로 반환됩니다.
400 시리즈 응답 코드 (클라이언트 오류)	다시 시도하지 않음	다음 중에서는 요청에 문제가 있습니다.

응답	권장 사항	설명
		• 유효하지 않은 파라미터 또는 파라미터 조합이 포함되어 있습니다. • 권한이 없는 작업 또는 리소스를 사용합니다. • 상태를 변경하는 과정에 있는 리소스를 사용합니다. 요청에 상태 변경 프로세스에 있는 리소스가 포함된 경우 요청 재시도가 성공할 수 있습니다.
500 시리즈 응답 코드 (서버 오류)	재시도	이 오류는 AWS 서버 측 문제로 인해 발생하며 일반적으로 일시적입니다. 적절한 백오프 전략으로 요청을 반복합니다.

Amazon에 대한 제한 요청 EC2 API

Amazon은 리전별로 각 AWS 계정에 대한 EC2 API 요청을 EC2 제한합니다. 이를 통해 서비스의 성능을 높이고 모든 Amazon EC2 고객에게 공정한 사용을 보장합니다. 제한은 Amazon에 대한 요청이 허용되는 최대 API 요청 한도를 초과하지 EC2 API 않도록 합니다. API 요청에는 다음에서 발생하는 요청 제한이 적용됩니다.

- 타사 애플리케이션
- 명령줄 도구
- Amazon EC2 콘솔

API 제한 한도를 초과하면 `RequestLimitExceeded` 오류 코드가 표시됩니다.

내용

- 재시도 및 지수 백오프
- 한도 증가 요청

제한 적용 방법

AmazonEC2은 토큰 버킷 알고리즘을 사용하여 API 제한을 구현합니다. 이 알고리즘을 사용하면 계정에 특정 수의 토큰을 보관하는 버킷이 있습니다. 버킷의 토큰 수는 지정된 초당 제한 한도를 나타냅니다.

Amazon은 두 가지 유형의 API 제한을 EC2 구현합니다.

API 제한 유형

- 요청 속도 제한
- 리소스 속도 제한

요청 속도 제한

요청 속도 제한을 사용하면 각 API가 개별적으로 평가되며, 별로API 수행하는 요청 수에 제한이 있습니다. 각 요청은 의 API버킷에서 토큰 하나를 제거합니다. 예를 들어, 비변환 API 작업DescribeHosts인 의 토큰 버킷 크기는 토큰 100개입니다. 1초에 최대 100개의 DescribeHosts 요청을 수행할 수 있습니다. 1초에 100개의 요청을 초과하면 해당 요청에 제한이 적용API되고 해당 초 내의 나머지 요청은 실패하지만 다른 요청에 대한 요청은 영향을 받지 API 않습니다.

버킷은 설정된 속도로 자동으로 다시 채워집니다. 버킷이 최대 용량보다 낮으면 설정된 수의 토큰이 최대 용량에 도달할 때까지 매초마다 버킷에 다시 추가됩니다. 리필 토큰이 도착할 때 버킷이 가득 차면 버킷은 폐기됩니다. 버킷은 최대 토큰 수를 초과하여 보관할 수 없습니다. 예를 들어, 비변환 API 작업DescribeHosts인 의 버킷 크기는 토큰 100개이고 리필 속도는 초당 토큰 20개입니다. 1초에 100개의 DescribeHosts 요청을 하면 버킷이 토큰 0(0)개로 줄어듭니다. 그런 다음 버킷은 최대 용량인 토큰 100개에 도달할 때까지 초당 토큰 20개로 리필됩니다. 즉, 빈 버킷은 해당 시간 동안 요청이 없는 경우 5초 후에 최대 용량에 도달합니다.

API 요청을 하기 전에 버킷이 완전히 꽉 찰 때까지 기다릴 필요가 없습니다. 리필 토큰은 버킷에 추가될 때 사용할 수 있습니다. 리필 토큰을 즉시 사용하면 버킷이 최대 용량에 도달하지 않습니다. 예를 들어, 비변환 API 작업DescribeHosts인 의 버킷 크기는 토큰 100개이고 리필 속도는 초당 토큰 20개입니다. 1초에 100개의 API 요청을 수행하여 버킷을 고갈하는 경우 버킷에 추가될 때 리필 토큰을 사용하여 초당 20개의 API 요청을 계속 수행할 수 있습니다. 버킷은 초당 20개 미만의 API 요청을 하는 경우에만 최대 용량으로 리필할 수 있습니다.

리소스 속도 제한

다음 표에 설명된 TerminateInstances대로 RunInstances 및 와 같은 일부 API 작업은 요청 속도 제한 외에도 리소스 속도 제한을 사용합니다. 이러한 API 작업에는 요청의 영향을 받는 리소스 수에 따라 고갈되는 별도의 리소스 토큰 버킷이 있습니다. 요청 토큰 버킷과 마찬가지로 리소스 토큰 버킷에는 버스트할 수 있는 버킷 최대값과 필요한 만큼 일정한 요청 속도를 유지할 수 있는 리필 속도가 있습니다. 다음 API 요청을 지원하기 위해 버킷이 아직 리필되지 않은 경우를 API포함하여 에 대한 특정 버킷 제한을 초과하는 경우 총 API 스로틀 제한에 도달하지 않았더라도 의 작업이 API 제한됩니다.

예를 들어 의 리소스 토큰 버킷 크기는 토큰 RunInstances 1,000개이고 리필 속도는 초당 토큰 2개입니다. 따라서 인스턴스 1,000개에 대한 API 요청 1개 또는 인스턴스 250개에 대한 요청 4개 등 원하는 수의 요청을 사용하여 인스턴스 1,000개를 즉시 시작할 수 있습니다. 리소스 토큰 버킷이 비어 있으면 인스턴스 2개에 대한 요청 1개 또는 인스턴스 1개에 대한 요청 2개를 사용하여 초당 최대 2개의 인스턴스를 시작할 수 있습니다.

자세한 내용은 리소스 토큰 버킷 크기 및 리필 속도 단원을 참조하십시오.

제한 한계

다음 섹션에서는 요청 토큰 버킷 및 리소스 토큰 버킷 크기와 리필 속도를 설명합니다.

Limits

- 토큰 버킷 크기 및 리필 속도 요청
- 리소스 토큰 버킷 크기 및 리필 속도

토큰 버킷 크기 및 리필 속도 요청

요청 속도 제한을 위해 API 작업은 다음 범주로 그룹화됩니다.

- 변경되지 않는 작업 - 리소스에 대한 데이터를 검색하는 API 작업입니다. 이 범주에는 일반적으로 Describe*, Search*, 및 List*와 같은 모든 DescribeRouteTables, SearchTransitGatewayRoutes, 및 Get* API 작업이 포함됩니다GetIpamPoolCidrs. 이러한 API 작업은 일반적으로 제한 한도가 가장 API 높습니다.
- 필터링되지 않은 비변이 작업 및 파인팅되지 않은 비변이 작업 - 페이지 매김 또는 필터 를 지정하지 않고 요청 시 더 작은 토큰 버킷의 토큰을 사용하는 비변이 API 작업의 특정 하위 집합입니다. 표준(더 큰) 토큰 버킷에서 토큰이 공제되도록 페이지 매김 및 필터링을 사용하는 것이 좋습니다.
- 변경 작업 - 리소스를 생성, 수정 또는 삭제하는 API 작업입니다. 이 범주에는 일반적으로 , 및 와 같이 비변환 API 작업으로 분류되지 않는 모든 작업이 포함됩니

다AllocateHostsModifyHostsCreateCapacityReservation. 이러한 작업의 제한 한도는 비변환 API 작업보다 낮습니다.

- 리소스 집약적 작업 - 완료하는 데 가장 많은 시간이 걸리고 가장 많은 리소스를 소비API하는 작업을 변경합니다. 이러한 작업의 제한 한도는 작업 변경보다 훨씬 낮습니다. 다른 뮤팅 작업 과 별도로 제한됩니다.
- 콘솔 비돌연변이 작업 - Amazon EC2 콘솔에서 요청되는 비돌연변이 API 작업입니다. 이러한 API 작업은 다른 변경되지 않는 API 작업과 별도로 제한됩니다.
- 분류되지 않은 작업 - 정의상 다른 범주 중 하나에 해당하더라도 자체 토큰 버킷 크기와 리필 속도를 수신하는 API 작업입니다.

다음 표에는 모든 AWS 리전의 요청 토큰 버킷 크기와 리필 속도가 나와 있습니다.

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
비변환 작업	필터링되지 않은 Get* API 작업 및 페이지가 매겨지지 않은 변경되지 않은 작업 또는 분류되지 않은 작업인 모든 , Describe* List*Search*, 및 작업.	100	20
필터링되지 않은 작업과 패키징되지 않은 비변이 작업	• DescribeInstances • DescribeInstanceStatus • DescribeNetworkInterfaces •	50	10

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
	DescribeSecurityGroups • DescribeSnapshots • DescribeSpotInstanceRequests • DescribeVolumes		
작업 변경	리소스 집약적 API 작업 또는 분류되지 않은 작업이 아닌 모든 변경 작업입니다.	50	5

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
리소스 집약적 작업	• AcceptVpcPeeringConnection • AuthorizeSecurityGroupIngress • CancelSpotInstanceRequests • CreateKeyPair • CreateVpcPeeringConnection • DeleteVpcPeeringConnection • RejectVpcPeeringConnection • RevokeSecurityGroupIngress • RequestSpotInstances	50	5

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
콘솔 비돌연변이 작업	• Describe* • Get*	100	10
분류되지 않은 작업	AcceptVpcEndpointConnections	10	1
	AdvertiseByoipCidr	1	0.1
	AssignIpv6Addresses	100	5
	AssignPrivateIpAddresses	100	5
	AssignPrivateNatGatewayAddress	10	1
	AssociateEnclaveCertificateIamRole	10	1
	AssociateIamInstanceProfile	100	5
	AssociateNatGatewayAddress	10	1

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
	AttachVerifiedAccessTrustProvider	10	2
	CreateDefaultSubnet	1	1
	CreateDefaultVpc	1	1
	CopyImage	100	1
	CreateLaunchTemplateVersion	100	5
	CreateNatGateway	10	1
	CreateNetworkInterface	100	5
	CreateRestoreImageTask	50	0.1
	CreateSnapshot	100	5
	CreateSnapshots	100	5
	CreateStoreImageTask	50	0.1
	CreateTags	100	10
	CreateVerifiedAccessEndpoint	20	4

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
	CreateVerifiedAccessGroup	10	2
	CreateVerifiedAccessInstance	10	2
	CreateVerifiedAccessTrustProvider	10	2
	CreateVolume	100	5
	CreateVpcEndpoint	4	0.3
	CreateVpcEndpointServiceConfiguration	10	1
	DeleteNatGateway	10	1
	DeleteNetworkInterface	100	5
	DeleteSnapshot	100	5
	DeleteTags	100	10
	DeleteQueuedReservedInstances	5	5

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
	DeleteVerifiedAccessEndpoint	20	4
	DeleteVerifiedAccessGroup	10	2
	DeleteVerifiedAccessInstance	10	2
	DeleteVerifiedAccessTrustProvider	10	2
	DeleteVolume	100	5
	DeleteVpcEndpoints	4	0.3
	DeleteVpcEndpointServiceConfigurations	10	1
	DeprovisionByoipCidr	1	0.1
	DeregisterImage	100	5
	DetachVerifiedAccessTrustProvider	10	2

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
	DescribeByoipCidrs	1	0.5
	DescribeCapacityBlockOfferings	10	0.15
	DescribeInstanceTopology	1	1
	DescribeMovingAddresses	1	1
	DescribeReservedInstancesOfferings	10	10
	DescribeSpotFleetRequestHistory	100	5
	DescribeSpotFleetInstances	100	5
	DescribeSpotFleetRequests	50	3
	DescribeStoreImageTasks	50	0.5

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
	DescribeVerifiedAccessInstanceLoggingConfigurations	10	2
	DisableFastLaunch	5	2
	DisableImageBlockPublicAccess	1	0.1
	DisableSnapshotBlockPublicAccess	1	0.1
	DisassociateEnclaveCertificateIamRole	10	1
	DisassociateIamInstanceProfile	100	5
	DisassociateNatGatewayAddress	10	1
	EnableFastLaunch	5	2

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
	EnableImageBlockPublicAccess	1	0.1
	EnableSnapshotBlockPublicAccess	1	0.1
	GetAssociatedEnclaveCertificateIamRoles	10	1
	ModifyImageAttribute	100	5
	ModifyInstanceMetadataOptions	100	5
	ModifyLaunchTemplate	100	5
	ModifyNetworkInterfaceAttribute	100	5
	ModifySnapshotAttribute	100	5
	ModifyVerifiedAccessEndpoint	20	4

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
	ModifyVerifiedAccessEndpointPolicy	20	4
	ModifyVerifiedAccessGroup	10	2
	ModifyVerifiedAccessGroupPolicy	20	4
	ModifyVerifiedAccessInstance	10	2
	ModifyVerifiedAccessInstanceLoggingConfiguration	10	2
	ModifyVerifiedAccessTrustProvider	10	2
	ModifyVpcEndpoint	4	0.3
	ModifyVpcEndpointServiceConfiguration	10	1

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
	MoveAddressToVpc	1	1
	ProvisionByoipCidr	1	0.1
	PurchaseCapacityBlock	10	0.15
	PurchaseReservedInstancesOffering	5	5
	RejectVpcEndpointConnections	10	1
	RestoreAddressToClassic	1	1
	RunInstances	5	2
	StartInstances	5	2
	TerminateInstances	100	5
	UnassignPrivateIpAddresses	100	5
	UnassignPrivateNatGatewayAddress	10	1

API 작업 범주	작업	버킷 최대 용량	버킷 리필 속도
	`WithdrawByoipCidr`	1	0.1

리소스 토큰 버킷 크기 및 리필 속도

다음 표에는 리소스 속도 제한을 사용하는 API 작업에 대한 리소스 토큰 버킷 크기 및 리필 속도가 나열되어 있습니다.

API 작업	버킷 최대 용량	버킷 리필 속도
`RunInstances`	1000	2
`TerminateInstances`	1000	20
`StartInstances`	1000	2
`StopInstances`	1000	20

API 제한 모니터링

Amazon CloudWatch 을 사용하여 Amazon EC2 API 요청을 모니터링하고 API 제한에 대한 지표를 수집하고 추적할 수 있습니다. API 제한 한도에 가까워지면 경보를 생성하여 경고할 수도 있습니다. 자세한 내용은 Amazon을 사용하여 Amazon EC2 API 요청 모니터링 CloudWatch 단원을 참조하십시오.

재시도 및 지수 백오프

애플리케이션에서 API 요청을 다시 시도해야 할 수 있습니다. 예:

- 리소스 상태의 업데이트를 확인하려면
- 많은 수의 리소스를 열거하려면(예: 모든 볼륨)
- 서버 오류(5xx) 또는 제한 오류로 실패한 후 요청을 다시 시도하려면

그러나 클라이언트 오류(4xx)의 경우 요청을 다시 시도하기 전에 요청을 수정하여 문제를 해결해야 합니다.

리소스 상태 변경

상태 업데이트를 확인하기 위해 폴링을 시작하기 전에 요청을 완료할 수 있는 시간을 줍니다. 예를 들어 인스턴스가 활성 상태인지 확인하기 전에 몇 분 정도 기다립니다. 폴링을 시작할 때 연속 요청 사이에 적절한 절전 간격을 사용하여 API 요청 속도를 낮춥니다. 최상의 결과를 얻으려면 휴면 간격을 늘리거나 가변적으로 사용하세요.

또는 Amazon EventBridge 을 사용하여 일부 리소스의 상태를 알릴 수 있습니다. 예를 들어 EC2 인스턴스 상태 변경 알림 이벤트를 사용하여 인스턴스의 상태 변경을 알릴 수 있습니다. 자세한 내용은 를 EC2 사용하여 Amazon 자동화 EventBridge를 참조하세요.

재시도

API 요청을 폴링하거나 재시도해야 하는 경우 지수 백오프 알고리즘을 사용하여 API 요청 간의 절전 간격을 계산하는 것이 좋습니다. 지수 백오프의 기본 개념은 오류 응답이 연이어 나올 때마다 재시도 간 대기 시간을 점진적으로 늘리는 것입니다. 최대 지연 간격과 최대 재시도 횟수를 구현해야 합니다. 지터(무작위 배정 지연)를 사용하여 연속 충돌을 방지할 수도 있습니다. 자세한 내용은 시간 제한, 재시도 및 지터를 사용한 백오프를 참조하세요.

각 AWS SDK 는 자동 재시도 로직을 구현합니다. 자세한 내용은 AWS SDKs 및 도구 참조 가이드의 재시도 동작을 참조하세요.

한도 증가 요청

에 대한 API 제한 한도 증가를 요청할 수 있습니다 AWS 계정.

이 기능에 대한 액세스를 요청하려면

1. AWS Support 센터 를 엽니다.
2. 사례 생성을 선택합니다.
3. 계정 및 결제 지원을 선택합니다.
4. 서비스 에서 일반 정보 및 시작하기 를 선택합니다.
5. 범주 에서 AWS 및 서비스 사용을 선택합니다.
6. 다음 단계: 추가 정보를 선택합니다
7. 제목에 **Request an increase in my Amazon EC2 API throttling limits**을 입력합니다.
8. 설명에 **Please increase the API throttling limits for my account. Related page: https://docs.aws.amazon.com/AWSEC2/latest/APIReference/throttling.html**를 입력합니다. 또한 다음 정보를 포함합니다.

- 사용 사례에 대한 설명.
- 증가가 필요한 리전입니다.
- UTC최대 제한 또는 사용량이 발생한 의 1시간 기간입니다(새 제한 한도 계산).

9. 다음 단계: 지금 해결하거나 문의하기를 선택합니다.
10. 문의 탭에서 선호하는 연락 언어와 연락 방법을 선택합니다.
11. 제출을 선택합니다.

를 사용하여 Amazon EC2 리소스를 생성합니다. AWS CLI

명령줄 셸의 AWS Command Line Interface (AWS CLI) 를 사용하여 Amazon EC2 리소스를 생성하고 관리할 수 있습니다. AWS CLI 에서는 Amazon EC2와 같은 API에 AWS 서비스직접 액세스할 수 있습니다.

Amazon EC2용 명령의 구문 및 예제는 명령 참조의 AWS CLI ec2를 참조하십시오. 깃허브의 aws-cli/awscli/examples/ec2에서도 이러한 예제를 찾을 수 있습니다.

에 대해 자세히 알아보십시오. AWS CLI

에 대해 자세히 AWS CLI알아보려면 다음 리소스를 참조하십시오.

- AWS Command Line Interface
- AWS Command Line Interface 버전 2 사용 설명서
- AWS Command Line Interface 버전 1 사용 설명서

를 사용하여 Amazon EC2 리소스를 생성합니다. AWS CloudFormation

Amazon EC2는 리소스와 AWS CloudFormation인프라를 생성하고 관리하는 데 소요되는 시간을 줄일 수 있도록 AWS 리소스를 모델링하고 설정하는 데 도움이 되는 서비스인 와 통합되어 있습니다. 필요한 리소스 (예: 인스턴스 및 서브넷) 를 설명하는 템플릿을 만들고 해당 AWS 리소스를 AWS CloudFormation 프로비저닝 및 구성합니다.

를 사용하면 AWS CloudFormation템플릿을 재사용하여 Amazon EC2 리소스를 일관되고 반복적으로 설정할 수 있습니다. 리소스를 한 번 설명한 다음 여러 AWS 계정 지역 및 지역에서 동일한 리소스를 반복해서 프로비저닝하십시오.

아마존 EC2 및 템플릿 AWS CloudFormation

Amazon EC2 및 관련 서비스를 위한 리소스를 프로비저닝하고 구성하려면 템플릿을AWS CloudFormation 이해해야 합니다. 템플릿은 JSON 또는 YAML로 서식 지정된 텍스트 파일입니다. 이 템플릿은 AWS CloudFormation 스택에 프로비저닝할 리소스를 설명합니다. JSON이나 YAML에 익숙하지 않은 경우 AWS CloudFormation Designer를 사용하여 템플릿을 시작하는 데 도움을 받을 수 있습니다. AWS CloudFormation 자세한 내용은 디자이너란 무엇입니까? 를 참조하십시오. AWS CloudFormation AWS CloudFormation 사용 설명서에서.

Amazon EC2용 리소스

컴퓨팅 리소스

- AWS::EC2::CapacityReservation
- AWS::EC2::CapacityReservation플릿
- AWS::EC2::EC2Fleet
- AWS::EC2::EC2Fleet
- AWS::EC2::Host
- AWS::EC2::Instance
- AWS::EC2::InstanceConnect엔드포인트
- AWS::EC2::LaunchTemplate
- AWS::EC2::PlacementGroup

- AWS::EC2::SpotFleet

네트워킹 리소스

- AWS::EC2::CarrierGateway
- AWS::EC2::ClientVpnAuthorizationRule
- AWS::EC2::ClientVpn엔드포인트
- AWS::EC2::ClientVpn경로
- AWS::EC2::ClientVpnTargetNetworkAssociation
- AWS::EC2::CustomerGateway
- AWS::EC2::DHCPOptions
- AWS::EC2::EgressOnlyInternetGateway
- AWS::EC2::EIP
- AWS::EC2::EIPAssociation
- AWS::EC2::FlowLog
- AWS::EC2::GatewayRouteTableAssociation
- AWS::EC2::InternetGateway
- AWS::EC2::IPAM
- AWS::EC2::IPAMAllocation
- AWS::EC2::IPAMPool
- AWS::EC2::IPAMPoolCidr
- AWS::EC2::IPAMResourceDiscovery
- AWS::EC2::IPAMResourceDiscoveryAssociation
- AWS::EC2::IPAMScope
- AWS::EC2::LocalGateway노선
- AWS::EC2::LocalGatewayRouteTable
- AWS::EC2::LocalGatewayRouteTableVirtualInterfaceGroupAssociation
- AWS::EC2::LocalGatewayRouteTableVPC 협회
- AWS::EC2::NatGateway
- AWS::EC2::NetworkInterface
- AWS::EC2::NetworkInsightsAccessScope

- AWS::EC2::NetworkInsightsAccessScopeAnalysis
- AWS::EC2::NetworkInsights분석
- AWS::EC2::NetworkInsights경로
- AWS::EC2::NetworkInterface첨부파일
- AWS::EC2::NetworkInterface허가
- AWS::EC2::NetworkPerformanceMetricSubscription
- AWS::EC2::PrefixList
- AWS::EC2::Route
- AWS::EC2::RouteTable
- AWS::EC2::Subnet
- AWS::EC2::SubnetCidr차단
- AWS::EC2::SubnetNetworkAclAssociation
- AWS::EC2::SubnetRouteTableAssociation
- AWS::EC2::TrafficMirror필터
- AWS::EC2::TrafficMirrorFilterRule
- AWS::EC2::TrafficMirror세션
- AWS::EC2::TrafficMirror타겟
- AWS::EC2::TransitGateway
- AWS::EC2::TransitGateway첨부파일
- AWS::EC2::TransitGatewayConnect
- AWS::EC2::TransitGatewayMulticastDomain
- AWS::EC2::TransitGatewayMulticastDomainAssociation
- AWS::EC2::TransitGatewayMulticastGroupMember
- AWS::EC2::TransitGatewayMulticastGroupSource
- AWS::EC2::TransitGatewayPeeringAttachment
- AWS::EC2::TransitGateway루트
- AWS::EC2::TransitGatewayRouteTable
- AWS::EC2::TransitGatewayRouteTableAssociation
- AWS::EC2::TransitGatewayRouteTablePropagation
- AWS::EC2::TransitGatewayVpcAttachment

- AWS::EC2::VPC
- AWS::EC2::VPCCidrBlock
- AWS: :EC2: :VPCDHCP OptionsAssociation
- AWS::EC2::VPCEndpoint
- AWS::EC2::VPCEndpointConnectionNotification
- AWS::EC2::VPCEndpointService
- AWS::EC2::VPCEndpointServicePermissions
- AWS::EC2::VPCGatewayAttachment
- AWS::EC2::VPCPeeringConnection
- AWS::EC2::VPNConnection
- AWS: :EC2: :VPN ConnectionRoute
- AWS::EC2::VPNGateway
- AWS: :EC2: :VPN GatewayRoutePropagation

보안 리소스

- AWS::EC2::KeyPair
- AWS::EC2::NetworkAcl
- AWS::EC2::NetworkAcl엔트리
- AWS::EC2::SecurityGroup
- AWS::EC2::SecurityGroup출구
- AWS::EC2::SecurityGroup인그레스
- AWS::EC2::VerifiedAccess엔드포인트
- AWS::EC2::VerifiedAccess그룹
- AWS::EC2::VerifiedAccess인스턴스
- AWS::EC2::VerifiedAccessTrustProvider

스토리지 리소스

- AWS::EC2::SnapshotBlockPublicAccess
- AWS::EC2::Volume
- AWS::EC2::VolumeAttachment

자세히 알아보기 AWS CloudFormation

자세히 AWS CloudFormation알아보려면 다음 리소스를 참조하십시오.

- AWS CloudFormation
- AWS CloudFormation 사용 설명서

를 사용하여 Amazon EC2 리소스 생성 AWS SDK

AWS 는 많은 인기 프로그래밍 언어를 위한 소프트웨어 개발 키트(SDK)를 제공합니다. 는 다음을 제공하여 개발을 더 효율적으로 SDK 만듭니다.

- 애플리케이션에 통합할 수 있는 사전 구축된 구성 요소 및 라이브러리
- 컴파일러 및 디버거와 같은 언어별 도구
- 서비스 요청의 암호화 서명
- 재시도 요청
- 오류 응답 처리

Amazon의 코드 예제 EC2 API

에서 제공하는 코드 예제는 API 를 사용하고 특정 작업을 수행하는 방법을 AWS 보여줍니다. Amazon EC2 에 대한 예제는 Amazon 에 대한 코드 예제EC2를 API참조하세요. 추가 예제는 githubaws-doc-sdk-examples에서 또는 에 대한 코드 찾기 예제 AWS SDKs를 참조하세요.

에 대해 자세히 알아보기 AWS SDKs

에 대한 자세한 내용은 다음 리소스를 AWS SDKs참조하세요.

- AWS SDKs 및 도구 참조 가이드
- 구축할 도구 AWS
- 란 무엇입니까SDK?

Amazon EC2용 저수준 API

Amazon EC2용 하위 수준 API는 Amazon EC2의 프로토콜 수준 인터페이스입니다. 하위 수준 API를 사용할 때는 모든 HTTPS 요청의 형식을 올바르게 지정하고 모든 요청에 유효한 디지털 서명을 추가해야 합니다. 자세한 내용은 Amazon EC2 API 참조의 Amazon EC2 API에 요청하기를 참조하십시오. 또는 사용자를 대신하여 요청을 구성하고 서명하는 AWS SDK를 사용할 수도 있습니다. 자세한 정보는 사용 AWS SDK을 참조하세요.

Amazon EC2 API는 여러 서비스에 대한 작업 및 데이터 유형으로 구성되어 있습니다. 각 서비스에 대한 작업을 보려면 Amazon EC2 API 참조의 다음 페이지를 참조하십시오.

- AWS Client VPN actions
- Amazon EBS 작업
- 아마존 EC2 액션
- AWS Network Manager actions
- AWS 니트로 엔클레이브 액션
- AWS Outposts actions
- AWS PrivateLink actions
- 휴지통 조치
- AWS Site-to-Site VPN actions
- AWS Transit Gateway actions
- AWS Verified Access actions
- VM 가져오기/내보내기 작업
- 아마존 VPC 액션
- 아마존 VPC IPAM 액션
- AWS Wavelength actions

EC2 콘솔 작업에 대한 코드를 생성하는 데 사용 Console-to-Code

콘솔은 리소스를 생성하고 프로토타입을 테스트하기 위한 안내 경로를 제공합니다. 대규모로 동일한 리소스를 생성하려면 자동화 코드가 필요합니다. Console-to-Code 는 자동화 코드를 시작하는 데 도움이 되는 Amazon Q Developer의 기능입니다. Console-to-Code 는 기본 설정 및 호환 파라미터를 포함한 콘솔 작업을 기록합니다. 그런 다음 생성형 AI를 사용하여 원하는 작업에 대해 원하는 infrastructure-as-code (IaC) 형식으로 코드를 제안합니다. 콘솔 워크플로는 지정한 파라미터 값이 함께 유효한지 확인하기 때문에 를 사용하여 Console-to-Code 생성하는 코드에 호환되는 파라미터 값이 있습니다. 코드를 시작점으로 사용하여 특정 사용 사례에서 프로덕션에 바로 사용할 수 있도록 사용자 지정할 수 있습니다.

예를 들어 Console-to-Code를 사용하면 Amazon EC2 인스턴스 시작을 기록하고 형식으로 코드를 생성하도록 선택할 수 있습니다 AWS CloudFormation JSON. 그런 다음 해당 코드를 복사하고 AWS CloudFormation 템플릿에서 사용할 수 있도록 사용자 지정할 수 있습니다.

Console-to-Code 는 현재 다음 언어 및 형식으로 (IaC)를 생성할 infrastructure-as-code 수 있습니다.

- CDK Java
- CDK Python
- CDK TypeScript
- CloudFormation JSON
- CloudFormation YAML

를 사용하는 방법에 대한 자세한 내용과 지침은 Amazon Q 개발자 사용 설명서의 Amazon Q 개발자를 사용한 AWS 서비스 자동화 Console-to-Code를 Console-to-Code참조하세요.

를 EC2 사용하는 Amazon의 코드 예제 AWS SDKs

다음 코드 예제에서는 Amazon을 AWS 소프트웨어 개발 키트()와 EC2 함께 사용하는 방법을 보여줍니다SDK.

기본 사항은 서비스 내에서 필수 작업을 수행하는 방법을 보여주는 코드 예제입니다.

작업은 대규모 프로그램에서 발췌한 코드이며 컨텍스트에 맞춰 실행해야 합니다. 작업은 개별 서비스 함수를 직접적으로 호출하는 방법을 보여주며 관련 시나리오의 컨텍스트에 맞는 작업을 볼 수 있습니다.

시나리오는 동일한 서비스 내에서 또는 다른 AWS 서비스와 결합된 상태에서 여러 함수를 호출하여 특정 태스크를 수행하는 방법을 보여주는 코드 예제입니다.

개발자 안내서 및 코드 예제의 AWS SDK 전체 목록은 섹션을 참조하세요를 사용하여 Amazon EC2 리소스 생성 AWS SDK. 이 주제에는 시작하기에 대한 정보와 이전 SDK 버전에 대한 세부 정보도 포함되어 있습니다.

시작하기

Amazon 소개 EC2

다음 코드 예제에서는 Amazon 를 시작하는 방법을 보여줍니다EC2.

.NET

AWS SDK for .NET

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
namespace EC2Actions;

public class HelloEc2
{
    /// <summary>
    /// HelloEc2 lists the existing security groups for the default users.
```

```
    /// </summary>
    /// <param name="args">Command line arguments</param>
    /// <returns>Async task.</returns>
    static async Task Main(string[] args)
    {
        // Set up dependency injection for Amazon Elastic Compute Cloud (Amazon
EC2).
        using var host =
Microsoft.Extensions.Hosting.Host.CreateDefaultBuilder(args)
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonEC2>()
                .AddTransient<EC2Wrapper>()
            )
            .Build();

        // Now the client is available for injection.
        var ec2Client = host.Services.GetRequiredService<IAmazonEC2>();

        try
        {
            // Retrieve information for up to 10 Amazon EC2 security groups.
            var request = new DescribeSecurityGroupsRequest { MaxResults = 10, };
            var securityGroups = new List<SecurityGroup>();

            var paginatorForSecurityGroups =
                ec2Client.Paginators.DescribeSecurityGroups(request);

            await foreach (var securityGroup in
paginatorForSecurityGroups.SecurityGroups)
            {
                securityGroups.Add(securityGroup);
            }

            // Now print the security groups returned by the call to
            // DescribeSecurityGroupsAsync.
            Console.WriteLine("Welcome to the EC2 Hello Service example. " +
                              "\nLet's list your Security Groups:");
            securityGroups.ForEach(group =>
            {
                Console.WriteLine(
                    $"Security group: {group.GroupName} ID: {group.GroupId}");
            });
        }
        catch (AmazonEC2Exception ex)
```

```
        {
            Console.WriteLine($"An Amazon EC2 service error occurred while
 listing security groups. {ex.Message}");
        }
        catch (Exception ex)
        {
            Console.WriteLine($"An error occurred while listing security groups.
 {ex.Message}");
        }
    }
}
```

- 자세한 API 내용은 참조DescribeSecurityGroups의 섹션을 참조하세요. AWS SDK for .NET API

C++

SDK C++용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

CMakeLists.txt CMake 파일의 코드입니다.

```
# Set the minimum required version of CMake for this project.
cmake_minimum_required(VERSION 3.13)

# Set the AWS service components used by this project.
set(SERVICE_COMPONENTS ec2)

# Set this project's name.
project("hello_ec2")

# Set the C++ standard to use to build this target.
# At least C++ 11 is required for the AWS SDK for C++.
set(CMAKE_CXX_STANDARD 11)

# Use the MSVC variable to determine if this is a Windows build.
```

```
set(WINDOWS_BUILD ${MSVC})

if (WINDOWS_BUILD) # Set the location where CMake can find the installed
 libraries for the AWS SDK.
    string(REPLACE ";" "/aws-cpp-sdk-all;" SYSTEM_MODULE_PATH
 "${CMAKE_SYSTEM_PREFIX_PATH}/aws-cpp-sdk-all")
    list(APPEND CMAKE_PREFIX_PATH ${SYSTEM_MODULE_PATH})
endif ()

# Find the AWS SDK for C++ package.
find_package(AWSSDK REQUIRED COMPONENTS ${SERVICE_COMPONENTS})

if (WINDOWS_BUILD AND AWSSDK_INSTALL_AS_SHARED_LIBS)
     # Copy relevant AWS SDK for C++ libraries into the current binary directory
 for running and debugging.

     # set(BIN_SUB_DIR "/Debug") # If you are building from the command line, you
 may need to uncomment this
                                     # and set the proper subdirectory to the
 executables' location.

     AWSSDK_CPY_DYN_LIBS(SERVICE_COMPONENTS ""
 ${CMAKE_CURRENT_BINARY_DIR}${BIN_SUB_DIR})
endif ()

add_executable(${PROJECT_NAME}
        hello_ec2.cpp)

target_link_libraries(${PROJECT_NAME}
        ${AWSSDK_LINK_LIBRARIES})
```

hello_ec2.cpp 소스 파일의 코드입니다.

```
#include <aws/core/Aws.h>
#include <aws/ec2/EC2Client.h>
#include <aws/ec2/model/DescribeInstancesRequest.h>
#include <iomanip>
#include <iostream>

/*
 *  A "Hello EC2" starter application which initializes an Amazon Elastic Compute
 Cloud (Amazon EC2) client and describes
```

```
 *  the Amazon EC2 instances.
 *
 *  main function
 *
 *  Usage: 'hello_ec2'
 *
 */

int main(int argc, char **argv) {
    (void)argc;
    (void)argv;

    Aws::SDKOptions options;
    // Optionally change the log level for debugging.
//   options.loggingOptions.logLevel = Utils::Logging::LogLevel::Debug;
    Aws::InitAPI(options); // Should only be called once.
    int result = 0;
    {
        Aws::Client::ClientConfiguration clientConfig;
        // Optional: Set to the AWS Region (overrides config file).
        // clientConfig.region = "us-east-1";

        Aws::EC2::EC2Client ec2Client(clientConfig);
        Aws::EC2::Model::DescribeInstancesRequest request;
        bool header = false;
        bool done = false;
        while (!done) {
            Aws::EC2::Model::DescribeInstancesOutcome outcome =
 ec2Client.DescribeInstances(request);
            if (outcome.IsSuccess()) {
                if (!header) {
                    std::cout << std::left <<
                              std::setw(48) << "Name" <<
                              std::setw(20) << "ID" <<
                              std::setw(25) << "Ami" <<
                              std::setw(15) << "Type" <<
                              std::setw(15) << "State" <<
                              std::setw(15) << "Monitoring" << std::endl;
                    header = true;
                }

                const std::vector<Aws::EC2::Model::Reservation> &reservations =
                        outcome.GetResult().GetReservations();
```

```
                for (const auto &reservation: reservations) {
                    const std::vector<Aws::EC2::Model::Instance> &instances =
                            reservation.GetInstances();
                    for (const auto &instance: instances) {
                        Aws::String instanceStateString =

Aws::EC2::Model::InstanceStateNameMapper::GetNameForInstanceStateName(
                                        instance.GetState().GetName());

                        Aws::String typeString =

Aws::EC2::Model::InstanceTypeMapper::GetNameForInstanceType(
                                        instance.GetInstanceType());

                        Aws::String monitorString =

Aws::EC2::Model::MonitoringStateMapper::GetNameForMonitoringState(
                                        instance.GetMonitoring().GetState());
                        Aws::String name = "Unknown";

                        const std::vector<Aws::EC2::Model::Tag> &tags =
instance.GetTags();
                        auto nameIter = std::find_if(tags.cbegin(), tags.cend(),
                                                     [](const
Aws::EC2::Model::Tag &tag) {
                                                         return tag.GetKey() ==
"Name";
                                                     });
                        if (nameIter != tags.cend()) {
                            name = nameIter->GetValue();
                        }
                        std::cout <<
                                  std::setw(48) << name <<
                                  std::setw(20) << instance.GetInstanceId() <<
                                  std::setw(25) << instance.GetImageId() <<
                                  std::setw(15) << typeString <<
                                  std::setw(15) << instanceStateString <<
                                  std::setw(15) << monitorString << std::endl;
                    }
                }

                if (!outcome.GetResult().GetNextToken().empty()) {
                    request.SetNextToken(outcome.GetResult().GetNextToken());
                } else {
```

```
                    done = true;
                }
            } else {
                std::cerr << "Failed to describe EC2 instances:" <<
                          outcome.GetError().GetMessage() << std::endl;
                result = 1;
                break;
            }
        }
    }


    Aws::ShutdownAPI(options); // Should only be called once.
    return result;
}
```

- 자세한 API 내용은 참조DescribeSecurityGroups의 섹션을 참조하세요. AWS SDK for C++ API

Java

SDK Java 2.x용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
    /**
     * Asynchronously describes the security groups for the specified group ID.
     *
     * @param groupName the name of the security group to describe
     * @return a {@link CompletableFuture} that represents the asynchronous
operation
     *         of describing the security groups. The future will complete with a
     *         {@link DescribeSecurityGroupsResponse} object that contains the
     *         security group information.
     */
```

```
   public CompletableFuture<String> describeSecurityGroupArnByNameAsync(String
groupName) {
       DescribeSecurityGroupsRequest request =
DescribeSecurityGroupsRequest.builder()
           .groupNames(groupName)
           .build();

       DescribeSecurityGroupsPublisher paginator =
getAsyncClient().describeSecurityGroupsPaginator(request);
       AtomicReference<String> groupIdRef = new AtomicReference<>();
       return paginator.subscribe(response -> {
           response.securityGroups().stream()
               .filter(securityGroup ->
securityGroup.groupName().equals(groupName))
               .findFirst()
               .ifPresent(securityGroup ->
groupIdRef.set(securityGroup.groupId()));
       }).thenApply(v -> {
           String groupId = groupIdRef.get();
           if (groupId == null) {
               throw new RuntimeException("No security group found with the
name: " + groupName);
           }
           return groupId;
       }).exceptionally(ex -> {
           logger.info("Failed to describe security group: " + ex.getMessage());
           throw new RuntimeException("Failed to describe security group", ex);
       });
   }
```

- 자세한 API 내용은 참조DescribeSecurityGroups의 섹션을 참조하세요. AWS SDK for Java 2.x API

JavaScript

SDK 용 JavaScript (v3)

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
import { DescribeSecurityGroupsCommand, EC2Client } from "@aws-sdk/client-ec2";

// Call DescribeSecurityGroups and display the result.
export const main = async () => {
  const client = new EC2Client();
  try {
    const { SecurityGroups } = await client.send(
      new DescribeSecurityGroupsCommand({}),
    );

    const securityGroupList = SecurityGroups.slice(0, 9)
      .map((sg) => ` • ${sg.GroupId}: ${sg.GroupName}`)
      .join("\n");

    console.log(
      "Hello, Amazon EC2! Let's list up to 10 of your security groups:",
    );
    console.log(securityGroupList);
  } catch (err) {
    console.error(err);
  }
};

// Call function if run directly.
import { fileURLToPath } from "node:url";
if (process.argv[1] === fileURLToPath(import.meta.url)) {
  main();
}
```

- 자세한 API 내용은 참조DescribeSecurityGroups의 섹션을 참조하세요. AWS SDK for JavaScript API

Kotlin

SDK Kotlin용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
suspend fun describeEC2SecurityGroups(groupId: String) {
    val request =
        DescribeSecurityGroupsRequest {
            groupIds = listOf(groupId)
        }

    Ec2Client { region = "us-west-2" }.use { ec2 ->

        val response = ec2.describeSecurityGroups(request)
        response.securityGroups?.forEach { group ->
            println("Found Security Group with id ${group.groupId}, vpc id
 ${group.vpcId} and description ${group.description}")
        }
    }
}
```

- API 자세한 내용은 DescribeSecurityGroups의 에서 AWS SDK Kotlin API 참조 를 참조하세요.

Python

SDK Python용(Boto3)

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
def hello_ec2(ec2_client):
    """
    Use the AWS SDK for Python (Boto3) to list the security groups in your
 account.
    This example uses the default settings specified in your shared credentials
    and config files.

    :param ec2_client: A Boto3 EC2 client. This client provides low-level
                       access to AWS EC2 services.
    """
    print("Hello, Amazon EC2! Let's list up to 10 of your security groups:")
    try:
        paginator = ec2_client.get_paginator("describe_security_groups")
        response_iterator = paginator.paginate(MaxResults=10)
        for page in response_iterator:
            for sg in page["SecurityGroups"]:
                logger.info(f"\t{sg['GroupId']}: {sg['GroupName']}")
    except ClientError as err:
        logger.error("Failed to list security groups.")
        if err.response["Error"]["Code"] == "AccessDeniedException":
            logger.error("You do not have permission to list security groups.")
        raise


if __name__ == "__main__":
    hello_ec2(boto3.client("ec2"))
```

- API 자세한 내용은 DescribeSecurityGroups의 AWS SDK Python(Boto3) API 참조 섹션을 참조하세요.

Ruby

SDK Ruby용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
require 'aws-sdk-ec2'
require 'logger'

# EC2Manager is a class responsible for managing EC2 operations
# such as listing all EC2 instances in the current AWS account.
class EC2Manager
  def initialize(client)
    @client = client
    @logger = Logger.new($stdout)
  end

  # Lists and prints all EC2 instances in the current AWS account.
  def list_instances
    @logger.info('Listing instances')

    instances = fetch_instances

    if instances.empty?
      @logger.info('You have no instances')
    else
      print_instances(instances)
    end
  end

  private

  # Fetches all EC2 instances using pagination.
  #
  # @return [Array<Aws::EC2::Types::Instance>] List of EC2 instances.
  def fetch_instances
    paginator = @client.describe_instances
```

```
    instances = []

    paginator.each_page do |page|
      page.reservations.each do |reservation|
        reservation.instances.each do |instance|
          instances << instance
        end
      end
    end

    instances
  end

  # Prints details of the given EC2 instances.
  #
  # @param instances [Array<Aws::EC2::Types::Instance>] List of EC2 instances to
 print.
  def print_instances(instances)
    instances.each do |instance|
      @logger.info("Instance ID: #{instance.instance_id}")
      @logger.info("Instance Type: #{instance.instance_type}")
      @logger.info("Public IP: #{instance.public_ip_address}")
      @logger.info("Public DNS Name: #{instance.public_dns_name}")
      @logger.info("\n")
    end
  end
end

if $PROGRAM_NAME == __FILE__
  ec2_client = Aws::EC2::Client.new(region: 'us-west-2')
  manager = EC2Manager.new(ec2_client)
  manager.list_instances
end
```

- 자세한 API 내용은 참조DescribeSecurityGroups의 섹션을 참조하세요. AWS SDK for Ruby API

Rust

SDK Rust용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
async fn show_security_groups(client: &aws_sdk_ec2::Client, group_ids:
 Vec<String>) {
    let response = client
        .describe_security_groups()
        .set_group_ids(Some(group_ids))
        .send()
        .await;

    match response {
        Ok(output) => {
            for group in output.security_groups() {
                println!(
                    "Found Security Group {} ({}), vpc id {} and description {}",
                    group.group_name().unwrap_or("unknown"),
                    group.group_id().unwrap_or("id-unknown"),
                    group.vpc_id().unwrap_or("vpcid-unknown"),
                    group.description().unwrap_or("(none)")
                );
            }
        }
        Err(err) => {
            let err = err.into_service_error();
            let meta = err.meta();
            let message = meta.message().unwrap_or("unknown");
            let code = meta.code().unwrap_or("unknown");
            eprintln!("Error listing EC2 Security Groups: ({code}) {message}");
        }
    }
}
```

- API 자세한 내용은 Rust 참조 DescribeSecurityGroups 의 섹션을 참조하세요. AWS SDK API

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Amazon EC2 의 기본 예제 AWS SDKs

다음 코드 예제에서는 에서 AWS Amazon Elastic Compute Cloud의 기본 사항을 사용하는 방법을 보여줍니다SDKs.

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- 와 ImportSnapshot 함께 사용 CLI
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- 와 ModifyHosts 함께 사용 CLI
- 와 ModifyIdFormat 함께 사용 CLI
- 와 ModifyImageAttribute 함께 사용 CLI
- 와 ModifyInstanceAttribute 함께 사용 CLI
- 와 ModifyInstanceCreditSpecification 함께 사용 CLI
- 와 ModifyNetworkInterfaceAttribute 함께 사용 CLI
- 와 ModifyReservedInstances 함께 사용 CLI
- 와 ModifySnapshotAttribute 함께 사용 CLI
- 와 ModifySpotFleetRequest 함께 사용 CLI
- 와 ModifySubnetAttribute 함께 사용 CLI
- 와 ModifyVolumeAttribute 함께 사용 CLI
- 와 ModifyVpcAttribute 함께 사용 CLI
- 또는 와 MonitorInstancesAWS SDK 함께 사용 CLI

- 와 MoveAddressToVpc 함께 사용 CLI
- 와 PurchaseHostReservation 함께 사용 CLI
- 와 PurchaseScheduledInstances 함께 사용 CLI
- 또는 와 RebootInstancesAWS SDK 함께 사용 CLI
- 와 RegisterImage 함께 사용 CLI
- 와 RejectVpcPeeringConnection 함께 사용 CLI
- 또는 와 ReleaseAddressAWS SDK 함께 사용 CLI
- 와 ReleaseHosts 함께 사용 CLI
- 또는 와 ReplaceIamInstanceProfileAssociationAWS SDK 함께 사용 CLI
- 와 ReplaceNetworkAclAssociation 함께 사용 CLI
- 와 ReplaceNetworkAclEntry 함께 사용 CLI
- 와 ReplaceRoute 함께 사용 CLI
- 와 ReplaceRouteTableAssociation 함께 사용 CLI
- 와 ReportInstanceStatus 함께 사용 CLI
- 와 RequestSpotFleet 함께 사용 CLI
- 와 RequestSpotInstances 함께 사용 CLI
- 와 ResetImageAttribute 함께 사용 CLI
- 와 ResetInstanceAttribute 함께 사용 CLI
- 와 ResetNetworkInterfaceAttribute 함께 사용 CLI
- 와 ResetSnapshotAttribute 함께 사용 CLI
- 와 RevokeSecurityGroupEgress 함께 사용 CLI
- 와 RevokeSecurityGroupIngress 함께 사용 CLI
- 또는 와 RunInstancesAWS SDK 함께 사용 CLI
- 와 RunScheduledInstances 함께 사용 CLI
- 또는 와 StartInstancesAWS SDK 함께 사용 CLI
- 또는 와 StopInstancesAWS SDK 함께 사용 CLI
- 또는 와 TerminateInstancesAWS SDK 함께 사용 CLI
- 와 UnassignPrivateIpAddresses 함께 사용 CLI
- 또는 와 UnmonitorInstancesAWS SDK 함께 사용 CLI
- 와 UpdateSecurityGroupRuleDescriptionsIngress 함께 사용 CLI

Amazon 소개 EC2

다음 코드 예제에서는 Amazon 를 시작하는 방법을 보여줍니다EC2.

.NET

AWS SDK for .NET

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
namespace EC2Actions;

public class HelloEc2
{
    /// <summary>
    /// HelloEc2 lists the existing security groups for the default users.
    /// </summary>
    /// <param name="args">Command line arguments</param>
    /// <returns>Async task.</returns>
    static async Task Main(string[] args)
    {
        // Set up dependency injection for Amazon Elastic Compute Cloud (Amazon
 EC2).
        using var host =
 Microsoft.Extensions.Hosting.Host.CreateDefaultBuilder(args)
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonEC2>()
                .AddTransient<EC2Wrapper>()
            )
            .Build();

        // Now the client is available for injection.
        var ec2Client = host.Services.GetRequiredService<IAmazonEC2>();

        try
        {
            // Retrieve information for up to 10 Amazon EC2 security groups.
```

```
            var request = new DescribeSecurityGroupsRequest { MaxResults = 10, };
            var securityGroups = new List<SecurityGroup>();

            var paginatorForSecurityGroups =
                ec2Client.Paginators.DescribeSecurityGroups(request);

            await foreach (var securityGroup in
 paginatorForSecurityGroups.SecurityGroups)
            {
                securityGroups.Add(securityGroup);
            }

            // Now print the security groups returned by the call to
            // DescribeSecurityGroupsAsync.
            Console.WriteLine("Welcome to the EC2 Hello Service example. " +
                              "\nLet's list your Security Groups:");
            securityGroups.ForEach(group =>
            {
                Console.WriteLine(
                    $"Security group: {group.GroupName} ID: {group.GroupId}");
            });
        }
        catch (AmazonEC2Exception ex)
        {
            Console.WriteLine($"An Amazon EC2 service error occurred while
 listing security groups. {ex.Message}");
        }
        catch (Exception ex)
        {
            Console.WriteLine($"An error occurred while listing security groups.
 {ex.Message}");
        }
    }
}
```

- 자세한 API 내용은 참조DescribeSecurityGroups의 섹션을 참조하세요. AWS SDK for .NET API

C++

SDK C++용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

CMakeLists.txt CMake 파일의 코드입니다.

```
# Set the minimum required version of CMake for this project.
cmake_minimum_required(VERSION 3.13)

# Set the AWS service components used by this project.
set(SERVICE_COMPONENTS ec2)

# Set this project's name.
project("hello_ec2")

# Set the C++ standard to use to build this target.
# At least C++ 11 is required for the AWS SDK for C++.
set(CMAKE_CXX_STANDARD 11)

# Use the MSVC variable to determine if this is a Windows build.
set(WINDOWS_BUILD ${MSVC})

if (WINDOWS_BUILD) # Set the location where CMake can find the installed
 libraries for the AWS SDK.
    string(REPLACE ";" "/aws-cpp-sdk-all;" SYSTEM_MODULE_PATH
 "${CMAKE_SYSTEM_PREFIX_PATH}/aws-cpp-sdk-all")
    list(APPEND CMAKE_PREFIX_PATH ${SYSTEM_MODULE_PATH})
endif ()

# Find the AWS SDK for C++ package.
find_package(AWSSDK REQUIRED COMPONENTS ${SERVICE_COMPONENTS})

if (WINDOWS_BUILD AND AWSSDK_INSTALL_AS_SHARED_LIBS)
     # Copy relevant AWS SDK for C++ libraries into the current binary directory
 for running and debugging.
```

```
    # set(BIN_SUB_DIR "/Debug") # If you are building from the command line, you
 may need to uncomment this
                                    # and set the proper subdirectory to the
 executables' location.

    AWSSDK_CPY_DYN_LIBS(SERVICE_COMPONENTS ""
 ${CMAKE_CURRENT_BINARY_DIR}${BIN_SUB_DIR})
endif ()

add_executable(${PROJECT_NAME}
        hello_ec2.cpp)

target_link_libraries(${PROJECT_NAME}
        ${AWSSDK_LINK_LIBRARIES})
```

hello_ec2.cpp 소스 파일의 코드입니다.

```
#include <aws/core/Aws.h>
#include <aws/ec2/EC2Client.h>
#include <aws/ec2/model/DescribeInstancesRequest.h>
#include <iomanip>
#include <iostream>

/*
 *  A "Hello EC2" starter application which initializes an Amazon Elastic Compute
 Cloud (Amazon EC2) client and describes
 *  the Amazon EC2 instances.
 *
 *  main function
 *
 *  Usage: 'hello_ec2'
 *
 */

int main(int argc, char **argv) {
    (void)argc;
    (void)argv;

    Aws::SDKOptions options;
    // Optionally change the log level for debugging.
//   options.loggingOptions.logLevel = Utils::Logging::LogLevel::Debug;
    Aws::InitAPI(options); // Should only be called once.
```

```
   int result = 0;
   {
       Aws::Client::ClientConfiguration clientConfig;
       // Optional: Set to the AWS Region (overrides config file).
       // clientConfig.region = "us-east-1";

       Aws::EC2::EC2Client ec2Client(clientConfig);
       Aws::EC2::Model::DescribeInstancesRequest request;
       bool header = false;
       bool done = false;
       while (!done) {
           Aws::EC2::Model::DescribeInstancesOutcome outcome =
ec2Client.DescribeInstances(request);
           if (outcome.IsSuccess()) {
               if (!header) {
                   std::cout << std::left <<
                             std::setw(48) << "Name" <<
                             std::setw(20) << "ID" <<
                             std::setw(25) << "Ami" <<
                             std::setw(15) << "Type" <<
                             std::setw(15) << "State" <<
                             std::setw(15) << "Monitoring" << std::endl;
                   header = true;
               }

               const std::vector<Aws::EC2::Model::Reservation> &reservations =
                       outcome.GetResult().GetReservations();

               for (const auto &reservation: reservations) {
                   const std::vector<Aws::EC2::Model::Instance> &instances =
                           reservation.GetInstances();
                   for (const auto &instance: instances) {
                       Aws::String instanceStateString =

Aws::EC2::Model::InstanceStateNameMapper::GetNameForInstanceStateName(
                                       instance.GetState().GetName());

                       Aws::String typeString =

Aws::EC2::Model::InstanceTypeMapper::GetNameForInstanceType(
                                       instance.GetInstanceType());

                       Aws::String monitorString =
```

```
Aws::EC2::Model::MonitoringStateMapper::GetNameForMonitoringState(
                                        instance.GetMonitoring().GetState());
                        Aws::String name = "Unknown";

                        const std::vector<Aws::EC2::Model::Tag> &tags =
instance.GetTags();
                        auto nameIter = std::find_if(tags.cbegin(), tags.cend(),
                                                     [](const
Aws::EC2::Model::Tag &tag) {
                                                         return tag.GetKey() ==
"Name";
                                                     });
                        if (nameIter != tags.cend()) {
                            name = nameIter->GetValue();
                        }
                        std::cout <<
                                  std::setw(48) << name <<
                                  std::setw(20) << instance.GetInstanceId() <<
                                  std::setw(25) << instance.GetImageId() <<
                                  std::setw(15) << typeString <<
                                  std::setw(15) << instanceStateString <<
                                  std::setw(15) << monitorString << std::endl;
                    }
                }

                if (!outcome.GetResult().GetNextToken().empty()) {
                    request.SetNextToken(outcome.GetResult().GetNextToken());
                } else {
                    done = true;
                }
            } else {
                std::cerr << "Failed to describe EC2 instances:" <<
                          outcome.GetError().GetMessage() << std::endl;
                result = 1;
                break;
            }
        }
    }


    Aws::ShutdownAPI(options); // Should only be called once.
    return result;
}
```

- 자세한 API 내용은 참조DescribeSecurityGroups의 섹션을 참조하세요. AWS SDK for C++ API

Java

SDK Java 2.x용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
   /**
    * Asynchronously describes the security groups for the specified group ID.
    *
    * @param groupName the name of the security group to describe
    * @return a {@link CompletableFuture} that represents the asynchronous
operation
    *         of describing the security groups. The future will complete with a
    *         {@link DescribeSecurityGroupsResponse} object that contains the
    *         security group information.
    */
   public CompletableFuture<String> describeSecurityGroupArnByNameAsync(String
groupName) {
       DescribeSecurityGroupsRequest request =
DescribeSecurityGroupsRequest.builder()
           .groupNames(groupName)
           .build();

       DescribeSecurityGroupsPublisher paginator =
getAsyncClient().describeSecurityGroupsPaginator(request);
       AtomicReference<String> groupIdRef = new AtomicReference<>();
       return paginator.subscribe(response -> {
           response.securityGroups().stream()
               .filter(securityGroup ->
securityGroup.groupName().equals(groupName))
               .findFirst()
```

```
                .ifPresent(securityGroup ->
 groupIdRef.set(securityGroup.groupId()));
        }).thenApply(v -> {
            String groupId = groupIdRef.get();
            if (groupId == null) {
                throw new RuntimeException("No security group found with the
 name: " + groupName);
            }
            return groupId;
        }).exceptionally(ex -> {
            logger.info("Failed to describe security group: " + ex.getMessage());
            throw new RuntimeException("Failed to describe security group", ex);
        });
    }
```

- 자세한 API 내용은 참조DescribeSecurityGroups의 섹션을 참조하세요. AWS SDK for Java 2.x API

JavaScript

SDK 용 JavaScript (v3)

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
import { DescribeSecurityGroupsCommand, EC2Client } from "@aws-sdk/client-ec2";

// Call DescribeSecurityGroups and display the result.
export const main = async () => {
  const client = new EC2Client();
  try {
    const { SecurityGroups } = await client.send(
      new DescribeSecurityGroupsCommand({}),
    );

    const securityGroupList = SecurityGroups.slice(0, 9)
```

```
      .map((sg) => ` • ${sg.GroupId}: ${sg.GroupName}`)
      .join("\n");

    console.log(
      "Hello, Amazon EC2! Let's list up to 10 of your security groups:",
    );
    console.log(securityGroupList);
  } catch (err) {
    console.error(err);
  }
};

// Call function if run directly.
import { fileURLToPath } from "node:url";
if (process.argv[1] === fileURLToPath(import.meta.url)) {
  main();
}
```

- 자세한 API 내용은 참조DescribeSecurityGroups의 섹션을 참조하세요. AWS SDK for JavaScript API

Kotlin

SDK Kotlin용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
suspend fun describeEC2SecurityGroups(groupId: String) {
    val request =
        DescribeSecurityGroupsRequest {
            groupIds = listOf(groupId)
        }

    Ec2Client { region = "us-west-2" }.use { ec2 ->

        val response = ec2.describeSecurityGroups(request)
```

```
        response.securityGroups?.forEach { group ->
            println("Found Security Group with id ${group.groupId}, vpc id
 ${group.vpcId} and description ${group.description}")
        }
    }
}
```

- API 자세한 내용은 DescribeSecurityGroups의 에서 AWS SDK Kotlin API 참조 를 참조하세요.

Python

SDK Python용(Boto3)

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
def hello_ec2(ec2_client):
    """
    Use the AWS SDK for Python (Boto3) to list the security groups in your
 account.
    This example uses the default settings specified in your shared credentials
    and config files.

    :param ec2_client: A Boto3 EC2 client. This client provides low-level
                       access to AWS EC2 services.
    """
    print("Hello, Amazon EC2! Let's list up to 10 of your security groups:")
    try:
        paginator = ec2_client.get_paginator("describe_security_groups")
        response_iterator = paginator.paginate(MaxResults=10)
        for page in response_iterator:
            for sg in page["SecurityGroups"]:
                logger.info(f"\t{sg['GroupId']}: {sg['GroupName']}")
    except ClientError as err:
        logger.error("Failed to list security groups.")
        if err.response["Error"]["Code"] == "AccessDeniedException":
```

```
            logger.error("You do not have permission to list security groups.")
        raise


if __name__ == "__main__":
    hello_ec2(boto3.client("ec2"))
```

- API 자세한 내용은 Python(Boto3) 참조 DescribeSecurityGroups 의 섹션을 참조하세요. AWS SDK API

Ruby

SDK Ruby용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
require 'aws-sdk-ec2'
require 'logger'

# EC2Manager is a class responsible for managing EC2 operations
# such as listing all EC2 instances in the current AWS account.
class EC2Manager
  def initialize(client)
    @client = client
    @logger = Logger.new($stdout)
  end

  # Lists and prints all EC2 instances in the current AWS account.
  def list_instances
    @logger.info('Listing instances')

    instances = fetch_instances

    if instances.empty?
      @logger.info('You have no instances')
```

```
    else
      print_instances(instances)
    end
  end

  private

  # Fetches all EC2 instances using pagination.
  #
  # @return [Array<Aws::EC2::Types::Instance>] List of EC2 instances.
  def fetch_instances
    paginator = @client.describe_instances
    instances = []

    paginator.each_page do |page|
      page.reservations.each do |reservation|
        reservation.instances.each do |instance|
          instances << instance
        end
      end
    end

    instances
  end

  # Prints details of the given EC2 instances.
  #
  # @param instances [Array<Aws::EC2::Types::Instance>] List of EC2 instances to
 print.
  def print_instances(instances)
    instances.each do |instance|
      @logger.info("Instance ID: #{instance.instance_id}")
      @logger.info("Instance Type: #{instance.instance_type}")
      @logger.info("Public IP: #{instance.public_ip_address}")
      @logger.info("Public DNS Name: #{instance.public_dns_name}")
      @logger.info("\n")
    end
  end
end

if $PROGRAM_NAME == __FILE__
  ec2_client = Aws::EC2::Client.new(region: 'us-west-2')
  manager = EC2Manager.new(ec2_client)
  manager.list_instances
```

```
end
```

- 자세한 API 내용은 참조DescribeSecurityGroups의 섹션을 참조하세요. AWS SDK for Ruby API

Rust

SDK Rust용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
async fn show_security_groups(client: &aws_sdk_ec2::Client, group_ids:
 Vec<String>) {
    let response = client
        .describe_security_groups()
        .set_group_ids(Some(group_ids))
        .send()
        .await;

    match response {
        Ok(output) => {
            for group in output.security_groups() {
                println!(
                    "Found Security Group {} ({}), vpc id {} and description {}",
                    group.group_name().unwrap_or("unknown"),
                    group.group_id().unwrap_or("id-unknown"),
                    group.vpc_id().unwrap_or("vpcid-unknown"),
                    group.description().unwrap_or("(none)")
                );
            }
        }
        Err(err) => {
            let err = err.into_service_error();
            let meta = err.meta();
            let message = meta.message().unwrap_or("unknown");
```

```
            let code = meta.code().unwrap_or("unknown");
            eprintln!("Error listing EC2 Security Groups: ({code}) {message}");
        }
    }
}
```

- API 자세한 내용은 Rust 참조 DescribeSecurityGroups 의 섹션을 참조하세요. AWS SDK API

개발자 안내서 및 코드 예제의 AWS SDK 전체 목록은 섹션을 참조하세요를 사용하여 Amazon EC2 리소스 생성 AWS SDK. 이 주제에는 시작하기에 대한 정보와 이전 SDK 버전에 대한 세부 정보도 포함되어 있습니다.

를 EC2 사용하여 Amazon의 기본 사항 알아보기 AWS SDK

다음 코드 예제는 다음과 같은 작업을 수행하는 방법을 보여줍니다.

- 키 페어 및 보안 그룹을 생성합니다.
- Amazon Machine Image(AMI)와 호환되는 인스턴스 유형을 선택한 다음 인스턴스를 생성합니다.
- 인스턴스를 중지한 후 다시 시작합니다.
- 인스턴스와 탄력적 IP 주소 연결.
- 를 사용하여 인스턴스에 연결SSH한 다음 리소스를 정리합니다.

.NET

AWS SDK for .NET

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

명령 프롬프트에서 시나리오를 실행합니다.

```
/// <summary>
/// Show Amazon Elastic Compute Cloud (Amazon EC2) Basics actions.
/// </summary>
public class EC2Basics
```

```
{
    public static ILogger<EC2Basics> _logger = null!;
    public static EC2Wrapper _ec2Wrapper = null!;
    public static SsmWrapper _ssmWrapper = null!;
    public static UiMethods _uiMethods = null!;

    public static string associationId = null!;
    public static string allocationId = null!;
    public static string instanceId = null!;
    public static string keyPairName = null!;
    public static string groupName = null!;
    public static string tempFileName = null!;
    public static string secGroupId = null!;
    public static bool isInteractive = true;

    /// <summary>
    /// Perform the actions defined for the Amazon EC2 Basics scenario.
    /// </summary>
    /// <param name="args">Command line arguments.</param>
    /// <returns>A Task object.</returns>
    public static async Task Main(string[] args)
    {
        // Set up dependency injection for Amazon EC2 and Amazon Simple Systems
        // Management (Amazon SSM) Service.
        using var host =
 Microsoft.Extensions.Hosting.Host.CreateDefaultBuilder(args)
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonEC2>()
                    .AddAWSService<IAmazonSimpleSystemsManagement>()
                    .AddTransient<EC2Wrapper>()
                    .AddTransient<SsmWrapper>()
            )
            .Build();

        SetUpServices(host);

        var uniqueName = Guid.NewGuid().ToString();
        keyPairName = "mvp-example-key-pair" + uniqueName;
        groupName = "ec2-scenario-group" + uniqueName;
        var groupDescription = "A security group created for the EC2 Basics
 scenario.";

        try
        {
```

```
            // Start the scenario.
            _uiMethods.DisplayOverview();
            _uiMethods.PressEnter(isInteractive);

            // Create the key pair.
            _uiMethods.DisplayTitle("Create RSA key pair");
            Console.Write("Let's create an RSA key pair that you can be use to
");
            Console.WriteLine("securely connect to your EC2 instance.");
            var keyPair = await _ec2Wrapper.CreateKeyPair(keyPairName);

            // Save key pair information to a temporary file.
            tempFileName = _ec2Wrapper.SaveKeyPair(keyPair);

            Console.WriteLine(
                $"Created the key pair: {keyPair.KeyName} and saved it to:
{tempFileName}");
            string? answer = "";
            if (isInteractive)
            {
                do
                {
                    Console.Write("Would you like to list your existing key
pairs? ");
                    answer = Console.ReadLine();
                } while (answer!.ToLower() != "y" && answer.ToLower() != "n");
            }

            if (!isInteractive || answer == "y")
            {
                // List existing key pairs.
                _uiMethods.DisplayTitle("Existing key pairs");

                // Passing an empty string to the DescribeKeyPairs method will
return
                // a list of all existing key pairs.
                var keyPairs = await _ec2Wrapper.DescribeKeyPairs("");
                keyPairs.ForEach(kp =>
                {
                    Console.WriteLine(
                        $"{kp.KeyName} created at: {kp.CreateTime} Fingerprint:
{kp.KeyFingerprint}");
                });
            }
```

```
            _uiMethods.PressEnter(isInteractive);

            // Create the security group.
            Console.WriteLine(
                "Let's create a security group to manage access to your
instance.");
            secGroupId = await _ec2Wrapper.CreateSecurityGroup(groupName,
groupDescription);
            Console.WriteLine(
                "Let's add rules to allow all HTTP and HTTPS inbound traffic and
to allow SSH only from your current IP address.");

            _uiMethods.DisplayTitle("Security group information");
            var secGroups = await _ec2Wrapper.DescribeSecurityGroups(secGroupId);

            Console.WriteLine($"Created security group {groupName} in your
default VPC.");
            secGroups.ForEach(group =>
            {
                _ec2Wrapper.DisplaySecurityGroupInfoAsync(group);
            });
            _uiMethods.PressEnter(isInteractive);

            Console.WriteLine(
                "Now we'll authorize the security group we just created so that
it can");
            Console.WriteLine("access the EC2 instances you create.");
            await _ec2Wrapper.AuthorizeSecurityGroupIngress(groupName);

            secGroups = await _ec2Wrapper.DescribeSecurityGroups(secGroupId);
            Console.WriteLine($"Now let's look at the permissions again.");
            secGroups.ForEach(group =>
            {
                _ec2Wrapper.DisplaySecurityGroupInfoAsync(group);
            });
            _uiMethods.PressEnter(isInteractive);

            // Get list of available Amazon Linux 2 Amazon Machine Images (AMIs).
            var parameters =
                await _ssmWrapper.GetParametersByPath(
                    "/aws/service/ami-amazon-linux-latest");
```

```
            List<string> imageIds = parameters.Select(param =>
param.Value).ToList();

            var images = await _ec2Wrapper.DescribeImages(imageIds);

            var i = 1;
            images.ForEach(image =>
            {
                Console.WriteLine($"\t{i++}\t{image.Description}");
            });

            int choice = 1;
            bool validNumber = false;
            if (isInteractive)
            {
                do
                {
                    Console.Write("Please select an image: ");
                    var selImage = Console.ReadLine();
                    validNumber = int.TryParse(selImage, out choice);
                } while (!validNumber);
            }

            var selectedImage = images[choice - 1];

            // Display available instance types.
            _uiMethods.DisplayTitle("Instance Types");
            var instanceTypes =
                await
_ec2Wrapper.DescribeInstanceTypes(selectedImage.Architecture);

            i = 1;
            instanceTypes.ForEach(instanceType =>
            {
                Console.WriteLine($"\t{i++}\t{instanceType.InstanceType}");
            });
            if (isInteractive)
            {
                do
                {
                    Console.Write("Please select an instance type: ");
                    var selImage = Console.ReadLine();
                    validNumber = int.TryParse(selImage, out choice);
                } while (!validNumber);
```

```
            }

            var selectedInstanceType = instanceTypes[choice - 1].InstanceType;

            // Create an EC2 instance.
            _uiMethods.DisplayTitle("Creating an EC2 Instance");
            instanceId = await _ec2Wrapper.RunInstances(selectedImage.ImageId,
                selectedInstanceType, keyPairName, secGroupId);

            _uiMethods.PressEnter(isInteractive);

            var instance = await _ec2Wrapper.DescribeInstance(instanceId);
            _uiMethods.DisplayTitle("New Instance Information");
            _ec2Wrapper.DisplayInstanceInformation(instance);

            Console.WriteLine(
                "\nYou can use SSH to connect to your instance. For example:");
            Console.WriteLine(
                $"\tssh -i {tempFileName} ec2-user@{instance.PublicIpAddress}");

            _uiMethods.PressEnter(isInteractive);

            Console.WriteLine(
                "Now we'll stop the instance and then start it again to see
what's changed.");

            await _ec2Wrapper.StopInstances(instanceId);

            Console.WriteLine("Now let's start it up again.");
            await _ec2Wrapper.StartInstances(instanceId);

            Console.WriteLine("\nLet's see what changed.");

            instance = await _ec2Wrapper.DescribeInstance(instanceId);
            _uiMethods.DisplayTitle("New Instance Information");
            _ec2Wrapper.DisplayInstanceInformation(instance);

            Console.WriteLine("\nNotice the change in the SSH information:");
            Console.WriteLine(
                $"\tssh -i {tempFileName} ec2-user@{instance.PublicIpAddress}");

            _uiMethods.PressEnter(isInteractive);

            Console.WriteLine(
```

```
                "Now we will stop the instance again. Then we will create and
associate an");
            Console.WriteLine("Elastic IP address to use with our instance.");

            await _ec2Wrapper.StopInstances(instanceId);
            _uiMethods.PressEnter(isInteractive);

            _uiMethods.DisplayTitle("Allocate Elastic IP address");
            Console.WriteLine(
                "You can allocate an Elastic IP address and associate it
with your instance\nto keep a consistent IP address even when your instance
restarts.");
            var allocationResponse = await _ec2Wrapper.AllocateAddress();
            allocationId = allocationResponse.AllocationId;
            Console.WriteLine(
                "Now we will associate the Elastic IP address with our
instance.");
            associationId = await _ec2Wrapper.AssociateAddress(allocationId,
instanceId);

            // Start the instance again.
            Console.WriteLine("Now let's start the instance again.");
            await _ec2Wrapper.StartInstances(instanceId);

            Console.WriteLine("\nLet's see what changed.");

            instance = await _ec2Wrapper.DescribeInstance(instanceId);
            _uiMethods.DisplayTitle("Instance information");
            _ec2Wrapper.DisplayInstanceInformation(instance);

            Console.WriteLine("\nHere is the SSH information:");
            Console.WriteLine(
                $"\tssh -i {tempFileName} ec2-user@{instance.PublicIpAddress}");

            Console.WriteLine("Let's stop and start the instance again.");
            _uiMethods.PressEnter(isInteractive);

            await _ec2Wrapper.StopInstances(instanceId);

            Console.WriteLine("\nThe instance has stopped.");

            Console.WriteLine("Now let's start it up again.");
            await _ec2Wrapper.StartInstances(instanceId);
```

```
            instance = await _ec2Wrapper.DescribeInstance(instanceId);
            _uiMethods.DisplayTitle("New Instance Information");
            _ec2Wrapper.DisplayInstanceInformation(instance);
            Console.WriteLine("Note that the IP address did not change this
time.");
            _uiMethods.PressEnter(isInteractive);

            await Cleanup();
        }
        catch (Exception ex)
        {
            _logger.LogError(ex, "There was a problem with the scenario, starting
cleanup.");
            await Cleanup();
        }

        _uiMethods.DisplayTitle("EC2 Basics Scenario completed.");
        _uiMethods.PressEnter(isInteractive);
    }

    /// <summary>
    /// Set up the services and logging.
    /// </summary>
    /// <param name="host"></param>
    public static void SetUpServices(IHost host)
    {
        var loggerFactory = LoggerFactory.Create(builder =>
        {
            builder.AddConsole();
        });
        _logger = new Logger<EC2Basics>(loggerFactory);

        // Now the client is available for injection.
        _ec2Wrapper = host.Services.GetRequiredService<EC2Wrapper>();
        _ssmWrapper = host.Services.GetRequiredService<SsmWrapper>();
        _uiMethods = new UiMethods();
    }

    /// <summary>
    /// Clean up any resources from the scenario.
    /// </summary>
    /// <returns></returns>
    public static async Task Cleanup()
    {
```

```
        _uiMethods.DisplayTitle("Clean up resources");
        Console.WriteLine("Now let's clean up the resources we created.");

        Console.WriteLine("Disassociate the Elastic IP address and release it.");
        // Disassociate the Elastic IP address.
        await _ec2Wrapper.DisassociateIp(associationId);

        // Delete the Elastic IP address.
        await _ec2Wrapper.ReleaseAddress(allocationId);

        // Terminate the instance.
        Console.WriteLine("Terminating the instance we created.");
        await _ec2Wrapper.TerminateInstances(instanceId);

        // Delete the security group.
        Console.WriteLine($"Deleting the Security Group: {groupName}.");
        await _ec2Wrapper.DeleteSecurityGroup(secGroupId);

        // Delete the RSA key pair.
        Console.WriteLine($"Deleting the key pair: {keyPairName}");
        await _ec2Wrapper.DeleteKeyPair(keyPairName);
        Console.WriteLine("Deleting the temporary file with the key
 information.");
        _ec2Wrapper.DeleteTempFile(tempFileName);
        _uiMethods.PressEnter(isInteractive);
    }
}
```

EC2 작업을 래핑하는 클래스를 정의합니다.

```
/// <summary>
/// Methods of this class perform Amazon Elastic Compute Cloud (Amazon EC2).
/// </summary>
public class EC2Wrapper
{
    private readonly IAmazonEC2 _amazonEC2;
    private readonly ILogger<EC2Wrapper> _logger;

    /// <summary>
    /// Constructor for the EC2Wrapper class.
    /// </summary>
    /// <param name="amazonScheduler">The injected EC2 client.</param>
```

```
    /// <param name="logger">The injected logger.</param>
    public EC2Wrapper(IAmazonEC2 amazonService, ILogger<EC2Wrapper> logger)
    {
        _amazonEC2 = amazonService;
        _logger = logger;
    }

    /// <summary>
    /// Allocates an Elastic IP address that can be associated with an Amazon EC2
    // instance. By using an Elastic IP address, you can keep the public IP
 address
    // constant even when you restart the associated instance.
    /// </summary>
    /// <returns>The response object for the allocated address.</returns>
    public async Task<AllocateAddressResponse> AllocateAddress()
    {
        var request = new AllocateAddressRequest();

        try
        {
            var response = await _amazonEC2.AllocateAddressAsync(request);
            Console.WriteLine($"Allocated IP: {response.PublicIp} with allocation
 ID {response.AllocationId}.");
            return response;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "AddressLimitExceeded")
            {
                // For more information on Elastic IP address quotas, see:
                // https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/elastic-
ip-addresses-eip.html#using-instance-addressing-limit
                _logger.LogError($"Unable to allocate Elastic IP, address limit
 exceeded. {ec2Exception.Message}");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError($"An error occurred while allocating Elastic IP.:
 {ex.Message}");
            throw;
        }
```

```
    }

    /// <summary>
    /// Associates an Elastic IP address with an instance. When this association
 is
    /// created, the Elastic IP's public IP address is immediately used as the
 public
    /// IP address of the associated instance.
    /// </summary>
    /// <param name="allocationId">The allocation Id of an Elastic IP address.</
param>
    /// <param name="instanceId">The instance Id of the EC2 instance to
    /// associate the address with.</param>
    /// <returns>The association Id that represents
    /// the association of the Elastic IP address with an instance.</returns>
    public async Task<string> AssociateAddress(string allocationId, string
 instanceId)
    {
        try
        {
            var request = new AssociateAddressRequest
            {
                AllocationId = allocationId,
                InstanceId = instanceId
            };

            var response = await _amazonEC2.AssociateAddressAsync(request);
            return response.AssociationId;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceId")
            {
                _logger.LogError(
                    $"InstanceId is invalid, unable to associate address.
 {ec2Exception.Message}");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
```

```
                $"An error occurred while associating the Elastic IP.:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Authorize the local computer ingress to EC2 instances associated
    /// with the virtual private cloud (VPC) security group.
    /// </summary>
    /// <param name="groupName">The name of the security group.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> AuthorizeSecurityGroupIngress(string groupName)
    {
        try
        {
            // Get the IP address for the local computer.
            var ipAddress = await GetIpAddress();
            Console.WriteLine($"Your IP address is: {ipAddress}");
            var ipRanges =
                new List<IpRange> { new IpRange { CidrIp = $"{ipAddress}/32" } };
            var permission = new IpPermission
            {
                Ipv4Ranges = ipRanges,
                IpProtocol = "tcp",
                FromPort = 22,
                ToPort = 22
            };
            var permissions = new List<IpPermission> { permission };
            var response = await _amazonEC2.AuthorizeSecurityGroupIngressAsync(
                new AuthorizeSecurityGroupIngressRequest(groupName,
permissions));
            return response.HttpStatusCode == HttpStatusCode.OK;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidPermission.Duplicate")
            {
                _logger.LogError(
                    $"The ingress rule already exists. {ec2Exception.Message}");
            }

            throw;
        }
```

```
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while authorizing ingress.: {ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Authorize the local computer for ingress to
    /// the Amazon EC2 SecurityGroup.
    /// </summary>
    /// <returns>The IPv4 address of the computer running the scenario.</returns>
    private static async Task<string> GetIpAddress()
    {
        var httpClient = new HttpClient();
        var ipString = await httpClient.GetStringAsync("https://
checkip.amazonaws.com");

        // The IP address is returned with a new line
        // character on the end. Trim off the whitespace and
        // return the value to the caller.
        return ipString.Trim();
    }

    /// <summary>
    /// Create an Amazon EC2 key pair with a specified name.
    /// </summary>
    /// <param name="keyPairName">The name for the new key pair.</param>
    /// <returns>The Amazon EC2 key pair created.</returns>
    public async Task<KeyPair?> CreateKeyPair(string keyPairName)
    {
        try
        {
            var request = new CreateKeyPairRequest { KeyName = keyPairName, };

            var response = await _amazonEC2.CreateKeyPairAsync(request);

            var kp = response.KeyPair;
            // Return the key pair so it can be saved if needed.

            // Wait until the key pair exists.
            int retries = 5;
            while (retries-- > 0)
```

```
            {
                Console.WriteLine($"Checking for new KeyPair {keyPairName}...");
                var keyPairs = await DescribeKeyPairs(keyPairName);
                if (keyPairs.Any())
                {
                    return kp;
                }

                Thread.Sleep(5000);
                retries--;
            }
            _logger.LogError($"Unable to find newly created KeyPair
{keyPairName}.");
            throw new DoesNotExistException("KeyPair not found");
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidKeyPair.Duplicate")
            {
                _logger.LogError(
                    $"A key pair called {keyPairName} already exists.");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while creating the key pair.: {ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Save KeyPair information to a temporary file.
    /// </summary>
    /// <param name="keyPair">The name of the key pair.</param>
    /// <returns>The full path to the temporary file.</returns>
    public string SaveKeyPair(KeyPair keyPair)
    {
        var tempPath = Path.GetTempPath();
        var tempFileName = $"{tempPath}\\{Path.GetRandomFileName()}";
        var pemFileName = Path.ChangeExtension(tempFileName, "pem");
```

```
        // Save the key pair to a file in a temporary folder.
        using var stream = new FileStream(pemFileName, FileMode.Create);
        using var writer = new StreamWriter(stream);
        writer.WriteLine(keyPair.KeyMaterial);

        return pemFileName;
    }

    /// <summary>
    /// Create an Amazon EC2 security group with a specified name and
 description.
    /// </summary>
    /// <param name="groupName">The name for the new security group.</param>
    /// <param name="groupDescription">A description of the new security group.</
param>
    /// <returns>The group Id of the new security group.</returns>
    public async Task<string> CreateSecurityGroup(string groupName, string
 groupDescription)
    {
        try
        {
            var response = await _amazonEC2.CreateSecurityGroupAsync(
                new CreateSecurityGroupRequest(groupName, groupDescription));

            // Wait until the security group exists.
            int retries = 5;
            while (retries-- > 0)
            {
                var groups = await DescribeSecurityGroups(response.GroupId);
                if (groups.Any())
                {
                    return response.GroupId;
                }

                Thread.Sleep(5000);
                retries--;
            }
            _logger.LogError($"Unable to find newly created group {groupName}.");
            throw new DoesNotExistException("security group not found");
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "ResourceAlreadyExists")
            {
```

```
                _logger.LogError(
                    $"A security group with the name {groupName} already exists.
 {ec2Exception.Message}");
            }
            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while creating the security group.:
 {ex.Message}");
            throw;
        }
    }


    /// <summary>
    /// Create a new Amazon EC2 VPC.
    /// </summary>
    /// <param name="cidrBlock">The CIDR block for the new security group.</
param>
    /// <returns>The VPC Id of the new VPC.</returns>
    public async Task<string?> CreateVPC(string cidrBlock)
    {

        try
        {
            var response = await _amazonEC2.CreateVpcAsync(new CreateVpcRequest
            {
                CidrBlock = cidrBlock,
            });

            Vpc vpc = response.Vpc;
            Console.WriteLine($"Created VPC with ID: {vpc.VpcId}.");
            return vpc.VpcId;
        }
        catch (AmazonEC2Exception ex)
        {
            Console.WriteLine($"Couldn't create VPC because: {ex.Message}");
            return null;
        }
    }

    /// <summary>
```

```
    /// Delete an Amazon EC2 key pair.
    /// </summary>
    /// <param name="keyPairName">The name of the key pair to delete.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteKeyPair(string keyPairName)
    {
        try
        {
            await _amazonEC2.DeleteKeyPairAsync(new
DeleteKeyPairRequest(keyPairName)).ConfigureAwait(false);
            return true;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidKeyPair.NotFound")
            {
                _logger.LogError($"KeyPair {keyPairName} does not exist and
cannot be deleted. Please verify the key pair name and try again.");
            }

            return false;
        }
        catch (Exception ex)
        {
            Console.WriteLine($"Couldn't delete the key pair because:
{ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Delete the temporary file where the key pair information was saved.
    /// </summary>
    /// <param name="tempFileName">The path to the temporary file.</param>
    public void DeleteTempFile(string tempFileName)
    {
        if (File.Exists(tempFileName))
        {
            File.Delete(tempFileName);
        }
    }

    /// <summary>
    /// Delete an Amazon EC2 security group.
```

```
    /// </summary>
    /// <param name="groupName">The name of the group to delete.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteSecurityGroup(string groupId)
    {
        try
        {
            var response =
                await _amazonEC2.DeleteSecurityGroupAsync(
                    new DeleteSecurityGroupRequest { GroupId = groupId });
            return response.HttpStatusCode == HttpStatusCode.OK;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidGroup.NotFound")
            {
                _logger.LogError(
                    $"Security Group {groupId} does not exist and cannot be
deleted. Please verify the ID and try again.");
            }

            return false;
        }
        catch (Exception ex)
        {
            Console.WriteLine($"Couldn't delete the security group because:
{ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Delete an Amazon EC2 VPC.
    /// </summary>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteVpc(string vpcId)
    {
        var request = new DeleteVpcRequest
        {
            VpcId = vpcId,
        };

        var response = await _amazonEC2.DeleteVpcAsync(request);
```

```
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Get information about existing Amazon EC2 images.
    /// </summary>
    /// <returns>A list of image information.</returns>
    public async Task<List<Image>> DescribeImages(List<string>? imageIds)
    {
        var request = new DescribeImagesRequest();
        if (imageIds is not null)
        {
            // If the imageIds list is not null, add the list
            // to the request object.
            request.ImageIds = imageIds;
        }

        var response = await _amazonEC2.DescribeImagesAsync(request);
        return response.Images;
    }

    /// <summary>
    /// Display the information returned by DescribeImages.
    /// </summary>
    /// <param name="images">The list of image information to display.</param>
    public void DisplayImageInfo(List<Image> images)
    {
        images.ForEach(image =>
        {
            Console.WriteLine($"{image.Name} Created on: {image.CreationDate}");
        });

    }

    /// <summary>
    /// Get information about an Amazon EC2 instance.
    /// </summary>
    /// <param name="instanceId">The instance Id of the EC2 instance.</param>
    /// <returns>An EC2 instance.</returns>
    public async Task<Instance> DescribeInstance(string instanceId)
    {
        var response = await _amazonEC2.DescribeInstancesAsync(
            new DescribeInstancesRequest { InstanceIds = new List<string>
{ instanceId } });
```

```
        return response.Reservations[0].Instances[0];
    }

    /// <summary>
    /// Display EC2 instance information.
    /// </summary>
    /// <param name="instance">The instance Id of the EC2 instance.</param>
    public void DisplayInstanceInformation(Instance instance)
    {
        Console.WriteLine($"ID: {instance.InstanceId}");
        Console.WriteLine($"Image ID: {instance.ImageId}");
        Console.WriteLine($"{instance.InstanceType}");
        Console.WriteLine($"Key Name: {instance.KeyName}");
        Console.WriteLine($"VPC ID: {instance.VpcId}");
        Console.WriteLine($"Public IP: {instance.PublicIpAddress}");
        Console.WriteLine($"State: {instance.State.Name}");
    }

    /// <summary>
    /// Get information about EC2 instances with a particular state.
    /// </summary>
    /// <param name="tagName">The name of the tag to filter on.</param>
    /// <param name="tagValue">The value of the tag to look for.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> GetInstancesWithState(string state)
    {
        try
        {
            // Filters the results of the instance list.
            var filters = new List<Filter>
            {
                new Filter
                {
                    Name = $"instance-state-name",
                    Values = new List<string> { state, },
                },
            };
            var request = new DescribeInstancesRequest { Filters = filters, };

            Console.WriteLine($"\nShowing instances with state {state}");
            var paginator = _amazonEC2.Paginators.DescribeInstances(request);

            await foreach (var response in paginator.Responses)
            {
```

```
                foreach (var reservation in response.Reservations)
                {
                    foreach (var instance in reservation.Instances)
                    {
                        Console.Write($"Instance ID: {instance.InstanceId} ");
                        Console.WriteLine($"\tCurrent State:
{instance.State.Name}");
                    }
                }
            }

            return true;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidParameterValue")
            {
                _logger.LogError(
                    $"Invalid parameter value for filtering instances.");
            }

            return false;
        }
        catch (Exception ex)
        {
            Console.WriteLine($"Couldn't list instances because: {ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Describe the instance types available.
    /// </summary>
    /// <returns>A list of instance type information.</returns>
    public async Task<List<InstanceTypeInfo>>
DescribeInstanceTypes(ArchitectureValues architecture)
    {
        try
        {
            var request = new DescribeInstanceTypesRequest();

            var filters = new List<Filter>
            {
                new Filter("processor-info.supported-architecture",
```

```
                    new List<string> { architecture.ToString() })
            };
            filters.Add(new Filter("instance-type", new() { "*.micro",
"*.small" }));

            request.Filters = filters;
            var instanceTypes = new List<InstanceTypeInfo>();

            var paginator = _amazonEC2.Paginators.DescribeInstanceTypes(request);
            await foreach (var instanceType in paginator.InstanceTypes)
            {
                instanceTypes.Add(instanceType);
            }

            return instanceTypes;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidParameterValue")
            {
                _logger.LogError(
                    $"Parameters are invalid. Ensure architecture and size
strings conform to DescribeInstanceTypes API reference.");
            }

            throw;
        }
        catch (Exception ex)
        {
            Console.WriteLine($"Couldn't delete the security group because:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Get information about an Amazon EC2 key pair.
    /// </summary>
    /// <param name="keyPairName">The name of the key pair.</param>
    /// <returns>A list of key pair information.</returns>
    public async Task<List<KeyPairInfo>> DescribeKeyPairs(string keyPairName)
    {
        try
        {
```

```
            var request = new DescribeKeyPairsRequest();
            if (!string.IsNullOrEmpty(keyPairName))
            {
                request = new DescribeKeyPairsRequest
                {
                    KeyNames = new List<string> { keyPairName }
                };
            }

            var response = await _amazonEC2.DescribeKeyPairsAsync(request);
            return response.KeyPairs.ToList();
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidKeyPair.NotFound")
            {
                _logger.LogError(
                    $"A key pair called {keyPairName} does not exist.");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while describing the key pair.:
{ex.Message}");
            throw;
        }
    }


    /// <summary>
    /// Retrieve information for one or all Amazon EC2 security group.
    /// </summary>
    /// <param name="groupId">The optional Id of a specific Amazon EC2 security
group.</param>
    /// <returns>A list of security group information.</returns>
    public async Task<List<SecurityGroup>> DescribeSecurityGroups(string groupId)
    {
        try
        {
            var securityGroups = new List<SecurityGroup>();
            var request = new DescribeSecurityGroupsRequest();
```

```
            if (!string.IsNullOrEmpty(groupId))
            {
                var groupIds = new List<string> { groupId };
                request.GroupIds = groupIds;
            }

            var paginatorForSecurityGroups =
                _amazonEC2.Paginators.DescribeSecurityGroups(request);

            await foreach (var securityGroup in
paginatorForSecurityGroups.SecurityGroups)
            {
                securityGroups.Add(securityGroup);
            }

            return securityGroups;

        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidGroup.NotFound")
            {
                _logger.LogError(
                    $"A security group {groupId} does not exist.");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while listing security groups.
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Display the information returned by the call to
    /// DescribeSecurityGroupsAsync.
    /// </summary>
    /// <param name="securityGroup">A list of security group information.</param>
    public void DisplaySecurityGroupInfoAsync(SecurityGroup securityGroup)
```

```
    {
        Console.WriteLine($"{securityGroup.GroupName}");
        Console.WriteLine("Ingress permissions:");
        securityGroup.IpPermissions.ForEach(permission =>
        {
            Console.WriteLine($"\tFromPort: {permission.FromPort}");
            Console.WriteLine($"\tIpProtocol: {permission.IpProtocol}");

            Console.Write($"\tIpv4Ranges: ");
            permission.Ipv4Ranges.ForEach(range =>
{ Console.Write($"{range.CidrIp} "); });

            Console.WriteLine($"\n\tIpv6Ranges:");
            permission.Ipv6Ranges.ForEach(range =>
{ Console.Write($"{range.CidrIpv6} "); });

            Console.Write($"\n\tPrefixListIds: ");
            permission.PrefixListIds.ForEach(id => Console.Write($"{id.Id} "));

            Console.WriteLine($"\n\tTo Port: {permission.ToPort}");
        });
        Console.WriteLine("Egress permissions:");
        securityGroup.IpPermissionsEgress.ForEach(permission =>
        {
            Console.WriteLine($"\tFromPort: {permission.FromPort}");
            Console.WriteLine($"\tIpProtocol: {permission.IpProtocol}");

            Console.Write($"\tIpv4Ranges: ");
            permission.Ipv4Ranges.ForEach(range =>
{ Console.Write($"{range.CidrIp} "); });

            Console.WriteLine($"\n\tIpv6Ranges:");
            permission.Ipv6Ranges.ForEach(range =>
{ Console.Write($"{range.CidrIpv6} "); });

            Console.Write($"\n\tPrefixListIds: ");
            permission.PrefixListIds.ForEach(id => Console.Write($"{id.Id} "));

            Console.WriteLine($"\n\tTo Port: {permission.ToPort}");
        });
    }


    /// <summary>
```

```
    /// Disassociate an Elastic IP address from an EC2 instance.
    /// </summary>
    /// <param name="associationId">The association Id.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DisassociateIp(string associationId)
    {
        try
        {
            var response = await _amazonEC2.DisassociateAddressAsync(
                new DisassociateAddressRequest { AssociationId =
associationId });
            return response.HttpStatusCode == HttpStatusCode.OK;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidAssociationID.NotFound")
            {
                _logger.LogError(
                    $"AssociationId is invalid, unable to disassociate address.
{ec2Exception.Message}");
            }

            return false;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while disassociating the Elastic IP.:
{ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Retrieve a list of available Amazon Linux images.
    /// </summary>
    /// <returns>A list of image information.</returns>
    public async Task<List<Image>> GetEC2AmiList()
    {
        var filter = new Filter { Name = "architecture", Values = new
List<string> { "x86_64" } };
        var filters = new List<Filter> { filter };
        var response = await _amazonEC2.DescribeImagesAsync(new
DescribeImagesRequest { Filters = filters });
```

```
        return response.Images;
    }

    /// <summary>
    /// Reboot a specific EC2 instance.
    /// </summary>
    /// <param name="ec2InstanceId">The instance Id of the instance that will be
rebooted.</param>
    /// <returns>Async Task.</returns>
    public async Task<bool> RebootInstances(string ec2InstanceId)
    {
        try
        {
            var request = new RebootInstancesRequest
            {
                InstanceIds = new List<string> { ec2InstanceId },
            };

            await _amazonEC2.RebootInstancesAsync(request);

            // Wait for the instance to be running.
            Console.Write("Waiting for the instance to start.");
            await WaitForInstanceState(ec2InstanceId, InstanceStateName.Running);

            return true;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceId")
            {
                _logger.LogError(
                    $"InstanceId {ec2InstanceId} is invalid, unable to reboot.
{ec2Exception.Message}");
            }
            return false;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while rebooting the instance
{ec2InstanceId}.: {ex.Message}");
            return false;
        }
    }
```

```
    /// <summary>
    /// Release an Elastic IP address. After the Elastic IP address is released,
    /// it can no longer be used.
    /// </summary>
    /// <param name="allocationId">The allocation Id of the Elastic IP address.</
param>
    /// <returns>True if successful.</returns>
    public async Task<bool> ReleaseAddress(string allocationId)
    {
        try
        {
            var request = new ReleaseAddressRequest { AllocationId =
 allocationId };

            var response = await _amazonEC2.ReleaseAddressAsync(request);
            return response.HttpStatusCode == HttpStatusCode.OK;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidAllocationID.NotFound")
            {
                _logger.LogError(
                    $"AllocationId {allocationId} was not found.
 {ec2Exception.Message}");
            }

            return false;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while releasing the AllocationId
 {allocationId}.: {ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Create and run an EC2 instance.
    /// </summary>
    /// <param name="ImageId">The image Id of the image used as a basis for the
    /// EC2 instance.</param>
```

```
    /// <param name="instanceType">The instance type of the EC2 instance to
create.</param>
    /// <param name="keyName">The name of the key pair to associate with the
    /// instance.</param>
    /// <param name="groupId">The Id of the Amazon EC2 security group that will
be
    /// allowed to interact with the new EC2 instance.</param>
    /// <returns>The instance Id of the new EC2 instance.</returns>
    public async Task<string> RunInstances(string imageId, string instanceType,
string keyName, string groupId)
    {
        try
        {
            var request = new RunInstancesRequest
            {
                ImageId = imageId,
                InstanceType = instanceType,
                KeyName = keyName,
                MinCount = 1,
                MaxCount = 1,
                SecurityGroupIds = new List<string> { groupId }
            };
            var response = await _amazonEC2.RunInstancesAsync(request);
            var instanceId = response.Reservation.Instances[0].InstanceId;

            Console.Write("Waiting for the instance to start.");
            await WaitForInstanceState(instanceId, InstanceStateName.Running);

            return instanceId;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidGroupId.NotFound")
            {
                _logger.LogError(
                    $"GroupId {groupId} was not found. {ec2Exception.Message}");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while running the instance.: {ex.Message}");
```

```
            throw;
        }
    }


    /// <summary>
    /// Start an EC2 instance.
    /// </summary>
    /// <param name="ec2InstanceId">The instance Id of the Amazon EC2 instance
    /// to start.</param>
    /// <returns>Async task.</returns>
    public async Task StartInstances(string ec2InstanceId)
    {
        try
        {
            var request = new StartInstancesRequest
            {
                InstanceIds = new List<string> { ec2InstanceId },
            };

            await _amazonEC2.StartInstancesAsync(request);

            Console.Write("Waiting for instance to start. ");
            await WaitForInstanceState(ec2InstanceId, InstanceStateName.Running);
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceId")
            {
                _logger.LogError(
                    $"InstanceId is invalid, unable to start.
{ec2Exception.Message}");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while starting the instance.: {ex.Message}");
            throw;
        }
    }
```

```
    /// <summary>
    /// Stop an EC2 instance.
    /// </summary>
    /// <param name="ec2InstanceId">The instance Id of the EC2 instance to
    /// stop.</param>
    /// <returns>Async task.</returns>
    public async Task StopInstances(string ec2InstanceId)
    {
        try
        {
            var request = new StopInstancesRequest
            {
                InstanceIds = new List<string> { ec2InstanceId },
            };

            await _amazonEC2.StopInstancesAsync(request);
            Console.Write("Waiting for the instance to stop.");
            await WaitForInstanceState(ec2InstanceId, InstanceStateName.Stopped);

            Console.WriteLine("\nThe instance has stopped.");
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceId")
            {
                _logger.LogError(
                    $"InstanceId is invalid, unable to stop.
{ec2Exception.Message}");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while stopping the instance.: {ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Terminate an EC2 instance.
    /// </summary>
    /// <param name="ec2InstanceId">The instance Id of the EC2 instance
```

```
   /// to terminate.</param>
   /// <returns>Async task.</returns>
   public async Task<List<InstanceStateChange>> TerminateInstances(string
ec2InstanceId)
   {
       try
       {
           var request = new TerminateInstancesRequest
           {
               InstanceIds = new List<string> { ec2InstanceId }
           };

           var response = await _amazonEC2.TerminateInstancesAsync(request);
           Console.Write("Waiting for the instance to terminate.");
           await WaitForInstanceState(ec2InstanceId,
InstanceStateName.Terminated);

           Console.WriteLine($"\nThe instance {ec2InstanceId} has been
terminated.");
           return response.TerminatingInstances;
       }
       catch (AmazonEC2Exception ec2Exception)
       {
           if (ec2Exception.ErrorCode == "InvalidInstanceId")
           {
               _logger.LogError(
                   $"InstanceId is invalid, unable to terminate.
{ec2Exception.Message}");
           }

           throw;
       }
       catch (Exception ex)
       {
           _logger.LogError(
               $"An error occurred while terminating the instance.:
{ex.Message}");
           throw;
       }
   }

   /// <summary>
   /// Wait until an EC2 instance is in a specified state.
   /// </summary>
```

```
    /// <param name="instanceId">The instance Id.</param>
    /// <param name="stateName">The state to wait for.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> WaitForInstanceState(string instanceId,
 InstanceStateName stateName)
    {
        var request = new DescribeInstancesRequest
        {
            InstanceIds = new List<string> { instanceId }
        };

        // Wait until the instance is in the specified state.
        var hasState = false;
        do
        {
            // Wait 5 seconds.
            Thread.Sleep(5000);

            // Check for the desired state.
            var response = await _amazonEC2.DescribeInstancesAsync(request);
            var instance = response.Reservations[0].Instances[0];
            hasState = instance.State.Name == stateName;
            Console.Write(". ");
        } while (!hasState);

        return hasState;
    }

}
```

- API 자세한 내용은 AWS SDK for .NET API 참조 의 다음 주제를 참조하세요.
  - AllocateAddress
  - AssociateAddress
  - AuthorizeSecurityGroupIngress
  - CreateKeyPair
  - CreateSecurityGroup
  - DeleteKeyPair
  - DeleteSecurityGroup
  - DescribeImages

- DescribeInstanceTypes
- DescribeInstances
- DescribeKeyPairs
- DescribeSecurityGroups
- DisassociateAddress
- ReleaseAddress
- RunInstances
- StartInstances
- StopInstances
- TerminateInstances
- UnmonitorInstances

Bash

AWS CLI Bash 스크립트 사용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

명령 프롬프트에서 대화형 시나리오를 실행합니다.

```
###############################################################################
# function get_started_with_ec2_instances
#
# Runs an interactive scenario that shows how to get started using EC2 instances.
#
#     "EC2 access" permissions are needed to run this code.
#
# Returns:
#       0 - If successful.
#       1 - If an error occurred.
###############################################################################
function get_started_with_ec2_instances() {
  # Requires version 4 for mapfile.
```

```
 local required_version=4.0

 # Get the current Bash version
 # Check if BASH_VERSION is set
 local current_version
 if [[ -n "$BASH_VERSION" ]]; then
   # Convert BASH_VERSION to a number for comparison
   current_version=$BASH_VERSION
 else
   # Get the current Bash version using the bash command
   current_version=$(bash --version | head -n 1 | awk '{ print $4 }')
 fi

 # Convert version strings to numbers for comparison
 local required_version_num current_version_num
 required_version_num=$(echo "$required_version" | awk -F. '{ print ($1 * 10000)
+ ($2 * 100) + $3 }')
 current_version_num=$(echo "$current_version" | awk -F. '{ print ($1 * 10000) +
($2 * 100) + $3 }')

 # Compare versions
 if ((current_version_num < required_version_num)); then
   echo "Error: This script requires Bash version $required_version or higher."
   echo "Your current Bash version is number is $current_version."
   exit 1
 fi

 {
   if [ "$EC2_OPERATIONS_SOURCED" != "True" ]; then

     source ./ec2_operations.sh
   fi
 }

 echo_repeat "*" 88
 echo "Welcome to the Amazon Elastic Compute Cloud (Amazon EC2) get started with
instances demo."
 echo_repeat "*" 88
 echo

 echo "Let's create an RSA key pair that you can be use to securely connect to "
 echo "your EC2 instance."

 echo -n "Enter a unique name for your key: "
```

```
  get_input
  local key_name
  key_name=$get_input_result

  local temp_dir
  temp_dir=$(mktemp -d)
  local key_file_name="$temp_dir/${key_name}.pem"

  if ec2_create_keypair -n "${key_name}" -f "${key_file_name}"; then
    echo "Created a key pair $key_name and saved the private key to
$key_file_name"
    echo
  else
    errecho "The key pair failed to create. This demo will exit."
    return 1
  fi

  chmod 400 "${key_file_name}"

  if yes_no_input "Do you want to list some of your key pairs? (y/n) "; then
    local keys_and_fingerprints
    keys_and_fingerprints="$(ec2_describe_key_pairs)" && {
      local image_name_and_id
      while IFS=$'\n' read -r image_name_and_id; do
        local entries
        IFS=$'\t' read -ra entries <<<"$image_name_and_id"
        echo "Found rsa key ${entries[0]} with fingerprint:"
        echo "     ${entries[1]}"
      done <<<"$keys_and_fingerprints"

    }
  fi

  echo_repeat "*" 88
  echo_repeat "*" 88

  echo "Let's create a security group to manage access to your instance."
  echo -n "Enter a unique name for your security group: "
  get_input
  local security_group_name
  security_group_name=$get_input_result
  local security_group_id
  security_group_id=$(ec2_create_security_group -n "$security_group_name" \
    -d "Security group for EC2 instance") || {
```

```
    errecho "The security failed to create. This demo will exit."
    clean_up "$key_name" "$key_file_name"
    return 1
  }

  echo "Security group created with ID $security_group_id"
  echo

  local public_ip
  public_ip=$(curl -s http://checkip.amazonaws.com)

  echo "Let's add a rule to allow SSH only from your current IP address."
  echo "Your public IP address is $public_ip"
  echo -n "press return to add this rule to your security group."
  get_input

  if ! ec2_authorize_security_group_ingress -g "$security_group_id" -i
"$public_ip" -p tcp -f 22 -t 22; then
    errecho "The security group rules failed to update. This demo will exit."
    clean_up "$key_name" "$key_file_name" "$security_group_id"
    return 1
  fi

  echo "Security group rules updated"

  local security_group_description
  security_group_description="$(ec2_describe_security_groups -g
"${security_group_id}")" || {
    errecho "Failed to describe security groups. This demo will exit."
    clean_up "$key_name" "$key_file_name" "$security_group_id"
    return 1
  }

  mapfile -t parameters <<<"$security_group_description"
  IFS=$'\t' read -ra entries <<<"${parameters[0]}"
  echo "Security group: ${entries[0]}"
  echo "    ID: ${entries[1]}"
  echo "    VPC: ${entries[2]}"
  echo "Inbound permissions:"
  IFS=$'\t' read -ra entries <<<"${parameters[1]}"
  echo "    IpProtocol: ${entries[0]}"
  echo "    FromPort: ${entries[1]}"
  echo "    ToPort: ${entries[2]}"
  echo "    CidrIp: ${parameters[2]}"
```

```
  local parameters
  parameters="$(ssm_get_parameters_by_path -p "/aws/service/ami-amazon-linux-
latest")" || {
    errecho "Failed to get parameters. This demo will exit."
    clean_up "$key_name" "$key_file_name" "$security_group_id"
    return 1

  }

  local image_ids=""
  mapfile -t parameters <<<"$parameters"
  for image_name_and_id in "${parameters[@]}"; do
    IFS=$'\t' read -ra values <<<"$image_name_and_id"
    if [[ "${values[0]}" == *"amzn2"* ]]; then
      image_ids+="${values[1]} "
    fi
  done

  local images
  images="$(ec2_describe_images -i "$image_ids")" || {
    errecho "Failed to describe images. This demo will exit."
    clean_up "$key_name" "$key_file_name" "$security_group_id"
    return 1

  }

  new_line_and_tab_to_list "$images"
  local images=("${list_result[@]}")

  # Get the size of the array
  local images_count=${#images[@]}

  if ((images_count == 0)); then
    errecho "No images found. This demo will exit."
    clean_up "$key_name" "$key_file_name" "$security_group_id"
    return 1
  fi

  echo_repeat "*" 88
  echo_repeat "*" 88

  echo "Let's create an instance from an Amazon Linux 2 AMI. Here are some
 options:"
```

```
  for ((i = 0; i < images_count; i += 3)); do
    echo "$(((i / 3) + 1)) - ${images[$i]}"
  done

  integer_input "Please enter the number of the AMI you want to use: " 1
 "$((images_count / 3))"
  local choice=$get_input_result
  choice=$(((choice - 1) * 3))

  echo "Great choice."
  echo

  local architecture=${images[$((choice + 1))]}
  local image_id=${images[$((choice + 2))]}
  echo "Here are some instance types that support the ${architecture}
 architecture of the image:"
  response="$(ec2_describe_instance_types -a "${architecture}" -t
 "*.micro,*.small")" || {
    errecho "Failed to describe instance types. This demo will exit."
    clean_up "$key_name" "$key_file_name" "$security_group_id"
    return 1
  }

  local instance_types
  mapfile -t instance_types <<<"$response"

  # Get the size of the array
  local instance_types_count=${#instance_types[@]}

  echo "Here are some options:"
  for ((i = 0; i < instance_types_count; i++)); do
    echo "$((i + 1)) - ${instance_types[$i]}"
  done

  integer_input "Which one do you want to use? " 1 "${#instance_types[@]}
"
  choice=$get_input_result
  local instance_type=${instance_types[$((choice - 1))]}
  echo "Another great choice."
  echo

  echo "Creating your instance and waiting for it to start..."
  local instance_id
```

```
  instance_id=$(ec2_run_instances -i "$image_id" -t "$instance_type" -k
"$key_name" -s "$security_group_id") || {
    errecho "Failed to run instance. This demo will exit."
    clean_up "$key_name" "$key_file_name" "$security_group_id"
    return 1
  }

  ec2_wait_for_instance_running -i "$instance_id"
  echo "Your instance is ready:"
  echo

  local instance_details
  instance_details="$(ec2_describe_instances -i "${instance_id}")"

  echo
  print_instance_details "${instance_details}"

  local public_ip
  public_ip=$(echo "${instance_details}" | awk '{print $6}')
  echo
  echo "You can use SSH to connect to your instance"
  echo "If the connection attempt times out, you might have to manually update
the SSH ingress rule"
  echo "for your IP address in the AWS Management Console."
  connect_to_instance "$key_file_name" "$public_ip"

  echo -n "Press Enter when you're ready to continue the demo: "
  get_input

  echo_repeat "*" 88
  echo_repeat "*" 88

  echo "Let's stop and start your instance to see what changes."
  echo "Stopping your instance and waiting until it's stopped..."
  ec2_stop_instances -i "$instance_id"
  ec2_wait_for_instance_stopped -i "$instance_id"

  echo "Your instance is stopped. Restarting..."

  ec2_start_instances -i "$instance_id"
  ec2_wait_for_instance_running -i "$instance_id"

  echo "Your instance is running again."
  local instance_details
```

```
 instance_details="$(ec2_describe_instances -i "${instance_id}")"

 print_instance_details "${instance_details}"

 public_ip=$(echo "${instance_details}" | awk '{print $6}')

 echo "Every time your instance is restarted, its public IP address changes"
 connect_to_instance "$key_file_name" "$public_ip"

 echo -n "Press Enter when you're ready to continue the demo: "
 get_input

 echo_repeat "*" 88
 echo_repeat "*" 88

 echo "You can allocate an Elastic IP address and associate it with your
instance"
 echo "to keep a consistent IP address even when your instance restarts."

 local result
 result=$(ec2_allocate_address -d vpc) || {
   errecho "Failed to allocate an address. This demo will exit."
   clean_up "$key_name" "$key_file_name" "$security_group_id" "$instance_id"
   return 1
 }

 local elastic_ip allocation_id
 elastic_ip=$(echo "$result" | awk '{print $1}')
 allocation_id=$(echo "$result" | awk '{print $2}')

 echo "Allocated static Elastic IP address: $elastic_ip"

 local association_id
 association_id=$(ec2_associate_address -i "$instance_id" -a "$allocation_id")
|| {
   errecho "Failed to associate an address. This demo will exit."
   clean_up "$key_name" "$key_file_name" "$security_group_id" "$instance_id"
"$allocation_id"
   return 1
 }

 echo "Associated your Elastic IP with your instance."
 echo "You can now use SSH to connect to your instance by using the Elastic IP."
 connect_to_instance "$key_file_name" "$elastic_ip"
```

```
  echo -n "Press Enter when you're ready to continue the demo: "
  get_input

  echo_repeat "*" 88
  echo_repeat "*" 88

  echo "Let's stop and start your instance to see what changes."
  echo "Stopping your instance and waiting until it's stopped..."
  ec2_stop_instances -i "$instance_id"
  ec2_wait_for_instance_stopped -i "$instance_id"

  echo "Your instance is stopped. Restarting..."

  ec2_start_instances -i "$instance_id"
  ec2_wait_for_instance_running -i "$instance_id"

  echo "Your instance is running again."
  local instance_details
  instance_details="$(ec2_describe_instances -i "${instance_id}")"

  print_instance_details "${instance_details}"

  echo "Because you have associated an Elastic IP with your instance, you can"
  echo "connect by using a consistent IP address after the instance restarts."
  connect_to_instance "$key_file_name" "$elastic_ip"

  echo -n "Press Enter when you're ready to continue the demo: "
  get_input

  echo_repeat "*" 88
  echo_repeat "*" 88

  if yes_no_input "Do you want to delete the resources created in this demo: (y/
n) "; then
    clean_up "$key_name" "$key_file_name" "$security_group_id" "$instance_id" \
      "$allocation_id" "$association_id"
  else
    echo "The following resources were not deleted."
    echo "Key pair: $key_name"
    echo "Key file: $key_file_name"
    echo "Security group: $security_group_id"
    echo "Instance: $instance_id"
    echo "Elastic IP address: $elastic_ip"
```

```
  fi
}

###############################################################################
# function clean_up
#
# This function cleans up the created resources.
#     $1 - The name of the ec2 key pair to delete.
#     $2 - The name of the key file to delete.
#     $3 - The ID of the security group to delete.
#     $4 - The ID of the instance to terminate.
#     $5 - The ID of the elastic IP address to release.
#     $6 - The ID of the elastic IP address to disassociate.
#
# Returns:
#       0 - If successful.
#       1 - If an error occurred.
###############################################################################
function clean_up() {
  local result=0
  local key_pair_name=$1
  local key_file_name=$2
  local security_group_id=$3
  local instance_id=$4
  local allocation_id=$5
  local association_id=$6

  if [ -n "$association_id" ]; then
    # bashsupport disable=BP2002
    if (ec2_disassociate_address -a "$association_id"); then
      echo "Disassociated elastic IP address with ID $association_id"
    else
      errecho "The elastic IP address disassociation failed."
      result=1
    fi
  fi

  if [ -n "$allocation_id" ]; then
    # bashsupport disable=BP2002
    if (ec2_release_address -a "$allocation_id"); then
      echo "Released elastic IP address with ID $allocation_id"
    else
      errecho "The elastic IP address release failed."
      result=1
```

```
    fi
  fi

  if [ -n "$instance_id" ]; then
    # bashsupport disable=BP2002
    if (ec2_terminate_instances -i "$instance_id"); then
      echo "Started terminating instance with ID $instance_id"

      ec2_wait_for_instance_terminated -i "$instance_id"
    else
      errecho "The instance terminate failed."
      result=1
    fi
  fi

  if [ -n "$security_group_id" ]; then
    # bashsupport disable=BP2002
    if (ec2_delete_security_group -i "$security_group_id"); then
      echo "Deleted security group with ID $security_group_id"
    else
      errecho "The security group delete failed."
      result=1
    fi
  fi

  if [ -n "$key_pair_name" ]; then
    # bashsupport disable=BP2002
    if (ec2_delete_keypair -n "$key_pair_name"); then
      echo "Deleted key pair named $key_pair_name"
    else
      errecho "The key pair delete failed."
      result=1
    fi
  fi

  if [ -n "$key_file_name" ]; then
    rm -f "$key_file_name"
  fi

  return $result
}

################################################################################
# function ssm_get_parameters_by_path
```

```
#
# This function retrieves one or more parameters from the AWS Systems Manager
 Parameter Store
# by specifying a parameter path.
#
# Parameters:
#       -p parameter_path - The path of the parameter(s) to retrieve.
#
# And:
#       0 - If successful.
#       1 - If it fails.
###############################################################################
function ssm_get_parameters_by_path() {
  local parameter_path response
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ssm_get_parameters_by_path"
    echo "Retrieves one or more parameters from the AWS Systems Manager Parameter
 Store by specifying a parameter path."
    echo "  -p parameter_path - The path of the parameter(s) to retrieve."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "p:h" option; do
    case "${option}" in
      p) parameter_path="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  if [[ -z "$parameter_path" ]]; then
    errecho "ERROR: You must provide a parameter path with the -p parameter."
```

```
    usage
    return 1
  fi

  response=$(aws ssm get-parameters-by-path \
    --path "$parameter_path" \
    --query "Parameters[*].[Name, Value]" \
    --output text) || {
    aws_cli_error_log $?
    errecho "ERROR: AWS reports get-parameters-by-path operation failed.
$response"
    return 1
  }

  echo "$response"

  return 0
}

###############################################################################
# function print_instance_details
#
# This function prints the details of an Amazon Elastic Compute Cloud (Amazon
 EC2) instance.
#
# Parameters:
#       instance_details - The instance details in the format "InstanceId ImageId
 InstanceType KeyName VpcId PublicIpAddress State.Name".
#
# Returns:
#       0 - If successful.
#       1 - If it fails.
###############################################################################
function print_instance_details() {
  local instance_details="$1"

  if [[ -z "${instance_details}" ]]; then
    echo "Error: Missing required instance details argument."
    return 1
  fi

  local instance_id image_id instance_type key_name vpc_id public_ip state
  instance_id=$(echo "${instance_details}" | awk '{print $1}')
  image_id=$(echo "${instance_details}" | awk '{print $2}')
```

```
  instance_type=$(echo "${instance_details}" | awk '{print $3}')
  key_name=$(echo "${instance_details}" | awk '{print $4}')
  vpc_id=$(echo "${instance_details}" | awk '{print $5}')
  public_ip=$(echo "${instance_details}" | awk '{print $6}')
  state=$(echo "${instance_details}" | awk '{print $7}')

  echo "    ID: ${instance_id}"
  echo "    Image ID: ${image_id}"
  echo "    Instance type: ${instance_type}"
  echo "    Key name: ${key_name}"
  echo "    VPC ID: ${vpc_id}"
  echo "    Public IP: ${public_ip}"
  echo "    State: ${state}"

  return 0
}

################################################################################
# function connect_to_instance
#
# This function displays the public IP address of an Amazon Elastic Compute Cloud
 (Amazon EC2) instance and prompts the user to connect to the instance via SSH.
#
# Parameters:
#       $1 - The name of the key file used to connect to the instance.
#       $2 - The public IP address of the instance.
#
# Returns:
#       None
################################################################################
function connect_to_instance() {
  local key_file_name="$1"
  local public_ip="$2"

  # Validate the input parameters
  if [[ -z "$key_file_name" ]]; then
    echo "ERROR: You must provide a key file name as the first argument." >&2
    return 1
  fi

  if [[ -z "$public_ip" ]]; then
    echo "ERROR: You must provide a public IP address as the second argument."
 >&2
    return 1
```

```
  fi

  # Display the public IP address and connection command
  echo "To connect, run the following command:"
  echo "    ssh -i ${key_file_name} ec2-user@${public_ip}"

  # Prompt the user to connect to the instance
  if yes_no_input "Do you want to connect now? (y/n) "; then
    echo "After you have connected, you can return to this example by typing
 'exit'"
    ssh -i "${key_file_name}" ec2-user@"${public_ip}"
  fi
}

###############################################################################
# function get_input
#
# This function gets user input from the command line.
#
# Outputs:
#   User input to stdout.
#
# Returns:
#       0
###############################################################################
function get_input() {

  if [ -z "${mock_input+x}" ]; then
    read -r get_input_result
  else

    if [ "$mock_input_array_index" -lt ${#mock_input_array[@]} ]; then
      get_input_result="${mock_input_array[$mock_input_array_index]}"
      # bashsupport disable=BP2001
      # shellcheck disable=SC2206
      ((mock_input_array_index++))
      echo -n "$get_input_result"
    else
      echo "MOCK_INPUT_ARRAY has no more elements" 1>&2
      return 1
    fi
  fi

  return 0
```

```
}

##############################################################################
# function yes_no_input
#
# This function requests a yes/no answer from the user, following to a prompt.
#
# Parameters:
#       $1 - The prompt.
#
# Returns:
#       0 - If yes.
#       1 - If no.
##############################################################################
function yes_no_input() {
  if [ -z "$1" ]; then
    echo "Internal error yes_no_input"
    return 1
  fi

  local index=0
  local response="N"
  while [[ $index -lt 10 ]]; do
    index=$((index + 1))
    echo -n "$1"
    if ! get_input; then
      return 1
    fi
    response=$(echo "$get_input_result" | tr '[:upper:]' '[:lower:]')
    if [ "$response" = "y" ] || [ "$response" = "n" ]; then
      break
    else
      echo -e "\nPlease enter or 'y' or 'n'."
    fi
  done

  echo

  if [ "$response" = "y" ]; then
    return 0
  else
    return 1
  fi
}
```

```
##############################################################################
# function integer_input
#
# This function prompts the user to enter an integer within a specified range
# and validates the input.
#
# Parameters:
#       $1 - The prompt message to display to the user.
#       $2 - The minimum value of the accepted range.
#       $3 - The maximum value of the accepted range.
#
# Returns:
#       The valid integer input from the user.
#       If the input is invalid or out of range, the function will continue
#       prompting the user until a valid input is provided.
##############################################################################
function integer_input() {
  local prompt="$1"
  local min_value="$2"
  local max_value="$3"
  local input=""

  while true; do
    # Display the prompt message and wait for user input
    echo -n "$prompt"

    if ! get_input; then
      return 1
    fi

    input="$get_input_result"

    # Check if the input is a valid integer
    if [[ "$input" =~ ^-?[0-9]+$ ]]; then
      # Check if the input is within the specified range
      if ((input >= min_value && input <= max_value)); then
        return 0
      else
        echo "Error: Input, $input, must be between $min_value and $max_value."
      fi
    else
      echo "Error: Invalid input- $input. Please enter an integer."
    fi
```

```
  done
}
##############################################################################
# function new_line_and_tab_to_list
#
# This function takes a string input containing newlines and tabs, and
# converts it into a list (array) of elements.
#
# Parameters:
#       $1 - The input string containing newlines and tabs.
#
# Returns:
#       The resulting list (array) is stored in the global variable
#       'list_result'.
##############################################################################
function new_line_and_tab_to_list() {
  local input=$1
  export list_result

  list_result=()
  mapfile -t lines <<<"$input"
  local line
  for line in "${lines[@]}"; do
    IFS=$'\t' read -ra parameters <<<"$line"
    list_result+=("${parameters[@]}")
  done
}

##############################################################################
# function echo_repeat
#
# This function prints a string 'n' times to stdout.
#
# Parameters:
#       $1 - The string.
#       $2 - Number of times to print the string.
#
# Outputs:
#   String 'n' times to stdout.
#
# Returns:
#       0
##############################################################################
function echo_repeat() {
```

```
  local end=$2
  for ((i = 0; i < end; i++)); do
    echo -n "$1"
  done
  echo
}
```

이 시나리오에 사용된 DynamoDB 함수입니다.

```
################################################################################
# function ec2_create_keypair
#
# This function creates an Amazon Elastic Compute Cloud (Amazon EC2) ED25519 or
 2048-bit RSA key pair
# and writes it to a file.
#
# Parameters:
#       -n key_pair_name - A key pair name.
#       -f file_path - File to store the key pair.
#
# And:
#       0 - If successful.
#       1 - If it fails.
################################################################################
function ec2_create_keypair() {
  local key_pair_name file_path response
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_create_keypair"
    echo "Creates an Amazon Elastic Compute Cloud (Amazon EC2) ED25519 or 2048-
bit RSA key pair"
    echo " and writes it to a file."
    echo "  -n key_pair_name - A key pair name."
    echo "  -f file_path - File to store the key pair."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "n:f:h" option; do
    case "${option}" in
```

```
      n) key_pair_name="${OPTARG}" ;;
      f) file_path="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  if [[ -z "$key_pair_name" ]]; then
    errecho "ERROR: You must provide a key name with the -n parameter."
    usage
    return 1
  fi

  if [[ -z "$file_path" ]]; then
    errecho "ERROR: You must provide a file path with the -f parameter."
    usage
    return 1
  fi

  response=$(aws ec2 create-key-pair \
    --key-name "$key_pair_name" \
    --query 'KeyMaterial' \
    --output text) || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports create-access-key operation failed.$response"
    return 1
  }

  if [[ -n "$file_path" ]]; then
    echo "$response" >"$file_path"
  fi

  return 0
}

################################################################################
```

```
# function ec2_describe_key_pairs
#
# This function describes one or more Amazon Elastic Compute Cloud (Amazon EC2)
 key pairs.
#
# Parameters:
#       -h - Display help.
#
# And:
#       0 - If successful.
#       1 - If it fails.
###############################################################################
function ec2_describe_key_pairs() {
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_describe_key_pairs"
    echo "Describes one or more Amazon Elastic Compute Cloud (Amazon EC2) key
 pairs."
    echo "  -h - Display help."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "h" option; do
    case "${option}" in
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  local response

  response=$(aws ec2 describe-key-pairs \
    --query 'KeyPairs[*].[KeyName, KeyFingerprint]' \
```

```
    --output text) || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports describe-key-pairs operation failed.$response"
    return 1
  }

  echo "$response"

  return 0
}

################################################################################
# function ec2_create_security_group
#
# This function creates an Amazon Elastic Compute Cloud (Amazon EC2) security
 group.
#
# Parameters:
#       -n security_group_name - The name of the security group.
#       -d security_group_description - The description of the security group.
#
# Returns:
#       The ID of the created security group, or an error message if the
 operation fails.
# And:
#       0 - If successful.
#       1 - If it fails.
#
################################################################################
function ec2_create_security_group() {
  local security_group_name security_group_description response

  # Function to display usage information
  function usage() {
    echo "function ec2_create_security_group"
    echo "Creates an Amazon Elastic Compute Cloud (Amazon EC2) security group."
    echo "  -n security_group_name - The name of the security group."
    echo "  -d security_group_description - The description of the security
 group."
    echo ""
  }

  # Parse the command-line arguments
  while getopts "n:d:h" option; do
```

```
    case "${option}" in
      n) security_group_name="${OPTARG}" ;;
      d) security_group_description="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  # Validate the input parameters
  if [[ -z "$security_group_name" ]]; then
    errecho "ERROR: You must provide a security group name with the -n
 parameter."
    return 1
  fi

  if [[ -z "$security_group_description" ]]; then
    errecho "ERROR: You must provide a security group description with the -d
 parameter."
    return 1
  fi

  # Create the security group
  response=$(aws ec2 create-security-group \
    --group-name "$security_group_name" \
    --description "$security_group_description" \
    --query "GroupId" \
    --output text) || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports create-security-group operation failed."
    errecho "$response"
    return 1
  }

  echo "$response"
  return 0
}
```

```
###############################################################################
# function ec2_describe_security_groups
#
# This function describes one or more Amazon Elastic Compute Cloud (Amazon EC2)
 security groups.
#
# Parameters:
#       -g security_group_id - The ID of the security group to describe
 (optional).
#
# And:
#       0 - If successful.
#       1 - If it fails.
###############################################################################
function ec2_describe_security_groups() {
  local security_group_id response
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_describe_security_groups"
    echo "Describes one or more Amazon Elastic Compute Cloud (Amazon EC2)
 security groups."
    echo "  -g security_group_id - The ID of the security group to describe
 (optional)."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "g:h" option; do
    case "${option}" in
      g) security_group_id="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
```

```
  export OPTIND=1

  local query="SecurityGroups[*].[GroupName, GroupId, VpcId, IpPermissions[*].
[IpProtocol, FromPort, ToPort, IpRanges[*].CidrIp]]"

  if [[ -n "$security_group_id" ]]; then
    response=$(aws ec2 describe-security-groups --group-ids "$security_group_id"
 --query "${query}" --output text)
  else
    response=$(aws ec2 describe-security-groups --query "${query}" --output text)
  fi

  local error_code=${?}

  if [[ $error_code -ne 0 ]]; then
    aws_cli_error_log $error_code
    errecho "ERROR: AWS reports describe-security-groups operation failed.
$response"
    return 1
  fi

  echo "$response"

  return 0
}

###############################################################################
# function ec2_authorize_security_group_ingress
#
# This function authorizes an ingress rule for an Amazon Elastic Compute Cloud
 (Amazon EC2) security group.
#
# Parameters:
#       -g security_group_id - The ID of the security group.
#       -i ip_address - The IP address or CIDR block to authorize.
#       -p protocol - The protocol to authorize (e.g., tcp, udp, icmp).
#       -f from_port - The start of the port range to authorize.
#       -t to_port - The end of the port range to authorize.
#
# And:
#       0 - If successful.
#       1 - If it fails.
###############################################################################
function ec2_authorize_security_group_ingress() {
```

```
  local security_group_id ip_address protocol from_port to_port response
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_authorize_security_group_ingress"
    echo "Authorizes an ingress rule for an Amazon Elastic Compute Cloud (Amazon
EC2) security group."
    echo "  -g security_group_id - The ID of the security group."
    echo "  -i ip_address - The IP address or CIDR block to authorize."
    echo "  -p protocol - The protocol to authorize (e.g., tcp, udp, icmp)."
    echo "  -f from_port - The start of the port range to authorize."
    echo "  -t to_port - The end of the port range to authorize."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "g:i:p:f:t:h" option; do
    case "${option}" in
      g) security_group_id="${OPTARG}" ;;
      i) ip_address="${OPTARG}" ;;
      p) protocol="${OPTARG}" ;;
      f) from_port="${OPTARG}" ;;
      t) to_port="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  if [[ -z "$security_group_id" ]]; then
    errecho "ERROR: You must provide a security group ID with the -g parameter."
    usage
    return 1
  fi

  if [[ -z "$ip_address" ]]; then
```

```
    errecho "ERROR: You must provide an IP address or CIDR block with the -i
 parameter."
    usage
    return 1
  fi

  if [[ -z "$protocol" ]]; then
    errecho "ERROR: You must provide a protocol with the -p parameter."
    usage
    return 1
  fi

  if [[ -z "$from_port" ]]; then
    errecho "ERROR: You must provide a start port with the -f parameter."
    usage
    return 1
  fi

  if [[ -z "$to_port" ]]; then
    errecho "ERROR: You must provide an end port with the -t parameter."
    usage
    return 1
  fi

  response=$(aws ec2 authorize-security-group-ingress \
    --group-id "$security_group_id" \
    --cidr "${ip_address}/32" \
    --protocol "$protocol" \
    --port "$from_port-$to_port" \
    --output text) || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports authorize-security-group-ingress operation
 failed.$response"
    return 1
  }

  return 0
}

################################################################################
# function ec2_describe_images
#
# This function describes one or more Amazon Elastic Compute Cloud (Amazon EC2)
 images.
```

```
#
# Parameters:
#       -i image_ids - A space-separated  list of image IDs (optional).
#       -h - Display help.
#
# And:
#       0 - If successful.
#       1 - If it fails.
###############################################################################
function ec2_describe_images() {
  local image_ids response
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_describe_images"
    echo "Describes one or more Amazon Elastic Compute Cloud (Amazon EC2)
 images."
    echo "  -i image_ids - A space-separated list of image IDs (optional)."
    echo "  -h - Display help."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "i:h" option; do
    case "${option}" in
      i) image_ids="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  local aws_cli_args=()

  if [[ -n "$image_ids" ]]; then
    # shellcheck disable=SC2206
```

```
    aws_cli_args+=("--image-ids" $image_ids)
  fi

  response=$(aws ec2 describe-images \
    "${aws_cli_args[@]}" \
    --query 'Images[*].[Description,Architecture,ImageId]' \
    --output text) || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports describe-images operation failed.$response"
    return 1
  }

  echo "$response"

  return 0
}

###############################################################################
# ec2_describe_instance_types
#
# This function describes EC2 instance types filtered by processor architecture
# and optionally by instance type. It takes the following arguments:
#
# -a, --architecture ARCHITECTURE  Specify the processor architecture (e.g.,
 x86_64)
# -t, --type INSTANCE_TYPE         Comma-separated list of instance types (e.g.,
 t2.micro)
# -h, --help                       Show the usage help
#
# The function prints the instance type and supported architecture for each
# matching instance type.
###############################################################################
function ec2_describe_instance_types() {
  local architecture=""
  local instance_types=""

  # bashsupport disable=BP5008
  function usage() {
    echo "Usage: ec2_describe_instance_types [-a|--architecture ARCHITECTURE] [-
t|--type INSTANCE_TYPE] [-h|--help]"
    echo "  -a, --architecture ARCHITECTURE  Specify the processor architecture
 (e.g., x86_64)"
    echo "  -t, --type INSTANCE_TYPE         Comma-separated list of instance
 types (e.g., t2.micro)"
```

```
  echo "  -h, --help                        Show this help message"
}

while [[ $# -gt 0 ]]; do
  case "$1" in
    -a | --architecture)
      architecture="$2"
      shift 2
      ;;
    -t | --type)
      instance_types="$2"
      shift 2
      ;;
    -h | --help)
      usage
      return 0
      ;;
    *)
      echo "Unknown argument: $1"
      return 1
      ;;
  esac
done

if [[ -z "$architecture" ]]; then
  errecho "Error: Architecture not specified."
  usage
  return 1
fi

if [[ -z "$instance_types" ]]; then
  errecho "Error: Instance type not specified."
  usage
  return 1
fi

local tmp_json_file="temp_ec2.json"
echo -n '[
  {
    "Name": "processor-info.supported-architecture",
    "Values": [' >"$tmp_json_file"

local items
IFS=',' read -ra items <<<"$architecture"
```

```
  local array_size
  array_size=${#items[@]}
  for i in $(seq 0 $((array_size - 1))); do
    echo -n '"'"${items[$i]}"'"' >>"$tmp_json_file"
    if [[ $i -lt $((array_size - 1)) ]]; then
      echo -n ',' >>"$tmp_json_file"
    fi
  done
  echo -n ']},
    {
    "Name": "instance-type",
      "Values": [' >>"$tmp_json_file"
  IFS=',' read -ra items <<<"$instance_types"
  local array_size
  array_size=${#items[@]}
  for i in $(seq 0 $((array_size - 1))); do
    echo -n '"'"${items[$i]}"'"' >>"$tmp_json_file"
    if [[ $i -lt $((array_size - 1)) ]]; then
      echo -n ',' >>"$tmp_json_file"
    fi
  done

  echo -n ']}]' >>"$tmp_json_file"

  local response
  response=$(aws ec2 describe-instance-types --filters file://"$tmp_json_file" \
    --query 'InstanceTypes[*].[InstanceType]' --output text)

  local error_code=$?

  rm "$tmp_json_file"

  if [[ $error_code -ne 0 ]]; then
    aws_cli_error_log $error_code
    echo "ERROR: AWS reports describe-instance-types operation failed."
    return 1
  fi

  echo "$response"
  return 0
}

###############################################################################
# function ec2_run_instances
```

```
#
# This function launches one or more Amazon Elastic Compute Cloud (Amazon EC2)
 instances.
#
# Parameters:
#       -i image_id - The ID of the Amazon Machine Image (AMI) to use.
#       -t instance_type - The instance type to use (e.g., t2.micro).
#       -k key_pair_name - The name of the key pair to use.
#       -s security_group_id - The ID of the security group to use.
#       -c count - The number of instances to launch (default: 1).
#       -h - Display help.
#
# Returns:
#       0 - If successful.
#       1 - If it fails.
###############################################################################
function ec2_run_instances() {
  local image_id instance_type key_pair_name security_group_id count response
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_run_instances"
    echo "Launches one or more Amazon Elastic Compute Cloud (Amazon EC2)
 instances."
    echo "  -i image_id - The ID of the Amazon Machine Image (AMI) to use."
    echo "  -t instance_type - The instance type to use (e.g., t2.micro)."
    echo "  -k key_pair_name - The name of the key pair to use."
    echo "  -s security_group_id - The ID of the security group to use."
    echo "  -c count - The number of instances to launch (default: 1)."
    echo "  -h - Display help."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "i:t:k:s:c:h" option; do
    case "${option}" in
      i) image_id="${OPTARG}" ;;
      t) instance_type="${OPTARG}" ;;
      k) key_pair_name="${OPTARG}" ;;
      s) security_group_id="${OPTARG}" ;;
      c) count="${OPTARG}" ;;
      h)
        usage
```

```
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  if [[ -z "$image_id" ]]; then
    errecho "ERROR: You must provide an Amazon Machine Image (AMI) ID with the -i
 parameter."
    usage
    return 1
  fi

  if [[ -z "$instance_type" ]]; then
    errecho "ERROR: You must provide an instance type with the -t parameter."
    usage
    return 1
  fi

  if [[ -z "$key_pair_name" ]]; then
    errecho "ERROR: You must provide a key pair name with the -k parameter."
    usage
    return 1
  fi

  if [[ -z "$security_group_id" ]]; then
    errecho "ERROR: You must provide a security group ID with the -s parameter."
    usage
    return 1
  fi

  if [[ -z "$count" ]]; then
    count=1
  fi

  response=$(aws ec2 run-instances \
    --image-id "$image_id" \
    --instance-type "$instance_type" \
    --key-name "$key_pair_name" \
```

```
    --security-group-ids "$security_group_id" \
    --count "$count" \
    --query 'Instances[*].[InstanceId]' \
    --output text) || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports run-instances operation failed.$response"
    return 1
  }

  echo "$response"

  return 0
}

###############################################################################
# function ec2_describe_instances
#
# This function describes one or more Amazon Elastic Compute Cloud (Amazon EC2)
 instances.
#
# Parameters:
#       -i instance_id - The ID of the instance to describe (optional).
#       -q query - The query to filter the response (optional).
#       -h - Display help.
#
# Returns:
#       0 - If successful.
#       1 - If it fails.
###############################################################################
function ec2_describe_instances() {
  local instance_id query response
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_describe_instances"
    echo "Describes one or more Amazon Elastic Compute Cloud (Amazon EC2)
 instances."
    echo "  -i instance_id - The ID of the instance to describe (optional)."
    echo "  -q query - The query to filter the response (optional)."
    echo "  -h - Display help."
    echo ""
  }
```

```
  # Retrieve the calling parameters.
  while getopts "i:q:h" option; do
    case "${option}" in
      i) instance_id="${OPTARG}" ;;
      q) query="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  local aws_cli_args=()

  if [[ -n "$instance_id" ]]; then
    # shellcheck disable=SC2206
    aws_cli_args+=("--instance-ids" $instance_id)
  fi

  local query_arg=""
  if [[ -n "$query" ]]; then
    query_arg="--query '$query'"
  else
    query_arg="--query Reservations[*].Instances[*].
[InstanceId,ImageId,InstanceType,KeyName,VpcId,PublicIpAddress,State.Name]"
  fi

  # shellcheck disable=SC2086
  response=$(aws ec2 describe-instances \
    "${aws_cli_args[@]}" \
    $query_arg \
    --output text) || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports describe-instances operation failed.$response"
    return 1
  }

  echo "$response"
```

```
  return 0
}

################################################################################
# function ec2_stop_instances
#
# This function stops one or more Amazon Elastic Compute Cloud (Amazon EC2)
 instances.
#
# Parameters:
#       -i instance_id - The ID(s) of the instance(s) to stop (comma-separated).
#       -h - Display help.
#
# Returns:
#       0 - If successful.
#       1 - If it fails.
################################################################################
function ec2_stop_instances() {
  local instance_ids
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_stop_instances"
    echo "Stops one or more Amazon Elastic Compute Cloud (Amazon EC2) instances."
    echo "  -i instance_id - The ID(s) of the instance(s) to stop (comma-
separated)."
    echo "  -h - Display help."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "i:h" option; do
    case "${option}" in
      i) instance_ids="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
```

```
        ;;
    esac
  done
  export OPTIND=1

  if [[ -z "$instance_ids" ]]; then
    errecho "ERROR: You must provide one or more instance IDs with the -i
 parameter."
    usage
    return 1
  fi

  response=$(aws ec2 stop-instances \
    --instance-ids "${instance_ids}") || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports stop-instances operation failed with $response."
    return 1
  }

  return 0
}

###############################################################################
# function ec2_start_instances
#
# This function starts one or more Amazon Elastic Compute Cloud (Amazon EC2)
 instances.
#
# Parameters:
#       -i instance_id - The ID(s) of the instance(s) to start (comma-separated).
#       -h - Display help.
#
# Returns:
#       0 - If successful.
#       1 - If it fails.
###############################################################################
function ec2_start_instances() {
  local instance_ids
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_start_instances"
```

```
    echo "Starts one or more Amazon Elastic Compute Cloud (Amazon EC2)
 instances."
    echo "  -i instance_id - The ID(s) of the instance(s) to start (comma-
separated)."
    echo "  -h - Display help."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "i:h" option; do
    case "${option}" in
      i) instance_ids="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  if [[ -z "$instance_ids" ]]; then
    errecho "ERROR: You must provide one or more instance IDs with the -i
 parameter."
    usage
    return 1
  fi

  response=$(aws ec2 start-instances \
    --instance-ids "${instance_ids}") || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports start-instances operation failed with $response."
    return 1
  }

  return 0
}

###############################################################################
# function ec2_allocate_address
```

```
#
# This function allocates an Elastic IP address for use with Amazon Elastic
 Compute Cloud (Amazon EC2) instances in a specific AWS Region.
#
# Parameters:
#       -d domain - The domain for the Elastic IP address (either 'vpc' or
 'standard').
#
# Returns:
#       The allocated Elastic IP address, or an error message if the operation
 fails.
# And:
#       0 - If successful.
#       1 - If it fails.
#
###############################################################################
function ec2_allocate_address() {
  local domain response

  # Function to display usage information
  function usage() {
    echo "function ec2_allocate_address"
    echo "Allocates an Elastic IP address for use with Amazon Elastic Compute
 Cloud (Amazon EC2) instances in a specific AWS Region."
    echo "  -d domain - The domain for the Elastic IP address (either 'vpc' or
 'standard')."
    echo ""
  }

  # Parse the command-line arguments
  while getopts "d:h" option; do
    case "${option}" in
      d) domain="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
```

```
  export OPTIND=1

  # Validate the input parameters
  if [[ -z "$domain" ]]; then
    errecho "ERROR: You must provide a domain with the -d parameter (either 'vpc'
 or 'standard')."
    return 1
  fi

  if [[ "$domain" != "vpc" && "$domain" != "standard" ]]; then
    errecho "ERROR: Invalid domain value. Must be either 'vpc' or 'standard'."
    return 1
  fi

  # Allocate the Elastic IP address
  response=$(aws ec2 allocate-address \
    --domain "$domain" \
    --query "[PublicIp,AllocationId]" \
    --output text) || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports allocate-address operation failed."
    errecho "$response"
    return 1
  }

  echo "$response"
  return 0
}

################################################################################
# function ec2_associate_address
#
# This function associates an Elastic IP address with an Amazon Elastic Compute
 Cloud (Amazon EC2) instance.
#
# Parameters:
#       -a allocation_id - The allocation ID of the Elastic IP address to
 associate.
#       -i instance_id - The ID of the EC2 instance to associate the Elastic IP
 address with.
#
# Returns:
#       0 - If successful.
#       1 - If it fails.
```

```
#
################################################################################
function ec2_associate_address() {
  local allocation_id instance_id response

  # Function to display usage information
  function usage() {
    echo "function ec2_associate_address"
    echo "Associates an Elastic IP address with an Amazon Elastic Compute Cloud
 (Amazon EC2) instance."
    echo "  -a allocation_id - The allocation ID of the Elastic IP address to
 associate."
    echo "  -i instance_id - The ID of the EC2 instance to associate the Elastic
 IP address with."
    echo ""
  }

  # Parse the command-line arguments
  while getopts "a:i:h" option; do
    case "${option}" in
      a) allocation_id="${OPTARG}" ;;
      i) instance_id="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  # Validate the input parameters
  if [[ -z "$allocation_id" ]]; then
    errecho "ERROR: You must provide an allocation ID with the -a parameter."
    return 1
  fi

  if [[ -z "$instance_id" ]]; then
    errecho "ERROR: You must provide an instance ID with the -i parameter."
    return 1
```

```
  fi

  # Associate the Elastic IP address
  response=$(aws ec2 associate-address \
    --allocation-id "$allocation_id" \
    --instance-id "$instance_id" \
    --query "AssociationId" \
    --output text) || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports associate-address operation failed."
    errecho "$response"
    return 1
  }

  echo "$response"
  return 0
}

################################################################################
# function ec2_disassociate_address
#
# This function disassociates an Elastic IP address from an Amazon Elastic
 Compute Cloud (Amazon EC2) instance.
#
# Parameters:
#       -a association_id - The association ID that represents the association of
 the Elastic IP address with an instance.
#
# And:
#       0 - If successful.
#       1 - If it fails.
#
################################################################################
function ec2_disassociate_address() {
  local association_id response

  # Function to display usage information
  function usage() {
    echo "function ec2_disassociate_address"
    echo "Disassociates an Elastic IP address from an Amazon Elastic Compute
 Cloud (Amazon EC2) instance."
    echo "  -a association_id - The association ID that represents the
 association of the Elastic IP address with an instance."
    echo ""
```

```
  }

  # Parse the command-line arguments
  while getopts "a:h" option; do
    case "${option}" in
      a) association_id="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  # Validate the input parameters
  if [[ -z "$association_id" ]]; then
    errecho "ERROR: You must provide an association ID with the -a parameter."
    return 1
  fi

  response=$(aws ec2 disassociate-address \
    --association-id "$association_id") || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports disassociate-address operation failed."
    errecho "$response"
    return 1
  }

  return 0
}

################################################################################
# function ec2_release_address
#
# This function releases an Elastic IP address from an Amazon Elastic Compute
 Cloud (Amazon EC2) instance.
#
# Parameters:
```

```
#       -a allocation_id - The allocation ID of the Elastic IP address to
 release.
#
# Returns:
#       0 - If successful.
#       1 - If it fails.
#
###############################################################################
function ec2_release_address() {
  local allocation_id response

  # Function to display usage information
  function usage() {
    echo "function ec2_release_address"
    echo "Releases an Elastic IP address from an Amazon Elastic Compute Cloud
 (Amazon EC2) instance."
    echo "  -a allocation_id - The allocation ID of the Elastic IP address to
 release."
    echo ""
  }

  # Parse the command-line arguments
  while getopts "a:h" option; do
    case "${option}" in
      a) allocation_id="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  # Validate the input parameters
  if [[ -z "$allocation_id" ]]; then
    errecho "ERROR: You must provide an allocation ID with the -a parameter."
    return 1
  fi
```

```
  response=$(aws ec2 release-address \
    --allocation-id "$allocation_id") || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports release-address operation failed."
    errecho "$response"
    return 1
  }

  return 0
}

###############################################################################
# function ec2_terminate_instances
#
# This function terminates one or more Amazon Elastic Compute Cloud (Amazon EC2)
# instances using the AWS CLI.
#
# Parameters:
#       -i instance_ids - A space-separated list of instance IDs.
#       -h - Display help.
#
# Returns:
#       0 - If successful.
#       1 - If it fails.
###############################################################################
function ec2_terminate_instances() {
  local instance_ids response
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_terminate_instances"
    echo "Terminates one or more Amazon Elastic Compute Cloud (Amazon EC2)
 instances."
    echo "  -i instance_ids - A space-separated list of instance IDs."
    echo "  -h - Display help."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "i:h" option; do
    case "${option}" in
      i) instance_ids="${OPTARG}" ;;
      h)
```

```
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  # Check if instance ID is provided
  if [[ -z "${instance_ids}" ]]; then
    echo "Error: Missing required instance IDs parameter."
    usage
    return 1
  fi

  # shellcheck disable=SC2086
  response=$(aws ec2 terminate-instances \
    "--instance-ids" $instance_ids \
    --query 'TerminatingInstances[*].[InstanceId,CurrentState.Name]' \
    --output text) || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports terminate-instances operation failed.$response"
    return 1
  }

  return 0
}

################################################################################
# function ec2_delete_security_group
#
# This function deletes an Amazon Elastic Compute Cloud (Amazon EC2) security
 group.
#
# Parameters:
#       -i security_group_id - The ID of the security group to delete.
#
# And:
#       0 - If successful.
#       1 - If it fails.
```

```
################################################################################
function ec2_delete_security_group() {
  local security_group_id response
  local option OPTARG # Required to use getopts command in a function.

  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_delete_security_group"
    echo "Deletes an Amazon Elastic Compute Cloud (Amazon EC2) security group."
    echo "  -i security_group_id - The ID of the security group to delete."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "i:h" option; do
    case "${option}" in
      i) security_group_id="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  if [[ -z "$security_group_id" ]]; then
    errecho "ERROR: You must provide a security group ID with the -i parameter."
    usage
    return 1
  fi

  response=$(aws ec2 delete-security-group --group-id "$security_group_id" --
output text) || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports delete-security-group operation failed.$response"
    return 1
  }

  return 0
```

```
}

################################################################################
# function ec2_delete_keypair
#
# This function deletes an Amazon EC2 ED25519 or 2048-bit RSA key pair.
#
# Parameters:
#       -n key_pair_name - A key pair name.
#
# And:
#       0 - If successful.
#       1 - If it fails.
################################################################################
function ec2_delete_keypair() {
  local key_pair_name response

  local option OPTARG # Required to use getopts command in a function.
  # bashsupport disable=BP5008
  function usage() {
    echo "function ec2_delete_keypair"
    echo "Deletes an Amazon EC2 ED25519 or 2048-bit RSA key pair."
    echo "  -n key_pair_name - A key pair name."
    echo ""
  }

  # Retrieve the calling parameters.
  while getopts "n:h" option; do
    case "${option}" in
      n) key_pair_name="${OPTARG}" ;;
      h)
        usage
        return 0
        ;;
      \?)
        echo "Invalid parameter"
        usage
        return 1
        ;;
    esac
  done
  export OPTIND=1

  if [[ -z "$key_pair_name" ]]; then
```

```
    errecho "ERROR: You must provide a key pair name with the -n parameter."
    usage
    return 1
  fi

  response=$(aws ec2 delete-key-pair \
    --key-name "$key_pair_name") || {
    aws_cli_error_log ${?}
    errecho "ERROR: AWS reports delete-key-pair operation failed.$response"
    return 1
  }

  return 0
}
```

이 시나리오에 사용된 유틸리티 함수입니다.

```
########################################################################################
# function errecho
#
# This function outputs everything sent to it to STDERR (standard error output).
########################################################################################
function errecho() {
  printf "%s\n" "$*" 1>&2
}

########################################################################################
# function aws_cli_error_log()
#
# This function is used to log the error messages from the AWS CLI.
#
# The function expects the following argument:
#         $1 - The error code returned by the AWS CLI.
#
#  Returns:
#          0: - Success.
#
########################################################################################
function aws_cli_error_log() {
  local err_code=$1
  errecho "Error code : $err_code"
  if [ "$err_code" == 1 ]; then
```

```
    errecho "  One or more S3 transfers failed."
  elif [ "$err_code" == 2 ]; then
    errecho "  Command line failed to parse."
  elif [ "$err_code" == 130 ]; then
    errecho "  Process received SIGINT."
  elif [ "$err_code" == 252 ]; then
    errecho "  Command syntax invalid."
  elif [ "$err_code" == 253 ]; then
    errecho "  The system environment or configuration was invalid."
  elif [ "$err_code" == 254 ]; then
    errecho "  The service returned an error."
  elif [ "$err_code" == 255 ]; then
    errecho "  255 is a catch-all error."
  fi

  return 0
}
```

- API 자세한 내용은 AWS CLI 명령 참조의 다음 주제를 참조하세요.
  - AllocateAddress
  - AssociateAddress
  - AuthorizeSecurityGroupIngress
  - CreateKeyPair
  - CreateSecurityGroup
  - DeleteKeyPair
  - DeleteSecurityGroup
  - DescribeImages
  - DescribeInstanceTypes
  - DescribeInstances
  - DescribeKeyPairs
  - DescribeSecurityGroups
  - DisassociateAddress
  - ReleaseAddress
  - RunInstances
  - StartInstances

- StopInstances
- TerminateInstances
- UnmonitorInstances

Java

SDK Java 2.x용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

명령 프롬프트에서 시나리오를 실행합니다.

```
import org.slf4j.Logger;
import org.slf4j.LoggerFactory;
import software.amazon.awssdk.services.ec2.model.CreateKeyPairResponse;
import software.amazon.awssdk.services.ec2.model.DeleteKeyPairResponse;
import software.amazon.awssdk.services.ec2.model.DescribeKeyPairsResponse;
import software.amazon.awssdk.services.ec2.model.DisassociateAddressResponse;
import software.amazon.awssdk.services.ec2.model.Ec2Exception;
import software.amazon.awssdk.services.ec2.model.ReleaseAddressResponse;
import software.amazon.awssdk.services.ssm.model.GetParametersByPathResponse;
import software.amazon.awssdk.services.ssm.model.Parameter;

import java.net.InetAddress;
import java.net.UnknownHostException;
import java.util.List;
import java.util.Scanner;
import java.util.concurrent.CompletableFuture;
import java.util.concurrent.CompletionException;

/**
 * Before running this Java (v2) code example, set up your development
 * environment, including your credentials.
 *
 * For more information, see the following documentation topic:
 *
```

```
 * https://docs.aws.amazon.com/sdk-for-java/latest/developer-guide/get-
started.html
 *
 * This Java example performs the following tasks:
 *
 * 1. Creates an RSA key pair and saves the private key data as a .pem file.
 * 2. Lists key pairs.
 * 3. Creates a security group for the default VPC.
 * 4. Displays security group information.
 * 5. Gets a list of Amazon Linux 2 AMIs and selects one.
 * 6. Gets additional information about the image.
 * 7. Gets a list of instance types that are compatible with the selected AMI's
 * architecture.
 * 8. Creates an instance with the key pair, security group, AMI, and an
 * instance type.
 * 9. Displays information about the instance.
 * 10. Stops the instance and waits for it to stop.
 * 11. Starts the instance and waits for it to start.
 * 12. Allocates an Elastic IP address and associates it with the instance.
 * 13. Displays SSH connection info for the instance.
 * 14. Disassociates and deletes the Elastic IP address.
 * 15. Terminates the instance and waits for it to terminate.
 * 16. Deletes the security group.
 * 17. Deletes the key pair.
 */
public class EC2Scenario {

    public static final String DASHES = new String(new char[80]).replace("\0",
 "-");
    private static final Logger logger =
 LoggerFactory.getLogger(EC2Scenario.class);
    public static void main(String[] args) throws InterruptedException,
 UnknownHostException {

        logger.info("""
            Usage:
               <keyName> <fileName> <groupName> <groupDesc>

            Where:
               keyName -  A key pair name (for example, TestKeyPair).\s
               fileName -  A file name where the key information is written to.\s
               groupName - The name of the security group.\s
               groupDesc - The description of the security group.\s
            """);
```

```
        Scanner scanner = new Scanner(System.in);
        EC2Actions ec2Actions = new EC2Actions();

        String keyName = "TestKeyPair7" ;
        String fileName = "ec2Key.pem";
        String groupName = "TestSecGroup7" ;
        String groupDesc = "Test Group" ;
        String vpcId = ec2Actions.describeFirstEC2VpcAsync().join().vpcId();
        InetAddress localAddress = InetAddress.getLocalHost();
        String myIpAddress = localAddress.getHostAddress();

        logger.info("""
            Amazon Elastic Compute Cloud (EC2) is a web service that provides
 secure, resizable compute
            capacity in the cloud. It allows developers and organizations to
 easily launch and manage
            virtual server instances, known as EC2 instances, to run their
 applications.

            EC2 provides a wide range of instance types, each with different
 compute, memory,
            and storage capabilities, to meet the diverse needs of various
 workloads. Developers
            can choose the appropriate instance type based on their application's
 requirements,
            such as high-performance computing, memory-intensive tasks, or GPU-
accelerated workloads.

            The `Ec2AsyncClient` interface in the AWS SDK for Java 2.x provides a
 set of methods to
            programmatically interact with the Amazon EC2 service. This allows
 developers to
            automate the provisioning, management, and monitoring of EC2
 instances as part of their
            application deployment pipelines. With EC2, teams can focus on
 building and deploying
            their applications without having to worry about the underlying
 infrastructure
            required to host and manage physical servers.

            This scenario walks you through how to perform key operations for
 this service.
            Let's get started...
```

```
            """);

        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("1. Create an RSA key pair and save the private key material
as a .pem file.");
        logger.info("""
            An RSA key pair for Amazon EC2 is a security mechanism used to
authenticate and secure
            access to your EC2 instances. It consists of a public key and a
private key,
            which are generated as a pair.
            """);
        waitForInputToContinue(scanner);
        try {
            CompletableFuture<CreateKeyPairResponse> future =
ec2Actions.createKeyPairAsync(keyName, fileName);
            CreateKeyPairResponse response = future.join();
            logger.info("Key Pair successfully created. Key Fingerprint: " +
response.keyFingerprint());

        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                if (ec2Ex.getMessage().contains("already exists")) {
                    // Key pair already exists.
                    logger.info("The key pair '" + keyName + "' already exists.
Moving on...");
                } else {
                    logger.info("EC2 error occurred: Error message: {}, Error
code {}", ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                    return;
                }
            } else {
                logger.info("An unexpected error occurred: " +
(rt.getMessage()));
                return;
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);
```

```
        logger.info(DASHES);
        logger.info("2. List key pairs.");
        waitForInputToContinue(scanner);
        try {
            CompletableFuture<DescribeKeyPairsResponse> future =
ec2Actions.describeKeysAsync();
            DescribeKeyPairsResponse keyPairsResponse = future.join();
            keyPairsResponse.keyPairs().forEach(keyPair -> logger.info(
                "Found key pair with name {} and fingerprint {}",
                keyPair.keyName(),
                keyPair.keyFingerprint()));

        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                logger.info("EC2 error occurred: Error message: {}, Error code
{}", ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}", (cause != null ?
cause.getMessage() : rt.getMessage()));
                return;
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("3. Create a security group.");
        logger.info("""
            An AWS EC2 Security Group is a virtual firewall that controls the
            inbound and outbound traffic to an EC2 instance. It acts as a first
line
            of defense for your EC2 instances, allowing you to specify the rules
that
            govern the network traffic entering and leaving your instances.
           """);
        waitForInputToContinue(scanner);
        String groupId = "";
        try {
            CompletableFuture<String> future =
ec2Actions.createSecurityGroupAsync(groupName, groupDesc, vpcId, myIpAddress);
            future.join();
            logger.info("Created security group") ;
```

```
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                if (ec2Ex.awsErrorDetails().errorMessage().contains("already
exists")) {
                    logger.info("The Security Group already exists. Moving
on...");
                } else {
                    logger.error("An unexpected error occurred: {}",
ec2Ex.awsErrorDetails().errorMessage());
                    return;
                }
            } else {
                logger.error("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("4. Display security group information for the new security
group.");
        waitForInputToContinue(scanner);
        try {
            CompletableFuture<String> future =
ec2Actions.describeSecurityGroupArnByNameAsync(groupName);
            groupId = future.join();
            logger.info("The security group Id is "+groupId);

        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                String errorCode = ec2Ex.awsErrorDetails().errorCode();
                if ("InvalidGroup.NotFound".equals(errorCode)) {
                    logger.info("Security group '{}' does not exist. Error Code:
{}", groupName, errorCode);
                } else {
                    logger.info("EC2 error occurred: Message {}, Error Code: {}",
ec2Ex.getMessage(), errorCode);
                }
            } else {
```

```
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("5. Get a list of Amazon Linux 2 AMIs and select one with
amzn2 in the name.");
        logger.info("""
            An Amazon EC2 AMI (Amazon Machine Image) is a pre-configured virtual
machine image that
            serves as a template for launching EC2 instances. It contains all the
necessary software and
            configurations required to run an application or operating system on
an EC2 instance.
            """);
        waitForInputToContinue(scanner);
        String instanceAMI="";
        try {
            CompletableFuture<GetParametersByPathResponse> future =
ec2Actions.getParaValuesAsync();
            GetParametersByPathResponse pathResponse = future.join();
            List<Parameter> parameterList = pathResponse.parameters();
            for (Parameter para : parameterList) {
                if (filterName(para.name())) {
                    instanceAMI = para.value();
                    break;
                }
            }
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
        logger.info("The AMI value with amzn2 is: {}", instanceAMI);
```

```
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("6. Get the (Amazon Machine Image) AMI value from the amzn2
image.");
        logger.info("""
           An AMI value represents a specific version of a virtual machine (VM)
or server image.
           It uniquely identifies a particular version of an EC2 instance,
including its operating system,
           pre-installed software, and any custom configurations. This allows you
to consistently deploy the same
           VM image across your infrastructure.

            """);
        waitForInputToContinue(scanner);
        String amiValue;
        try {
            CompletableFuture<String> future =
ec2Actions.describeImageAsync(instanceAMI);
            amiValue = future.join();

        } catch (CompletionException ce) {
            Throwable cause = ce.getCause();
            if (cause instanceof Ec2Exception) {
                Ec2Exception ec2Ex = (Ec2Exception) cause;
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("7. Retrieves an instance type available in the current AWS
region.");
        waitForInputToContinue(scanner);
        String instanceType;
```

```
        try {
            CompletableFuture<String> future =
 ec2Actions.getInstanceTypesAsync();
            instanceType = future.join();
            if (!instanceType.isEmpty()) {
                logger.info("Found instance type: " + instanceType);
            } else {
                logger.info("Desired instance type not found.");
            }
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
 ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
 cause.getMessage());
                return;
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("8. Create an Amazon EC2 instance using the key pair, the
 instance type, the security group, and the EC2 AMI value.");
        logger.info("Once the EC2 instance is created, it is placed into a
 running state.");
        waitForInputToContinue(scanner);
        String newInstanceId;
        try {
            CompletableFuture<String> future =
 ec2Actions.runInstanceAsync(instanceType, keyName, groupName, amiValue);
            newInstanceId = future.join();
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception) {
                Ec2Exception ec2Ex = (Ec2Exception) cause;
                switch (ec2Ex.awsErrorDetails().errorCode()) {
                    case "InvalidParameterValue":
                        logger.info("EC2 error occurred: Message {}, Error Code:
{}", ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                        break;
```

```
                    case "InsufficientInstanceCapacity":
                        // Handle insufficient instance capacity.
                        logger.info("Insufficient instance capacity: {}, {}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                        break;
                    case "InvalidGroup.NotFound":
                        // Handle security group not found.
                        logger.info("Security group not found: {},{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                        break;
                    default:
                        logger.info("EC2 error occurred: {} (Code: {}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                        break;
                }
                return;
            } else {
                logger.info("An unexpected error occurred: {}", (cause != null ?
cause.getMessage() : rt.getMessage()));
                return;
            }
        }
        logger.info("The instance Id is " + newInstanceId);
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("9. Display information about the running instance. ");

        waitForInputToContinue(scanner);
        String publicIp;
        try {
            CompletableFuture<String> future =
ec2Actions.describeEC2InstancesAsync(newInstanceId);
            publicIp = future.join();
            logger.info("EC2 instance public IP {}", publicIp);
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
```

```
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }

        }
        logger.info("You can SSH to the instance using this command:");
        logger.info("ssh -i " + fileName + " ec2-user@" + publicIp);
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("10. Stop the instance using a waiter (this may take a few
mins).");
        // Remove the 2nd one
        waitForInputToContinue(scanner);
        try {
            CompletableFuture<Void> future =
ec2Actions.stopInstanceAsync(newInstanceId);
            future.join();

        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("11. Start the instance using a waiter (this may take a few
mins).");
        try {
            CompletableFuture<Void> future =
ec2Actions.startInstanceAsync(newInstanceId);
            future.join();
```

```
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                // Handle EC2 exceptions.
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("12. Allocate an Elastic IP address and associate it with the
instance.");
        logger.info("""
            An Elastic IP address is a static public IP address that you can
associate with your EC2 instance.
            This allows you to have a fixed, predictable IP address that remains
the same even if your instance
            is stopped, terminated, or replaced.
            This is particularly useful for applications or services that need to
be accessed consistently from a
            known IP address.

            An EC2 Allocation ID (also known as a Reserved Instance Allocation
ID) is a unique identifier associated with a Reserved Instance (RI) that you
have purchased in AWS.

            When you purchase a Reserved Instance, AWS assigns a unique
Allocation ID to it.
            This Allocation ID is used to track and identify the specific RI you
have purchased,
            and it is important for managing and monitoring your Reserved
Instances.

            """);

        waitForInputToContinue(scanner);
        String allocationId;
```

```
        try {
            CompletableFuture<String> future = ec2Actions.allocateAddressAsync();
            allocationId = future.join();
            logger.info("Successfully allocated address with ID: "
+allocationId);
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
        logger.info("The allocation Id value is " + allocationId);
        waitForInputToContinue(scanner);
        String associationId;
        try {
            CompletableFuture<String> future =
ec2Actions.associateAddressAsync(newInstanceId, allocationId);
            associationId = future.join();
            logger.info("Successfully associated address with ID: "
+associationId);
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("13. Describe the instance again. Note that the public IP
address has changed");
```

```
        waitForInputToContinue(scanner);
        try {
            CompletableFuture<String> future =
ec2Actions.describeEC2InstancesAsync(newInstanceId);
            publicIp = future.join();
            logger.info("EC2 instance public IP: " + publicIp);
            logger.info("You can SSH to the instance using this command:");
            logger.info("ssh -i " + fileName + " ec2-user@" + publicIp);
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("14. Disassociate and release the Elastic IP address.");
        waitForInputToContinue(scanner);
        try {
            CompletableFuture<DisassociateAddressResponse> future =
ec2Actions.disassociateAddressAsync(associationId);
            future.join();
            logger.info("Address successfully disassociated.");
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                // Handle EC2 exceptions.
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
```

```
        waitForInputToContinue(scanner);
        try {
            CompletableFuture<ReleaseAddressResponse> future =
ec2Actions.releaseEC2AddressAsync(allocationId);
            future.join(); // Wait for the operation to complete
            logger.info("Elastic IP address successfully released.");
        } catch (RuntimeException rte) {
            logger.info("An unexpected error occurred: {}", rte.getMessage());
            return;
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("15. Terminate the instance and use a waiter (this may take a
few mins).");
        waitForInputToContinue(scanner);
        try {
            CompletableFuture<Object> future =
ec2Actions.terminateEC2Async(newInstanceId);
            future.join();
            logger.info("EC2 instance successfully terminated.");
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                // Handle EC2 exceptions.
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("16. Delete the security group.");
        waitForInputToContinue(scanner);
        try {
            CompletableFuture<Void> future =
ec2Actions.deleteEC2SecGroupAsync(groupId);
            future.join();
```

```
            logger.info("Security group successfully deleted.");
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("17. Delete the key.");
        waitForInputToContinue(scanner);
        try {
            CompletableFuture<DeleteKeyPairResponse> future =
ec2Actions.deleteKeysAsync(keyName);
            future.join();
            logger.info("Successfully deleted key pair named " + keyName);
        } catch (RuntimeException rt) {
            Throwable cause = rt.getCause();
            if (cause instanceof Ec2Exception ec2Ex) {
                logger.info("EC2 error occurred: Message {}, Error Code:{}",
ec2Ex.getMessage(), ec2Ex.awsErrorDetails().errorCode());
                return;
            } else {
                logger.info("An unexpected error occurred: {}",
cause.getMessage());
                return;
            }
        }
        waitForInputToContinue(scanner);
        logger.info(DASHES);

        logger.info(DASHES);
        logger.info("You successfully completed the Amazon EC2 scenario.");
        logger.info(DASHES);
    }
    public static boolean filterName(String name) {
```

```
        String[] parts = name.split("/");
        String myValue = parts[4];
        return myValue.contains("amzn2");
    }

    private static void waitForInputToContinue(Scanner scanner) {
        while (true) {
            logger.info("");
            logger.info("Enter 'c' followed by <ENTER> to continue:");
            String input = scanner.nextLine();

            if (input.trim().equalsIgnoreCase("c")) {
                logger.info("Continuing with the program...");
                logger.info("");
                break;
            } else {
                // Handle invalid input.
                logger.info("Invalid input. Please try again.");
            }
        }
    }
}
```

EC2 작업을 래핑하는 클래스를 정의합니다.

```
import org.slf4j.Logger;
import org.slf4j.LoggerFactory;
import software.amazon.awssdk.core.client.config.ClientOverrideConfiguration;
import software.amazon.awssdk.http.async.SdkAsyncHttpClient;
import software.amazon.awssdk.http.nio.netty.NettyNioAsyncHttpClient;
import software.amazon.awssdk.regions.Region;
import software.amazon.awssdk.services.ec2.Ec2AsyncClient;
import software.amazon.awssdk.services.ec2.model.AllocateAddressRequest;
import software.amazon.awssdk.services.ec2.model.AllocateAddressResponse;
import software.amazon.awssdk.services.ec2.model.AssociateAddressRequest;
import software.amazon.awssdk.services.ec2.model.AssociateAddressResponse;
import
 software.amazon.awssdk.services.ec2.model.AuthorizeSecurityGroupIngressRequest;
import software.amazon.awssdk.services.ec2.model.CreateKeyPairRequest;
import software.amazon.awssdk.services.ec2.model.CreateKeyPairResponse;
import software.amazon.awssdk.services.ec2.model.CreateSecurityGroupRequest;
import software.amazon.awssdk.services.ec2.model.DeleteKeyPairRequest;
```

```
import software.amazon.awssdk.services.ec2.model.DeleteKeyPairResponse;
import software.amazon.awssdk.services.ec2.model.DeleteSecurityGroupRequest;
import software.amazon.awssdk.services.ec2.model.DeleteSecurityGroupResponse;
import software.amazon.awssdk.services.ec2.model.DescribeImagesRequest;
import software.amazon.awssdk.services.ec2.model.DescribeInstanceTypesRequest;
import software.amazon.awssdk.services.ec2.model.DescribeInstanceTypesResponse;
import software.amazon.awssdk.services.ec2.model.DescribeInstancesRequest;
import software.amazon.awssdk.services.ec2.model.DescribeKeyPairsResponse;
import software.amazon.awssdk.services.ec2.model.DescribeSecurityGroupsRequest;
import software.amazon.awssdk.services.ec2.model.DescribeSecurityGroupsResponse;
import software.amazon.awssdk.services.ec2.model.DescribeVpcsRequest;
import software.amazon.awssdk.services.ec2.model.DisassociateAddressRequest;
import software.amazon.awssdk.services.ec2.model.DisassociateAddressResponse;
import software.amazon.awssdk.services.ec2.model.DomainType;
import software.amazon.awssdk.services.ec2.model.Ec2Exception;
import software.amazon.awssdk.services.ec2.model.Filter;
import software.amazon.awssdk.services.ec2.model.InstanceTypeInfo;
import software.amazon.awssdk.services.ec2.model.IpPermission;
import software.amazon.awssdk.services.ec2.model.IpRange;
import software.amazon.awssdk.services.ec2.model.ReleaseAddressRequest;
import software.amazon.awssdk.services.ec2.model.ReleaseAddressResponse;
import software.amazon.awssdk.services.ec2.model.RunInstancesRequest;
import software.amazon.awssdk.services.ec2.model.RunInstancesResponse;
import software.amazon.awssdk.services.ec2.model.StopInstancesRequest;
import software.amazon.awssdk.services.ec2.model.StartInstancesRequest;
import software.amazon.awssdk.services.ec2.model.TerminateInstancesRequest;
import software.amazon.awssdk.services.ec2.model.Vpc;
import software.amazon.awssdk.services.ec2.paginators.DescribeImagesPublisher;
import software.amazon.awssdk.services.ec2.paginators.DescribeInstancesPublisher;
import
 software.amazon.awssdk.services.ec2.paginators.DescribeSecurityGroupsPublisher;
import software.amazon.awssdk.services.ec2.paginators.DescribeVpcsPublisher;
import software.amazon.awssdk.services.ec2.waiters.Ec2AsyncWaiter;
import software.amazon.awssdk.services.ssm.SsmAsyncClient;
import software.amazon.awssdk.services.ssm.model.GetParametersByPathRequest;
import software.amazon.awssdk.services.ssm.model.GetParametersByPathResponse;
import software.amazon.awssdk.services.ec2.model.TerminateInstancesResponse;
import java.io.BufferedWriter;
import java.io.FileWriter;
import java.io.IOException;
import java.time.Duration;
import java.util.List;
import java.util.concurrent.CompletableFuture;
import java.util.concurrent.CompletionException;
```

```
import java.util.concurrent.atomic.AtomicReference;

public class EC2Actions {
    private static final Logger logger =
 LoggerFactory.getLogger(EC2Actions.class);
    private static Ec2AsyncClient ec2AsyncClient;

    /**
     * Retrieves an asynchronous Amazon Elastic Container Registry (ECR) client.
     *
     * @return the configured ECR asynchronous client.
     */
    private static Ec2AsyncClient getAsyncClient() {
        if (ec2AsyncClient == null) {
            /*
            The `NettyNioAsyncHttpClient` class is part of the AWS SDK for Java,
 version 2,
            and it is designed to provide a high-performance, asynchronous HTTP
 client for interacting with AWS services.
             It uses the Netty framework to handle the underlying network
 communication and the Java NIO API to
             provide a non-blocking, event-driven approach to HTTP requests and
 responses.
             */
            SdkAsyncHttpClient httpClient = NettyNioAsyncHttpClient.builder()
                .maxConcurrency(50)  // Adjust as needed.
                .connectionTimeout(Duration.ofSeconds(60))  // Set the connection
 timeout.
                .readTimeout(Duration.ofSeconds(60))  // Set the read timeout.
                .writeTimeout(Duration.ofSeconds(60))  // Set the write timeout.
                .build();

            ClientOverrideConfiguration overrideConfig =
 ClientOverrideConfiguration.builder()
                .apiCallTimeout(Duration.ofMinutes(2))  // Set the overall API
 call timeout.
                .apiCallAttemptTimeout(Duration.ofSeconds(90))  // Set the
 individual call attempt timeout.
                .build();

            ec2AsyncClient = Ec2AsyncClient.builder()
                .region(Region.US_EAST_1)
                .httpClient(httpClient)
                .overrideConfiguration(overrideConfig)
```

```
                .build();
        }
        return ec2AsyncClient;
    }

    /**
     * Deletes a key pair asynchronously.
     *
     * @param keyPair the name of the key pair to delete
     * @return a {@link CompletableFuture} that represents the result of the
asynchronous operation.
     *         The {@link CompletableFuture} will complete with a {@link
DeleteKeyPairResponse} object
     *         that provides the result of the key pair deletion operation.
     */
    public CompletableFuture<DeleteKeyPairResponse> deleteKeysAsync(String
keyPair) {
        DeleteKeyPairRequest request = DeleteKeyPairRequest.builder()
            .keyName(keyPair)
            .build();

        // Initiate the asynchronous request to delete the key pair.
        CompletableFuture<DeleteKeyPairResponse> response =
getAsyncClient().deleteKeyPair(request);
        return response.whenComplete((resp, ex) -> {
            if (ex != null) {
                throw new RuntimeException("Failed to delete key pair: " +
keyPair, ex);
            } else if (resp == null) {
                throw new RuntimeException("No response received for deleting key
pair: " + keyPair);
            }
        });
    }

    /**
     * Deletes an EC2 security group asynchronously.
     *
     * @param groupId the ID of the security group to delete
     * @return a CompletableFuture that completes when the security group is
deleted
     */
    public CompletableFuture<Void> deleteEC2SecGroupAsync(String groupId) {
        DeleteSecurityGroupRequest request = DeleteSecurityGroupRequest.builder()
```

```
            .groupId(groupId)
            .build();

        CompletableFuture<DeleteSecurityGroupResponse> response =
getAsyncClient().deleteSecurityGroup(request);
        return response.whenComplete((resp, ex) -> {
            if (ex != null) {
                throw new RuntimeException("Failed to delete security group with
Id " + groupId, ex);
            } else if (resp == null) {
                throw new RuntimeException("No response received for deleting
security group with Id " + groupId);
            }
        }).thenApply(resp -> null);
    }

    /**
     * Terminates an EC2 instance asynchronously and waits for it to reach the
terminated state.
     *
     * @param instanceId the ID of the EC2 instance to terminate
     * @return a {@link CompletableFuture} that completes when the instance has
been terminated
     * @throws RuntimeException if there is no response from the AWS SDK or if
there is a failure during the termination process
     */
    public CompletableFuture<Object> terminateEC2Async(String instanceId) {
        TerminateInstancesRequest terminateRequest =
TerminateInstancesRequest.builder()
            .instanceIds(instanceId)
            .build();

        CompletableFuture<TerminateInstancesResponse> responseFuture =
getAsyncClient().terminateInstances(terminateRequest);
        return responseFuture.thenCompose(terminateResponse -> {
            if (terminateResponse == null) {
                throw new RuntimeException("No response received for terminating
instance " + instanceId);
            }
            System.out.println("Going to terminate an EC2 instance and use a
waiter to wait for it to be in terminated state");
            return getAsyncClient().waiter()
                .waitUntilInstanceTerminated(r -> r.instanceIds(instanceId))
                .thenApply(waiterResponse -> null);
```

```
        }).exceptionally(throwable -> {
            // Handle any exceptions that occurred during the async call
            throw new RuntimeException("Failed to terminate EC2 instance: " +
throwable.getMessage(), throwable);
        });
    }

    /**
     * Releases an Elastic IP address asynchronously.
     *
     * @param allocId the allocation ID of the Elastic IP address to be released
     * @return a {@link CompletableFuture} representing the asynchronous
operation of releasing the Elastic IP address
     */
    public CompletableFuture<ReleaseAddressResponse>
releaseEC2AddressAsync(String allocId) {
        ReleaseAddressRequest request = ReleaseAddressRequest.builder()
            .allocationId(allocId)
            .build();

        CompletableFuture<ReleaseAddressResponse> response =
getAsyncClient().releaseAddress(request);
        response.whenComplete((resp, ex) -> {
            if (ex != null) {
                throw new RuntimeException("Failed to release Elastic IP
address", ex);
            }
        });

        return response;
    }

    /**
     * Disassociates an Elastic IP address from an instance asynchronously.
     *
     * @param associationId The ID of the association you want to disassociate.
     * @return a {@link CompletableFuture} representing the asynchronous
operation of disassociating the address. The
     *         {@link CompletableFuture} will complete with a {@link
DisassociateAddressResponse} when the operation is
     *         finished.
     * @throws RuntimeException if the disassociation of the address fails.
     */
```

```
   public CompletableFuture<DisassociateAddressResponse>
disassociateAddressAsync(String associationId) {
       Ec2AsyncClient ec2 = getAsyncClient();
       DisassociateAddressRequest addressRequest =
DisassociateAddressRequest.builder()
           .associationId(associationId)
           .build();

       // Disassociate the address asynchronously.
       CompletableFuture<DisassociateAddressResponse> response =
ec2.disassociateAddress(addressRequest);
       response.whenComplete((resp, ex) -> {
           if (ex != null) {
              throw new RuntimeException("Failed to disassociate address", ex);
           }
       });

       return response;
   }

   /**
    * Associates an Elastic IP address with an EC2 instance asynchronously.
    *
    * @param instanceId    the ID of the EC2 instance to associate the Elastic
IP address with
    * @param allocationId  the allocation ID of the Elastic IP address to
associate
    * @return a {@link CompletableFuture} that completes with the association ID
when the operation is successful,
    *         or throws a {@link RuntimeException} if the operation fails
    */
   public CompletableFuture<String> associateAddressAsync(String instanceId,
String allocationId) {
       AssociateAddressRequest associateRequest =
AssociateAddressRequest.builder()
           .instanceId(instanceId)
           .allocationId(allocationId)
           .build();

       CompletableFuture<AssociateAddressResponse> responseFuture =
getAsyncClient().associateAddress(associateRequest);
       return responseFuture.thenApply(response -> {
           if (response.associationId() != null) {
               return response.associationId();
```

```
            } else {
                throw new RuntimeException("Association ID is null after
associating address.");
            }
        }).whenComplete((result, ex) -> {
            if (ex != null) {
                throw new RuntimeException("Failed to associate address", ex);
            }
        });
    }

    /**
     * Allocates an Elastic IP address asynchronously in the VPC domain.
     *
     * @return a {@link CompletableFuture} containing the allocation ID of the
allocated Elastic IP address
     */
    public CompletableFuture<String> allocateAddressAsync() {
        AllocateAddressRequest allocateRequest = AllocateAddressRequest.builder()
            .domain(DomainType.VPC)
            .build();

        CompletableFuture<AllocateAddressResponse> responseFuture =
getAsyncClient().allocateAddress(allocateRequest);
        return
responseFuture.thenApply(AllocateAddressResponse::allocationId).whenComplete((result,
ex) -> {
            if (ex != null) {
                throw new RuntimeException("Failed to allocate address", ex);
            }
        });
    }

    /**
     * Asynchronously describes the state of an EC2 instance.
     * The paginator helps you iterate over multiple pages of results.
     *
     * @param newInstanceId the ID of the EC2 instance to describe
     * @return a {@link CompletableFuture} that, when completed, contains a
string describing the state of the EC2 instance
     */
    public CompletableFuture<String> describeEC2InstancesAsync(String
newInstanceId) {
        DescribeInstancesRequest request = DescribeInstancesRequest.builder()
```

```
            .instanceIds(newInstanceId)
            .build();

        DescribeInstancesPublisher paginator =
getAsyncClient().describeInstancesPaginator(request);
        AtomicReference<String> publicIpAddressRef = new AtomicReference<>();
        return paginator.subscribe(response -> {
            response.reservations().stream()
                .flatMap(reservation -> reservation.instances().stream())
                .filter(instance -> instance.instanceId().equals(newInstanceId))
                .findFirst()
                .ifPresent(instance ->
publicIpAddressRef.set(instance.publicIpAddress()));
        }).thenApply(v -> {
            String publicIpAddress = publicIpAddressRef.get();
            if (publicIpAddress == null) {
                throw new RuntimeException("Instance with ID " + newInstanceId +
" not found.");
            }
            return publicIpAddress;
        }).exceptionally(ex -> {
            logger.info("Failed to describe instances: " + ex.getMessage());
            throw new RuntimeException("Failed to describe instances", ex);
        });
    }

    /**
     * Runs an EC2 instance asynchronously.
     *
     * @param instanceType The instance type to use for the EC2 instance.
     * @param keyName The name of the key pair to associate with the EC2
instance.
     * @param groupName The name of the security group to associate with the EC2
instance.
     * @param amiId The ID of the Amazon Machine Image (AMI) to use for the EC2
instance.
     * @return A {@link CompletableFuture} that completes with the ID of the
started EC2 instance.
     * @throws RuntimeException If there is an error running the EC2 instance.
     */
    public CompletableFuture<String> runInstanceAsync(String instanceType, String
keyName, String groupName, String amiId) {
        RunInstancesRequest runRequest = RunInstancesRequest.builder()
            .instanceType(instanceType)
```

```
            .keyName(keyName)
            .securityGroups(groupName)
            .maxCount(1)
            .minCount(1)
            .imageId(amiId)
            .build();

       CompletableFuture<RunInstancesResponse> responseFuture =
getAsyncClient().runInstances(runRequest);
       return responseFuture.thenCompose(response -> {
           String instanceIdVal = response.instances().get(0).instanceId();
           System.out.println("Going to start an EC2 instance and use a waiter
to wait for it to be in running state");
           return getAsyncClient().waiter()
               .waitUntilInstanceExists(r -> r.instanceIds(instanceIdVal))
               .thenCompose(waitResponse -> getAsyncClient().waiter()
                   .waitUntilInstanceRunning(r -> r.instanceIds(instanceIdVal))
                   .thenApply(runningResponse -> instanceIdVal));
       }).exceptionally(throwable -> {
           // Handle any exceptions that occurred during the async call
           throw new RuntimeException("Failed to run EC2 instance: " +
throwable.getMessage(), throwable);
       });
   }

   /**
    * Asynchronously retrieves the instance types available in the current AWS
region.
    * <p>
    * This method uses the AWS SDK's asynchronous API to fetch the available
instance types
    * and then processes the response. It logs the memory information, network
information,
    * and instance type for each instance type returned. Additionally, it
returns a
    * {@link CompletableFuture} that resolves to the instance type string for
the "t2.2xlarge"
    * instance type, if it is found in the response. If the "t2.2xlarge"
instance type is not
    * found, an empty string is returned.
    * </p>
    *
    * @return a {@link CompletableFuture} that resolves to the instance type
string for the
```

```
    * "t2.2xlarge" instance type, or an empty string if the instance type is not
found
    */
   public CompletableFuture<String> getInstanceTypesAsync() {
       DescribeInstanceTypesRequest typesRequest =
DescribeInstanceTypesRequest.builder()
           .maxResults(10)
           .build();

       CompletableFuture<DescribeInstanceTypesResponse> response =
getAsyncClient().describeInstanceTypes(typesRequest);
       response.whenComplete((resp, ex) -> {
           if (resp != null) {
               List<InstanceTypeInfo> instanceTypes = resp.instanceTypes();
               for (InstanceTypeInfo type : instanceTypes) {
                   logger.info("The memory information of this type is " +
type.memoryInfo().sizeInMiB());
                   logger.info("Network information is " +
type.networkInfo().toString());
                   logger.info("Instance type is " +
type.instanceType().toString());
               }
           } else {
               throw (RuntimeException) ex;
           }
       });

       return response.thenApply(resp -> {
           for (InstanceTypeInfo type : resp.instanceTypes()) {
               String instanceType = type.instanceType().toString();
               if (instanceType.equals("t2.2xlarge")) {
                   return instanceType;
               }
           }
           return "";
       });
   }

   /**
    * Asynchronously describes an AWS EC2 image with the specified image ID.
    *
    * @param imageId the ID of the image to be described
    * @return a {@link CompletableFuture} that, when completed, contains the ID
of the described image
```

```
     * @throws RuntimeException if no images are found with the provided image
ID, or if an error occurs during the AWS API call
     */
    public CompletableFuture<String> describeImageAsync(String imageId) {
        DescribeImagesRequest imagesRequest = DescribeImagesRequest.builder()
            .imageIds(imageId)
            .build();

        AtomicReference<String> imageIdRef = new AtomicReference<>();
        DescribeImagesPublisher paginator =
getAsyncClient().describeImagesPaginator(imagesRequest);
        return paginator.subscribe(response -> {
            response.images().stream()
                .filter(image -> image.imageId().equals(imageId))
                .findFirst()
                .ifPresent(image -> {
                    logger.info("The description of the image is " +
image.description());
                    logger.info("The name of the image is " + image.name());
                    imageIdRef.set(image.imageId());
                });
        }).thenApply(v -> {
            String id = imageIdRef.get();
            if (id == null) {
                throw new RuntimeException("No images found with the provided
image ID.");
            }
            return id;
        }).exceptionally(ex -> {
            logger.info("Failed to describe image: " + ex.getMessage());
            throw new RuntimeException("Failed to describe image", ex);
        });
    }

    /**
     * Retrieves the parameter values asynchronously using the AWS Systems
Manager (SSM) API.
     *
     * @return a {@link CompletableFuture} that holds the response from the SSM
API call to get parameters by path
     */
    public CompletableFuture<GetParametersByPathResponse> getParaValuesAsync() {
        SsmAsyncClient ssmClient = SsmAsyncClient.builder()
            .region(Region.US_EAST_1)
```

```
            .build();

        GetParametersByPathRequest parameterRequest =
GetParametersByPathRequest.builder()
            .path("/aws/service/ami-amazon-linux-latest")
            .build();

        // Create a CompletableFuture to hold the final result.
        CompletableFuture<GetParametersByPathResponse> responseFuture = new
CompletableFuture<>();
        ssmClient.getParametersByPath(parameterRequest)
            .whenComplete((response, exception) -> {
                if (exception != null) {
                    responseFuture.completeExceptionally(new
RuntimeException("Failed to get parameters by path", exception));
                } else {
                    responseFuture.complete(response);
                }
            });

        return responseFuture;
    }


    /**
     * Asynchronously describes the security groups for the specified group ID.
     *
     * @param groupName the name of the security group to describe
     * @return a {@link CompletableFuture} that represents the asynchronous
operation
     *         of describing the security groups. The future will complete with a
     *         {@link DescribeSecurityGroupsResponse} object that contains the
     *         security group information.
     */
    public CompletableFuture<String> describeSecurityGroupArnByNameAsync(String
groupName) {
        DescribeSecurityGroupsRequest request =
DescribeSecurityGroupsRequest.builder()
            .groupNames(groupName)
            .build();

        DescribeSecurityGroupsPublisher paginator =
getAsyncClient().describeSecurityGroupsPaginator(request);
        AtomicReference<String> groupIdRef = new AtomicReference<>();
```

```
        return paginator.subscribe(response -> {
            response.securityGroups().stream()
                .filter(securityGroup ->
securityGroup.groupName().equals(groupName))
                .findFirst()
                .ifPresent(securityGroup ->
groupIdRef.set(securityGroup.groupId()));
        }).thenApply(v -> {
            String groupId = groupIdRef.get();
            if (groupId == null) {
                throw new RuntimeException("No security group found with the
name: " + groupName);
            }
            return groupId;
        }).exceptionally(ex -> {
            logger.info("Failed to describe security group: " + ex.getMessage());
            throw new RuntimeException("Failed to describe security group", ex);
        });
    }

    /**
     * Creates a new security group asynchronously with the specified group name,
description, and VPC ID. It also
     * authorizes inbound traffic on ports 80 and 22 from the specified IP
address.
     *
     * @param groupName    the name of the security group to create
     * @param groupDesc    the description of the security group
     * @param vpcId        the ID of the VPC in which to create the security
group
     * @param myIpAddress  the IP address from which to allow inbound traffic
(e.g., "192.168.1.1/0" to allow traffic from
     *                     any IP address in the 192.168.1.0/24 subnet)
     * @return a CompletableFuture that, when completed, returns the ID of the
created security group
     * @throws RuntimeException if there was a failure creating the security
group or authorizing the inbound traffic
     */
    public CompletableFuture<String> createSecurityGroupAsync(String groupName,
String groupDesc, String vpcId, String myIpAddress) {
        CreateSecurityGroupRequest createRequest =
CreateSecurityGroupRequest.builder()
            .groupName(groupName)
            .description(groupDesc)
```

```
            .vpcId(vpcId)
            .build();

        return getAsyncClient().createSecurityGroup(createRequest)
            .thenCompose(createResponse -> {
                String groupId = createResponse.groupId();
                IpRange ipRange = IpRange.builder()
                    .cidrIp(myIpAddress + "/32")
                    .build();

                IpPermission ipPerm = IpPermission.builder()
                    .ipProtocol("tcp")
                    .toPort(80)
                    .fromPort(80)
                    .ipRanges(ipRange)
                    .build();

                IpPermission ipPerm2 = IpPermission.builder()
                    .ipProtocol("tcp")
                    .toPort(22)
                    .fromPort(22)
                    .ipRanges(ipRange)
                    .build();

                AuthorizeSecurityGroupIngressRequest authRequest =
AuthorizeSecurityGroupIngressRequest.builder()
                    .groupName(groupName)
                    .ipPermissions(ipPerm, ipPerm2)
                    .build();

                return
getAsyncClient().authorizeSecurityGroupIngress(authRequest)
                    .thenApply(authResponse -> groupId);
            })
            .whenComplete((result, exception) -> {
                if (exception != null) {
                    if (exception instanceof CompletionException &&
exception.getCause() instanceof Ec2Exception) {
                        throw (Ec2Exception) exception.getCause();
                    } else {
                        throw new RuntimeException("Failed to create security
group: " + exception.getMessage(), exception);
                    }
                }
```

```
            });
    }

    /**
     * Asynchronously describes the key pairs associated with the current AWS
account.
     *
     * @return a {@link CompletableFuture} containing the {@link
DescribeKeyPairsResponse} object, which provides
     * information about the key pairs.
     */
    public CompletableFuture<DescribeKeyPairsResponse> describeKeysAsync() {
        CompletableFuture<DescribeKeyPairsResponse> responseFuture =
getAsyncClient().describeKeyPairs();
        responseFuture.whenComplete((response, exception) -> {
            if (exception != null) {
              throw new RuntimeException("Failed to describe key pairs: " +
exception.getMessage(), exception);
            }
        });

        return responseFuture;
    }

    /**
     * Creates a new key pair asynchronously.
     *
     * @param keyName the name of the key pair to create
     * @param fileName the name of the file to write the key material to
     * @return a {@link CompletableFuture} that represents the asynchronous
operation
     *         of creating the key pair and writing the key material to a file
     */
    public CompletableFuture<CreateKeyPairResponse> createKeyPairAsync(String
keyName, String fileName) {
        CreateKeyPairRequest request = CreateKeyPairRequest.builder()
            .keyName(keyName)
            .build();

        CompletableFuture<CreateKeyPairResponse> responseFuture =
getAsyncClient().createKeyPair(request);
        responseFuture.whenComplete((response, exception) -> {
            if (response != null) {
                try {
```

```
                    BufferedWriter writer = new BufferedWriter(new
FileWriter(fileName));
                    writer.write(response.keyMaterial());
                    writer.close();
                } catch (IOException e) {
                    throw new RuntimeException("Failed to write key material to
file: " + e.getMessage(), e);
                }
            } else {
                throw new RuntimeException("Failed to create key pair: " +
exception.getMessage(), exception);
            }
        });

        return responseFuture;
    }

    /**
     * Describes the first default VPC asynchronously and using a paginator.
     *
     * @return a {@link CompletableFuture} that, when completed, contains the
first default VPC found.\
     */
    public CompletableFuture<Vpc> describeFirstEC2VpcAsync() {
        Filter myFilter = Filter.builder()
            .name("is-default")
            .values("true")
            .build();

        DescribeVpcsRequest request = DescribeVpcsRequest.builder()
            .filters(myFilter)
            .build();

        DescribeVpcsPublisher paginator =
getAsyncClient().describeVpcsPaginator(request);
        AtomicReference<Vpc> vpcRef = new AtomicReference<>();
        return paginator.subscribe(response -> {
            response.vpcs().stream()
                .findFirst()
                .ifPresent(vpcRef::set);
        }).thenApply(v -> {
            Vpc vpc = vpcRef.get();
            if (vpc == null) {
                throw new RuntimeException("Default VPC not found");
```

```
            }
            return vpc;
        }).exceptionally(ex -> {
            logger.info("Failed to describe VPCs: " + ex.getMessage());
            throw new RuntimeException("Failed to describe VPCs", ex);
        });
    }

    /**
     * Stops the EC2 instance with the specified ID asynchronously and waits for
the instance to stop.
     *
     * @param instanceId the ID of the EC2 instance to stop
     * @return a {@link CompletableFuture} that completes when the instance has
been stopped, or exceptionally if an error occurs
     */
    public CompletableFuture<Void> stopInstanceAsync(String instanceId) {
        StopInstancesRequest stopRequest = StopInstancesRequest.builder()
            .instanceIds(instanceId)
            .build();

        DescribeInstancesRequest describeRequest =
DescribeInstancesRequest.builder()
            .instanceIds(instanceId)
            .build();

        Ec2AsyncWaiter ec2Waiter = Ec2AsyncWaiter.builder()
            .client(getAsyncClient())
            .build();

        CompletableFuture<Void> resultFuture = new CompletableFuture<>();
        logger.info("Stopping instance " + instanceId + " and waiting for it to
stop.");
        getAsyncClient().stopInstances(stopRequest)
            .thenCompose(response -> {
                if (response.stoppingInstances().isEmpty()) {
                    return CompletableFuture.failedFuture(new
RuntimeException("No instances were stopped. Please check the instance ID: " +
instanceId));
                }
                return ec2Waiter.waitUntilInstanceStopped(describeRequest);
            })
            .thenAccept(waiterResponse -> {
                logger.info("Successfully stopped instance " + instanceId);
```

```
                resultFuture.complete(null);
            })
            .exceptionally(throwable -> {
                logger.error("Failed to stop instance " + instanceId + ": " +
throwable.getMessage(), throwable);
                resultFuture.completeExceptionally(new RuntimeException("Failed
to stop instance: " + throwable.getMessage(), throwable));
                return null;
            });

        return resultFuture;
    }

    /**
     * Starts an Amazon EC2 instance asynchronously and waits until it is in the
"running" state.
     *
     * @param instanceId the ID of the instance to start
     * @return a {@link CompletableFuture} that completes when the instance has
been started and is in the "running" state, or exceptionally if an error occurs
     */
    public CompletableFuture<Void> startInstanceAsync(String instanceId) {
        StartInstancesRequest startRequest = StartInstancesRequest.builder()
            .instanceIds(instanceId)
            .build();

        Ec2AsyncWaiter ec2Waiter = Ec2AsyncWaiter.builder()
            .client(getAsyncClient())
            .build();

        DescribeInstancesRequest describeRequest =
DescribeInstancesRequest.builder()
            .instanceIds(instanceId)
            .build();

        logger.info("Starting instance " + instanceId + " and waiting for it to
run.");
        CompletableFuture<Void> resultFuture = new CompletableFuture<>();
        return getAsyncClient().startInstances(startRequest)
            .thenCompose(response ->
                ec2Waiter.waitUntilInstanceRunning(describeRequest)
            )
            .thenAccept(waiterResponse -> {
                logger.info("Successfully started instance " + instanceId);
```

```
                resultFuture.complete(null);
            })
            .exceptionally(throwable -> {
                resultFuture.completeExceptionally(new RuntimeException("Failed
 to start instance: " + throwable.getMessage(), throwable));
                return null;
            });
    }

}
```

- API 자세한 내용은 AWS SDK for Java 2.x API 참조 의 다음 주제를 참조하세요.
  - AllocateAddress
  - AssociateAddress
  - AuthorizeSecurityGroupIngress
  - CreateKeyPair
  - CreateSecurityGroup
  - DeleteKeyPair
  - DeleteSecurityGroup
  - DescribeImages
  - DescribeInstanceTypes
  - DescribeInstances
  - DescribeKeyPairs
  - DescribeSecurityGroups
  - DisassociateAddress
  - ReleaseAddress
  - RunInstances
  - StartInstances
  - StopInstances
  - TerminateInstances
  - UnmonitorInstances

JavaScript

SDK 용 JavaScript (v3)

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

이 파일에는 에 사용되는 일반적인 작업 목록이 포함되어 있습니다EC2. 단계는 대화형 예제 실행을 간소화하는 시나리오 프레임워크로 구성됩니다. 전체 컨텍스트는 GitHub 리포지토리를 참조하세요.

```
import { tmpdir } from "node:os";
import { writeFile, mkdtemp, rm } from "node:fs/promises";
import { join } from "node:path";
import { get } from "node:http";

import {
  AllocateAddressCommand,
  AssociateAddressCommand,
  AuthorizeSecurityGroupIngressCommand,
  CreateKeyPairCommand,
  CreateSecurityGroupCommand,
  DeleteKeyPairCommand,
  DeleteSecurityGroupCommand,
  DisassociateAddressCommand,
  paginateDescribeImages,
  paginateDescribeInstances,
  paginateDescribeInstanceTypes,
  ReleaseAddressCommand,
  RunInstancesCommand,
  StartInstancesCommand,
  StopInstancesCommand,
  TerminateInstancesCommand,
  waitUntilInstanceStatusOk,
  waitUntilInstanceStopped,
  waitUntilInstanceTerminated,
} from "@aws-sdk/client-ec2";

import {
```

```
  ScenarioAction,
  ScenarioInput,
  ScenarioOutput,
} from "@aws-doc-sdk-examples/lib/scenario/index.js";

import { paginateGetParametersByPath, SSMClient } from "@aws-sdk/client-ssm";

/**
 * @typedef {{
 *   ec2Client: import('@aws-sdk/client-ec2').EC2Client,
 *   errors: Error[],
 *   keyPairId?: string,
 *   tmpDirectory?: string,
 *   securityGroupId?: string,
 *   ipAddress?: string,
 *   images?: import('@aws-sdk/client-ec2').Image[],
 *   image?: import('@aws-sdk/client-ec2').Image,
 *   instanceTypes?: import('@aws-sdk/client-ec2').InstanceTypeInfo[],
 *   instanceId?: string,
 *   instanceIpAddress?: string,
 *   allocationId?: string,
 *   allocatedIpAddress?: string,
 *   associationId?: string,
 * }} State
 */

/**
 * A skip function provided to the `skipWhen` of a Step when you want
 * to ignore that step if any errors have occurred.
 * @param {State} state
 */
const skipWhenErrors = (state) => state.errors.length > 0;

const MAX_WAITER_TIME_IN_SECONDS = 60 * 8;

export const confirm = new ScenarioInput("confirmContinue", "Continue?", {
  type: "confirm",
  skipWhen: skipWhenErrors,
});

export const exitOnNoConfirm = new ScenarioAction(
  "exitOnConfirmContinueFalse",
  (/** @type { { earlyExit: boolean } & Record<string, any>} */ state) => {
    if (!state[confirm.name]) {
```

```
      state.earlyExit = true;
    }
  },
  {
    skipWhen: skipWhenErrors,
  },
);

export const greeting = new ScenarioOutput(
  "greeting",
  `

Welcome to the Amazon EC2 basic usage scenario.

Before you launch an instances, you'll need to provide a few things:
 - A key pair - This is for SSH access to your EC2 instance. You only need to
 provide the name.
 - A security group - This is used for configuring access to your instance.
 Again, only the name is needed.
 - An IP address - Your public IP address will be fetched.
 - An Amazon Machine Image (AMI)
 - A compatible instance type`,
  { header: true, preformatted: true, skipWhen: skipWhenErrors },
);

export const provideKeyPairName = new ScenarioInput(
  "keyPairName",
  "Provide a name for a new key pair.",
  { type: "input", default: "ec2-example-key-pair", skipWhen: skipWhenErrors },
);

export const createKeyPair = new ScenarioAction(
  "createKeyPair",
  async (/** @type {State} */ state) => {
    try {
      // Create a key pair in Amazon EC2.
      const { KeyMaterial, KeyPairId } = await state.ec2Client.send(
        // A unique name for the key pair. Up to 255 ASCII characters.
        new CreateKeyPairCommand({ KeyName: state[provideKeyPairName.name] }),
      );

      state.keyPairId = KeyPairId;

      // Save the private key in a temporary location.
```

```
      state.tmpDirectory = await mkdtemp(join(tmpdir(), "ec2-scenario-tmp"));
      await writeFile(
        `${state.tmpDirectory}/${state[provideKeyPairName.name]}.pem`,
        KeyMaterial,
        {
          mode: 0o400,
        },
      );
    } catch (caught) {
      if (
        caught instanceof Error &&
        caught.name === "InvalidKeyPair.Duplicate"
      ) {
        caught.message = `${caught.message}. Try another key name.`;
      }

      state.errors.push(caught);
    }
  },
  { skipWhen: skipWhenErrors },
);

export const logKeyPair = new ScenarioOutput(
  "logKeyPair",
  (/** @type {State} */ state) =>
    `Created the key pair ${state[provideKeyPairName.name]}.`,
  { skipWhen: skipWhenErrors },
);

export const confirmDeleteKeyPair = new ScenarioInput(
  "confirmDeleteKeyPair",
  "Do you want to delete the key pair?",
  {
    type: "confirm",
    // Don't do anything when a key pair was never created.
    skipWhen: (/** @type {State} */ state) => !state.keyPairId,
  },
);

export const maybeDeleteKeyPair = new ScenarioAction(
  "deleteKeyPair",
  async (/** @type {State} */ state) => {
    try {
      // Delete a key pair by name from EC2
```

```
      await state.ec2Client.send(
        new DeleteKeyPairCommand({ KeyName: state[provideKeyPairName.name] }),
      );
    } catch (caught) {
      if (
        caught instanceof Error &&
        // Occurs when a required parameter (e.g. KeyName) is undefined.
        caught.name === "MissingParameter"
      ) {
        caught.message = `${caught.message}. Did you provide the required value?
`;
      }
      state.errors.push(caught);
    }
  },
  {
    // Don't do anything when there's no key pair to delete or the user chooses
    // to keep it.
    skipWhen: (/** @type {State} */ state) =>
      !state.keyPairId || !state[confirmDeleteKeyPair.name],
  },
);

export const provideSecurityGroupName = new ScenarioInput(
  "securityGroupName",
  "Provide a name for a new security group.",
  { type: "input", default: "ec2-scenario-sg", skipWhen: skipWhenErrors },
);

export const createSecurityGroup = new ScenarioAction(
  "createSecurityGroup",
  async (/** @type {State} */ state) => {
    try {
      // Create a new security group that will be used to configure ingress/
egress for
      // an EC2 instance.
      const { GroupId } = await state.ec2Client.send(
        new CreateSecurityGroupCommand({
          GroupName: state[provideSecurityGroupName.name],
          Description: "A security group for the Amazon EC2 example.",
        }),
      );
      state.securityGroupId = GroupId;
    } catch (caught) {
```

```
      if (caught instanceof Error && caught.name === "InvalidGroup.Duplicate") {
        caught.message = `${caught.message}. Please provide a different name for
 your security group.`;
      }

      state.errors.push(caught);
    }
  },
  { skipWhen: skipWhenErrors },
);

export const logSecurityGroup = new ScenarioOutput(
  "logSecurityGroup",
  (/** @type {State} */ state) =>
    `Created the security group ${state.securityGroupId}.`,
  { skipWhen: skipWhenErrors },
);

export const confirmDeleteSecurityGroup = new ScenarioInput(
  "confirmDeleteSecurityGroup",
  "Do you want to delete the security group?",
  {
    type: "confirm",
    // Don't do anything when a security group was never created.
    skipWhen: (/** @type {State} */ state) => !state.securityGroupId,
  },
);

export const maybeDeleteSecurityGroup = new ScenarioAction(
  "deleteSecurityGroup",
  async (/** @type {State} */ state) => {
    try {
      // Delete the security group if the 'skipWhen' condition below is not met.
      await state.ec2Client.send(
        new DeleteSecurityGroupCommand({
          GroupId: state.securityGroupId,
        }),
      );
    } catch (caught) {
      if (
        caught instanceof Error &&
        caught.name === "InvalidGroupId.Malformed"
      ) {
        caught.message = `${caught.message}. Please provide a valid GroupId.`;
```

```
      }
      state.errors.push(caught);
    }
  },
  {
    // Don't do anything when there's no security group to delete
    // or the user chooses to keep it.
    skipWhen: (/** @type {State} */ state) =>
      !state.securityGroupId || !state[confirmDeleteSecurityGroup.name],
  },
);

export const authorizeSecurityGroupIngress = new ScenarioAction(
  "authorizeSecurity",
  async (/** @type {State} */ state) => {
    try {
      // Get the public IP address of the machine running this example.
      const ipAddress = await new Promise((res, rej) => {
        get("http://checkip.amazonaws.com", (response) => {
          let data = "";
          response.on("data", (chunk) => {
            data += chunk;
          });
          response.on("end", () => res(data.trim()));
        }).on("error", (err) => {
          rej(err);
        });
      });
      state.ipAddress = ipAddress;
      // Allow ingress from the IP address above to the security group.
      // This will allow you to SSH into the EC2 instance.
      const command = new AuthorizeSecurityGroupIngressCommand({
        GroupId: state.securityGroupId,
        IpPermissions: [
          {
            IpProtocol: "tcp",
            FromPort: 22,
            ToPort: 22,
            IpRanges: [{ CidrIp: `${ipAddress}/32` }],
          },
        ],
      });

      await state.ec2Client.send(command);
```

```
    } catch (caught) {
      if (
        caught instanceof Error &&
        caught.name === "InvalidGroupId.Malformed"
      ) {
        caught.message = `${caught.message}. Please provide a valid GroupId.`;
      }

      state.errors.push(caught);
    }
  },
  { skipWhen: skipWhenErrors },
);

export const logSecurityGroupIngress = new ScenarioOutput(
  "logSecurityGroupIngress",
  (/** @type {State} */ state) =>
    `Allowed SSH access from your public IP: ${state.ipAddress}.`,
  { skipWhen: skipWhenErrors },
);

export const getImages = new ScenarioAction(
  "images",
  async (/** @type {State} */ state) => {
    const AMIs = [];
    // Some AWS services publish information about common artifacts as AWS
 Systems Manager (SSM)
    // public parameters. For example, the Amazon Elastic Compute Cloud (Amazon
 EC2)
    // service publishes information about Amazon Machine Images (AMIs) as public
 parameters.

    // Create the paginator for getting images. Actions that return multiple
 pages of
    // results have paginators to simplify those calls.
    const getParametersByPathPaginator = paginateGetParametersByPath(
      {
        // Not storing this client in state since it's only used once.
        client: new SSMClient({}),
      },
      {
        // The path to the public list of the latest amazon-linux instances.
        Path: "/aws/service/ami-amazon-linux-latest",
      },
```

```
    );

    try {
      for await (const page of getParametersByPathPaginator) {
        for (const param of page.Parameters) {
          // Filter by Amazon Linux 2
          if (param.Name.includes("amzn2")) {
            AMIs.push(param.Value);
          }
        }
      }
    } catch (caught) {
      if (caught instanceof Error && caught.name === "InvalidFilterValue") {
        caught.message = `${caught.message} Please provide a valid filter value
for paginateGetParametersByPath.`;
      }
      state.errors.push(caught);
      return;
    }

    const imageDetails = [];
    const describeImagesPaginator = paginateDescribeImages(
      { client: state.ec2Client },
      // The images found from the call to SSM.
      { ImageIds: AMIs },
    );

    try {
      // Get more details for the images found above.
      for await (const page of describeImagesPaginator) {
        imageDetails.push(...(page.Images || []));
      }

      // Store the image details for later use.
      state.images = imageDetails;
    } catch (caught) {
      if (caught instanceof Error && caught.name === "InvalidAMIID.NotFound") {
        caught.message = `${caught.message}. Please provide a valid image id.`;
      }

      state.errors.push(caught);
    }
  },
  { skipWhen: skipWhenErrors },
```

```
);

export const provideImage = new ScenarioInput(
  "image",
  "Select one of the following images.",
  {
    type: "select",
    choices: (/** @type { State } */ state) =>
      state.images.map((image) => ({
        name: `${image.Description}`,
        value: image,
      })),
    default: (/** @type { State } */ state) => state.images[0],
    skipWhen: skipWhenErrors,
  },
);

export const getCompatibleInstanceTypes = new ScenarioAction(
  "getCompatibleInstanceTypes",
  async (/** @type {State} */ state) => {
    // Get more details about instance types that match the architecture of
    // the provided image.
    const paginator = paginateDescribeInstanceTypes(
      { client: state.ec2Client, pageSize: 25 },
      {
        Filters: [
          {
            Name: "processor-info.supported-architecture",
            // The value selected from provideImage()
            Values: [state.image.Architecture],
          },
          // Filter for smaller, less expensive, types.
          { Name: "instance-type", Values: ["*.micro", "*.small"] },
        ],
      },
    );

    const instanceTypes = [];

    try {
      for await (const page of paginator) {
        if (page.InstanceTypes.length) {
          instanceTypes.push(...(page.InstanceTypes || []));
        }
```

```
      }

      if (!instanceTypes.length) {
        state.errors.push(
          "No instance types matched the instance type filters.",
        );
      }
    } catch (caught) {
      if (caught instanceof Error && caught.name === "InvalidParameterValue") {
        caught.message = `${caught.message}. Please check the provided values and
 try again.`;
      }

      state.errors.push(caught);
    }

    state.instanceTypes = instanceTypes;
  },
  { skipWhen: skipWhenErrors },
);

export const provideInstanceType = new ScenarioInput(
  "instanceType",
  "Select an instance type.",
  {
    choices: (/** @type {State} */ state) =>
      state.instanceTypes.map((instanceType) => ({
        name: `${instanceType.InstanceType} - Memory:
${instanceType.MemoryInfo.SizeInMiB}`,
        value: instanceType.InstanceType,
      })),
    type: "select",
    default: (/** @type {State} */ state) =>
      state.instanceTypes[0].InstanceType,
    skipWhen: skipWhenErrors,
  },
);

export const runInstance = new ScenarioAction(
  "runInstance",
  async (/** @type { State } */ state) => {
    const { Instances } = await state.ec2Client.send(
      new RunInstancesCommand({
        KeyName: state[provideKeyPairName.name],
```

```
        SecurityGroupIds: [state.securityGroupId],
        ImageId: state.image.ImageId,
        InstanceType: state[provideInstanceType.name],
        // Availability Zones have capacity limitations that may impact your
 ability to launch instances.
        // The `RunInstances` operation will only succeed if it can allocate at
 least the `MinCount` of instances.
        // However, EC2 will attempt to launch up to the `MaxCount` of instances,
 even if the full request cannot be satisfied.
        // If you need a specific number of instances, use `MinCount` and
 `MaxCount` set to the same value.
        // If you want to launch up to a certain number of instances, use
 `MaxCount` and let EC2 provision as many as possible.
        // If you require a minimum number of instances, but do not want to
 exceed a maximum, use both `MinCount` and `MaxCount`.
        MinCount: 1,
        MaxCount: 1,
      }),
    );

    state.instanceId = Instances[0].InstanceId;

    try {
      // Poll `DescribeInstanceStatus` until status is "ok".
      await waitUntilInstanceStatusOk(
        {
          client: state.ec2Client,
          maxWaitTime: MAX_WAITER_TIME_IN_SECONDS,
        },
        { InstanceIds: [Instances[0].InstanceId] },
      );
    } catch (caught) {
      if (caught instanceof Error && caught.name === "TimeoutError") {
        caught.message = `${caught.message}. Try increasing the maxWaitTime in
 the waiter.`;
      }

      state.errors.push(caught);
    }
  },
  { skipWhen: skipWhenErrors },
);

export const logRunInstance = new ScenarioOutput(
```

```
  "logRunInstance",
  "The next step is to run your EC2 instance for the first time. This can take a
 few minutes.",
  { header: true, skipWhen: skipWhenErrors },
);

export const describeInstance = new ScenarioAction(
  "describeInstance",
  async (/** @type { State } */ state) => {
    /** @type { import("@aws-sdk/client-ec2").Instance[] } */
    const instances = [];

    try {
      const paginator = paginateDescribeInstances(
        {
          client: state.ec2Client,
        },
        {
          // Only get our created instance.
          InstanceIds: [state.instanceId],
        },
      );

      for await (const page of paginator) {
        for (const reservation of page.Reservations) {
          instances.push(...reservation.Instances);
        }
      }
      if (instances.length !== 1) {
        throw new Error(`Instance ${state.instanceId} not found.`);
      }

      // The only info we need is the IP address for SSH purposes.
      state.instanceIpAddress = instances[0].PublicIpAddress;
    } catch (caught) {
      if (caught instanceof Error && caught.name === "InvalidParameterValue") {
        caught.message = `${caught.message}. Please check provided values and try
 again.`;
      }

      state.errors.push(caught);
    }
  },
  { skipWhen: skipWhenErrors },
```

```
);

export const logSSHConnectionInfo = new ScenarioOutput(
  "logSSHConnectionInfo",
  (/** @type { State } */ state) =>
    `You can now SSH into your instance using the following command:
ssh -i ${state.tmpDirectory}/${state[provideKeyPairName.name]}.pem ec2-user@
${state.instanceIpAddress}`,
  { preformatted: true, skipWhen: skipWhenErrors },
);

export const logStopInstance = new ScenarioOutput(
  "logStopInstance",
  "Stopping your EC2 instance.",
  { skipWhen: skipWhenErrors },
);

export const stopInstance = new ScenarioAction(
  "stopInstance",
  async (/** @type { State } */ state) => {
    try {
      await state.ec2Client.send(
        new StopInstancesCommand({
          InstanceIds: [state.instanceId],
        }),
      );

      await waitUntilInstanceStopped(
        {
          client: state.ec2Client,
          maxWaitTime: MAX_WAITER_TIME_IN_SECONDS,
        },
        { InstanceIds: [state.instanceId] },
      );
    } catch (caught) {
      if (caught instanceof Error && caught.name === "TimeoutError") {
        caught.message = `${caught.message}. Try increasing the maxWaitTime in
 the waiter.`;
      }

      state.errors.push(caught);
    }
  },
  // Don't try to stop an instance that doesn't exist.
```

```
  { skipWhen: (/** @type { State } */ state) => !state.instanceId },
);

export const logIpAddressBehavior = new ScenarioOutput(
  "logIpAddressBehavior",
  [
    "When you run an instance, by default it's assigned an IP address.",
    "That IP address is not static. It will change every time the instance is
 restarted.",
    "The next step is to stop and restart your instance to demonstrate this
 behavior.",
  ].join(" "),
  { header: true, skipWhen: skipWhenErrors },
);

export const logStartInstance = new ScenarioOutput(
  "logStartInstance",
  (/** @type { State } */ state) => `Starting instance ${state.instanceId}`,
  { skipWhen: skipWhenErrors },
);

export const startInstance = new ScenarioAction(
  "startInstance",
  async (/** @type { State } */ state) => {
    try {
      await state.ec2Client.send(
        new StartInstancesCommand({
          InstanceIds: [state.instanceId],
        }),
      );

      await waitUntilInstanceStatusOk(
        {
          client: state.ec2Client,
          maxWaitTime: MAX_WAITER_TIME_IN_SECONDS,
        },
        { InstanceIds: [state.instanceId] },
      );
    } catch (caught) {
      if (caught instanceof Error && caught.name === "TimeoutError") {
        caught.message = `${caught.message}. Try increasing the maxWaitTime in
 the waiter.`;
      }
```

```
      state.errors.push(caught);
    }
  },
  { skipWhen: skipWhenErrors },
);

export const logIpAllocation = new ScenarioOutput(
  "logIpAllocation",
  [
    "It is possible to have a static IP address.",
    "To demonstrate this, an IP will be allocated and associated to your EC2
 instance.",
  ].join(" "),
  { header: true, skipWhen: skipWhenErrors },
);

export const allocateIp = new ScenarioAction(
  "allocateIp",
  async (/** @type { State } */ state) => {
    try {
      // An Elastic IP address is allocated to your AWS account, and is yours
 until you release it.
      const { AllocationId, PublicIp } = await state.ec2Client.send(
        new AllocateAddressCommand({}),
      );
      state.allocationId = AllocationId;
      state.allocatedIpAddress = PublicIp;
    } catch (caught) {
      if (caught instanceof Error && caught.name === "MissingParameter") {
        caught.message = `${caught.message}. Did you provide these values?`;
      }
      state.errors.push(caught);
    }
  },
  { skipWhen: skipWhenErrors },
);

export const associateIp = new ScenarioAction(
  "associateIp",
  async (/** @type { State } */ state) => {
    try {
      // Associate an allocated IP address to an EC2 instance. An IP address can
 be allocated
      // with the AllocateAddress action.
```

```
      const { AssociationId } = await state.ec2Client.send(
        new AssociateAddressCommand({
          AllocationId: state.allocationId,
          InstanceId: state.instanceId,
        }),
      );
      state.associationId = AssociationId;
      // Update the IP address that is being tracked to match
      // the one just associated.
      state.instanceIpAddress = state.allocatedIpAddress;
    } catch (caught) {
      if (
        caught instanceof Error &&
        caught.name === "InvalidAllocationID.NotFound"
      ) {
        caught.message = `${caught.message}. Did you provide the ID of a valid
 Elastic IP address AllocationId?`;
      }
      state.errors.push(caught);
    }
  },
  { skipWhen: skipWhenErrors },
);

export const logStaticIpProof = new ScenarioOutput(
  "logStaticIpProof",
  "The IP address should remain the same even after stopping and starting the
 instance.",
  { header: true, skipWhen: skipWhenErrors },
);

export const logCleanUp = new ScenarioOutput(
  "logCleanUp",
  "That's it! You can choose to clean up the resources now, or clean them up on
 your own later.",
  { header: true, skipWhen: skipWhenErrors },
);

export const confirmDisassociateAddress = new ScenarioInput(
  "confirmDisassociateAddress",
  "Do you want to disassociate and release the static IP address created
 earlier?",
  {
    type: "confirm",
```

```
    skipWhen: (/** @type { State } */ state) => !state.associationId,
  },
);

export const maybeDisassociateAddress = new ScenarioAction(
  "maybeDisassociateAddress",
  async (/** @type { State } */ state) => {
    try {
      await state.ec2Client.send(
        new DisassociateAddressCommand({
          AssociationId: state.associationId,
        }),
      );
    } catch (caught) {
      if (
        caught instanceof Error &&
        caught.name === "InvalidAssociationID.NotFound"
      ) {
        caught.message = `${caught.message}. Please provide a valid association
 ID.`;
      }
      state.errors.push(caught);
    }
  },
  {
    skipWhen: (/** @type { State } */ state) =>
      !state[confirmDisassociateAddress.name] || !state.associationId,
  },
);

export const maybeReleaseAddress = new ScenarioAction(
  "maybeReleaseAddress",
  async (/** @type { State } */ state) => {
    try {
      await state.ec2Client.send(
        new ReleaseAddressCommand({
          AllocationId: state.allocationId,
        }),
      );
    } catch (caught) {
      if (
        caught instanceof Error &&
        caught.name === "InvalidAllocationID.NotFound"
      ) {
```

```
        caught.message = `${caught.message}. Please provide a valid
 AllocationID.`;
      }
      state.errors.push(caught);
    }
  },
  {
    skipWhen: (/** @type { State } */ state) =>
      !state[confirmDisassociateAddress.name] || !state.allocationId,
  },
);

export const confirmTerminateInstance = new ScenarioInput(
  "confirmTerminateInstance",
  "Do you want to terminate the instance?",
  // Don't do anything when an instance was never run.
  {
    skipWhen: (/** @type { State } */ state) => !state.instanceId,
    type: "confirm",
  },
);

export const maybeTerminateInstance = new ScenarioAction(
  "terminateInstance",
  async (/** @type { State } */ state) => {
    try {
      await state.ec2Client.send(
        new TerminateInstancesCommand({
          InstanceIds: [state.instanceId],
        }),
      );
      await waitUntilInstanceTerminated(
        { client: state.ec2Client },
        { InstanceIds: [state.instanceId] },
      );
    } catch (caught) {
      if (caught instanceof Error && caught.name === "TimeoutError") {
        caught.message = `${caught.message}. Try increasing the maxWaitTime in
 the waiter.`;
      }

      state.errors.push(caught);
    }
  },
```

```
  {
    // Don't do anything when there's no instance to terminate or the
    // use chooses not to terminate.
    skipWhen: (/** @type { State } */ state) =>
      !state.instanceId || !state[confirmTerminateInstance.name],
  },
);

export const deleteTemporaryDirectory = new ScenarioAction(
  "deleteTemporaryDirectory",
  async (/** @type { State } */ state) => {
    try {
      await rm(state.tmpDirectory, { recursive: true });
    } catch (caught) {
      state.errors.push(caught);
    }
  },
);

export const logErrors = new ScenarioOutput(
  "logErrors",
  (/** @type {State}*/ state) => {
    const errorList = state.errors
      .map((err) => ` - ${err.name}: ${err.message}`)
      .join("\n");
    return `Scenario errors found:\n${errorList}`;
  },
  {
    preformatted: true,
    header: true,
    // Don't log errors when there aren't any!
    skipWhen: (/** @type {State} */ state) => state.errors.length === 0,
  },
);
```

- API 자세한 내용은 AWS SDK for JavaScript API 참조 의 다음 주제를 참조하세요.
  - AllocateAddress
  - AssociateAddress
  - AuthorizeSecurityGroupIngress
  - CreateKeyPair

- CreateSecurityGroup
- DeleteKeyPair
- DeleteSecurityGroup
- DescribeImages
- DescribeInstanceTypes
- DescribeInstances
- DescribeKeyPairs
- DescribeSecurityGroups
- DisassociateAddress
- ReleaseAddress
- RunInstances
- StartInstances
- StopInstances
- TerminateInstances
- UnmonitorInstances

Kotlin

SDK Kotlin용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

```
/**
 Before running this Kotlin code example, set up your development environment,
 including your credentials.

 For more information, see the following documentation topic:
 https://docs.aws.amazon.com/sdk-for-kotlin/latest/developer-guide/setup.html

 This Kotlin example performs the following tasks:
```

```
 1. Creates an RSA key pair and saves the private key data as a .pem file.
 2. Lists key pairs.
 3. Creates a security group for the default VPC.
 4. Displays security group information.
 5. Gets a list of Amazon Linux 2 AMIs and selects one.
 6. Gets more information about the image.
 7. Gets a list of instance types that are compatible with the selected AMI’s
 architecture.
 8. Creates an instance with the key pair, security group, AMI, and an instance
 type.
 9. Displays information about the instance.
 10. Stops the instance and waits for it to stop.
 11. Starts the instance and waits for it to start.
 12. Allocates an Elastic IP address and associates it with the instance.
 13. Displays SSH connection info for the instance.
 14. Disassociates and deletes the Elastic IP address.
 15. Terminates the instance.
 16. Deletes the security group.
 17. Deletes the key pair.
 */

val DASHES = String(CharArray(80)).replace("\u0000", "-")

suspend fun main(args: Array<String>) {
    val usage = """
        Usage:
            <keyName> <fileName> <groupName> <groupDesc> <vpcId> <myIpAddress>

        Where:
            keyName - A key pair name (for example, TestKeyPair).
            fileName - A file name where the key information is written to.
            groupName - The name of the security group.
            groupDesc - The description of the security group.
            vpcId - A VPC ID. You can get this value from the AWS Management
 Console.
            myIpAddress - The IP address of your development machine.

"""

    if (args.size != 6) {
        println(usage)
        exitProcess(0)
    }
```

```
    val keyName = args[0]
    val fileName = args[1]
    val groupName = args[2]
    val groupDesc = args[3]
    val vpcId = args[4]
    val myIpAddress = args[5]
    var newInstanceId: String? = ""

    println(DASHES)
    println("Welcome to the Amazon EC2 example scenario.")
    println(DASHES)

    println(DASHES)
    println("1. Create an RSA key pair and save the private key material as
a .pem file.")
    createKeyPairSc(keyName, fileName)
    println(DASHES)

    println(DASHES)
    println("2. List key pairs.")
    describeEC2KeysSc()
    println(DASHES)

    println(DASHES)
    println("3. Create a security group.")
    val groupId = createEC2SecurityGroupSc(groupName, groupDesc, vpcId,
myIpAddress)
    println(DASHES)

    println(DASHES)
    println("4. Display security group info for the newly created security
group.")
    describeSecurityGroupsSc(groupId.toString())
    println(DASHES)

    println(DASHES)
    println("5. Get a list of Amazon Linux 2 AMIs and select one with amzn2 in
the name.")
    val instanceId = getParaValuesSc()
    if (instanceId == "") {
        println("The instance Id value isn't valid.")
        exitProcess(0)
    }
```

```
    println("The instance Id is $instanceId.")
    println(DASHES)

    println(DASHES)
    println("6. Get more information about an amzn2 image and return the AMI
value.")
    val amiValue = instanceId?.let { describeImageSc(it) }
    if (instanceId == "") {
        println("The instance Id value is invalid.")
        exitProcess(0)
    }
    println("The AMI value is $amiValue.")
    println(DASHES)

    println(DASHES)
    println("7. Get a list of instance types.")
    val instanceType = getInstanceTypesSc()
    println(DASHES)

    println(DASHES)
    println("8. Create an instance.")
    if (amiValue != null) {
        newInstanceId = runInstanceSc(instanceType, keyName, groupName, amiValue)
        println("The instance Id is $newInstanceId")
    }
    println(DASHES)

    println(DASHES)
    println("9. Display information about the running instance. ")
    var ipAddress = describeEC2InstancesSc(newInstanceId)
    println("You can SSH to the instance using this command:")
    println("ssh -i " + fileName + "ec2-user@" + ipAddress)
    println(DASHES)

    println(DASHES)
    println("10.  Stop the instance.")
    if (newInstanceId != null) {
        stopInstanceSc(newInstanceId)
    }
    println(DASHES)

    println(DASHES)
    println("11.  Start the instance.")
    if (newInstanceId != null) {
```

```
        startInstanceSc(newInstanceId)
    }
    ipAddress = describeEC2InstancesSc(newInstanceId)
    println("You can SSH to the instance using this command:")
    println("ssh -i " + fileName + "ec2-user@" + ipAddress)
    println(DASHES)

    println(DASHES)
    println("12. Allocate an Elastic IP address and associate it with the
instance.")
    val allocationId = allocateAddressSc()
    println("The allocation Id value is $allocationId")
    val associationId = associateAddressSc(newInstanceId, allocationId)
    println("The associate Id value is $associationId")
    println(DASHES)

    println(DASHES)
    println("13. Describe the instance again.")
    ipAddress = describeEC2InstancesSc(newInstanceId)
    println("You can SSH to the instance using this command:")
    println("ssh -i " + fileName + "ec2-user@" + ipAddress)
    println(DASHES)

    println(DASHES)
    println("14. Disassociate and release the Elastic IP address.")
    disassociateAddressSc(associationId)
    releaseEC2AddressSc(allocationId)
    println(DASHES)

    println(DASHES)
    println("15. Terminate the instance and use a waiter.")
    if (newInstanceId != null) {
        terminateEC2Sc(newInstanceId)
    }
    println(DASHES)

    println(DASHES)
    println("16. Delete the security group.")
    if (groupId != null) {
        deleteEC2SecGroupSc(groupId)
    }
    println(DASHES)

    println(DASHES)
```

```
    println("17. Delete the key pair.")
    deleteKeysSc(keyName)
    println(DASHES)

    println(DASHES)
    println("You successfully completed the Amazon EC2 scenario.")
    println(DASHES)
}

suspend fun deleteKeysSc(keyPair: String) {
    val request =
        DeleteKeyPairRequest {
            keyName = keyPair
        }
    Ec2Client { region = "us-west-2" }.use { ec2 ->
        ec2.deleteKeyPair(request)
        println("Successfully deleted key pair named $keyPair")
    }
}

suspend fun deleteEC2SecGroupSc(groupIdVal: String) {
    val request =
        DeleteSecurityGroupRequest {
            groupId = groupIdVal
        }
    Ec2Client { region = "us-west-2" }.use { ec2 ->
        ec2.deleteSecurityGroup(request)
        println("Successfully deleted security group with Id $groupIdVal")
    }
}

suspend fun terminateEC2Sc(instanceIdVal: String) {
    val ti =
        TerminateInstancesRequest {
            instanceIds = listOf(instanceIdVal)
        }
    println("Wait for the instance to terminate. This will take a few minutes.")
    Ec2Client { region = "us-west-2" }.use { ec2 ->
        ec2.terminateInstances(ti)
        ec2.waitUntilInstanceTerminated {
            // suspend call
            instanceIds = listOf(instanceIdVal)
        }
        println("$instanceIdVal is terminated!")
```

```
    }
}

suspend fun releaseEC2AddressSc(allocId: String?) {
    val request =
        ReleaseAddressRequest {
            allocationId = allocId
        }

    Ec2Client { region = "us-west-2" }.use { ec2 ->
        ec2.releaseAddress(request)
        println("Successfully released Elastic IP address $allocId")
    }
}

suspend fun disassociateAddressSc(associationIdVal: String?) {
    val addressRequest =
        DisassociateAddressRequest {
            associationId = associationIdVal
        }
    Ec2Client { region = "us-west-2" }.use { ec2 ->
        ec2.disassociateAddress(addressRequest)
        println("You successfully disassociated the address!")
    }
}

suspend fun associateAddressSc(
    instanceIdVal: String?,
    allocationIdVal: String?,
): String? {
    val associateRequest =
        AssociateAddressRequest {
            instanceId = instanceIdVal
            allocationId = allocationIdVal
        }

    Ec2Client { region = "us-west-2" }.use { ec2 ->
        val associateResponse = ec2.associateAddress(associateRequest)
        return associateResponse.associationId
    }
}

suspend fun allocateAddressSc(): String? {
    val allocateRequest =
```

```
        AllocateAddressRequest {
            domain = DomainType.Vpc
        }
    Ec2Client { region = "us-west-2" }.use { ec2 ->
        val allocateResponse = ec2.allocateAddress(allocateRequest)
        return allocateResponse.allocationId
    }
}

suspend fun startInstanceSc(instanceId: String) {
    val request =
        StartInstancesRequest {
            instanceIds = listOf(instanceId)
        }

    Ec2Client { region = "us-west-2" }.use { ec2 ->
        ec2.startInstances(request)
        println("Waiting until instance $instanceId starts. This will take a few
 minutes.")
        ec2.waitUntilInstanceRunning {
            // suspend call
            instanceIds = listOf(instanceId)
        }
        println("Successfully started instance $instanceId")
    }
}

suspend fun stopInstanceSc(instanceId: String) {
    val request =
        StopInstancesRequest {
            instanceIds = listOf(instanceId)
        }

    Ec2Client { region = "us-west-2" }.use { ec2 ->
        ec2.stopInstances(request)
        println("Waiting until instance $instanceId stops. This will take a few
 minutes.")
        ec2.waitUntilInstanceStopped {
            // suspend call
            instanceIds = listOf(instanceId)
        }
        println("Successfully stopped instance $instanceId")
    }
}
```

```
suspend fun describeEC2InstancesSc(newInstanceId: String?): String {
    var pubAddress = ""
    var isRunning = false
    val request =
        DescribeInstancesRequest {
            instanceIds = listOf(newInstanceId.toString())
        }

    while (!isRunning) {
        Ec2Client { region = "us-west-2" }.use { ec2 ->
            val response = ec2.describeInstances(request)
            val state =
                response.reservations
                    ?.get(0)
                    ?.instances
                    ?.get(0)
                    ?.state
                    ?.name
                    ?. value
            if (state != null) {
                if (state.compareTo("running") == 0) {
                    println("Image id is
 ${response.reservations!!.get(0).instances?.get(0)?.imageId}")
                    println("Instance type is
 ${response.reservations!!.get(0).instances?.get(0)?.instanceType}")
                    println("Instance state is
 ${response.reservations!!.get(0).instances?.get(0)?.state}")
                    pubAddress =
                        response.reservations!!
                            .get(0)
                            .instances
                            ?.get(0)
                            ?.publicIpAddress
                            .toString()
                    println("Instance address is $pubAddress")
                    isRunning = true
                }
            }
        }
    }
    return pubAddress
}
```

```
suspend fun runInstanceSc(
    instanceTypeVal: String,
    keyNameVal: String,
    groupNameVal: String,
    amiIdVal: String,
): String {
    val runRequest =
        RunInstancesRequest {
            instanceType = InstanceType.fromValue(instanceTypeVal)
            keyName = keyNameVal
            securityGroups = listOf(groupNameVal)
            maxCount = 1
            minCount = 1
            imageId = amiIdVal
        }

    Ec2Client { region = "us-west-2" }.use { ec2 ->
        val response = ec2.runInstances(runRequest)
        val instanceId = response.instances?.get(0)?.instanceId
        println("Successfully started EC2 Instance $instanceId based on AMI
 $amiIdVal")
        return instanceId.toString()
    }
}

// Get a list of instance types.
suspend fun getInstanceTypesSc(): String {
    var instanceType = ""
    val filterObs = ArrayList<Filter>()
    val filter =
        Filter {
            name = "processor-info.supported-architecture"
            values = listOf("arm64")
        }

    filterObs.add(filter)
    val typesRequest =
        DescribeInstanceTypesRequest {
            filters = filterObs
            maxResults = 10
        }
    Ec2Client { region = "us-west-2" }.use { ec2 ->
        val response = ec2.describeInstanceTypes(typesRequest)
        response.instanceTypes?.forEach { type ->
```

```
            println("The memory information of this type is
 ${type.memoryInfo?.sizeInMib}")
            println("Maximum number of network cards is
 ${type.networkInfo?.maximumNetworkCards}")
            instanceType = type.instanceType.toString()
        }
        return instanceType
    }
}

// Display the Description field that corresponds to the instance Id value.
suspend fun describeImageSc(instanceId: String): String? {
    val imagesRequest =
        DescribeImagesRequest {
            imageIds = listOf(instanceId)
        }

    Ec2Client { region = "us-west-2" }.use { ec2 ->
        val response = ec2.describeImages(imagesRequest)
        println("The description of the first image is
 ${response.images?.get(0)?.description}")
        println("The name of the first image is
 ${response.images?.get(0)?.name}")

        // Return the image Id value.
        return response.images?.get(0)?.imageId
    }
}

// Get the Id value of an instance with amzn2 in the name.
suspend fun getParaValuesSc(): String? {
    val parameterRequest =
        GetParametersByPathRequest {
            path = "/aws/service/ami-amazon-linux-latest"
        }

    SsmClient { region = "us-west-2" }.use { ssmClient ->
        val response = ssmClient.getParametersByPath(parameterRequest)
        response.parameters?.forEach { para ->
            println("The name of the para is: ${para.name}")
            println("The type of the para is: ${para.type}")
            println("")
            if (para.name?.let { filterName(it) } == true) {
                return para.value
```

```
            }
        }
    }
    return ""
}

fun filterName(name: String): Boolean {
    val parts = name.split("/").toTypedArray()
    val myValue = parts[4]
    return myValue.contains("amzn2")
}

suspend fun describeSecurityGroupsSc(groupId: String) {
    val request =
        DescribeSecurityGroupsRequest {
            groupIds = listOf(groupId)
        }

    Ec2Client { region = "us-west-2" }.use { ec2 ->
        val response = ec2.describeSecurityGroups(request)
        for (group in response.securityGroups!!) {
            println("Found Security Group with id " + group.groupId.toString() +
 " and group VPC " + group.vpcId)
        }
    }
}

suspend fun createEC2SecurityGroupSc(
    groupNameVal: String?,
    groupDescVal: String?,
    vpcIdVal: String?,
    myIpAddress: String?,
): String? {
    val request =
        CreateSecurityGroupRequest {
            groupName = groupNameVal
            description = groupDescVal
            vpcId = vpcIdVal
        }

    Ec2Client { region = "us-west-2" }.use { ec2 ->
        val resp = ec2.createSecurityGroup(request)
        val ipRange =
            IpRange {
```

```
                cidrIp = "$myIpAddress/0"
            }

        val ipPerm =
            IpPermission {
                ipProtocol = "tcp"
                toPort = 80
                fromPort = 80
                ipRanges = listOf(ipRange)
            }

        val ipPerm2 =
            IpPermission {
                ipProtocol = "tcp"
                toPort = 22
                fromPort = 22
                ipRanges = listOf(ipRange)
            }

        val authRequest =
            AuthorizeSecurityGroupIngressRequest {
                groupName = groupNameVal
                ipPermissions = listOf(ipPerm, ipPerm2)
            }
        ec2.authorizeSecurityGroupIngress(authRequest)
        println("Successfully added ingress policy to Security Group
 $groupNameVal")
        return resp.groupId
    }
}

suspend fun describeEC2KeysSc() {
    Ec2Client { region = "us-west-2" }.use { ec2 ->
        val response = ec2.describeKeyPairs(DescribeKeyPairsRequest {})
        response.keyPairs?.forEach { keyPair ->
            println("Found key pair with name ${keyPair.keyName} and fingerprint
 ${ keyPair.keyFingerprint}")
        }
    }
}

suspend fun createKeyPairSc(
    keyNameVal: String,
    fileNameVal: String,
```

```
) {
    val request =
        CreateKeyPairRequest {
            keyName = keyNameVal
        }

    Ec2Client { region = "us-west-2" }.use { ec2 ->
        val response = ec2.createKeyPair(request)
        val content = response.keyMaterial
        if (content != null) {
            File(fileNameVal).writeText(content)
        }
        println("Successfully created key pair named $keyNameVal")
    }
}
```

- API 자세한 내용은 AWS SDK Kotlin API 참조 의 다음 주제를 참조하세요.
  - AllocateAddress
  - AssociateAddress
  - AuthorizeSecurityGroupIngress
  - CreateKeyPair
  - CreateSecurityGroup
  - DeleteKeyPair
  - DeleteSecurityGroup
  - DescribeImages
  - DescribeInstanceTypes
  - DescribeInstances
  - DescribeKeyPairs
  - DescribeSecurityGroups
  - DisassociateAddress
  - ReleaseAddress
  - RunInstances
  - StartInstances
  - StopInstances
  - TerminateInstances

- UnmonitorInstances

Python

SDK Python용(Boto3)

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

명령 프롬프트에서 대화형 시나리오를 실행합니다.

```
class EC2InstanceScenario:
    """
    A scenario that demonstrates how to use Boto3 to manage Amazon EC2 resources.
    Covers creating a key pair, security group, launching an instance,
 associating
    an Elastic IP, and cleaning up resources.
    """

    def __init__(
        self,
        inst_wrapper: EC2InstanceWrapper,
        key_wrapper: KeyPairWrapper,
        sg_wrapper: SecurityGroupWrapper,
        eip_wrapper: ElasticIpWrapper,
        ssm_client: boto3.client,
        remote_exec: bool = False,
    ):
        """
        Initializes the EC2InstanceScenario with the necessary AWS service
 wrappers.

        :param inst_wrapper: Wrapper for EC2 instance operations.
        :param key_wrapper: Wrapper for key pair operations.
        :param sg_wrapper: Wrapper for security group operations.
        :param eip_wrapper: Wrapper for Elastic IP operations.
        :param ssm_client: Boto3 client for accessing SSM to retrieve AMIs.
        :param remote_exec: Flag to indicate if the scenario is running in a
 remote execution
```

```
                            environment. Defaults to False. If True, the script
won't prompt
                            for user interaction.
        """
        self.inst_wrapper = inst_wrapper
        self.key_wrapper = key_wrapper
        self.sg_wrapper = sg_wrapper
        self.eip_wrapper = eip_wrapper
        self.ssm_client = ssm_client
        self.remote_exec = remote_exec

    def create_and_list_key_pairs(self) -> None:
        """
        Creates an RSA key pair for SSH access to the EC2 instance and lists
available key pairs.
        """
        console.print("**Step 1: Create a Secure Key Pair**", style="bold cyan")
        console.print(
            "Let's create a secure RSA key pair for connecting to your EC2
instance."
        )
        key_name = f"MyUniqueKeyPair-{uuid.uuid4().hex[:8]}"
        console.print(f"- **Key Pair Name**: {key_name}")

        # Create the key pair and simulate the process with a progress bar.
        with alive_bar(1, title="Creating Key Pair") as bar:
            self.key_wrapper.create(key_name)
            time.sleep(0.4)  # Simulate the delay in key creation
            bar()

        console.print(f"- **Private Key Saved to**:
{self.key_wrapper.key_file_path}\n")

        # List key pairs (simulated) and show a progress bar.
        list_keys = True
        if list_keys:
            console.print("- Listing your key pairs...")
            start_time = time.time()
            with alive_bar(100, title="Listing Key Pairs") as bar:
                while time.time() - start_time < 2:
                    time.sleep(0.2)
                    bar(10)
                self.key_wrapper.list(5)
                if time.time() - start_time > 2:
```

```
                    console.print(
                        "Taking longer than expected! Please wait...",
                        style="bold yellow",
                    )

    def create_security_group(self) -> None:
        """
        Creates a security group that controls access to the EC2 instance and
adds a rule
        to allow SSH access from the user's current public IP address.
        """
        console.print("**Step 2: Create a Security Group**", style="bold cyan")
        console.print(
            "Security groups manage access to your instance. Let's create one."
        )
        sg_name = f"MySecurityGroup-{uuid.uuid4().hex[:8]}"
        console.print(f"- **Security Group Name**: {sg_name}")

        # Create the security group and simulate the process with a progress bar.
        with alive_bar(1, title="Creating Security Group") as bar:
            self.sg_wrapper.create(
                sg_name, "Security group for example: get started with
instances."
            )
            time.sleep(0.5)
            bar()

        console.print(f"- **Security Group ID**:
{self.sg_wrapper.security_group}\n")

        # Get the current public IP to set up SSH access.
        ip_response = urllib.request.urlopen("http://checkip.amazonaws.com")
        current_ip_address = ip_response.read().decode("utf-8").strip()
        console.print(
            "Let's add a rule to allow SSH only from your current IP address."
        )
        console.print(f"- **Your Public IP Address**: {current_ip_address}")
        console.print("- Automatically adding SSH rule...")

        # Update security group rules to allow SSH and simulate with a progress
bar.
        with alive_bar(1, title="Updating Security Group Rules") as bar:
            response = self.sg_wrapper.authorize_ingress(current_ip_address)
            time.sleep(0.4)
```

```
            if response and response.get("Return"):
                console.print("- **Security Group Rules Updated**.")
            else:
                console.print(
                    "- **Error**: Couldn't update security group rules.",
                    style="bold red",
                )
            bar()

        self.sg_wrapper.describe(self.sg_wrapper.security_group)

    def create_instance(self) -> None:
        """
        Launches an EC2 instance using an Amazon Linux 2 AMI and the created key
 pair
        and security group. Displays instance details and SSH connection
 information.
        """
        # Retrieve Amazon Linux 2 AMIs from SSM.
        ami_paginator = self.ssm_client.get_paginator("get_parameters_by_path")
        ami_options = []
        for page in ami_paginator.paginate(Path="/aws/service/ami-amazon-linux-
latest"):
            ami_options += page["Parameters"]
        amzn2_images = self.inst_wrapper.get_images(
            [opt["Value"] for opt in ami_options if "amzn2" in opt["Name"]]
        )
        console.print("\n**Step 3: Launch Your Instance**", style="bold cyan")
        console.print(
            "Let's create an instance from an Amazon Linux 2 AMI. Here are some
 options:"
        )
        image_choice = 0
        console.print(f"- Selected AMI: {amzn2_images[image_choice]
['ImageId']}\n")

        # Display instance types compatible with the selected AMI
        inst_types = self.inst_wrapper.get_instance_types(
            amzn2_images[image_choice]["Architecture"]
        )
        inst_type_choice = 0
        console.print(
            f"- Selected instance type: {inst_types[inst_type_choice]
['InstanceType']}\n"
```

```
        )

        console.print("Creating your instance and waiting for it to start...")
        with alive_bar(1, title="Creating Instance") as bar:
            self.inst_wrapper.create(
                amzn2_images[image_choice]["ImageId"],
                inst_types[inst_type_choice]["InstanceType"],
                self.key_wrapper.key_pair["KeyName"],
                [self.sg_wrapper.security_group],
            )
            time.sleep(21)
            bar()

        console.print(f"**Success! Your instance is ready:**\n", style="bold
green")
        self.inst_wrapper.display()

        console.print(
            "You can use SSH to connect to your instance. "
            "If the connection attempt times out, you might have to manually
update "
            "the SSH ingress rule for your IP address in the AWS Management
Console."
        )
        self._display_ssh_info()

    def _display_ssh_info(self) -> None:
        """
        Displays SSH connection information for the user to connect to the EC2
instance.
        Handles the case where the instance does or does not have an associated
public IP address.
        """
        if (
            not self.eip_wrapper.elastic_ips
            or not self.eip_wrapper.elastic_ips[0].allocation_id
        ):
            if self.inst_wrapper.instances:
                instance = self.inst_wrapper.instances[0]
                instance_id = instance["InstanceId"]

                waiter =
self.inst_wrapper.ec2_client.get_waiter("instance_running")
                console.print(
```

```
                    "Waiting for the instance to be in a running state with a
 public IP...",
                    style="bold cyan",
                )

                with alive_bar(1, title="Waiting for Instance to Start") as bar:
                    waiter.wait(InstanceIds=[instance_id])
                    time.sleep(20)
                    bar()

                instance = self.inst_wrapper.ec2_client.describe_instances(
                    InstanceIds=[instance_id]
                )["Reservations"][0]["Instances"][0]

                public_ip = instance.get("PublicIpAddress")
                if public_ip:
                    console.print(
                        "\nTo connect via SSH, open another command prompt and
 run the following command:",
                        style="bold cyan",
                    )
                    console.print(
                        f"\tssh -i {self.key_wrapper.key_file_path} ec2-
user@{public_ip}"
                    )
                else:
                    console.print(
                        "Instance does not have a public IP address assigned.",
                        style="bold red",
                    )
            else:
                console.print(
                    "No instance available to retrieve public IP address.",
                    style="bold red",
                )
        else:
            elastic_ip = self.eip_wrapper.elastic_ips[0]
            elastic_ip_address = elastic_ip.public_ip
            console.print(
                f"\tssh -i {self.key_wrapper.key_file_path} ec2-
user@{elastic_ip_address}"
            )

        if not self.remote_exec:
```

```
            console.print("\nOpen a new terminal tab to try the above SSH
 command.")
            input("Press Enter to continue...")

    def associate_elastic_ip(self) -> None:
        """
        Allocates an Elastic IP address and associates it with the EC2 instance.
        Displays the Elastic IP address and SSH connection information.
        """
        console.print("\n**Step 4: Allocate an Elastic IP Address**", style="bold
 cyan")
        console.print(
            "You can allocate an Elastic IP address and associate it with your
 instance\n"
            "to keep a consistent IP address even when your instance restarts."
        )

        with alive_bar(1, title="Allocating Elastic IP") as bar:
            elastic_ip = self.eip_wrapper.allocate()
            time.sleep(0.5)
            bar()

        console.print(
            f"- **Allocated Static Elastic IP Address**: {elastic_ip.public_ip}."
        )

        with alive_bar(1, title="Associating Elastic IP") as bar:
            self.eip_wrapper.associate(
                elastic_ip.allocation_id, self.inst_wrapper.instances[0]
["InstanceId"]
            )
            time.sleep(2)
            bar()

        console.print(f"- **Associated Elastic IP with Your Instance**.")
        console.print(
            "You can now use SSH to connect to your instance by using the Elastic
 IP."
        )
        self._display_ssh_info()

    def stop_and_start_instance(self) -> None:
        """
        Stops and restarts the EC2 instance. Displays instance state and explains
```

```
        changes that occur when the instance is restarted, such as the potential
change
        in the public IP address unless an Elastic IP is associated.
        """
        console.print("\n**Step 5: Stop and Start Your Instance**", style="bold
cyan")
        console.print("Let's stop and start your instance to see what changes.")
        console.print("- **Stopping your instance and waiting until it's
stopped...**")

        with alive_bar(1, title="Stopping Instance") as bar:
            self.inst_wrapper.stop()
            time.sleep(360)
            bar()

        console.print("- **Your instance is stopped. Restarting...**")

        with alive_bar(1, title="Starting Instance") as bar:
            self.inst_wrapper.start()
            time.sleep(20)
            bar()

        console.print("**Your instance is running.**", style="bold green")
        self.inst_wrapper.display()

        elastic_ip = (
            self.eip_wrapper.elastic_ips[0] if self.eip_wrapper.elastic_ips else
None
        )

        if elastic_ip is None or elastic_ip.allocation_id is None:
            console.print(
                "- **Note**: Every time your instance is restarted, its public IP
address changes."
            )
        else:
            console.print(
                f"Because you have associated an Elastic IP with your instance,
you can \n"
                f"connect by using a consistent IP address after the instance
restarts: {elastic_ip.public_ip}"
            )

        self._display_ssh_info()
```

```
    def cleanup(self) -> None:
        """
        Cleans up all the resources created during the scenario, including
 disassociating
        and releasing the Elastic IP, terminating the instance, deleting the
 security
        group, and deleting the key pair.
        """
        console.print("\n**Step 6: Clean Up Resources**", style="bold cyan")
        console.print("Cleaning up resources:")

        for elastic_ip in self.eip_wrapper.elastic_ips:
            console.print(f"- **Elastic IP**: {elastic_ip.public_ip}")

            with alive_bar(1, title="Disassociating Elastic IP") as bar:
                self.eip_wrapper.disassociate(elastic_ip.allocation_id)
                time.sleep(2)
                bar()

            console.print("\t- **Disassociated Elastic IP from the Instance**")

            with alive_bar(1, title="Releasing Elastic IP") as bar:
                self.eip_wrapper.release(elastic_ip.allocation_id)
                time.sleep(1)
                bar()

            console.print("\t- **Released Elastic IP**")

        console.print(f"- **Instance**: {self.inst_wrapper.instances[0]
['InstanceId']}")

        with alive_bar(1, title="Terminating Instance") as bar:
            self.inst_wrapper.terminate()
            time.sleep(380)
            bar()

        console.print("\t- **Terminated Instance**")

        console.print(f"- **Security Group**: {self.sg_wrapper.security_group}")

        with alive_bar(1, title="Deleting Security Group") as bar:
            self.sg_wrapper.delete(self.sg_wrapper.security_group)
            time.sleep(1)
```

```
            bar()

        console.print("\t- **Deleted Security Group**")

        console.print(f"- **Key Pair**: {self.key_wrapper.key_pair['KeyName']}")

        with alive_bar(1, title="Deleting Key Pair") as bar:
            self.key_wrapper.delete(self.key_wrapper.key_pair["KeyName"])
            time.sleep(0.4)
            bar()

        console.print("\t- **Deleted Key Pair**")

    def run_scenario(self) -> None:
        """
        Executes the entire EC2 instance scenario: creates key pairs, security
groups,
        launches an instance, associates an Elastic IP, and cleans up all
resources.
        """
        logging.basicConfig(level=logging.INFO, format="%(levelname)s:
%(message)s")

        console.print("-" * 88)
        console.print(
            "Welcome to the Amazon Elastic Compute Cloud (Amazon EC2) get started
with instances demo.",
            style="bold magenta",
        )
        console.print("-" * 88)

        self.create_and_list_key_pairs()
        self.create_security_group()
        self.create_instance()
        self.stop_and_start_instance()
        self.associate_elastic_ip()
        self.stop_and_start_instance()
        self.cleanup()

        console.print("\nThanks for watching!", style="bold green")
        console.print("-" * 88)


if __name__ == "__main__":
```

```
    try:
        scenario = EC2InstanceScenario(
            EC2InstanceWrapper.from_client(),
            KeyPairWrapper.from_client(),
            SecurityGroupWrapper.from_client(),
            ElasticIpWrapper.from_client(),
            boto3.client("ssm"),
        )
        scenario.run_scenario()
    except Exception:
        logging.exception("Something went wrong with the demo.")
```

키 페어 작업을 래핑하는 클래스를 정의합니다.

```
class KeyPairWrapper:
    """
    Encapsulates Amazon Elastic Compute Cloud (Amazon EC2) key pair actions.
    This class provides methods to create, list, and delete EC2 key pairs.
    """

    def __init__(
        self,
        ec2_client: boto3.client,
        key_file_dir: Union[tempfile.TemporaryDirectory, str],
        key_pair: Optional[dict] = None,
    ):
        """
        Initializes the KeyPairWrapper with the specified EC2 client, key file
 directory,
        and an optional key pair.

        :param ec2_client: A Boto3 Amazon EC2 client. This client provides low-
level
                           access to AWS EC2 services.
        :param key_file_dir: The folder where the private key information is
 stored.
                             This should be a secure folder.
        :param key_pair: A dictionary representing the Boto3 KeyPair object.
                         This is a high-level object that wraps key pair actions.
 Optional.
        """
        self.ec2_client = ec2_client
```

```
        self.key_pair = key_pair
        self.key_file_path: Optional[str] = None
        self.key_file_dir = key_file_dir

    @classmethod
    def from_client(cls) -> "KeyPairWrapper":
        """
        Class method to create an instance of KeyPairWrapper using a new EC2
client
        and a temporary directory for storing key files.

        :return: An instance of KeyPairWrapper.
        """
        ec2_client = boto3.client("ec2")
        return cls(ec2_client, tempfile.TemporaryDirectory())


    def create(self, key_name: str) -> dict:
        """
        Creates a key pair that can be used to securely connect to an EC2
instance.
        The returned key pair contains private key information that cannot be
retrieved
        again. The private key data is stored as a .pem file.

        :param key_name: The name of the key pair to create.
        :return: A dictionary representing the Boto3 KeyPair object that
represents the newly created key pair.
        :raises ClientError: If there is an error in creating the key pair, for
example, if a key pair with the same name already exists.
        """
        try:
            response = self.ec2_client.create_key_pair(KeyName=key_name)
            self.key_pair = response
            self.key_file_path = os.path.join(
                self.key_file_dir.name, f"{self.key_pair['KeyName']}.pem"
            )
            with open(self.key_file_path, "w") as key_file:
                key_file.write(self.key_pair["KeyMaterial"])
        except ClientError as err:
            if err.response["Error"]["Code"] == "InvalidKeyPair.Duplicate":
                logger.error(
                    f"A key pair called {key_name} already exists. "
                    "Please choose a different name for your key pair "
```

```
                    "or delete the existing key pair before creating."
                )
            raise
        else:
            return self.key_pair


    def list(self, limit: Optional[int] = None) -> None:
        """
        Displays a list of key pairs for the current account.

        WARNING: Results are not paginated.

        :param limit: The maximum number of key pairs to list. If not specified,
                      all key pairs will be listed.
        :raises ClientError: If there is an error in listing the key pairs.
        """
        try:
            response = self.ec2_client.describe_key_pairs()
            key_pairs = response.get("KeyPairs", [])

            if limit:
                key_pairs = key_pairs[:limit]

            for key_pair in key_pairs:
                logger.info(
                    f"Found {key_pair['KeyType']} key '{key_pair['KeyName']}'
with fingerprint:"
                )
                logger.info(f"\t{key_pair['KeyFingerprint']}")
        except ClientError as err:
            logger.error(f"Failed to list key pairs: {str(err)}")
            raise


    def delete(self, key_name: str) -> bool:
        """
        Deletes a key pair by its name.

        :param key_name: The name of the key pair to delete.
        :return: A boolean indicating whether the deletion was successful.
        :raises ClientError: If there is an error in deleting the key pair, for
example,
                             if the key pair does not exist.
```

```
        """
        try:
            self.ec2_client.delete_key_pair(KeyName=key_name)
            logger.info(f"Successfully deleted key pair: {key_name}")
            self.key_pair = None
            return True
        except self.ec2_client.exceptions.ClientError as err:
            logger.error(f"Deletion failed for key pair: {key_name}")
            error_code = err.response["Error"]["Code"]
            if error_code == "InvalidKeyPair.NotFound":
                logger.error(
                    f"The key pair '{key_name}' does not exist and cannot be
 deleted. "
                    "Please verify the key pair name and try again."
                )
            raise
```

보안 그룹 작업을 래핑하는 클래스를 정의합니다.

```
class SecurityGroupWrapper:
    """Encapsulates Amazon Elastic Compute Cloud (Amazon EC2) security group
 actions."""

    def __init__(self, ec2_client: boto3.client, security_group: Optional[str] =
 None):
        """
        Initializes the SecurityGroupWrapper with an EC2 client and an optional
 security group ID.

        :param ec2_client: A Boto3 Amazon EC2 client. This client provides low-
level
                           access to AWS EC2 services.
        :param security_group: The ID of a security group to manage. This is a
 high-level identifier
                               that represents the security group.
        """
        self.ec2_client = ec2_client
        self.security_group = security_group
```

```
    @classmethod
    def from_client(cls) -> "SecurityGroupWrapper":
        """
        Creates a SecurityGroupWrapper instance with a default EC2 client.

        :return: An instance of SecurityGroupWrapper initialized with the default
EC2 client.
        """
        ec2_client = boto3.client("ec2")
        return cls(ec2_client)


    def create(self, group_name: str, group_description: str) -> str:
        """
        Creates a security group in the default virtual private cloud (VPC) of
the current account.

        :param group_name: The name of the security group to create.
        :param group_description: The description of the security group to
create.
        :return: The ID of the newly created security group.
        :raise Handles AWS SDK service-level ClientError, with special handling
for ResourceAlreadyExists
        """
        try:
            response = self.ec2_client.create_security_group(
                GroupName=group_name, Description=group_description
            )
            self.security_group = response["GroupId"]
        except ClientError as err:
            if err.response["Error"]["Code"] == "ResourceAlreadyExists":
                logger.error(
                    f"Security group '{group_name}' already exists. Please choose
a different name."
                )
            raise
        else:
            return self.security_group


    def authorize_ingress(self, ssh_ingress_ip: str) -> Optional[Dict[str, Any]]:
        """
        Adds a rule to the security group to allow access to SSH.
```

```
        :param ssh_ingress_ip: The IP address that is granted inbound access to
connect
                               to port 22 over TCP, used for SSH.
        :return: The response to the authorization request. The 'Return' field of
the
                 response indicates whether the request succeeded or failed, or
None if no security group is set.
        :raise Handles AWS SDK service-level ClientError, with special handling
for ResourceAlreadyExists
        """
        if self.security_group is None:
            logger.info("No security group to update.")
            return None

        try:
            ip_permissions = [
                {
                    # SSH ingress open to only the specified IP address.
                    "IpProtocol": "tcp",
                    "FromPort": 22,
                    "ToPort": 22,
                    "IpRanges": [{"CidrIp": f"{ssh_ingress_ip}/32"}],
                }
            ]
            response = self.ec2_client.authorize_security_group_ingress(
                GroupId=self.security_group, IpPermissions=ip_permissions
            )
        except ClientError as err:
            if err.response["Error"]["Code"] == "InvalidPermission.Duplicate":
                logger.error(
                    f"The SSH ingress rule for IP {ssh_ingress_ip} already
exists"
                    f"in security group '{self.security_group}'."
                )
            raise
        else:
            return response


    def describe(self, security_group_id: Optional[str] = None) -> bool:
        """
        Displays information about the specified security group or all security
groups if no ID is provided.
```

```
        :param security_group_id: The ID of the security group to describe.
                                  If None, an open search is performed to
describe all security groups.
        :returns: True if the description is successful.
        :raises ClientError: If there is an error describing the security
group(s), such as an invalid security group ID.
        """
        try:
            paginator = self.ec2_client.get_paginator("describe_security_groups")

            if security_group_id is None:
                # If no ID is provided, return all security groups.
                page_iterator = paginator.paginate()
            else:
                page_iterator = paginator.paginate(GroupIds=[security_group_id])

            for page in page_iterator:
                for security_group in page["SecurityGroups"]:
                    print(f"Security group: {security_group['GroupName']}")
                    print(f"\tID: {security_group['GroupId']}")
                    print(f"\tVPC: {security_group['VpcId']}")
                    if security_group["IpPermissions"]:
                        print("Inbound permissions:")
                        pp(security_group["IpPermissions"])

            return True
        except ClientError as err:
            logger.error("Failed to describe security group(s).")
            if err.response["Error"]["Code"] == "InvalidGroup.NotFound":
                logger.error(
                    f"Security group {security_group_id} does not exist "
                    f"because the specified security group ID was not found."
                )
            raise


    def delete(self, security_group_id: str) -> bool:
        """
        Deletes the specified security group.

        :param security_group_id: The ID of the security group to delete.
Required.

        :returns: True if the deletion is successful.
```

```
        :raises ClientError: If the security group cannot be deleted due to an
 AWS service error.
        """
        try:
            self.ec2_client.delete_security_group(GroupId=security_group_id)
            logger.info(f"Successfully deleted security group
 '{security_group_id}'")
            return True
        except ClientError as err:
            logger.error(f"Deletion failed for security group
 '{security_group_id}'")
            error_code = err.response["Error"]["Code"]

            if error_code == "InvalidGroup.NotFound":
                logger.error(
                    f"Security group '{security_group_id}' cannot be deleted
 because it does not exist."
                )
            elif error_code == "DependencyViolation":
                logger.error(
                    f"Security group '{security_group_id}' cannot be deleted
 because it is still in use."
                    " Verify that it is:"
                    "\n\t- Detached from resources"
                    "\n\t- Removed from references in other groups"
                    "\n\t- Removed from VPC's as a default group"
                )
            raise
```

인스턴스 작업을 래핑하는 클래스를 정의합니다.

```
class EC2InstanceWrapper:
    """Encapsulates Amazon Elastic Compute Cloud (Amazon EC2) instance actions
 using the client interface."""

    def __init__(
        self, ec2_client: Any, instances: Optional[List[Dict[str, Any]]] = None
    ) -> None:
        """
```

```
        Initializes the EC2InstanceWrapper with an EC2 client and optional
 instances.

        :param ec2_client: A Boto3 Amazon EC2 client. This client provides low-
level
                           access to AWS EC2 services.
        :param instances: A list of dictionaries representing Boto3 Instance
 objects. These are high-level objects that
                          wrap instance actions.
        """
        self.ec2_client = ec2_client
        self.instances = instances or []

    @classmethod
    def from_client(cls) -> "EC2InstanceWrapper":
        """
        Creates an EC2InstanceWrapper instance with a default EC2 client.

        :return: An instance of EC2InstanceWrapper initialized with the default
 EC2 client.
        """
        ec2_client = boto3.client("ec2")
        return cls(ec2_client)


    def create(
        self,
        image_id: str,
        instance_type: str,
        key_pair_name: str,
        security_group_ids: Optional[List[str]] = None,
    ) -> List[Dict[str, Any]]:
        """
        Creates a new EC2 instance in the default VPC of the current account.

        The instance starts immediately after it is created.

        :param image_id: The ID of the Amazon Machine Image (AMI) to use for the
 instance.
        :param instance_type: The type of instance to create, such as 't2.micro'.
        :param key_pair_name: The name of the key pair to use for SSH access.
        :param security_group_ids: A list of security group IDs to associate with
 the instance.
```

```
                                    If not specified, the default security group
 of the VPC is used.
        :return: A list of dictionaries representing Boto3 Instance objects
 representing the newly created instances.
        """
        try:
            instance_params = {
                "ImageId": image_id,
                "InstanceType": instance_type,
                "KeyName": key_pair_name,
            }
            if security_group_ids is not None:
                instance_params["SecurityGroupIds"] = security_group_ids

            response = self.ec2_client.run_instances(
                **instance_params, MinCount=1, MaxCount=1
            )
            instance = response["Instances"][0]
            self.instances.append(instance)
            waiter = self.ec2_client.get_waiter("instance_running")
            waiter.wait(InstanceIds=[instance["InstanceId"]])
        except ClientError as err:
            params_str = "\n\t".join(
                f"{key}: {value}" for key, value in instance_params.items()
            )
            logger.error(
                f"Failed to complete instance creation request.\nRequest details:
{params_str}"
            )
            error_code = err.response["Error"]["Code"]
            if error_code == "InstanceLimitExceeded":
                logger.error(
                    (
                        f"Insufficient capacity for instance type
 '{instance_type}'. "
                        "Terminate unused instances or contact AWS Support for a
 limit increase."
                    )
                )
            if error_code == "InsufficientInstanceCapacity":
                logger.error(
                    (
                        f"Insufficient capacity for instance type
 '{instance_type}'. "
```

```
                        "Select a different instance type or launch in a
different availability zone."
                    )
                )
            raise
        return self.instances


    def display(self, state_filter: Optional[str] = "running") -> None:
        """
        Displays information about instances, filtering by the specified state.

        :param state_filter: The instance state to include in the output. Only
instances in this state
                             will be displayed. Default is 'running'. Example
states: 'running', 'stopped'.
        """
        if not self.instances:
            logger.info("No instances to display.")
            return

        instance_ids = [instance["InstanceId"] for instance in self.instances]
        paginator = self.ec2_client.get_paginator("describe_instances")
        page_iterator = paginator.paginate(InstanceIds=instance_ids)

        try:
            for page in page_iterator:
                for reservation in page["Reservations"]:
                    for instance in reservation["Instances"]:
                        instance_state = instance["State"]["Name"]

                        # Apply the state filter (default is 'running')
                        if state_filter and instance_state != state_filter:
                            continue  # Skip this instance if it doesn't match
the filter

                        # Create a formatted string with instance details
                        instance_info = (
                            f"• ID: {instance['InstanceId']}\n"
                            f"• Image ID: {instance['ImageId']}\n"
                            f"• Instance type: {instance['InstanceType']}\n"
                            f"• Key name: {instance['KeyName']}\n"
                            f"• VPC ID: {instance['VpcId']}\n"
```

```
                            f"• Public IP: {instance.get('PublicIpAddress', 'N/
A')}\n"
                            f"• State: {instance_state}"
                        )
                        print(instance_info)

        except ClientError as err:
            logger.error(
                f"Failed to display instance(s). : {' '.join(map(str,
 instance_ids))}"
            )
            error_code = err.response["Error"]["Code"]
            if error_code == "InvalidInstanceID.NotFound":
                logger.error(
                    "One or more instance IDs do not exist. "
                    "Please verify the instance IDs and try again."
                )
                raise


    def terminate(self) -> None:
        """
        Terminates instances and waits for them to reach the terminated state.
        """
        if not self.instances:
            logger.info("No instances to terminate.")
            return

        instance_ids = [instance["InstanceId"] for instance in self.instances]
        try:
            self.ec2_client.terminate_instances(InstanceIds=instance_ids)
            waiter = self.ec2_client.get_waiter("instance_terminated")
            waiter.wait(InstanceIds=instance_ids)
            self.instances.clear()
            for instance_id in instance_ids:
                print(f"• Instance ID: {instance_id}\n" f"• Action: Terminated")

        except ClientError as err:
            logger.error(
                f"Failed instance termination details:\n\t{str(self.instances)}"
            )
            error_code = err.response["Error"]["Code"]
            if error_code == "InvalidInstanceID.NotFound":
                logger.error(
```

```
                    "One or more instance IDs do not exist. "
                    "Please verify the instance IDs and try again."
                )
            raise


    def start(self) -> Optional[Dict[str, Any]]:
        """
        Starts instances and waits for them to be in a running state.

        :return: The response to the start request.
        """
        if not self.instances:
            logger.info("No instances to start.")
            return None

        instance_ids = [instance["InstanceId"] for instance in self.instances]
        try:
            start_response =
self.ec2_client.start_instances(InstanceIds=instance_ids)
            waiter = self.ec2_client.get_waiter("instance_running")
            waiter.wait(InstanceIds=instance_ids)
            return start_response
        except ClientError as err:
            logger.error(
                f"Failed to start instance(s): {','.join(map(str,
instance_ids))}"
            )
            error_code = err.response["Error"]["Code"]
            if error_code == "IncorrectInstanceState":
                logger.error(
                    "Couldn't start instance(s) because they are in an incorrect
state. "
                    "Ensure the instances are in a stopped state before starting
them."
                )
            raise


    def stop(self) -> Optional[Dict[str, Any]]:
        """
        Stops instances and waits for them to be in a stopped state.
```

```
        :return: The response to the stop request, or None if there are no
instances to stop.
        """
        if not self.instances:
            logger.info("No instances to stop.")
            return None

        instance_ids = [instance["InstanceId"] for instance in self.instances]
        try:
            # Attempt to stop the instances
            stop_response =
self.ec2_client.stop_instances(InstanceIds=instance_ids)
            waiter = self.ec2_client.get_waiter("instance_stopped")
            waiter.wait(InstanceIds=instance_ids)
        except ClientError as err:
            logger.error(
                f"Failed to stop instance(s): {','.join(map(str, instance_ids))}"
            )
            error_code = err.response["Error"]["Code"]
            if error_code == "IncorrectInstanceState":
                logger.error(
                    "Couldn't stop instance(s) because they are in an incorrect
state. "
                    "Ensure the instances are in a running state before stopping
them."
                )
            raise
        return stop_response


    def get_images(self, image_ids: List[str]) -> List[Dict[str, Any]]:
        """
        Gets information about Amazon Machine Images (AMIs) from a list of AMI
IDs.

        :param image_ids: The list of AMI IDs to look up.
        :return: A list of dictionaries representing the requested AMIs.
        """
        try:
            response = self.ec2_client.describe_images(ImageIds=image_ids)
            images = response["Images"]
        except ClientError as err:
            logger.error(f"Failed to stop AMI(s): {','.join(map(str,
image_ids))}")
```

```
            error_code = err.response["Error"]["Code"]
            if error_code == "InvalidAMIID.NotFound":
                logger.error("One or more of the AMI IDs does not exist.")
            raise
        return images


    def get_instance_types(
        self, architecture: str = "x86_64", sizes: List[str] = ["*.micro",
 "*.small"]
    ) -> List[Dict[str, Any]]:
        """
        Gets instance types that support the specified architecture and size.
        See https://docs.aws.amazon.com/AWSEC2/latest/APIReference/
API_DescribeInstanceTypes.html
        for a list of allowable parameters.

        :param architecture: The architecture supported by instance types.
 Default: 'x86_64'.
        :param sizes: The size of instance types. Default: '*.micro', '*.small',
        :return: A list of dictionaries representing instance types that support
 the specified architecture and size.
        """
        try:
            inst_types = []
            paginator = self.ec2_client.get_paginator("describe_instance_types")
            for page in paginator.paginate(
                Filters=[
                    {
                        "Name": "processor-info.supported-architecture",
                        "Values": [architecture],
                    },
                    {"Name": "instance-type", "Values": sizes},
                ]
            ):
                inst_types += page["InstanceTypes"]
        except ClientError as err:
            logger.error(
                f"Failed to get instance types: {architecture},
 {','.join(map(str, sizes))}"
            )
            error_code = err.response["Error"]["Code"]
            if error_code == "InvalidParameterValue":
                logger.error(
```

```
                    "Parameters are invalid. "
                    "Ensure architecture and size strings conform to
 DescribeInstanceTypes API reference."
                )
            raise
        else:
            return inst_types
```

탄력적 IP 작업을 래핑하는 클래스를 정의합니다.

```
class ElasticIpWrapper:
    """Encapsulates Amazon Elastic Compute Cloud (Amazon EC2) Elastic IP address
 actions using the client interface."""

    class ElasticIp:
        """Represents an Elastic IP and its associated instance."""

        def __init__(
            self, allocation_id: str, public_ip: str, instance_id: Optional[str]
 = None
        ) -> None:
            """
            Initializes the ElasticIp object.

            :param allocation_id: The allocation ID of the Elastic IP.
            :param public_ip: The public IP address of the Elastic IP.
            :param instance_id: The ID of the associated EC2 instance, if any.
            """
            self.allocation_id = allocation_id
            self.public_ip = public_ip
            self.instance_id = instance_id

    def __init__(self, ec2_client: Any) -> None:
        """
        Initializes the ElasticIpWrapper with an EC2 client.

        :param ec2_client: A Boto3 Amazon EC2 client. This client provides low-
level
                           access to AWS EC2 services.
```

```
        """
        self.ec2_client = ec2_client
        self.elastic_ips: List[ElasticIpWrapper.ElasticIp] = []

    @classmethod
    def from_client(cls) -> "ElasticIpWrapper":
        """
        Creates an ElasticIpWrapper instance with a default EC2 client.

        :return: An instance of ElasticIpWrapper initialized with the default EC2
client.
        """
        ec2_client = boto3.client("ec2")
        return cls(ec2_client)


    def allocate(self) -> "ElasticIpWrapper.ElasticIp":
        """
        Allocates an Elastic IP address that can be associated with an Amazon EC2
        instance. By using an Elastic IP address, you can keep the public IP
address
        constant even when you restart the associated instance.

        :return: The ElasticIp object for the newly created Elastic IP address.
        :raises ClientError: If the allocation fails, such as reaching the
maximum limit of Elastic IPs.
        """
        try:
            response = self.ec2_client.allocate_address(Domain="vpc")
            elastic_ip = self.ElasticIp(
                allocation_id=response["AllocationId"],
public_ip=response["PublicIp"]
            )
            self.elastic_ips.append(elastic_ip)
        except ClientError as err:
            if err.response["Error"]["Code"] == "AddressLimitExceeded":
                logger.error(
                    "Max IP's reached. Release unused addresses or contact AWS
Support for an increase."
                )
            raise err
        return elastic_ip
```

```
    def associate(
        self, allocation_id: str, instance_id: str
    ) -> Union[Dict[str, Any], None]:
        """
        Associates an Elastic IP address with an instance. When this association
is
        created, the Elastic IP's public IP address is immediately used as the
public
        IP address of the associated instance.

        :param allocation_id: The allocation ID of the Elastic IP.
        :param instance_id: The ID of the Amazon EC2 instance.
        :return: A response that contains the ID of the association, or None if
no Elastic IP is found.
        :raises ClientError: If the association fails, such as when the instance
ID is not found.
        """
        elastic_ip = self.get_elastic_ip_by_allocation(self.elastic_ips,
allocation_id)
        if elastic_ip is None:
            logger.info(f"No Elastic IP found with allocation ID
{allocation_id}.")
            return None

        try:
            response = self.ec2_client.associate_address(
                AllocationId=allocation_id, InstanceId=instance_id
            )
            elastic_ip.instance_id = (
                instance_id  # Track the instance associated with this Elastic
IP.
            )
        except ClientError as err:
            if err.response["Error"]["Code"] == "InvalidInstanceID.NotFound":
                logger.error(
                    f"Failed to associate Elastic IP {allocation_id} with
{instance_id} "
                    "because the specified instance ID does not exist or has not
propagated fully. "
                    "Verify the instance ID and try again, or wait a few moments
before attempting to "
                    "associate the Elastic IP address."
                )
            raise
```

```
        return response


    def disassociate(self, allocation_id: str) -> None:
        """
        Removes an association between an Elastic IP address and an instance.
When the
        association is removed, the instance is assigned a new public IP address.

        :param allocation_id: The allocation ID of the Elastic IP to
disassociate.
        :raises ClientError: If the disassociation fails, such as when the
association ID is not found.
        """
        elastic_ip = self.get_elastic_ip_by_allocation(self.elastic_ips,
allocation_id)
        if elastic_ip is None or elastic_ip.instance_id is None:
            logger.info(
                f"No association found for Elastic IP with allocation ID
{allocation_id}."
            )
            return

        try:
            # Retrieve the association ID before disassociating
            response =
self.ec2_client.describe_addresses(AllocationIds=[allocation_id])
            association_id = response["Addresses"][0].get("AssociationId")

            if association_id:

self.ec2_client.disassociate_address(AssociationId=association_id)
                elastic_ip.instance_id = None  # Remove the instance association
            else:
                logger.info(
                    f"No Association ID found for Elastic IP with allocation ID
{allocation_id}."
                )

        except ClientError as err:
            if err.response["Error"]["Code"] == "InvalidAssociationID.NotFound":
                logger.error(
                    f"Failed to disassociate Elastic IP {allocation_id} "
```

```
                    "because the specified association ID for the Elastic IP
address was not found. "
                    "Verify the association ID and ensure the Elastic IP is
currently associated with a "
                    "resource before attempting to disassociate it."
                )
            raise


    def release(self, allocation_id: str) -> None:
        """
        Releases an Elastic IP address. After the Elastic IP address is released,
        it can no longer be used.

        :param allocation_id: The allocation ID of the Elastic IP to release.
        :raises ClientError: If the release fails, such as when the Elastic IP
address is not found.
        """
        elastic_ip = self.get_elastic_ip_by_allocation(self.elastic_ips,
allocation_id)
        if elastic_ip is None:
            logger.info(f"No Elastic IP found with allocation ID
{allocation_id}.")
            return

        try:
            self.ec2_client.release_address(AllocationId=allocation_id)
            self.elastic_ips.remove(elastic_ip)  # Remove the Elastic IP from the
list
        except ClientError as err:
            if err.response["Error"]["Code"] == "InvalidAddress.NotFound":
                logger.error(
                    f"Failed to release Elastic IP address {allocation_id} "
                    "because it could not be found. Verify the Elastic IP address
"
                    "and ensure it is allocated to your account in the correct
region "
                    "before attempting to release it."
                )
            raise


    @staticmethod
    def get_elastic_ip_by_allocation(
```

```
        elastic_ips: List["ElasticIpWrapper.ElasticIp"], allocation_id: str
    ) -> Optional["ElasticIpWrapper.ElasticIp"]:
        """
        Retrieves an Elastic IP object by its allocation ID from a given list of
Elastic IPs.

        :param elastic_ips: A list of ElasticIp objects.
        :param allocation_id: The allocation ID of the Elastic IP to retrieve.
        :return: The ElasticIp object associated with the allocation ID, or None
if not found.
        """
        return next(
            (ip for ip in elastic_ips if ip.allocation_id == allocation_id), None
        )
```

- API 자세한 내용은 AWS SDK Python(Boto3) API 참조 의 다음 주제를 참조하세요.
  - AllocateAddress
  - AssociateAddress
  - AuthorizeSecurityGroupIngress
  - CreateKeyPair
  - CreateSecurityGroup
  - DeleteKeyPair
  - DeleteSecurityGroup
  - DescribeImages
  - DescribeInstanceTypes
  - DescribeInstances
  - DescribeKeyPairs
  - DescribeSecurityGroups
  - DisassociateAddress
  - ReleaseAddress
  - RunInstances
  - StartInstances
  - StopInstances

- TerminateInstances
- UnmonitorInstances

Rust

SDK Rust용

> **Note**
>
> 에 대한 자세한 내용은 를 참조하세요 GitHub. AWS 코드 예시 리포지토리에서 전체 예시를 찾고 설정 및 실행하는 방법을 배워보세요.

EC2InstanceScenario 구현에는 예제를 전체적으로 실행하는 로직이 포함되어 있습니다.

```
//! Scenario that uses the AWS SDK for Rust (the SDK) with Amazon Elastic Compute
 Cloud
//! (Amazon EC2) to do the following:
//!
//! * Create a key pair that is used to secure SSH communication between your
 computer and
//!   an EC2 instance.
//! * Create a security group that acts as a virtual firewall for your EC2
 instances to
//!   control incoming and outgoing traffic.
//! * Find an Amazon Machine Image (AMI) and a compatible instance type.
//! * Create an instance that is created from the instance type and AMI you
 select, and
//!   is configured to use the security group and key pair created in this
 example.
//! * Stop and restart the instance.
//! * Create an Elastic IP address and associate it as a consistent IP address
 for your instance.
//! * Connect to your instance with SSH, using both its public IP address and
 your Elastic IP
//!   address.
//! * Clean up all of the resources created by this example.

use std::net::Ipv4Addr;
```

```
use crate::{
    ec2::{EC2Error, EC2},
    getting_started::{key_pair::KeyPairManager, util::Util},
    ssm::SSM,
};
use aws_sdk_ssm::types::Parameter;

use super::{
    elastic_ip::ElasticIpManager, instance::InstanceManager,
 security_group::SecurityGroupManager,
    util::ScenarioImage,
};

pub struct Ec2InstanceScenario {
    ec2: EC2,
    ssm: SSM,
    util: Util,
    key_pair_manager: KeyPairManager,
    security_group_manager: SecurityGroupManager,
    instance_manager: InstanceManager,
    elastic_ip_manager: ElasticIpManager,
}

impl Ec2InstanceScenario {
    pub fn new(ec2: EC2, ssm: SSM, util: Util) -> Self {
        Ec2InstanceScenario {
            ec2,
            ssm,
            util,
            key_pair_manager: Default::default(),
            security_group_manager: Default::default(),
            instance_manager: Default::default(),
            elastic_ip_manager: Default::default(),
        }
    }

    pub async fn run(&mut self) -> Result<(), EC2Error> {
        self.create_and_list_key_pairs().await?;
        self.create_security_group().await?;
        self.create_instance().await?;
        self.stop_and_start_instance().await?;
        self.associate_elastic_ip().await?;
        self.stop_and_start_instance().await?;
        Ok(())
```

```
    }

    /// 1. Creates an RSA key pair and saves its private key data as a .pem file
in secure
    ///    temporary storage. The private key data is deleted after the example
completes.
    /// 2. Optionally, lists the first five key pairs for the current account.
    pub async fn create_and_list_key_pairs(&mut self) -> Result<(), EC2Error> {
        println!( "Let's create an RSA key pair that you can be use to securely
connect to your EC2 instance.");

        let key_name = self.util.prompt_key_name()?;

        self.key_pair_manager
            .create(&self.ec2, &self.util, key_name)
            .await?;

        println!(
            "Created a key pair {} and saved the private key to {:?}.",
            self.key_pair_manager
                .key_pair()
                .key_name()
                .ok_or_else(|| EC2Error::new("No key name after creating key"))?,
            self.key_pair_manager
                .key_file_path()
                .ok_or_else(|| EC2Error::new("No key file after creating key"))?
        );

        if self.util.should_list_key_pairs()? {
            for pair in self.key_pair_manager.list(&self.ec2).await? {
                println!(
                    "Found {:?} key {} with fingerprint:\t{:?}",
                    pair.key_type(),
                    pair.key_name().unwrap_or("Unknown"),
                    pair.key_fingerprint()
                );
            }
        }

        Ok(())
    }

    /// 1. Creates a security group for the default VPC.
    /// 2. Adds an inbound rule to allow SSH. The SSH rule allows only
```

```
    ///    inbound traffic from the current computer's public IPv4 address.
    /// 3. Displays information about the security group.
    ///
    /// This function uses <http://checkip.amazonaws.com> to get the current
public IP
    /// address of the computer that is running the example. This method works in
most
    /// cases. However, depending on how your computer connects to the internet,
you
    /// might have to manually add your public IP address to the security group
by using
    /// the AWS Management Console.
    pub async fn create_security_group(&mut self) -> Result<(), EC2Error> {
        println!("Let's create a security group to manage access to your
instance.");
        let group_name = self.util.prompt_security_group_name()?;

        self.security_group_manager
            .create(
                &self.ec2,
                &group_name,
                "Security group for example: get started with instances.",
            )
            .await?;

        println!(
            "Created security group {} in your default VPC {}.",
            self.security_group_manager.group_name(),
            self.security_group_manager
                .vpc_id()
                .unwrap_or("(unknown vpc)")
        );

        let check_ip = self.util.do_get("https://checkip.amazonaws.com").await?;
        let current_ip_address: Ipv4Addr = check_ip.trim().parse().map_err(|e| {
            EC2Error::new(format!(
                "Failed to convert response {} to IP Address: {e:?}",
                check_ip
            ))
        })?;

        println!("Your public IP address seems to be {current_ip_address}");
        if self.util.should_add_to_security_group() {
            match self
```

```
                .security_group_manager
                .authorize_ingress(&self.ec2, current_ip_address)
                .await
            {
                Ok(_) => println!("Security group rules updated"),
                Err(err) => eprintln!("Couldn't update security group rules:
{err:?}"),
            }
        }
        println!("{}", self.security_group_manager);

        Ok(())
    }

    /// 1. Gets a list of Amazon Linux 2 AMIs from AWS Systems Manager.
Specifying the
    ///    '/aws/service/ami-amazon-linux-latest' path returns only the latest
AMIs.
    /// 2. Gets and displays information about the available AMIs and lets you
select one.
    /// 3. Gets a list of instance types that are compatible with the selected
AMI and
    ///    lets you select one.
    /// 4. Creates an instance with the previously created key pair and security
group,
    ///    and the selected AMI and instance type.
    /// 5. Waits for the instance to be running and then displays its
information.
    pub async fn create_instance(&mut self) -> Result<(), EC2Error> {
        let ami = self.find_image().await?;

        let instance_types = self
            .ec2
            .list_instance_types(&ami.0)
            .await
            .map_err(|e| e.add_message("Could not find instance types"))?;
        println!(
            "There are several instance types that support the {} architecture of
the image.",
            ami.0
                .architecture
                .as_ref()
                .ok_or_else(|| EC2Error::new(format!("Missing architecture in
{:?}", ami.0)))?
```

```
        );
        let instance_type = self.util.select_instance_type(instance_types)?;

        println!("Creating your instance and waiting for it to start...");
        self.instance_manager
            .create(
                &self.ec2,
                ami.0
                    .image_id()
                    .ok_or_else(|| EC2Error::new("Could not find image ID"))?,
                instance_type,
                self.key_pair_manager.key_pair(),
                self.security_group_manager
                    .security_group()
                    .map(|sg| vec![sg])
                    .ok_or_else(|| EC2Error::new("Could not find security
group"))?,
            )
            .await
            .map_err(|e| e.add_message("Scenario failed to create instance"))?;

        while let Err(err) = self
            .ec2
            .wait_for_instance_ready(self.instance_manager.instance_id(), None)
            .await
        {
            println!("{err}");
            if !self.util.should_continue_waiting() {
                return Err(err);
            }
        }

        println!("Your instance is ready:\n{}", self.instance_manager);

        self.display_ssh_info();

        Ok(())
    }

    async fn find_image(&mut self) -> Result<ScenarioImage, EC2Error> {
        let params: Vec<Parameter> = self
            .ssm
            .list_path("/aws/service/ami-amazon-linux-latest")
            .await
```

```
            .map_err(|e| e.add_message("Could not find parameters for available
images"))?
            .into_iter()
            .filter(|param| param.name().is_some_and(|name|
name.contains("amzn2")))
            .collect();
        let amzn2_images: Vec<ScenarioImage> = self
            .ec2
            .list_images(params)
            .await
            .map_err(|e| e.add_message("Could not find images"))?
            .into_iter()
            .map(ScenarioImage::from)
            .collect();
        println!("We will now create an instance from an Amazon Linux 2 AMI");
        let ami = self.util.select_scenario_image(amzn2_images)?;
        Ok(ami)
    }

    // 1. Stops the instance and waits for it to stop.
    // 2. Starts the instance and waits for it to start.
    // 3. Displays information about the instance.
    // 4. Displays an SSH connection string. When an Elastic IP address is
associated
    //    with the instance, the IP address stays consistent when the instance
stops
    //    and starts.
    pub async fn stop_and_start_instance(&self) -> Result<(), EC2Error> {
        println!("Let's stop and start your instance to see what changes.");
        println!("Stopping your instance and waiting until it's stopped...");
        self.instance_manager.stop(&self.ec2).await?;
        println!("Your instance is stopped. Restarting...");
        self.instance_manager.start(&self.ec2).await?;
        println!("Your instance is running.");
        println!("{}", self.instance_manager);
        if self.elastic_ip_manager.public_ip() == "0.0.0.0" {
            println!("Every time your instance is restarted, its public IP
address changes.");
        } else {
            println!(
                "Because you have associated an Elastic IP with your instance,
you can connect by using a consistent IP address after the instance restarts."
            );
        }
```

```
        self.display_ssh_info();
        Ok(())
    }

    /// 1. Allocates an Elastic IP address and associates it with the instance.
    /// 2. Displays an SSH connection string that uses the Elastic IP address.
    async fn associate_elastic_ip(&mut self) -> Result<(), EC2Error> {
        self.elastic_ip_manager.allocate(&self.ec2).await?;
        println!(
            "Allocated static Elastic IP address: {}",
            self.elastic_ip_manager.public_ip()
        );

        self.elastic_ip_manager
            .associate(&self.ec2, self.instance_manager.instance_id())
            .await?;
        println!("Associated your Elastic IP with your instance.");
        println!("You can now use SSH to connect to your instance by using the
Elastic IP.");
        self.display_ssh_info();
        Ok(())
    }

    /// Displays an SSH connection string that can be used to connect to a
running
    /// instance.
    fn display_ssh_info(&self) {
        let ip_addr = if self.elastic_ip_manager.has_allocation() {
            self.elastic_ip_manager.public_ip()
        } else {
            self.instance_manager.instance_ip()
        };
        let key_file_path = self.key_pair_manager.key_file_path().unwrap();
        println!("To connect, open another command prompt and run the following
command:");
        println!("\nssh -i {} ec2-user@{ip_addr}\n", key_file_path.display());
        let _ = self.util.enter_to_continue();
    }

    /// 1. Disassociate and delete the previously created Elastic IP.
    /// 2. Terminate the previously created instance.
    /// 3. Delete the previously created security group.
    /// 4. Delete the previously created key pair.
    pub async fn clean_up(self) {
```

```
        println!("Let's clean everything up. This example created these
 resources:");
        println!(
            "\tKey pair: {}",
            self.key_pair_manager
                .key_pair()
                .key_name()
                .unwrap_or("(unknown key pair)")
        );
        println!(
            "\tSecurity group: {}",
            self.security_group_manager.group_name()
        );
        println!(
            "\tInstance: {}",
            self.instance_manager.instance_display_name()
        );
        if self.util.should_clean_resources() {
            if let Err(err) = self.elastic_ip_manager.remove(&self.ec2).await {
                eprintln!("{err}")
            }
            if let Err(err) = self.instance_manager.delete(&self.ec2).await {
                eprintln!("{err}")
            }
            if let Err(err) = self.security_group_manager.delete(&self.ec2).await
 {
                eprintln!("{err}");
            }
            if let Err(err) = self.key_pair_manager.delete(&self.ec2,
 &self.util).await {
                eprintln!("{err}");
            }
        } else {
            println!("Ok, not cleaning up any resources!");
        }
    }
}

pub async fn run(mut scenario: Ec2InstanceScenario) {
    println!
("--------------------------------------------------------------------------------");
    println!(
        "Welcome to the Amazon Elastic Compute Cloud (Amazon EC2) get started
 with instances demo."
```

```
    );
    println!
("-----------------------------------------------------------------------------");

    if let Err(err) = scenario.run().await {
        eprintln!("There was an error running the scenario: {err}")
    }

    println!
("-----------------------------------------------------------------------------");

    scenario.clean_up().await;

    println!("Thanks for running!");
    println!
("-----------------------------------------------------------------------------");
}
```

EC2Impl 구조는 테스트를 위한 오토모크 지점 역할을 하며 해당 함수는 EC2 SDK 호출을 래핑합니다.

```
use std::{net::Ipv4Addr, time::Duration};

use aws_sdk_ec2::{
    client::Waiters,
    error::ProvideErrorMetadata,
    operation::{
        allocate_address::AllocateAddressOutput,
 associate_address::AssociateAddressOutput,
    },
    types::{
        DomainType, Filter, Image, Instance, InstanceType, IpPermission, IpRange,
 KeyPairInfo,
        SecurityGroup, Tag,
    },
    Client as EC2Client,
};
use aws_sdk_ssm::types::Parameter;
use aws_smithy_runtime_api::client::waiters::error::WaiterError;

#[cfg(test)]
```

```
use mockall::automock;

#[cfg(not(test))]
pub use EC2Impl as EC2;

#[cfg(test)]
pub use MockEC2Impl as EC2;

#[derive(Clone)]
pub struct EC2Impl {
    pub client: EC2Client,
}

#[cfg_attr(test, automock)]
impl EC2Impl {
    pub fn new(client: EC2Client) -> Self {
        EC2Impl { client }
    }

    pub async fn create_key_pair(&self, name: String) -> Result<(KeyPairInfo,
 String), EC2Error> {
        tracing::info!("Creating key pair {name}");
        let output = self.client.create_key_pair().key_name(name).send().await?;
        let info = KeyPairInfo::builder()
            .set_key_name(output.key_name)
            .set_key_fingerprint(output.key_fingerprint)
            .set_key_pair_id(output.key_pair_id)
            .build();
        let material = output
            .key_material
            .ok_or_else(|| EC2Error::new("Create Key Pair has no key
 material"))?;
        Ok((info, material))
    }

    pub async fn list_key_pair(&self) -> Result<Vec<KeyPairInfo>, EC2Error> {
        let output = self.client.describe_key_pairs().send().await?;
        Ok(output.key_pairs.unwrap_or_default())
    }

    pub async fn delete_key_pair(&self, key_pair_id: &str) -> Result<(),
 EC2Error> {
        let key_pair_id: String = key_pair_id.into();
        tracing::info!("Deleting key pair {key_pair_id}");
```

```
        self.client
            .delete_key_pair()
            .key_pair_id(key_pair_id)
            .send()
            .await?;
        Ok(())
    }

    pub async fn create_security_group(
        &self,
        name: &str,
        description: &str,
    ) -> Result<SecurityGroup, EC2Error> {
        tracing::info!("Creating security group {name}");
        let create_output = self
            .client
            .create_security_group()
            .group_name(name)
            .description(description)
            .send()
            .await
            .map_err(EC2Error::from)?;

        let group_id = create_output
            .group_id
            .ok_or_else(|| EC2Error::new("Missing security group id after
creation"))?;

        let group = self
            .describe_security_group(&group_id)
            .await?
            .ok_or_else(|| {
                EC2Error::new(format!("Could not find security group with id
{group_id}"))
            })?;

        tracing::info!("Created security group {name} as {group_id}");

        Ok(group)
    }

    /// Find a single security group, by ID. Returns Err if multiple groups are
found.
    pub async fn describe_security_group(
```

```
        &self,
        group_id: &str,
    ) -> Result<Option<SecurityGroup>, EC2Error> {
        let group_id: String = group_id.into();
        let describe_output = self
            .client
            .describe_security_groups()
            .group_ids(&group_id)
            .send()
            .await?;

        let mut groups = describe_output.security_groups.unwrap_or_default();

        match groups.len() {
            0 => Ok(None),
            1 => Ok(Some(groups.remove(0))),
            _ => Err(EC2Error::new(format!(
                "Expected single group for {group_id}"
            ))),
        }
    }

    /// Add an ingress rule to a security group explicitly allowing IPv4 address
    /// as {ip}/32 over TCP port 22.
    pub async fn authorize_security_group_ssh_ingress(
        &self,
        group_id: &str,
        ingress_ips: Vec<Ipv4Addr>,
    ) -> Result<(), EC2Error> {
        tracing::info!("Authorizing ingress for security group {group_id}");
        self.client
            .authorize_security_group_ingress()
            .group_id(group_id)
            .set_ip_permissions(Some(
                ingress_ips
                    .into_iter()
                    .map(|ip| {
                        IpPermission::builder()
                            .ip_protocol("tcp")
                            .from_port(22)
                            .to_port(22)
                            .ip_ranges(IpRange::builder().cidr_ip(format!
("{ip}/32")).build())
                            .build()
```

```
                    })
                    .collect(),
            ))
            .send()
            .await?;
        Ok(())
    }

    pub async fn delete_security_group(&self, group_id: &str) -> Result<(),
EC2Error> {
        tracing::info!("Deleting security group {group_id}");
        self.client
            .delete_security_group()
            .group_id(group_id)
            .send()
            .await?;
        Ok(())
    }

    pub async fn list_images(&self, ids: Vec<Parameter>) -> Result<Vec<Image>,
EC2Error> {
        let image_ids = ids.into_iter().filter_map(|p| p.value).collect();
        let output = self
            .client
            .describe_images()
            .set_image_ids(Some(image_ids))
            .send()
            .await?;

        let images = output.images.unwrap_or_default();
        if images.is_empty() {
            Err(EC2Error::new("No images for selected AMIs"))
        } else {
            Ok(images)
        }
    }

    /// List instance types that match an image's architecture and are free tier
eligible.
    pub async fn list_instance_types(&self, image: &Image) ->
Result<Vec<InstanceType>, EC2Error> {
        let architecture = format!(
            "{}",
            image.architecture().ok_or_else(|| EC2Error::new(format!(
```

```
                "Image {:?} does not have a listed architecture",
                image.image_id()
            )))?
        );
        let free_tier_eligible_filter = Filter::builder()
            .name("free-tier-eligible")
            .values("false")
            .build();
        let supported_architecture_filter = Filter::builder()
            .name("processor-info.supported-architecture")
            .values(architecture)
            .build();
        let response = self
            .client
            .describe_instance_types()
            .filters(free_tier_eligible_filter)
            .filters(supported_architecture_filter)
            .send()
            .await?;

        Ok(response
            .instance_types
            .unwrap_or_default()
            .into_iter()
            .filter_map(|iti| iti.instance_type)
            .collect())
    }

    pub async fn create_instance<'a>(
        &self,
        image_id: &'a str,
        instance_type: InstanceType,
        key_pair: &'a KeyPairInfo,
        security_groups: Vec<&'a SecurityGroup>,
    ) -> Result<String, EC2Error> {
        let run_instances = self
            .client
            .run_instances()
            .image_id(image_id)
            .instance_type(instance_type)
            .key_name(
                key_pair
                    .key_name()
```

```
                    .ok_or_else(|| EC2Error::new("Missing key name when launching
instance"))?,
            )
            .set_security_group_ids(Some(
                security_groups
                    .iter()
                    .filter_map(|sg| sg.group_id.clone())
                    .collect(),
            ))
            .min_count(1)
            .max_count(1)
            .send()
            .await?;

        if run_instances.instances().is_empty() {
            return Err(EC2Error::new("Failed to create instance"));
        }

        let instance_id = run_instances.instances()[0].instance_id().unwrap();
        let response = self
            .client
            .create_tags()
            .resources(instance_id)
            .tags(
                Tag::builder()
                    .key("Name")
                    .value("From SDK Examples")
                    .build(),
            )
            .send()
            .await;

        match response {
            Ok(_) => tracing::info!("Created {instance_id} and applied tags."),
            Err(err) => {
                tracing::info!("Error applying tags to {instance_id}: {err:?}");
                return Err(err.into());
            }
        }

        tracing::info!("Instance is created.");

        Ok(instance_id.to_string())
    }
```

```
   /// Wait for an instance to be ready and status ok (default wait 60 seconds)
   pub async fn wait_for_instance_ready(
       &self,
       instance_id: &str,
       duration: Option<Duration>,
   ) -> Result<(), EC2Error> {
       self.client
           .wait_until_instance_status_ok()
           .instance_ids(instance_id)
           .wait(duration.unwrap_or(Duration::from_secs(60)))
           .await
           .map_err(|err| match err {
               WaiterError::ExceededMaxWait(exceeded) => EC2Error(format!(
                   "Exceeded max time ({}s) waiting for instance to start.",
                   exceeded.max_wait().as_secs()
               )),
               _ => EC2Error::from(err),
           })?;
       Ok(())
   }

   pub async fn describe_instance(&self, instance_id: &str) -> Result<Instance,
EC2Error> {
       let response = self
           .client
           .describe_instances()
           .instance_ids(instance_id)
           .send()
           .await?;

       let instance = response
           .reservations()
           .first()
           .ok_or_else(|| EC2Error::new(format!("No instance reservations for
{instance_id}")))?
           .instances()
           .first()
           .ok_or_else(|| {
               EC2Error::new(format!("No instances in reservation for
{instance_id}"))
           })?;

       Ok(instance.clone())
```

```
    }

    pub async fn start_instance(&self, instance_id: &str) -> Result<(), EC2Error>
{
        tracing::info!("Starting instance {instance_id}");

        self.client
            .start_instances()
            .instance_ids(instance_id)
            .send()
            .await?;

        tracing::info!("Started instance.");

        Ok(())
    }

    pub async fn stop_instance(&self, instance_id: &str) -> Result<(), EC2Error>
{
        tracing::info!("Stopping instance {instance_id}");

        self.client
            .stop_instances()
            .instance_ids(instance_id)
            .send()
            .await?;

        self.wait_for_instance_stopped(instance_id, None).await?;

        tracing::info!("Stopped instance.");

        Ok(())
    }

    pub async fn reboot_instance(&self, instance_id: &str) -> Result<(),
EC2Error> {
        tracing::info!("Rebooting instance {instance_id}");

        self.client
            .reboot_instances()
            .instance_ids(instance_id)
            .send()
            .await?;
```

```
        Ok(())
    }

    pub async fn wait_for_instance_stopped(
        &self,
        instance_id: &str,
        duration: Option<Duration>,
    ) -> Result<(), EC2Error> {
        self.client
            .wait_until_instance_stopped()
            .instance_ids(instance_id)
            .wait(duration.unwrap_or(Duration::from_secs(60)))
            .await
            .map_err(|err| match err {
                WaiterError::ExceededMaxWait(exceeded) => EC2Error(format!(
                    "Exceeded max time ({}s) waiting for instance to stop.",
                    exceeded.max_wait().as_secs(),
                )),
                _ => EC2Error::from(err),
            })?;
        Ok(())
    }

    pub async fn delete_instance(&self, instance_id: &str) -> Result<(),
EC2Error> {
        tracing::info!("Deleting instance with id {instance_id}");
        self.stop_instance(instance_id).await?;
        self.client
            .terminate_instances()
            .instance_ids(instance_id)
            .send()
            .await?;
        self.wait_for_instance_terminated(instance_id).await?;
        tracing::info!("Terminated instance with id {instance_id}");
        Ok(())
    }

    async fn wait_for_instance_terminated(&self, instance_id: &str) -> Result<(),
EC2Error> {
        self.client
            .wait_until_instance_terminated()
            .instance_ids(instance_id)
            .wait(Duration::from_secs(60))
            .await
```

```
            .map_err(|err| match err {
                WaiterError::ExceededMaxWait(exceeded) => EC2Error(format!(
                    "Exceeded max time ({}s) waiting for instance to terminate.",
                    exceeded.max_wait().as_secs(),
                )),
                _ => EC2Error::from(err),
            })?;
        Ok(())
    }

    pub async fn allocate_ip_address(&self) -> Result<AllocateAddressOutput,
EC2Error> {
        self.client
            .allocate_address()
            .domain(DomainType::Vpc)
            .send()
            .await
            .map_err(EC2Error::from)
    }

    pub async fn deallocate_ip_address(&self, allocation_id: &str) -> Result<(),
EC2Error> {
        self.client
            .release_address()
            .allocation_id(allocation_id)
            .send()
            .await?;
        Ok(())
    }

    pub async fn associate_ip_address(
        &self,
        allocation_id: &str,
        instance_id: &str,
    ) -> Result<AssociateAddressOutput, EC2Error> {
        let response = self
            .client
            .associate_address()
            .allocation_id(allocation_id)
            .instance_id(instance_id)
            .send()
            .await?;
        Ok(response)
    }
```

```
    pub async fn disassociate_ip_address(&self, association_id: &str) ->
 Result<(), EC2Error> {
        self.client
            .disassociate_address()
            .association_id(association_id)
            .send()
            .await?;
        Ok(())
    }
}

#[derive(Debug)]
pub struct EC2Error(String);
impl EC2Error {
    pub fn new(value: impl Into<String>) -> Self {
        EC2Error(value.into())
    }

    pub fn add_message(self, message: impl Into<String>) -> Self {
        EC2Error(format!("{}: {}", message.into(), self.0))
    }
}

impl<T: ProvideErrorMetadata> From<T> for EC2Error {
    fn from(value: T) -> Self {
        EC2Error(format!(
            "{}: {}",
            value
                .code()
                .map(String::from)
                .unwrap_or("unknown code".into()),
            value
                .message()
                .map(String::from)
                .unwrap_or("missing reason".into()),
        ))
    }
}

impl std::error::Error for EC2Error {}

impl std::fmt::Display for EC2Error {
    fn fmt(&self, f: &mut std::fmt::Formatter<'_>) -> std::fmt::Result {
```

```
        write!(f, "{}", self.0)
    }
}
```

SSM 구조는 테스트를 위한 오토모크 지점 역할을 하며 함수는 SSM SDK 호출을 래핑합니다.

```
use aws_sdk_ssm::{types::Parameter, Client};
use aws_smithy_async::future::pagination_stream::TryFlatMap;

use crate::ec2::EC2Error;

#[cfg(test)]
use mockall::automock;

#[cfg(not(test))]
pub use SSMImpl as SSM;

#[cfg(test)]
pub use MockSSMImpl as SSM;

pub struct SSMImpl {
    inner: Client,
}

#[cfg_attr(test, automock)]
impl SSMImpl {
    pub fn new(inner: Client) -> Self {
        SSMImpl { inner }
    }

    pub async fn list_path(&self, path: &str) -> Result<Vec<Parameter>, EC2Error>
 {
        let maybe_params: Vec<Result<Parameter, _>> = TryFlatMap::new(
            self.inner
                .get_parameters_by_path()
                .path(path)
                .into_paginator()
                .send(),
        )
        .flat_map(|item| item.parameters.unwrap_or_default())
        .collect()
```

```
        .await;
        // Fail on the first error
        let params = maybe_params
            .into_iter()
            .collect::<Result<Vec<Parameter>, _>>()?;
        Ok(params)
    }
}
```

이 시나리오는 여러 "관리자" 스타일 구조를 사용하여 시나리오 전체에서 생성 및 삭제된 리소스에 대한 액세스를 처리합니다.

```
use aws_sdk_ec2::operation::{
    allocate_address::AllocateAddressOutput,
 associate_address::AssociateAddressOutput,
};

use crate::ec2::{EC2Error, EC2};

/// ElasticIpManager tracks the lifecycle of a public IP address, including its
/// allocation from the global pool and association with a specific instance.
#[derive(Debug, Default)]
pub struct ElasticIpManager {
    elastic_ip: Option<AllocateAddressOutput>,
    association: Option<AssociateAddressOutput>,
}

impl ElasticIpManager {
    pub fn has_allocation(&self) -> bool {
        self.elastic_ip.is_some()
    }

    pub fn public_ip(&self) -> &str {
        if let Some(allocation) = &self.elastic_ip {
            if let Some(addr) = allocation.public_ip() {
                return addr;
            }
        }
        "0.0.0.0"
    }
```

```
    pub async fn allocate(&mut self, ec2: &EC2) -> Result<(), EC2Error> {
        let allocation = ec2.allocate_ip_address().await?;
        self.elastic_ip = Some(allocation);
        Ok(())
    }

    pub async fn associate(&mut self, ec2: &EC2, instance_id: &str) -> Result<(),
 EC2Error> {
        if let Some(allocation) = &self.elastic_ip {
            if let Some(allocation_id) = allocation.allocation_id() {
                let association = ec2.associate_ip_address(allocation_id,
 instance_id).await?;
                self.association = Some(association);
                return Ok(());
            }
        }
        Err(EC2Error::new("No ip address allocation to associate"))
    }

    pub async fn remove(mut self, ec2: &EC2) -> Result<(), EC2Error> {
        if let Some(association) = &self.association {
            if let Some(association_id) = association.association_id() {
                ec2.disassociate_ip_address(association_id).await?;
            }
        }
        self.association = None;
        if let Some(allocation) = &self.elastic_ip {
            if let Some(allocation_id) = allocation.allocation_id() {
                ec2.deallocate_ip_address(allocation_id).await?;
            }
        }
        self.elastic_ip = None;
        Ok(())
    }
}


use std::fmt::Display;

use aws_sdk_ec2::types::{Instance, InstanceType, KeyPairInfo, SecurityGroup};

use crate::ec2::{EC2Error, EC2};

/// InstanceManager wraps the lifecycle of an EC2 Instance.
```

```
#[derive(Debug, Default)]
pub struct InstanceManager {
    instance: Option<Instance>,
}

impl InstanceManager {
    pub fn instance_id(&self) -> &str {
        if let Some(instance) = &self.instance {
            if let Some(id) = instance.instance_id() {
                return id;
            }
        }
        "Unknown"
    }

    pub fn instance_name(&self) -> &str {
        if let Some(instance) = &self.instance {
            if let Some(tag) = instance.tags().iter().find(|e| e.key() ==
 Some("Name")) {
                if let Some(value) = tag.value() {
                    return value;
                }
            }
        }
        "Unknown"
    }

    pub fn instance_ip(&self) -> &str {
        if let Some(instance) = &self.instance {
            if let Some(public_ip_address) = instance.public_ip_address() {
                return public_ip_address;
            }
        }
        "0.0.0.0"
    }

    pub fn instance_display_name(&self) -> String {
        format!("{} ({})", self.instance_name(), self.instance_id())
    }

    /// Create an EC2 instance with the given ID on a given type, using a
    /// generated KeyPair and applying a list of security groups.
    pub async fn create(
        &mut self,
```

```
        ec2: &EC2,
        image_id: &str,
        instance_type: InstanceType,
        key_pair: &KeyPairInfo,
        security_groups: Vec<&SecurityGroup>,
    ) -> Result<(), EC2Error> {
        let instance_id = ec2
            .create_instance(image_id, instance_type, key_pair, security_groups)
            .await?;
        let instance = ec2.describe_instance(&instance_id).await?;
        self.instance = Some(instance);
        Ok(())
    }

    /// Start the managed EC2 instance, if present.
    pub async fn start(&self, ec2: &EC2) -> Result<(), EC2Error> {
        if self.instance.is_some() {
            ec2.start_instance(self.instance_id()).await?;
        }
        Ok(())
    }

    /// Stop the managed EC2 instance, if present.
    pub async fn stop(&self, ec2: &EC2) -> Result<(), EC2Error> {
        if self.instance.is_some() {
            ec2.stop_instance(self.instance_id()).await?;
        }
        Ok(())
    }

    pub async fn reboot(&self, ec2: &EC2) -> Result<(), EC2Error> {
        if self.instance.is_some() {
            ec2.reboot_instance(self.instance_id()).await?;
            ec2.wait_for_instance_stopped(self.instance_id(), None)
                .await?;
            ec2.wait_for_instance_ready(self.instance_id(), None)
                .await?;
        }
        Ok(())
    }

    /// Terminate and delete the managed EC2 instance, if present.
    pub async fn delete(self, ec2: &EC2) -> Result<(), EC2Error> {
        if self.instance.is_some() {
```

```
            ec2.delete_instance(self.instance_id()).await?;
        }
        Ok(())
    }
}

impl Display for InstanceManager {
    fn fmt(&self, f: &mut std::fmt::Formatter<'_>) -> std::fmt::Result {
        if let Some(instance) = &self.instance {
            writeln!(f, "\tID: {}",
 instance.instance_id().unwrap_or("(Unknown)"))?;
            writeln!(
                f,
                "\tImage ID: {}",
                instance.image_id().unwrap_or("(Unknown)")
            )?;
            writeln!(
                f,
                "\tInstance type: {}",
                instance
                    .instance_type()
                    .map(|it| format!("{it}"))
                    .unwrap_or("(Unknown)".to_string())
            )?;
            writeln!(
                f,
                "\tKey name: {}",
                instance.key_name().unwrap_or("(Unknown)")
            )?;
            writeln!(f, "\tVPC ID: {}",
 instance.vpc_id().unwrap_or("(Unknown)"))?;
            writeln!(
                f,
                "\tPublic IP: {}",
                instance.public_ip_address().unwrap_or("(Unknown)")
            )?;
            let instance_state = instance
                .state
                .as_ref()
                .map(|is| {
                    is.name()
                        .map(|isn| format!("{isn}"))
                        .unwrap_or("(Unknown)".to_string())
                })
```

```
                .unwrap_or("(Unknown)".to_string());
            writeln!(f, "\tState: {instance_state}")?;
        } else {
            writeln!(f, "\tNo loaded instance")?;
        }
        Ok(())
    }
}


use std::{env, path::PathBuf};

use aws_sdk_ec2::types::KeyPairInfo;

use crate::ec2::{EC2Error, EC2};

use super::util::Util;

/// KeyPairManager tracks a KeyPairInfo and the path the private key has been
/// written to, if it's been created.
#[derive(Debug)]
pub struct KeyPairManager {
    key_pair: KeyPairInfo,
    key_file_path: Option<PathBuf>,
    key_file_dir: PathBuf,
}

impl KeyPairManager {
    pub fn new() -> Self {
        Self::default()
    }

    pub fn key_pair(&self) -> &KeyPairInfo {
        &self.key_pair
    }

    pub fn key_file_path(&self) -> Option<&PathBuf> {
        self.key_file_path.as_ref()
    }

    pub fn key_file_dir(&self) -> &PathBuf {
        &self.key_file_dir
    }
```

```
    /// Creates a key pair that can be used to securely connect to an EC2
instance.
    /// The returned key pair contains private key information that cannot be
retrieved
    /// again. The private key data is stored as a .pem file.
    ///
    /// :param key_name: The name of the key pair to create.
    pub async fn create(
        &mut self,
        ec2: &EC2,
        util: &Util,
        key_name: String,
    ) -> Result<KeyPairInfo, EC2Error> {
        let (key_pair, material) = ec2
            .create_key_pair(key_name.clone())
            .await
            .map_err(|e| e.add_message(format!("Couldn't create key
{key_name}")))?;

        let path = self.key_file_dir.join(format!("{key_name}.pem"));

        util.write_secure(&key_name, &path, material)?;

        self.key_file_path = Some(path);
        self.key_pair = key_pair.clone();

        Ok(key_pair)
    }

    pub async fn delete(self, ec2: &EC2, util: &Util) -> Result<(), EC2Error> {
        if let Some(key_pair_id) = self.key_pair.key_pair_id() {
            ec2.delete_key_pair(key_pair_id).await?;
            if let Some(key_path) = self.key_file_path() {
                if let Err(err) = util.remove(key_path) {
                    eprintln!("Failed to remove {key_path:?} ({err:?})");
                }
            }
        }
        Ok(())
    }

    pub async fn list(&self, ec2: &EC2) -> Result<Vec<KeyPairInfo>, EC2Error> {
        ec2.list_key_pair().await
    }
```

```
}

impl Default for KeyPairManager {
    fn default() -> Self {
        KeyPairManager {
            key_pair: KeyPairInfo::builder().build(),
            key_file_path: Default::default(),
            key_file_dir: env::temp_dir(),
        }
    }
}


use std::net::Ipv4Addr;

use aws_sdk_ec2::types::SecurityGroup;

use crate::ec2::{EC2Error, EC2};

/// SecurityGroupManager tracks the lifecycle of a SecurityGroup for an instance,
/// including adding a rule to allow SSH from a public IP address.
#[derive(Debug, Default)]
pub struct SecurityGroupManager {
    group_name: String,
    group_description: String,
    security_group: Option<SecurityGroup>,
}

impl SecurityGroupManager {
    pub async fn create(
        &mut self,
        ec2: &EC2,
        group_name: &str,
        group_description: &str,
    ) -> Result<(), EC2Error> {
        self.group_name = group_name.into();
        self.group_description = group_description.into();

        self.security_group = Some(
            ec2.create_security_group(group_name, group_description)
                .await
                .map_err(|e| e.add_message("Couldn't create security group"))?,
        );
```

```
        Ok(())
    }

    pub async fn authorize_ingress(&self, ec2: &EC2, ip_address: Ipv4Addr) ->
 Result<(), EC2Error> {
        if let Some(sg) = &self.security_group {
            ec2.authorize_security_group_ssh_ingress(
                sg.group_id()
                    .ok_or_else(|| EC2Error::new("Missing security group ID"))?,
                vec![ip_address],
            )
            .await?;
        };

        Ok(())
    }

    pub async fn delete(self, ec2: &EC2) -> Result<(), EC2Error> {
        if let Some(sg) = &self.security_group {
            ec2.delete_security_group(
                sg.group_id()
                    .ok_or_else(|| EC2Error::new("Missing security group ID"))?,
            )
            .await?;
        };

        Ok(())
    }

    pub fn group_name(&self) -> &str {
        &self.group_name
    }

    pub fn vpc_id(&self) -> Option<&str> {
        self.security_group.as_ref().and_then(|sg| sg.vpc_id())
    }

    pub fn security_group(&self) -> Option<&SecurityGroup> {
        self.security_group.as_ref()
    }
}

impl std::fmt::Display for SecurityGroupManager {
    fn fmt(&self, f: &mut std::fmt::Formatter<'_>) -> std::fmt::Result {
```

```
        match &self.security_group {
            Some(sg) => {
                writeln!(
                    f,
                    "Security group: {}",
                    sg.group_name().unwrap_or("(unknown group)")
                )?;
                writeln!(f, "\tID: {}", sg.group_id().unwrap_or("(unknown group
 id)"))?;
                writeln!(f, "\tVPC: {}", sg.vpc_id().unwrap_or("(unknown group
 vpc)"))?;
                if !sg.ip_permissions().is_empty() {
                    writeln!(f, "\tInbound Permissions:")?;
                    for permission in sg.ip_permissions() {
                        writeln!(f, "\t\t{permission:?}")?;
                    }
                }
                Ok(())
            }
            None => writeln!(f, "No security group loaded."),
        }
    }
}
```

시나리오의 주요 진입점입니다.

```
use ec2_code_examples::{
    ec2::EC2,
    getting_started::{
        scenario::{run, Ec2InstanceScenario},
        util::UtilImpl,
    },
    ssm::SSM,
};

#[tokio::main]
async fn main() {
    tracing_subscriber::fmt::init();
    let sdk_config = aws_config::load_from_env().await;
    let ec2 = EC2::new(aws_sdk_ec2::Client::new(&sdk_config));
    let ssm = SSM::new(aws_sdk_ssm::Client::new(&sdk_config));
```

```
    let util = UtilImpl {};
    let scenario = Ec2InstanceScenario::new(ec2, ssm, util);
    run(scenario).await;
}
```

- API 자세한 내용은 AWS SDK Rust API 참조 의 다음 주제를 참조하세요.
  - AllocateAddress
  - AssociateAddress
  - AuthorizeSecurityGroupIngress
  - CreateKeyPair
  - CreateSecurityGroup
  - DeleteKeyPair
  - DeleteSecurityGroup
  - DescribeImages
  - DescribeInstanceTypes
  - DescribeInstances
  - DescribeKeyPairs
  - DescribeSecurityGroups
  - DisassociateAddress
  - ReleaseAddress
  - RunInstances
  - StartInstances
  - StopInstances
  - TerminateInstances
  - UnmonitorInstances

개발자 안내서 및 코드 예제의 AWS SDK 전체 목록은 섹션을 참조하세요를 사용하여 Amazon EC2 리소스 생성 AWS SDK. 이 주제에는 시작하기에 대한 정보와 이전 SDK 버전에 대한 세부 정보도 포함되어 있습니다.

Amazon을 사용하여 Amazon EC2 API 요청 모니터링 CloudWatch

원시 데이터를 CloudWatch수집하고 읽기 가능한 실시간에 가까운 지표로 처리하는 Amazon 를 사용하여 Amazon EC2 API 요청을 모니터링할 수 있습니다. 이러한 지표는 시간 경과에 따라 Amazon EC2 API 작업의 사용량과 결과를 추적하는 간단한 방법을 제공합니다. 이 정보는 웹 애플리케이션의 성능에 대한 더 나은 관점을 제공하고 다양한 문제를 식별하고 진단할 수 있도록 합니다. 특정 임계값을 감시하는 경보를 설정하고 해당 임계값이 충족되면 알림을 보내거나 특정 작업을 수행할 수도 있습니다.

에 대한 자세한 내용은 Amazon CloudWatch 사용 설명서 섹션을 CloudWatch참조하세요.

> **Important**
>
> Amazon EC2 API 지표는 옵트인 기능입니다. 이 기능에 대한 액세스를 요청해야 합니다. 자세한 내용은 the section called “Amazon EC2 API 지표 활성화” 단원을 참조하십시오.

내용

Amazon EC2 API 지표 활성화

다음 절차에 따라 에 대한 이 기능에 대한 액세스를 요청합니다 AWS 계정.

이 기능에 대한 액세스를 요청하려면

1. AWS Support 센터 를 엽니다.
2. 사례 생성을 선택합니다.
3. 계정 및 결제 지원을 선택합니다.

4. 서비스 에서 일반 정보 및 시작하기 를 선택합니다.
5. 범주 에서 AWS 및 서비스 사용을 선택합니다.
6. 다음 단계: 추가 정보를 선택합니다
7. 제목에 **Request access to Amazon EC2 API metrics**을 입력합니다.
8. 설명에 **Please grant my account access to Amazon EC2 API metrics. Related page: https://docs.aws.amazon.com/AWSEC2/latest/APIReference/monitor.html**를 입력합니다. 액세스가 필요한 리전도 포함합니다.
9. 다음 단계: 지금 해결하거나 문의하기를 선택합니다.
10. 문의 탭에서 선호하는 연락 언어와 연락 방법을 선택합니다.
11. 제출을 선택합니다.

Amazon EC2 API 지표 및 차원

지표

Amazon EC2 API 지표는 AWS/EC2/API 네임스페이스에 포함됩니다. 다음 표에는 Amazon EC2 API 요청에 사용할 수 있는 지표가 나열되어 있습니다.

지표	설명
ClientErrors	클라이언트 오류로 인해 실패한 API 요청 수입니다. 이러한 오류는 일반적으로 요청에 올바르지 않거나 유효하지 않은 파라미터를 지정하거나 작업 또는 리소스를 사용할 권한이 없는 사용자를 대신하여 작업 또는 리소스를 사용하는 등 클라이언트가 수행한 작업으로 인해 발생합니다. 단위: 수
RequestLimitExceeded	Amazon에서 허용하는 최대 요청 속도가 계정에 대해 초과EC2APIs된 횟수입니다. Amazon EC2 API 요청은 서비스 성능을 유지하기 위해 제한됩니다. 요청이 제한되면 Client.RequestLimitExceeded 오류가 발생합니다.

지표	설명
	단위: 수
ServerErrors	내부 서버 오류로 인해 실패한 API 요청 수입니다. 이러한 오류는 일반적으로 AWS 서버 측 오류, 예외 또는 장애로 인해 발생합니다. 단위: 수
SuccessfulCalls	성공한 API 요청 수입니다. 단위: 수

차원

Amazon EC2 지표 데이터는 모든 EC2 API 작업에서 필터링할 수 있습니다. 차원에 대한 자세한 내용은 Amazon CloudWatch 개념 을 참조하세요.

지표 데이터 보존

Amazon EC2 API 지표는 CloudWatch 1분 간격으로 로 전송됩니다. 는 다음과 같이 지표 데이터를 CloudWatch 유지합니다.

- 기간이 60초(1분)로 설정된 데이터 요소들은 15일 동안 사용할 수 있습니다.
- 300초(5분) 기간의 데이터 포인트는 63일 동안 사용할 수 있습니다.
- 3600초(1시간) 기간의 데이터 포인트는 455일(15개월) 동안 사용할 수 있습니다.

사용자를 대신하여 이루어진 요청 모니터링

API AWS 서비스 연결 역할의 요청과 같이 서비스를 대신하여 수행한 요청은 API 제한 한도에 포함되지 않으며 계정의 Amazon CloudWatch 에 지표를 전송하지 않습니다. 이러한 요청은 를 사용하여 모니터링할 수 없습니다 CloudWatch.

API 서드 파티 서비스 공급자가 사용자를 대신하여 요청한 요청은 API 제한 한도에 포함되며 해당 요청은 계정의 Amazon CloudWatch 에 지표를 전송합니다. 이러한 요청은 를 사용하여 모니터링할 수 있습니다 CloudWatch.

결제

표준 CloudWatch 요금 및 요금이 적용됩니다. Amazon EC2 API 지표를 사용하는 경우 추가 요금이 부과되지 않습니다. 자세한 내용은 Amazon CloudWatch 요금 섹션을 참조하세요.

Amazon 작업 CloudWatch

목차

CloudWatch 지표 보기

Amazon EC2 API 지표를 보려면 다음 절차를 따르세요.

전제 조건

계정의 Amazon EC2 API 지표에 대한 액세스를 활성화해야 합니다. 자세한 내용은 the section called “Amazon EC2 API 지표 활성화” 단원을 참조하십시오.

콘솔을 사용하여 Amazon EC2 API 지표를 보려면

1. 에서 CloudWatch 콘솔을 엽니다https://console.aws.amazon.com/cloudwatch/.
2. 탐색 창에서 지표 , 모든 지표 를 선택합니다.
3. 찾아보기 탭에서 EC2/API 지표 네임스페이스를 선택합니다.
4. 지표를 보려면 지표 차원을 선택합니다.

명령줄을 사용하여 Amazon EC2 API 지표를 보려면

다음 명령 중 하나를 사용합니다.

- list-metrics(AWS CLI)

```
aws cloudwatch list-metrics --namespace "AWS/EC2/API"
```

- Get-CWMetricList (AWS Tools for Windows PowerShell)

```
Get-CWMetricList -Namespace "AWS/EC2/API"
```

CloudWatch 경보 생성

CloudWatch 경보 상태가 변경될 때 Amazon SNS 메시지를 보내는 경보를 생성할 수 있습니다. 경보는 지정한 기간 동안 단일 지표를 감시합니다. 여러 기간에 걸쳐 지정된 임계값을 기준으로 지표 값을 기반으로 SNS 주제로 알림을 보냅니다.

예를 들어 서버 측 오류로 인해 실패한 API 요청 수 DescribeInstances를 모니터링하는 경보를 생성할 수 있습니다. 다음 경보는 요청 실패 수가 DescribeInstances API 5분 동안 서버 측 오류 10개의 임계값에 도달하면 이메일 알림을 보냅니다.

전제 조건

계정의 Amazon EC2 API 지표에 대한 액세스를 활성화해야 합니다. 자세한 내용은 the section called “Amazon EC2 API 지표 활성화” 단원을 참조하십시오.

Amazon EC2 DescribeInstances API 요청 서버 오류에 대한 경보를 생성하려면

1. 에서 CloudWatch 콘솔을 엽니다https://console.aws.amazon.com/cloudwatch/.
2. 탐색 창에서 Alarms, All alarms를 선택합니다.
3. Create alarm(경보 생성)을 선택하세요.
4. 지표 선택을 선택하고 다음을 지정합니다.
   a. EC2/API를 선택합니다.
   b. 작업별 지표를 선택합니다.
   c. 지표 이름과 동일한 행에 DescribeInstances 있는 ServerErrors 옆의 확인란을 선택합니다.
   d. 지표 선택을 선택하세요.
5. 선택한 지표 및 통계에 대한 그래프와 기타 정보가 표시된 Specify metric and conditions(지표 및 조건 지정) 페이지가 나타납니다.
   a. 지표 에서 다음을 지정합니다.
      i. Statistic(통계)에서 Sum(합계)를 선택합니다.
      ii. 기간 에서 5분이 선택되어 있는지 확인합니다.
   b. 조건에서 다음을 지정합니다.

i. 임곗값 유형에서 정적을 선택합니다.

ii. ServerErrors 가 인 경우 항상 더 큼/같음 >=을 선택합니다.

iii. 초과...에 10을 입력합니다.

c. Next(다음)를 선택합니다.

6. 작업 구성 페이지가 표시됩니다.

- 알림 에서 다음을 지정합니다.

i. Alam 상태 트리거 에서 In 경보 를 선택합니다.

ii. SNS 주제 선택 에서 기존 SNS 주제 선택 또는 새 주제 생성 을 선택하고 알림에 필요한 필드를 작성합니다.

iii. Next(다음)를 선택합니다.

7. 이름 및 설명 추가 페이지가 나타납니다.

a. 경보 이름 에 경보 이름을 입력합니다. 이름은 ASCII 문자만 포함해야 합니다.

b. 경보 설명 에 경보에 대한 선택적 설명을 입력합니다.

c. Next(다음)를 선택합니다.

8. 미리 보기 및 생성 페이지가 나타납니다. 정보가 올바른지 확인한 다음 경보 생성 을 선택합니다.

자세한 내용은 Amazon 사용 설명서의 Amazon CloudWatch 경보 사용을 참조하세요. CloudWatch

기계 번역으로 제공되는 번역입니다. 제공된 번역과 원본 영어의 내용이 상충하는 경우에는 영어 버전이 우선합니다.