- ```c
  #include <aws/s3/s3.h> #include <aws/common/
  common.h> int main(int argc, char **argv) { //
  Initialize the AWS SDK if
  (aws_common_library_init(aws_default_allocator()))
  { fprintf(stderr, "AWS SDK initialization failed\n");
  return 1; } // Initialize the S3 client struct
  aws_s3_client *s3_client =
  aws_s3_client_new(aws_default_allocator(),
  NULL); // Set your AWS credentials and region
  struct aws_credentials_provider
  *credentials_provider =
  aws_credentials_provider_new_chain( aws_default
  _allocator(),
  aws_credentials_provider_new_env(aws_default_a
  llocator()),
  aws_credentials_provider_new_default(aws_defaul
  t_allocator(), NULL );
  aws_s3_client_configure(s3_client,
  aws_s3_client_default_configuration(),
  credentials_provider); // Define your S3 bucket and
  object key const char *bucket_name =
  "your-s3-bucket-name"; const char *object_key =
  "your-file-for-disaster-recovery"; // Upload
  ```