**Microsoft Azure Fundamentals: Azure Software Development Services**

**Azure DevOps**

* Collaborative culture
* Processes

**Options for Working with Azure DevOps**

* Azure DevOps Sevices
* Azure DevOps Server

**Azure DevOps Sevices**

* Azure Boards
* Azure Pipelines
* Azure Repos
* GitHub Advanced Security for Azure DevOps
* Azure Test Plans
* Azuer Artifacts

**Azure DevOps Extensibility**

* Extensions
* Third-party integrations

**Working with Message Queues in Microsoft Azure**

Create a resource 🡪 Marektplace 🡪 Create a storage account

Storage Account 🡪 „sbdemo1603“ 🡪 Queues

„sbdemo“ 🡪 Queues 🡪 Add message

**Creating an Azure Functions App**

Create a resource 🡪 Marketplace 🡪 Create a function App

„sbdemo“ 🡪 Queues 🡪 „myqueue“

Function App 🡪 „sbdemo1604“ 🡪 Overwiev 🡪 Create in Azure portal 🡪 „Azure Queue Storage trigger“

**Creating an Azure Logic App**

Create a resource 🡪 Create Logic App

Storage Account 🡪 „sbdemo1603“ 🡪 Access key

Storage Account 🡪 „sbdemo1603“ 🡪 Queues 🡪 „myqueue“

Logic App 🡪 „sbdemo1605“ 🡪 Logic app designer

**Azure Blueprints**

* Definde repeatale Azure resouces
* Align with organizational standards, patterns, and requirements
* Allow for rapid creation of new environments
* Enable building withing organizational compliance

**Resource Templates and Artifacts Examples**

Ein Bild, das Text, Schrift, Screenshot, Stecker enthält.

KI-generierte Inhalte können fehlerhaft sein.

**Comparing Azure Blueprints and ARM Templates** **Ein Bild, das Text, Screenshot, Electric Blue (Farbe) enthält.

KI-generierte Inhalte können fehlerhaft sein.**

**Comparing Azure Blueprints with Azure Policy**

* Blueprints are a container for composing standards, patterns, and requirements
* A policy is a default „Allow and explicit deny“ system that’s focused on resource properties for deployment

**Key Considerations**

* Blueprint definition
* Blueprint assignment
* Permissions
* Naming limits

**Creating an Azure Blueprint**

Home 🡪 Blueprints 🡪 Create blueprint

Blueprints 🡪 „sbdemo1607“ 🡪 Assign blueprint