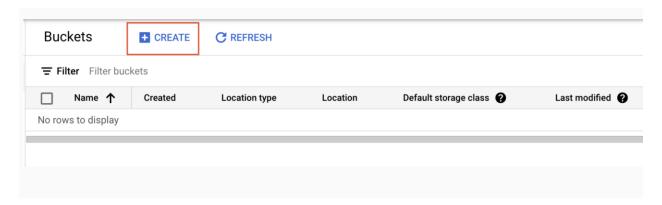
Cloud Storage: Qwik Start - Cloud Console

Task 1. Create a bucket

Buckets are the basic containers that hold your data in Cloud Storage.

To create a bucket:

- 1. In the Cloud console, go to **Navigation menu** (> Cloud Storage > Buckets.
- 2. Click + Create:

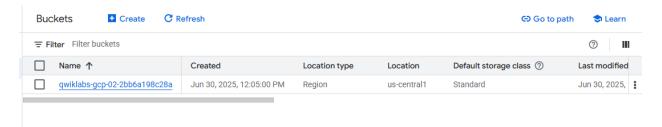


- 3. Enter your bucket information and click **Continue** to complete each step:
 - a. **Name your bucket:** Enter a unique name for your bucket. For this lab, you can use your **Project ID** as the bucket name because it will always be unique.

Bucket naming rules:

- b. Do not include sensitive information in the bucket name, because the bucket namespace is global and publicly visible.
- c. Bucket names must contain only lowercase letters, numbers, dashes (-), underscores (_), and dots (.). Names containing dots require verification.
- d. Bucket names must start and end with a number or letter.
- e. Bucket names must contain 3 to 63 characters. Names containing dots can contain up to 222 characters, but each dot-separated component can be no longer than 63 characters.
- f. Bucket names cannot be represented as an IP address in dotted-decimal notation (for example, 192.168.5.4).

- g. Bucket names cannot begin with the "goog" prefix. Bucket names cannot contain "google" or close misspellings of "google".*
- h. Also, for DNS compliance and future compatibility, you should not use underscores (_) or have a period adjacent to another period or dash. For example, ".." or "-." or ".-" are not valid in DNS names.
- i. Choose **Region** for **Location type** and <filled in at lab start> for **Location**.
- j. Choose **Standard** for **default storage class**.
- k. Choose **Uniform** for **Access control** and **uncheck** *Enforce public access prevention on this bucket* to turn it off.
- 4. Leave the rest of the fields as their default values and click Create.

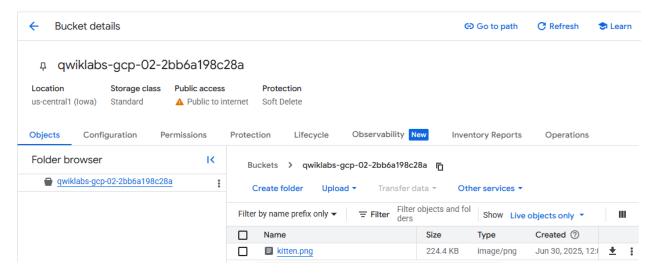


Task 2. Upload an object into the bucket



- 1. Right-click on the image above and download it to your computer. Save the image as **kitten.png**, renaming it on download.
- 2. In the Cloud Storage browser page, click the name of the bucket that you created.
- 3. In the Objects tab, click Upload > Upload files.

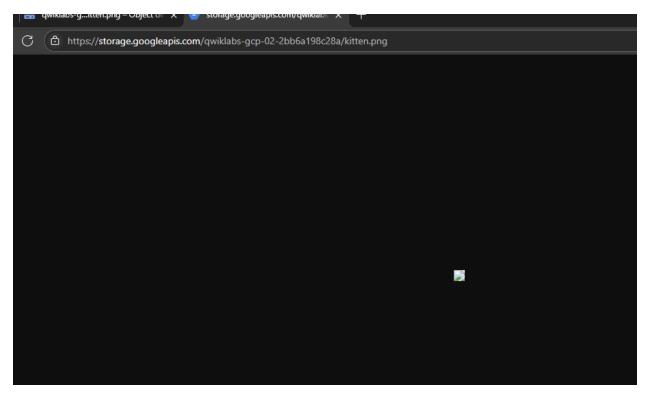
- 4. In the file dialog, go to the file that you downloaded and select it.
- 5. Ensure the file is named **kitten.png**. If it is not, click the **three dot** icon for your file, select **Rename** from the dropdown, and rename the file to **kitten.png**.



Task 3. Share a bucket publicly

To allow public access to the bucket and create a publicly accessible URL for the image:

- 1. Click the **Permissions** tab above the list of files.
- Ensure the view is set to Principals. Click Grant Access to view the Add principals pane.
- 3. In the **New principals** box, enter all Users.
- 4. In the Select a role drop-down, select Cloud Storage > Storage Object Viewer.
- 5. Click Save.
- 6. In the Are you sure you want to make this resource public? window, click Allow public access.
- 7. To verify, click the **Objects** tab to return to the list of objects. Your object's **Public** access column should read **Public to internet**.
- 8. Press the **Copy URL** button for your object and paste it into a separate tab to view your image.



Task 4. Create folders

- 1. In the **Objects** tab, click **Create folder**.
- 2. Enter folder1 for Name and click Create.

You should see the folder in the bucket with an image of a folder icon to distinguish it from objects.

Create a subfolder and upload a file to it:

- 3. Click folder1.
- 4. Click Create folder.
- 5. Enter **folder2** for **Name** and click **Create**.
- 2. Click folder2.
- 3. Click Upload > Upload files.
- 4. In the file dialog, navigate to the screenshot that you downloaded and select it.

Task 5. Delete a folder

1. Click the arrow next to **Bucket details** to return to the buckets level.

- 2. Select the bucket.
- 3. Click on the **Delete** button.
- 4. In the window that opens, type DELETE to confirm the deletion of the folder.
- 5. Click **Delete** to permanently delete the folder and all objects and subfolders in it.