Azure Databricks Coding Challenge Name : Mitushi Vishwakarma

Question 2 :Explain Overview of 3 level namespace and creating Unity Catalog objects.

Unity Catalog is a powerful tool in Databricks that offers centralized access control, auditing, lineage, and data discovery capabilities across all your workspaces. Think of it as the single source of truth for your data governance needs.

A three-level namespace in Unity Catalog consists of three levels of hierarchy — catalog, schema, and objects. Catalogs are like databases, schemas are like folders or directories, and objects can be tables, views, functions, or other entities.

1st level:

Catalog: Catalogs are the highest level in the data hierarchy (catalog > schema > table/view/volume) managed by the Unity Catalog metastore. They are intended as the primary unit of data isolation in a typical Databricks data governance model.

2nd level:

Schema (Database): Schemas, also known as databases, are logical groupings of tabular data (tables and views), non-tabular data (volumes), functions, and machine learning models. They give you a way to organize and control access to data that is more granular than catalogs. Typically they represent a single use case, project, or team sandbox.

3rd level:

Tables: Tables reside in the third layer of Unity Catalog's three-level namespace. They contains rows of data.

Views: A view is a read-only object derived from one or more tables and views in a metastore.

Volumes: Volumes reside in the third layer of Unity Catalog's three-level namespace. They manage non-tabular data.

Models and functions: Although they are not, strictly speaking, data assets, registered models and user-defined functions can also be managed in Unity Catalog and reside at the lowest level in the object hierarchy.

Creating Unity Catalog Object:











