# Real World Big Data in Azure

**Module 3 Setup Instructions**

In Module 3 we read events from Azure Event Hubs and store them in Blob Storage.

## Telemetry

This is the demo solution for the course. In this module we have the existing projects for the Web API and the Azure Cloud Service, and new projects for the DeepStorage component and Cloud Service.

### Pre-requisites

The demo solution is delivered in Visual Studio 2013, Update 4 and uses the Azure SDK version 2.5.

The solution uses NuGet package restore to load packages during the build.

To enable this in Visual Studio, open *Tools…Library Package Manager…Package Manager Settings* and ensure both options (*Allow NuGet to download missing packages* and *Automatically check for missing packages during build in Visual Studio*) are ticked.

### Before

This is the solution code from the start of Module 3, with the boilerplate code in place for the Deep Storage Worker.

### After

By the end of the module we have finished the Deep Storage Worker Role, which can run in the local emulator or be deployed to Azure Cloud Services

To run the solution locally you will need to set up the configuration for your Event Hub in **Telemetry.EventProcessor.DeepStorage** for the Dev environment:

* *DeepStorage.InputConnectionString* - your Event Hubs connection string
* *DeepStorage.EventHubName* – name of your Event Hub (default device-events)

Run the cloud project with the emulator and it will read events from the Azure Event Hub and store them to the local development storage emulator.

### Tools

To send events to your API, you can use the REST tool Postman (https://www.getpostman.com) and load the collection and environment from the **Assets** folder.

To view the contents of Azure Storage (including the local emulator), CloudBerry Explorer is a good choice (http://www.cloudberrylab.com/free-microsoft-azure-explorer.aspx).