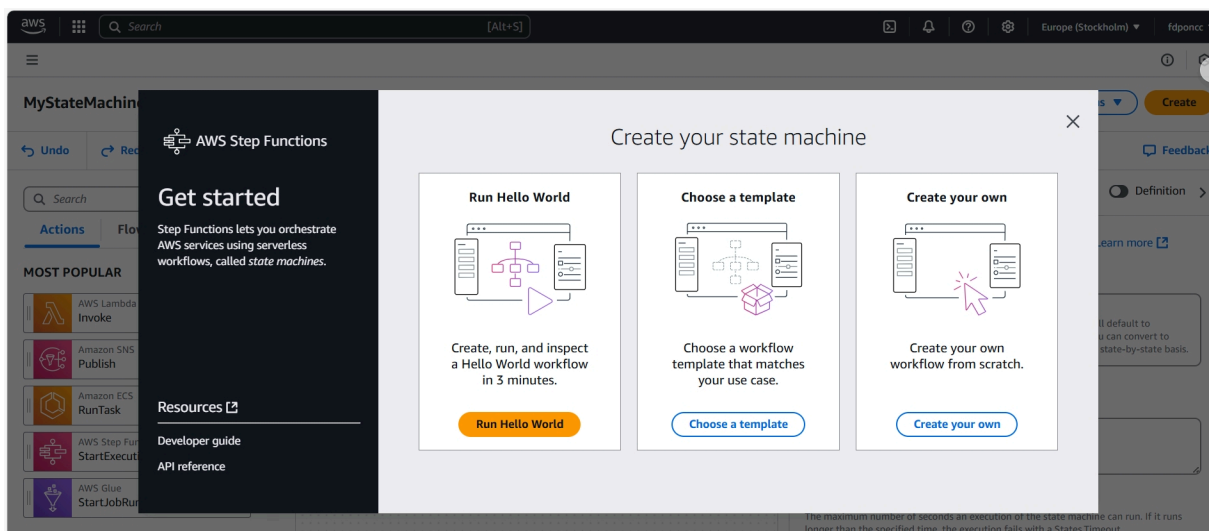
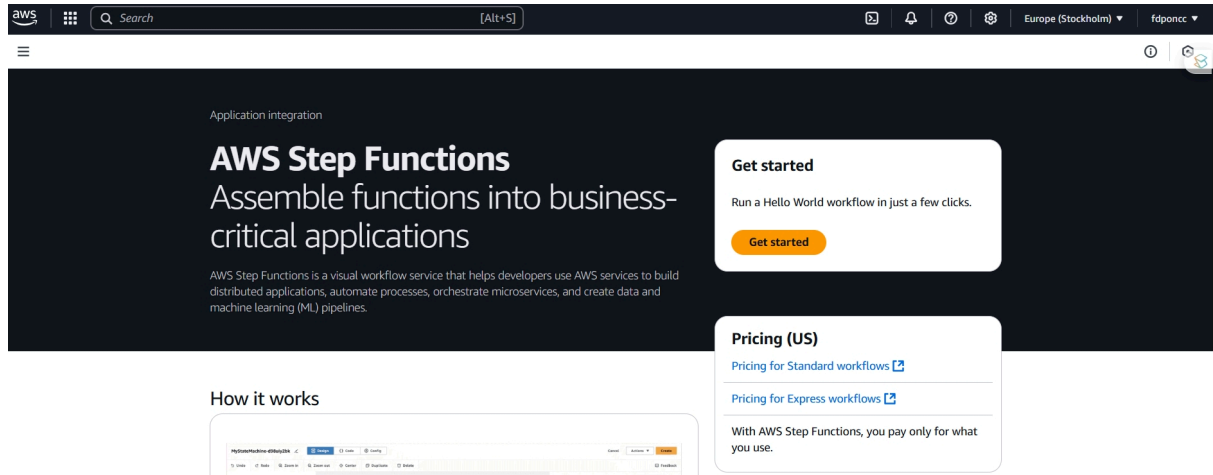


Step Functions Hands-On

GO TO STEP FUNCTION CONSOLE



CREATE YOUR OWN

#####

Lab 1. Step Function to Select/Reject a student based on Maths/Physics cut-off mark

#####

Task 1: Create SNS topic

1. Create an SNS topic. Subscribe your mail id to the topic.

Task 2: Definition of Step Function

1. Goto Step Functions console.

The screenshot shows the AWS Step Functions console interface. The top navigation bar includes the AWS logo, a search bar, and the region 'Europe (Stockholm)'. The main header displays the state machine name 'MyStateMachine-03sbd1f04' and tabs for 'Design', 'Code', and 'Config'. A red notification indicates '1 error found'. The left pane shows the state machine definition in JSON, and the right pane shows a visual state transition diagram.

```
55     "Parameters": {
56       "comment": "Use your SNS topic ARN"
57     },
58     "TopicArn": "arn:aws:sns:us-east-1:46xxxxxx73:notify-user",
59     "Message.$": "$.SuccessMessage"
60   },
61   "Next": "EndState"
62 },
63 "Rejected": {
64   "Type": "Task",
65   "Resource": "arn:aws:states:::sns:publish",
66   "Parameters": {
67     "comment": "Use your SNS topic ARN"
68   },
69   "TopicArn": "arn:aws:sns:us-east-1:46xxxxxx73:notify-user",
70   "Message.$": "$.FailMessage"
71 },
72 "Next": "EndState"
73 },
74 "EndState": {
75   "Type": "Pass",
76   "End": true
77 }
78 }
79 }
80 }
```

The visual diagram on the right shows a flow starting from a 'Start' node, passing through a dashed box labeled 'Drag first state here', and ending at an 'End' node. A warning at the bottom states 'Errors detected. Rendering is paused.'

Create a State Machine. Use the below code.

Name: `course_selection_state_machine`

```
{
  "Comment": "An example of the Amazon States Language for scheduling a
task.",
  "StartAt": "StartHere",
  "States": {
    "StartHere": {
      "Type": "Pass",
      "Next": "SubjectChoice"
    },
    "SubjectChoice": {
      "Type": "Choice",
      "Choices": [
        {
          "Variable": "$.Subject",
          "StringEquals": "Physics",
          "Next": "Physics"
        },
        {
          "Variable": "$.Subject",
          "StringEquals": "Maths",
          "Next": "Maths"
        }
      ],
      "Default": "EndState"
    },
    "Physics": {
```

```

    "Type": "Pass",
    "Next": "CheckMarks"
  },
  "Maths": {
    "Type": "Pass",
    "Next": "CheckMarks"
  },
  "CheckMarks": {
    "Type": "Choice",
    "Choices": [
      {
        "Variable": "$.Marks",
        "NumericGreaterThan": 70,
        "Next": "EndState"
      }
    ],
    "Default": "EndState"
  },
  "EndState": {
    "Type": "Pass",
    "End": true
  }
}

```

2. Execute the state machine. Provide the below timer value as the input.

Execution input:

```
{  
  "Subject": "Maths",  
  "Marks": 76  
}
```

```
{  
  "Subject": "Physics",  
  "Marks": 91  
}
```

3. Observe the graph view. Observe each step turning green.

4. Cleanup - delete the step function

#####

End

#####