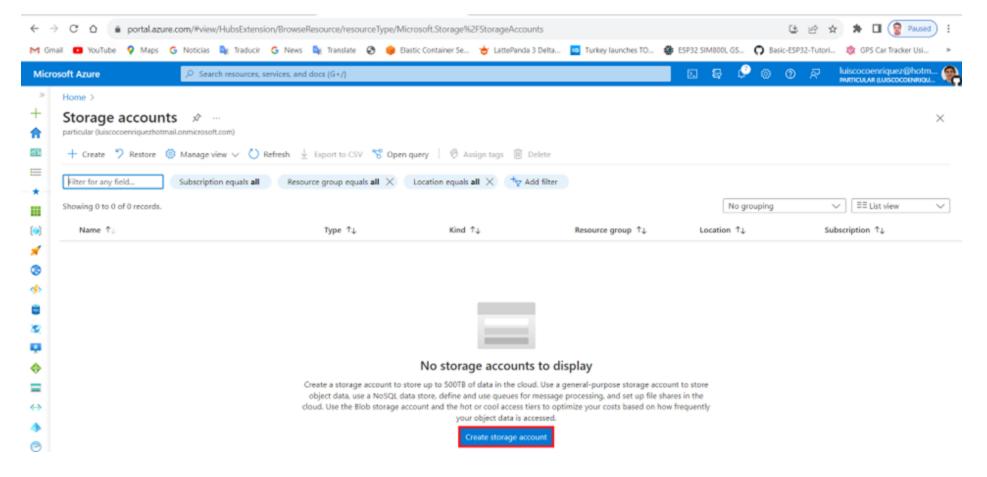
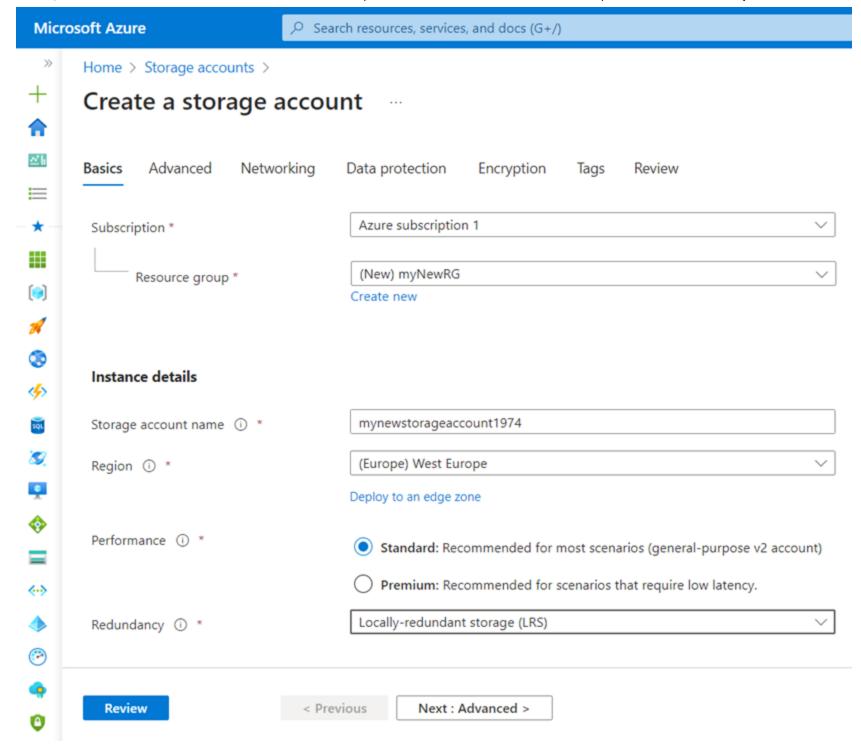
Azure SDK Sample8: how to create an Azure Blob container and Upload/Donwload a file from/to your local hard drive disk

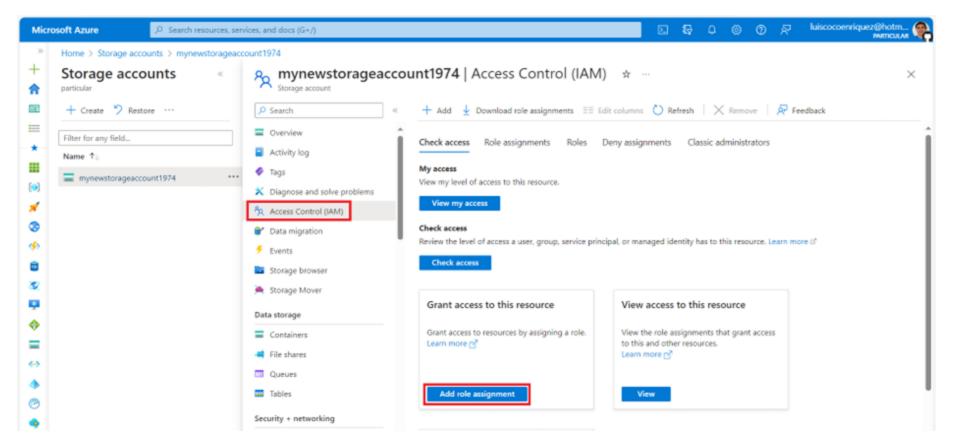
https://learn.microsoft.com/en-us/azure/storage/blobs/storage-quickstart-blobs-dotnet

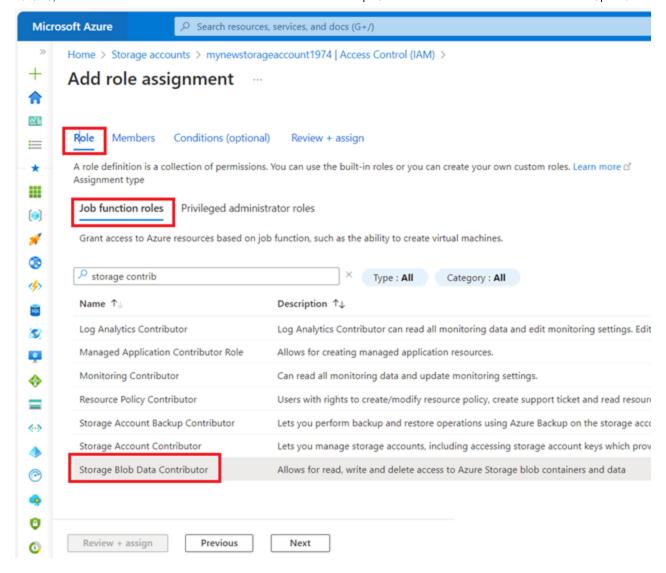
1. Create an Azure Storage account

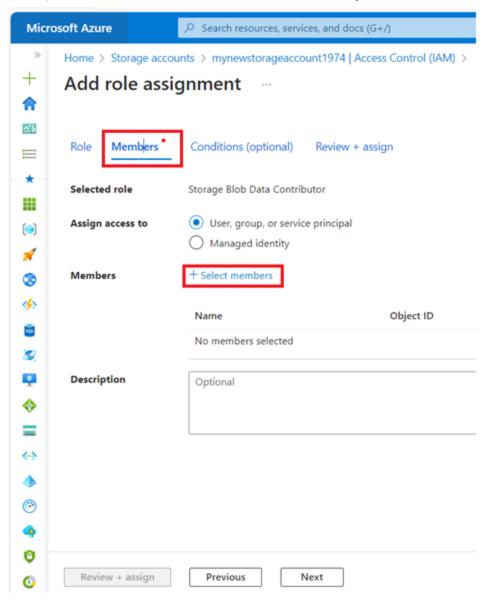




2. Grant permission to the Azure Storage account for creating a Blog storage container







3. Install .NET 8 SDK

Download from https://dotnet.microsoft.com/en-us/download) and then we can access the .NET CLI tools

4. Create a new .Net 8 C# console application

Open in VSCode a Terminal window and run the following command for:

```
dotnet new console --framework net8.0
```

5. Load the libraries for Azure SDK for .NET: https://www.nuget.org/packages

For loading the libraries in the application we run the commands:

```
dotnet add package Azure.Identity --version 1.10.4
dotnet add package Azure.Storage.Blobs --version 12.19.1
```

After loading the libraries we run the command:

```
dotnet restore
```

And we check in the csproj file . the libraries were loaded in the application

6. Input the source code in the program.cs file

```
// Create the container and return a container client object
BlobContainerClient containerClient = await blobServiceClient.CreateBlobContainerAsync(containerName);
// Create a local file in the ./data/ directory for uploading and downloading
string localPath = "data";
Directory.CreateDirectory(localPath);
string fileName = "quickstart" + Guid.NewGuid().ToString() + ".txt";
string localFilePath = Path.Combine(localPath, fileName);
// Write text to the file
await File.WriteAllTextAsync(localFilePath, "Hello, World!");
// Get a reference to a blob
BlobClient blobClient = containerClient.GetBlobClient(fileName);
Console.WriteLine("Uploading to Blob storage as blob:\n\t {0}\n", blobClient.Uri);
// Upload data from the local file
await blobClient.UploadAsync(localFilePath, true);
Console.WriteLine("Listing blobs...");
// List all blobs in the container
await foreach (BlobItem blobItem in containerClient.GetBlobsAsync())
    Console.WriteLine("\t" + blobItem.Name);
// Download the blob to a local file
// Append the string "DOWNLOADED" before the .txt extension
// so you can compare the files in the data directory
string downloadFilePath = localFilePath.Replace(".txt", "DOWNLOADED.txt");
Console.WriteLine("\nDownloading blob to\n\t{0}\n", downloadFilePath);
// Download the blob's contents and save it to a file
```

```
await blobClient.DownloadToAsync(downloadFilePath);

// Clean up
Console.Write("Press any key to begin clean up");
Console.ReadLine();

Console.WriteLine("Deleting blob container...");
await containerClient.DeleteAsync();

Console.WriteLine("Deleting the local source and downloaded files...");
File.Delete(localFilePath);
File.Delete(downloadFilePath);
Console.WriteLine("Done");
```

7. Build and run the application

Type the command:

dotnet run

