



开发人员指南

适用于 .NET 的 AWS SDK (V3)



适用于 .NET 的 AWS SDK (V3): 开发人员指南

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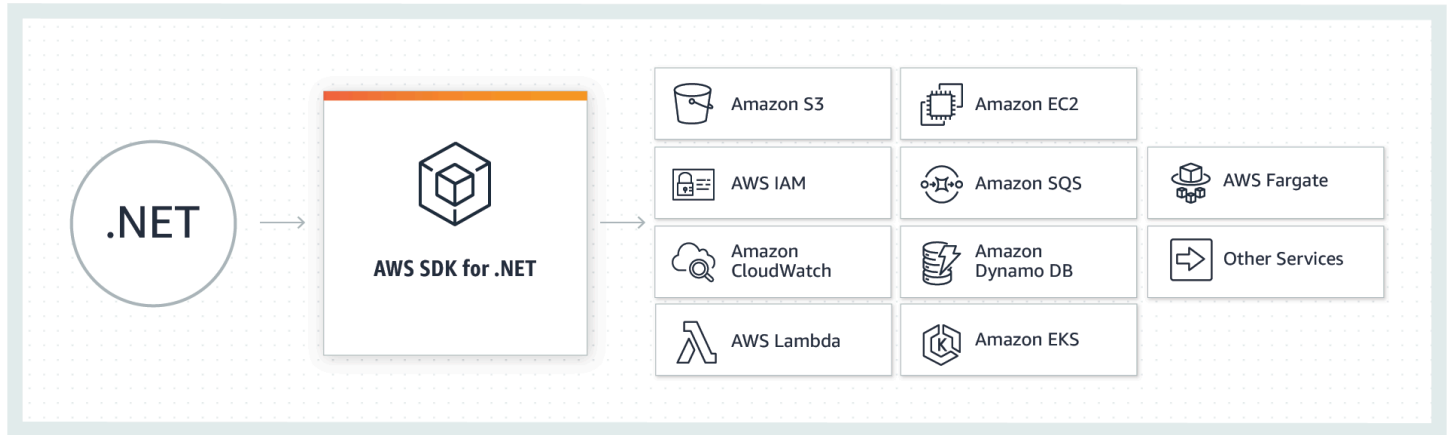
适用于 .NET 的 AWS SDK V3 已进入维护模式。

我们建议您迁移到 [适用于 .NET 的 AWS SDK V4](#)。有关如何迁移的更多详细信息和信息，请参阅我们的[维护模式公告](#)。

本文属于机器翻译版本。若本译文内容与英语原文存在差异，则一律以英文原文为准。

什么是 适用于 .NET 的 AWS SDK

借助适用于 .NET 的 AWS SDK，可以更轻松地构建 .NET 应用程序，应用于经济高效、可扩展而且可靠的 AWS 服务，例如 Amazon Simple Storage Service (Amazon S3) 和 Amazon Elastic Compute Cloud (Amazon EC2)。该 SDK 为 .NET 开发人员提供一组一致且熟悉的库，简化 AWS 服务的使用。



(好，明白了！我已经准备好[设置](#)并[快速浏览](#)了。)

关于本版本

当前和过去的文档

本文档仅适用于 适用于 .NET 的 AWS SDK 版本 3 (V3)。V3 不是 SDK 的最新版本。有关 SDK 的最新版本，请参阅 [适用于 .NET 的 AWS SDK \(V4 \) 开发人员指南](#)。

本文档主要围绕 .NET Core 和 ASP.NET Core，但也包含有关 .NET Framework 和 ASP.NET 4.x 的信息。除了 Windows 和 Visual Studio 之外，它还同样考虑跨平台开发。

有关从早期版本的 SDK 迁移的信息，请参阅[迁移项目](#)。

要查找早期版本的 SDK 的已弃用内容，请参阅以下内容：

- [适用于 .NET 的 AWS SDK \(版本 2，已弃用 \) 开发人员指南](#)
- [适用于 .NET 的 AWS SDK 的已弃用 API 参考](#)

SDK 主要版本的维护和支持

有关维护和支持 SDK 主要版本及其基础依赖关系的信息，请参阅 [AWS SDK 和工具参考指南](#) 中的以下内容：

- [AWS SDK 和工具维护策略](#)
- [AWS SDK 和工具版本支持矩阵](#)

常见使用案例

适用于 .NET 的 AWS SDK 有助于您实现几个引人注目的使用案例，包括以下情况：

- 使用 [AWS Identity and Access Management \(IAM \)](#) 管理用户和角色。
- 访问 [Amazon Simple Storage Service \(Amazon S3 \)](#) 来创建桶和存储对象。
- 管理主题的 [Amazon Simple Notification Service \(Amazon SNS \)](#) HTTP 订阅。
- 使用 [S3 传输实用程序](#) 将文件从 Xamarin 应用程序传输到 Amazon S3。
- 使用 [Amazon Simple Queue Service \(Amazon SQS \)](#) 处理系统中组件之间的消息和工作流。
- 通过向 [Amazon S3 Select](#) 发送 SQL 语句，执行高效的 Amazon S3 传输。
- 创建和启动 [Amazon EC2](#) 实例，并配置和请求 Amazon EC2 [竞价型实例](#)。

此部分中的其他主题

- [与适用于 .NET 的 AWS SDK 相关的 AWS 工具](#)
- [适用于 .NET 的 AWS SDK 支持的平台](#)
- [AWS 开发工具包和工具参考指南](#)
- [修订历史记录](#)
- [适用于 .NET 的 AWS SDK 中的新增内容](#)
- [其他资源](#)

与适用于 .NET 的 AWS SDK 相关的 AWS 工具

适用于 Windows PowerShell 的工具和适用于 PowerShell Core 的工具

AWS Tools for Windows PowerShell 和 AWS Tools for PowerShell Core 是根据适用于 .NET 的 AWS SDK 公开的功能构建的 PowerShell 模块。借助 AWS PowerShell 工具，您可以从 PowerShell 提示符处为针对 AWS 资源的操作编写脚本。虽然 cmdlet 的实现使用了服务客户端和来自开发工具包的方法，cmdlet 提供了惯用的 PowerShell 体验来指定参数和处理结果。

要开始使用，请参阅 [AWS Tools for Windows PowerShell](#)

Toolkit for VS Code

[AWS Toolkit for Visual Studio Code](#) 是一个适用于 Visual Studio Code (VS 代码) 编辑器的插件。通过该工具包，您可以更轻松地开发、调试和部署使用 AWS 的应用程序。

使用此工具包，您可以执行以下操作：

- 创建包含 AWS Lambda 函数的无服务器应用程序，然后将应用程序部署到 AWS CloudFormation 堆栈。
- 使用 Amazon EventBridge 架构。
- 当处理 Amazon ECS 任务定义文件时使用 IntelliSense。
- 可视化 AWS Cloud Development Kit (AWS CDK) 应用程序。

Toolkit for Visual Studio

AWS Toolkit for Visual Studio 是一个适用于 Visual Studio IDE 的插件，可让您更轻松地开发、调试和部署使用 Amazon Web Services 的 .NET 应用程序。Toolkit for Visual Studio 提供 Visual Studio 模板供 Lambda 等服务和部署向导用于 Web 应用程序和无服务器应用程序。您可以使用 AWS Explorer 管理 Amazon EC2 实例、使用 Amazon DynamoDB 表、向 Amazon Simple Notification Service (Amazon SNS) 队列发布消息等，所有这些都在 Visual Studio 中完成。

要开始使用，请参阅 [设置 AWS Toolkit for Visual Studio](#)。

Toolkit for Azure DevOps

AWS Toolkit for Microsoft Azure DevOps 添加了任务，可轻松支持在 Azure DevOps 和 Azure DevOps Server 中构建和发布管道以使用 AWS 服务。您可以使用 Amazon S3、AWS Elastic

Beanstalk、AWS CodeDeploy、Lambda、AWS CloudFormation、Amazon Simple Queue Service (Amazon SQS) 和 Amazon SNS。您还可以使用 Windows PowerShell 模块和 AWS Command Line Interface (AWS CLI) 运行命令。

要开始使用 AWS Toolkit for Azure DevOps，请参阅 [AWS Toolkit for Microsoft Azure DevOps 用户指南](#)。

适用于 .NET 的 AWS SDK 支持的平台

适用于 .NET 的 AWS SDK 面向不同平台为开发人员提供了不同程序集组。但是，并非所有这些平台上的开发工具包功能均相同。本主题介绍了各个平台中的支持差异。

.NET 内核

适用于 .NET 的 AWS SDK 支持为 .NET Core (.NET Core 3.1、.NET 5、.NET 6 等) 编写的应用程序。AWS 服务客户端仅支持 .NET Core 中的异步调用模式。这还会影响到多种在 Amazon S3 TransferUtility 等服务客户端上构建的高级别抽象，这些客户端只支持 .NET Core 环境中的异步调用。

.NET Standard 2.0

非 Framework 版本的适用于 .NET 的 AWS SDK 符合 [.NET Standard 2.0](#)。适用于 .NET 的 AWS SDK 仅为根据 .NET Standard 编写的应用程序提供异步方法。

.NET Framework 4.5

Warning

自 2024 年 8 月 15 日起，适用于 .NET 的 AWS SDK 将终止对 .NET Framework 3.5 的支持，并将支持的 .NET Framework 最低版本更改为 4.7.2。有关更多信息，请参阅博客文章 [Important changes coming for .NET Framework 3.5 and 4.5 targets of the 适用于 .NET 的 AWS SDK](#)。

此版本的适用于 .NET 的 AWS SDK 根据 .NET Framework 4.5 进行编译，并在 .NET 4.0 运行时系统中运行。AWS 服务客户端支持同步和异步调用模式，并使用 [C# 5.0](#) 中引入的 [async](#) 和 [await](#) 关键字。

.NET Framework 3.5

Warning

自 2024 年 8 月 15 日起，适用于 .NET 的 AWS SDK 将终止对 .NET Framework 3.5 的支持，并将支持的 .NET Framework 最低版本更改为 4.7.2。有关更多信息，请参阅博客文章 [Important changes coming for .NET Framework 3.5 and 4.5 targets of the 适用于 .NET 的 AWS SDK](#)。

此版本的适用于 .NET 的 AWS SDK 根据 .NET Framework 3.5 进行编译，并在 .NET 2.0 或 .NET 4.0 运行时系统中运行。AWS 服务客户端支持同步和异步调用模式，并使用旧版的 Begin 和 End 模式。

Note

在由针对版本 2.0 的 CLR 构建的应用程序使用时，适用于 .NET 的 AWS SDK 不符合联邦信息处理标准 (FIPS)。有关如何在该环境中替换符合 FIPS 的实施的详细信息，请参阅 Microsoft 博客上的 [CryptoConfig](#) 以及 [CLR Security](#) 团队 HMACSHA256 类 (HMACSHA256Cng) 中的 Security.Cryptography.dll。

便携式类库和 Xamarin

适用于 .NET 的 AWS SDK 还包含可移植类库实施。便携式类库实施可针对多种平台，包括 Universal Windows Platform (UWP) 以及 iOS 和 Android 上的 Xamarin。有关更多详细信息，请参阅[适用于 .NET 的移动开发工具包和 Xamarin](#)。AWS 服务客户端仅支持异步调用模式。

Unity 支持

有关 Unity 支持的信息，请参阅 [Unity 支持的特殊注意事项](#)。

更多信息

[迁移到适用于 .NET 的 AWS SDK 3.5 版](#)

AWS 开发工具包和工具参考指南

[AWS 开发工具包和工具参考指南](#) 包含与许多 AWS 开发工具包和工具包以及 AWS CLI 相关且重要的信息。以下是参考文献中包含的一些信息示例：

- 有关[共享 AWSconfig 和 credentials 文件](#)及其[位置](#)的信息。
- [设置 AWS 账户、用户和角色](#)
- [配置和身份验证设置参考](#)
- [AWS 通用运行时系统 \(CRT \) 库](#)
- [AWS SDK 和工具维护策略](#)
- [AWS SDK 和工具版本支持矩阵](#)

修订历史记录

要了解不同版本中发生了哪些变化，请参阅以下内容：

- [SDK 变更日志](#)
- [适用于 .NET 的 AWS SDK 中的新增内容](#)
- [文档历史记录](#)

适用于 .NET 的 AWS SDK 中的新增内容

有关与 适用于 .NET 的 AWS SDK 相关的新开发的概括性信息，请参阅产品页面 (<https://aws.amazon.com/sdk-for-net/>) 和 [SDK 变更日志](#)。

以下是适用于 .NET 的 AWS SDK 中的新增内容。

2025 年 10 月 17 日：AWS Deploy Tool 版本 2.0

AWS Deploy Tool for .NET CLI 版本 2.0 已经发布。有关 Deploy Tool 的信息，请参阅[将应用程序部署到 AWS](#)。有关 Deploy Tool 版本 2.0 的信息，请参阅博客文章 [What's New in the AWS Deploy Tool for .NET](#)。

2025 年 8 月 21 日：即将终止对 适用于 .NET 的 AWS SDK 版本 3 的支持

已宣布终止对 适用于 .NET 的 AWS SDK 的此版本 (V3) 的支持。请参阅 [V4 迁移指南](#)，迁移您的 V3 应用程序并避免中断。有关更多信息，请参阅博客文章 [Announcing the end-of-support for the 适用于 .NET 的 AWS SDK v3](#)。

2025 年 5 月 5 日：AWS Message Processing Framework for .NET 正式发布

[AWS Message Processing Framework for .NET](#) 正式发布！该框架是一个 AWS 原生框架，它简化了使用 Amazon Simple Queue Service (SQS)、Amazon Simple Notification Service (SNS) 和 Amazon EventBridge 等 AWS 服务的 .NET 消息处理应用程序的开发。

2025 年 4 月 28 日：适用于 .NET 的 AWS SDK 版本 4

适用于 .NET 的 AWS SDK 的版本 4 已正式发布！有关更多信息，请参阅 [适用于 .NET 的 AWS SDK \(V4 \) 开发人员指南](#)，尤其是[迁移到版本 4](#) 主题。

2025 年 2 月 15 日：与 .NET Aspire 的集成

发布了与 .NET Aspire 的集成，旨在改善内部开发循环。有关信息，请参阅[在适用于 .NET 的 AWS SDK 中将 AWS 与 .NET Aspire 集成](#)。

2025 年 2 月 10 日：可观测性的 GA 版本

可观测性是指可以根据系统发出的数据推断出其当前状态的程度。为 适用于 .NET 的 AWS SDK 提供了可观测性，包括遥测提供程序的实现。有关更多信息，请参阅本指南中的[可观测性](#)和博客文章 [Announcing the general availability of AWS .NET OpenTelemetry libraries](#)。

2025 年 1 月 15 日：完整性保护的新默认行为

从适用于 .NET 的 AWS SDK 3.7.412.0 开始，该 SDK 通过自动计算上传文件的 CRC32 校验和来提供默认的完整性保护。有关更多信息，请参阅 GitHub 上的公告，网址为 <https://github.com/aws/aws-sdk-net/issues/3610>。该 SDK 还提供了可在外部设置的数据完整性保护全局设置，您可以参阅 [AWS SDK 和工具参考指南](#)中的[数据完整性保护](#)。

2024 年 11 月 15 日：关于版本 4 第 4 个预览版的博客文章

适用于 .NET 的 AWS SDK 版本 4 第 4 个预览版已于 2024 年 11 月 15 日发布。有关此预览版的更多信息，请参阅博客文章 [Preview 4 of 适用于 .NET 的 AWS SDK V4](#)。

2024 年 8 月 16 日：关于版本 4 第 1 个预览版的博客文章

适用于 .NET 的 AWS SDK 版本 4 于 2024 年 8 月 16 日作为首个预览版发布。有关此预览版的更多信息，请参阅博客文章 [Preview 1 of 适用于 .NET 的 AWS SDK V4](#)。

2024 年 2 月 23 日：增加了对 .NET 8 的支持

在 适用于 .NET 的 AWS SDK 中增加了对 .NET 8 的支持。使用最新的 [NuGet 软件包](#)或[支持 .NET 8 及更高版本的程序集](#)。有关此支持的更多信息（包括[对 Lambda 的支持](#)），请参阅博客文章 [.NET 8 Support on AWS](#)。

2024 年 2 月 18 日：.NET 框架支持即将发生的更改

自 2024 年 8 月 15 日起，适用于 .NET 的 AWS SDK 将终止对 .NET Framework 3.5 的支持，并将支持的 .NET Framework 最低版本更改为 4.7.2。有关更多信息，请参阅博客文章 [Important changes coming for .NET Framework 3.5 and 4.5 targets of the 适用于 .NET 的 AWS SDK](#)。

2023-07-17：AWS Lambda 注释框架已正式发布

通过使用 C# 源代码生成器技术，[AWS Lambda 注释框架](#)使 .NET 开发人员在使用 C# 编写 Lambda 函数的体验变得更加自然。现已正式发布。

2023-07-15：DynamoDB 的 Distributed Cache Provider 已发布预览版

Distributed Cache Provider 库允许将 Amazon DynamoDB 用作 ASP.NET Core 分布式缓存框架的存储。有关更多信息，请参阅博客文章[推出 AWS .NET Distributed Cache Provider for DynamoDB \(预览版\)](#) 和 [GitHub 库](#)。

2022-07-13：AWS 部署工具已发布

AWS 部署工具已发布。该工具是适用于 .NET CLI 的交互式工具，AWS Toolkit for Visual Studio 有助于部署 .NET 应用程序，且不需要什么 AWS 知识，需要的操作和命令也极少。有关更多信息，请参阅[将应用程序部署到 AWS](#)。

2020-08-24：开发工具包 3.5 版已经发布

- 通过将对所有开发工具包的非 Framework 版本的支持转换为 .NET Standard 2.0，进一步标准化了 .NET 体验。请参阅[迁移到 3.5 版](#)了解更多信息。
- 为许多服务客户端添加了分页工具，这会让 API 结果的分页更加方便。有关更多信息，请参阅[分页器](#)。

其他资源

支持的服务

适用于 .NET 的 AWS SDK 支持大多数 AWS 基础设施产品，并且还经常添加更多服务。有关开发工具包支持的 AWS 服务的列表，请参阅[开发工具包自述文件](#)。

主页适用于 .NET 的 AWS SDK

有关适用于 .NET 的 AWS SDK 的更多信息，请转到位于 <http://aws.amazon.com/sdk-for-net/> 的开发工具包主页。

开发工具包参考文档

开发工具包参考文档提供了浏览和搜索开发工具包中所含全部代码的功能。它提供了详尽的文档和使用示例。有关更多信息，请参阅 [适用于 .NET 的 AWS SDK API 参考](#)。

AWS re:Post (以前是 AWS 论坛)

请访问 [AWS re:Post](#) (特别是[针对适用于 .NET 的 AWS SDK的主题](#))，提出问题或提供 AWS 反馈。每个文档页面的底部都有一个尝试 AWS re:Post 链接，可将您带到相关的 re:Post 主题。AWS 工程师会监控主题并回答疑问、反馈和问题。

如果您已登录 re:Post，也可以关注某个主题。要关注适用于 .NET 的 AWS SDK的主题，请前往[所有主题页面](#)，找到“AWS 上的 .NET”，然后选择关注按钮。

工具包

- AWS Toolkit for Visual Studio：如果您使用 Microsoft Visual Studio IDE，则应该查看 [AWS Toolkit for Visual Studio 用户指南](#)。
- AWS Toolkit for Visual Studio Code：如果您使用 Microsoft Visual Studio IDE，则应该查看 [AWS Toolkit for Visual Studio Code 用户指南](#)。

有用的库、扩展和工具

访问 Github 网站上的 [aws/dotnet](#) 和 [aws/aws-sdk-net](#) 库，获得有助于在 AWS 上构建 .NET 应用程序和服务的库、工具和资源的链接。

下面是一些示例：

- [AWS适用于 Systems Manager 的 .NET 配置扩展](#)
- [AWS 扩展 .NET Core 设置](#)
- [AWS 日志记录 .NET](#)
- [Amazon Cognito 身份验证扩展库](#)
- [AWS X-Ray SDK for .NET](#)

其他资源：

以下是其它可能有用的资源：

- [开发人员网](#)

- [AWS Cloud 上的 .NET 开发环境 - 快速入门参考部署](#)
- [Hello, Cloud! 博客](#)
- AWS白皮书：[在 AWS 上开发和部署 .NET 应用程序](#)
- [AWS Microservice Extractor for .NET](#)
- [Porting Assistant for .NET](#)
- [AWS 开发工具包和工具参考指南](#)

开始使用 适用于 .NET 的 AWS SDK

要使用适用于 .NET 的 AWS SDK，您需要安装工具链并配置应用程序访问 AWS 服务所需的许多基本内容。这些指令包括：

- 适当的用户账户或角色
- 该用户账户或代入该角色的用户账户的身份验证信息
- AWS 区域规格
- AWSSDK 程序包或程序集

本部分中的一些主题提供了有关如何配置这些基本内容的信息。

本部分中的其它主题提供了可以配置项目的更高级方式的信息。

主题

- [安装和配置工具链](#)
- [使用配置 SDK 身份验证 AWS](#)
- [快速了解适用于 .NET 的 AWS SDK](#)
- [启动新项目](#)
- [配置 AWS 区域](#)
- [通过 NuGet 安装 AWSSDK 程序包](#)
- [在没有 NuGet 的情况下安装 AWSSDK 程序集](#)
- [凭证和配置文件解析](#)
- [有关用户和角色的其它信息](#)
- [适用于 .NET 的 AWS SDK 项目的高级配置](#)
- [使用旧版凭证](#)

安装和配置工具链

要使用适用于 .NET 的 AWS SDK，您必须安装特定的开发工具。

跨平台开发

对于 Windows、Linux 或 macOS 上的跨平台 .NET 开发，需要具备：

- Microsoft [.NET Core 开发工具包](#)，版本 2.1、3.1 或更高版本，其中包括 .NET 命令行界面 (CLI) (**dotnet**) 和 .NET Core 运行时。
- 适合您的操作系统和要求的代码编辑器或集成式开发环境 (IDE)。这通常为 .NET Core 提供一些支持。

示例包括 [Microsoft Visual Studio Code \(VS 代码\)](#)、[JetBrains Rider](#) 和 [Microsoft Visual Studio](#)。

- (可选) 一个适用于您选择的编辑器和操作系统的 AWS 工具包 (如果有)。

示例包括 [AWS Toolkit for Visual Studio Code](#)、[AWS Toolkit for JetBrains](#) 和 [AWS Toolkit for Visual Studio](#)。

在 Windows 上使用 Visual Studio 和 .NET Core 开发

对于在 Windows 使用 Visual Studio 和 .NET Core 进行开发，需要以下项：

- [Microsoft Visual Studio](#)
- Microsoft .NET Core 2.1、3.1 或更高版本

默认情况下，安装最新版本的 Visual Studio 时通常会包含此功能。

- (可选) AWS Toolkit for Visual Studio，这款插件提供了用户界面，可用于从 Visual Studio 管理 AWS 资源和本地配置文件。要安装该工具包，请参阅[AWS Toolkit for Visual Studio 设置](#)。

有关更多信息，请参阅 [《AWS Toolkit for Visual Studio 用户指南》](#)。

后续步骤

[使用配置 SDK 身份验证 AWS](#)

使用配置 SDK 身份验证 AWS

使用开发 AWS 时，您必须确定您的代码是如何进行身份验证的。AWS 服务您可以通过不同的方式配置对 AWS 资源的编程访问权限，具体取决于环境和可用的 AWS 访问权限。

要查看 SDK 的各种身份验证方法，请参阅《工具参考指南》和[《工具参考指南》中的身份验证AWS SDKs 和访问权限](#)。

本主题假设新用户正在本地开发，雇主未向其提供身份验证方法，并将使用该用户 AWS IAM Identity Center 来获取临时证书。如果您的环境与这些假设不符，则本主题中的某些信息可能不适用于您，或者某些信息可能已经提供给您。

配置此环境需要几个步骤，总结如下：

1. [使用控制台凭据登录](#)
2. [启用和配置 IAM Identity Center](#)
3. [将开发工具包配置为使用 IAM Identity Center。](#)
4. [启动 AWS 访问门户会话](#)

使用控制台凭据登录

您可以使用现有的 AWS 管理控制台登录凭据以编程方式访问 AWS 服务。在基于浏览器的身份验证流程之后，AWS 生成可跨本地开发工具（例如 CL AWS I AWS Tools for PowerShell 和适用于 .NET v3 的 AWS SDK）使用的临时证书。

通过此流程，您可以使用在初始账户设置期间创建的根证书、IAM 用户或身份提供商提供的联合身份以及 AWS CLI 进行身份验证，或者 AWS Tools for PowerShell 自动为您管理临时证书。这种方法无需在本地存储长期证书，从而增强了安全性。

当您从 AWS CLI 运行 `aws login` 命令时，您可以从活动控制台会话中进行选择，也可以通过基于浏览器的身份验证流程登录，这将自动生成临时证书。临时凭证令牌将在 15 分钟后过期，但是适用于 .NET 的 AWS SDK for v3 会在您请求期间根据需要自动刷新令牌。

Warning

.NET 框架目标不支持此功能。

Important

如果您使用控制台凭据进行身份验证，则您的应用程序必须引用以下 NuGet 软件包，这样 AWS 登录解析才能起作用：

- AWSSDK. 登录

未能引用这些程序包将导致运行时系统异常。

- [使用 AWS CLI 使用控制台凭据登录。](#)

按照 AWS CLI 上面给出的步骤登录后，该config文件将如下所示。

```
[default]
login_session = arn:aws:iam::0123456789012:user/username
region = us-east-1

[my-dev-profile]
login_session = arn:aws:iam::0123456789012:user/username
region = us-east-1
```

启用和配置 IAM Identity Center

要使用 IAM Identity Center，必须先启用并进行配置。要详细了解如何为 SDK 执行此操作，请查看AWS SDKs 和工具参考指南中 [IAM Identity Center 身份验证](#) 主题中的步骤 1。具体而言，请按照我没有通过 IAM Identity Center 确立访问权限下的所有必要说明进行操作。

将开发工具包配置为使用 IAM Identity Center。

有关如何配置软件开发工具包以使用 IAM Identity Center 的信息，请参阅《工具参考指南》中 [IAM 身份中心身份验证](#) 主题的步骤 2。AWS SDKs 完成此配置后，您的系统应包含以下元素：

- AWS CLI，用于在运行应用程序之前启动 AWS 访问门户会话。
- 共享 AWS config 文件，其中包含一个 [\[default\] 配置](#) 文件，其中包含一组可从 SDK 中引用的配置值。要查找此文件的位置，请参阅AWS SDKs 和工具参考指南中的 [共享文件的位置](#)。在向发送请求之前，适用于 .NET 的 AWS SDK 使用配置文件的 SSO 令牌提供者获取凭证。AWSsso_role_name 值是与 IAM Identity Center 权限集关联的 IAM 角色，应允许访问您的应用程序中使用的 AWS 服务。

以下示例 config 文件显示了使用 SSO 令牌提供程序设置的默认配置文件。配置文件的 sso_session 设置是指所指定的 sso-session 节。该sso-session部分包含启动 AWS 访问门户会话的设置。

```
[default]
sso_session = my-sso
sso_account_id = 111122223333
sso_role_name = SampleRole
region = us-east-1
output = json

[sso-session my-sso]
sso_region = us-east-1
sso_start_url = https://provided-domain.awsapps.com/start
sso_registration_scopes = sso:account:access
```

Important

如果您使用 AWS IAM Identity Center 进行身份验证，则您的应用程序必须引用以下 NuGet 软件包，这样 SSO 解析才能起作用：

- AWSSDK.SSO
- AWSSDK.SSOOIDC

未能引用这些程序包将导致运行时系统异常。

启动 AWS 访问门户会话

在运行可访问的应用程序之前 AWS 服务，您需要为开发工具包进行有效的 AWS 访问门户会话，才能使用 IAM Identity Center 身份验证来解析证书。根据配置的会话时长，访问权限最终将过期，并且开发工具包将遇到身份验证错误。要登录 AWS 访问门户，请在中运行以下命令 AWS CLI。

```
aws sso login
```

由于您有默认的配置文件设置，因此无需使用 `--profile` 选项调用该命令。如果您的 SSO 令牌提供程序配置在使用指定的配置文件，则命令为 `aws sso login --profile named-profile`。

要测试是否已有活动会话，请运行以下 AWS CLI 命令。

```
aws sts get-caller-identity
```

对此命令的响应应该报告共享 config 文件中配置的 IAM Identity Center 账户和权限集。

Note

如果您已经有一个有效的 AWS 访问门户会话并且 `aws sso login` 正在运行，则无需提供凭据。

登录过程可能会提示您允许 AWS CLI 访问您的数据。由于 AWS CLI 是在适用于 Python 的 SDK 之上构建的，因此权限消息可能包含 `botocore` 名称的变体。

附加信息

- 有关在开发环境中使用 IAM Identity Center 和 SSO 的更多信息，请参阅[高级身份验证](#)部分中的[单点登录](#)。此信息包括替代方法和更高级的方法，以及向您展示如何使用这些方法的教程。
- 有关 SDK 身份验证的更多选项，例如配置文件和环境变量的使用，请参阅 AWS SDKs 和工具参考指南中的[配置](#)章节。
- 有关最佳实践的更多信息，请参阅《IAM 用户指南》中的[IAM 中的安全最佳实践](#)。
- 要创建短期 AWS 证书，请参阅 IAM 用户指南中的[临时安全证书](#)。
- 要了解其他凭证提供商，请参阅《工具参考指南》AWS SDKs 中的[标准化凭证提供商](#)。

快速了解适用于 .NET 的 AWS SDK

本部分为不熟悉适用于 .NET 的 AWS SDK 的开发人员提供了基本教程。

Note

在使用这些教程之前，必须先[安装工具链](#)并[配置开发工具包身份验证](#)。

有关为特定 AWS 服务开发软件及相关代码示例的信息，请参阅[使用 AWS 服务](#)。有关其他代码示例，请参阅[适用于 .NET 的 SDK 代码示例](#)。

主题

- [使用适用于 .NET 的 AWS SDK 的简单跨平台应用程序](#)
- [使用适用于 .NET 的 AWS SDK 的基于 Windows 的简单应用程序](#)

- [后续步骤](#)

使用适用于 .NET 的 AWS SDK 的简单跨平台应用程序

本教程将适用于 .NET 的 AWS SDK 与 .NET Core 一起用于跨平台开发。本教程向您展示如何使用开发工具包列出您拥有的 [Amazon S3 桶](#)，并且可以选择创建新桶。

您将使用跨平台工具（例如 .NET 命令行界面 (CLI)）完成本教程。有关配置开发环境的其它方法，请参阅[安装和配置工具链](#)。

对于 Windows、Linux 或 macOS 上的跨平台 .NET 开发，需要：

- Microsoft [.NET Core 开发工具包](#)，版本 2.1、3.1 或更高版本，其中包括 .NET 命令行界面 (CLI) (**dotnet**) 和 .NET Core 运行时。
- 适合您的操作系统和要求的代码编辑器或集成式开发环境 (IDE)。这通常为 .NET Core 提供一些支持。

示例包括 [Microsoft Visual Studio Code \(VS 代码\)](#)、[JetBrains Rider](#) 和 [Microsoft Visual Studio](#)。

Note

在使用这些教程之前，必须先[安装工具链](#)并[配置开发工具包身份验证](#)。

步骤

- [创建项目](#)
- [创建代码](#)
- [运行应用程序](#)
- [清理](#)

创建项目

1. 打开命令提示符或终端。查找或创建可以在其中创建 .NET 项目的操作系统文件夹。
2. 在该文件夹中，运行以下命令以创建 .NET 项目。

```
dotnet new console --name S3CreateAndList
```

3. 转到新创建的 S3CreateAndList 文件夹并运行以下命令。

```
dotnet add package AWSSDK.S3
dotnet add package AWSSDK.SecurityToken
dotnet add package AWSSDK.SSO
dotnet add package AWSSDK.SSO0IDC
```

前面的命令从 [NuGet Package Manager](#) 中安装 NuGet 程序包。由于我们确切地知道在本教程中所需的 NuGet 程序包，因此现在可以执行这一步。在开发过程中，知道所需的程序包也很常见。出现这种情况时，可以运行类似的命令。

创建代码

1. 在 S3CreateAndList 文件夹中，查找并在代码编辑器中打开 Program.cs。
2. 用以下代码替换内容并保存文件。

```
using System;
using System.Threading.Tasks;

// NuGet packages: AWSSDK.S3, AWSSDK.SecurityToken, AWSSDK.SSO, AWSSDK.SSO0IDC
using Amazon.Runtime;
using Amazon.Runtime.CredentialManagement;
using Amazon.S3;
using Amazon.S3.Model;
using Amazon.SecurityToken;
using Amazon.SecurityToken.Model;

namespace S3CreateAndList
{
    class Program
    {
        // This code is part of the quick tour in the developer guide.
        // See https://docs.aws.amazon.com/sdk-for-net/v3/developer-guide/quick-start.html
        // for complete steps.
        // Requirements:
        // - An SSO profile in the SSO user's shared config file with sufficient
        //   privileges for
```

```
// STS and S3 buckets.
// - An active SS0 Token.
//   If an active SS0 token isn't available, the SS0 user should do the
following:
//   In a terminal, the SS0 user must call "aws sso login".

// Class members.
static async Task Main(string[] args)
{
    // Get SS0 credentials from the information in the shared config file.
    // For this tutorial, the information is in the [default] profile.
    var ssoCreds = LoadSsoCredentials("default");

    // Display the caller's identity.
    var ssoProfileClient = new AmazonSecurityTokenServiceClient(ssoCreds);
    Console.WriteLine($"\\nSS0 Profile:\\n {await
ssoProfileClient.GetCallerIdentityArn()}");

    // Create the S3 client is by using the SS0 credentials obtained
earlier.
    var s3Client = new AmazonS3Client(ssoCreds);

    // Parse the command line arguments for the bucket name.
    if (GetBucketName(args, out String bucketName))
    {
        // If a bucket name was supplied, create the bucket.
        // Call the API method directly
        try
        {
            Console.WriteLine($"\\nCreating bucket {bucketName}...");
            var createResponse = await s3Client.PutBucketAsync(bucketName);
            Console.WriteLine($"Result:
{createResponse.HttpStatusCode.ToString()}");
        }
        catch (Exception e)
        {
            Console.WriteLine("Caught exception when creating a bucket:");
            Console.WriteLine(e.Message);
        }
    }

    // Display a list of the account's S3 buckets.
    Console.WriteLine("\\nGetting a list of your buckets...");
    var listResponse = await s3Client.ListBucketsAsync();
```



```
        Console.WriteLine($"Number of buckets: {listResponse.Buckets.Count}");
        foreach (S3Bucket b in listResponse.Buckets)
        {
            Console.WriteLine(b.BucketName);
        }
        Console.WriteLine();
    }

    //
    // Method to parse the command line.
    private static Boolean GetBucketName(string[] args, out String bucketName)
    {
        Boolean retval = false;
        bucketName = String.Empty;
        if (args.Length == 0)
        {
            Console.WriteLine("\nNo arguments specified. Will simply list your
Amazon S3 buckets." +
                "\nIf you wish to create a bucket, supply a valid, globally
unique bucket name.");
            bucketName = String.Empty;
            retval = false;
        }
        else if (args.Length == 1)
        {
            bucketName = args[0];
            retval = true;
        }
        else
        {
            Console.WriteLine("\nToo many arguments specified." +
                "\n\ndotnet_tutorials - A utility to list your Amazon S3 buckets
and optionally create a new one." +
                "\n\nUsage: S3CreateAndList [bucket_name]" +
                "\n - bucket_name: A valid, globally unique bucket name." +
                "\n - If bucket_name isn't supplied, this utility simply lists
your buckets.");
            Environment.Exit(1);
        }
        return retval;
    }

    //
```

```
// Method to get SSO credentials from the information in the shared config
file.
static AWSCredentials LoadSsoCredentials(string profile)
{
    var chain = new CredentialProfileStoreChain();
    if (!chain.TryGetAWSCredentials(profile, out var credentials))
        throw new Exception($"Failed to find the {profile} profile");
    return credentials;
}

// Class to read the caller's identity.
public static class Extensions
{
    public static async Task<string> GetCallerIdentityArn(this
IAmazonSecurityTokenService stsClient)
    {
        var response = await stsClient.GetCallerIdentityAsync(new
GetCallerIdentityRequest());
        return response.Arn;
    }
}
}
```

运行应用程序

1. 运行以下命令。

```
dotnet run
```

2. 检查输出以查看您拥有的 Amazon S3 桶数 (如果有) 及其名称。
3. 为新 Amazon S3 桶选择名称。以“dotnet-quicktour-s3-1-cross-”为基础，并添加独特的内容，如 GUID 或您的名字等。请务必遵守存储桶命名规则，如 [Amazon S3 用户指南](#) 中的 [存储桶命名规则](#) 中所述。
4. 运行以下命令，将 *amzn-s3-demo-bucket* 替换为您选择的存储桶的名称。

```
dotnet run amzn-s3-demo-bucket
```

5. 检查输出以查看创建的新存储桶。

清理

执行本教程时，您创建了一些可选择在此时清理的资源。

- 如果您不想保留应用程序在之前步骤中创建的桶，可以使用位于 <https://console.aws.amazon.com/s3/> 的 Amazon S3 桶将其删除。
- 如果您不想保留您的 .NET 项目，请从开发环境中删除 S3CreateAndList 文件夹。

后续工作

返回[快速指南菜单](#)或直接转到[此快速指南的末尾](#)。

使用适用于 .NET 的 AWS SDK 的基于 Windows 的简单应用程序

本教程在 Windows 上使用适用于 .NET 的 AWS SDK 以及 Visual Studio 和 .NET Core。本教程向您展示如何使用开发工具包列出您拥有的 [Amazon S3 桶](#)，并且可以选择创建新桶。

您将在 Windows 上使用 Visual Studio 和 .NET Core 完成本教程。有关配置开发环境的其它方法，请参阅[安装和配置工具链](#)。

对于在 Windows 使用 Visual Studio 和 .NET Core 进行开发，需要：

- [Microsoft Visual Studio](#)
- Microsoft .NET Core 2.1、3.1 或更高版本

默认情况下，安装最新版本的 Visual Studio 时通常会包含此功能。

Note

在使用这些教程之前，必须先[安装工具链](#)并[配置开发工具包身份验证](#)。

步骤

- [创建项目](#)
- [创建代码](#)
- [运行应用程序](#)

- [清理](#)

创建项目

1. 打开 Visual Studio 并创建一个使用 C# 版本的控制台应用程序模板的新项目；也就是说，描述为：“...用于创建可以在 .NET 上运行的命令行应用程序...”。将项目命名为 S3CreateAndList。

Note

请勿选择 .NET Framework 版本的控制台应用程序模板，或者，如果已选择，请务必使用 .NET Framework 4.7.2 或更高版本。

2. 加载了新创建的项目之后，选择工具、NuGet Package Manager、管理解决方案的 NuGet 程序包。
3. 浏览以下 NuGet 程序包并将其安装到项目中：AWSSDK.S3、AWSSDK.SecurityToken、AWSSDK.SSO 和 AWSSDK.SSO0IDC

此过程从 [NuGet Package Manager](#) 中安装 NuGet 程序包。由于我们确切地知道在本教程中所需的 NuGet 程序包，因此现在可以执行这一步。在开发过程中，知道所需的程序包也很常见。出现这种情况时，请按照类似的过程安装它们。

4. 如果您打算从命令提示符处运行应用程序，请立即打开命令提示符并导航到将包含构建输出的文件夹。这通常是类似于 S3CreateAndList\S3CreateAndList\bin\Debug\net6.0 的内容，但具体取决于您的环境。

创建代码

1. 在 S3CreateAndList 项目中，查找并在 IDE 中打开 Program.cs。
2. 用以下代码替换内容并保存文件。

```
using System;
using System.Threading.Tasks;

// NuGet packages: AWSSDK.S3, AWSSDK.SecurityToken, AWSSDK.SSO, AWSSDK.SSO0IDC
using Amazon.Runtime;
using Amazon.Runtime.CredentialManagement;
using Amazon.S3;
using Amazon.S3.Model;
using Amazon.SecurityToken;
```

```
using Amazon.SecurityToken.Model;

namespace S3CreateAndList
{
    class Program
    {
        // This code is part of the quick tour in the developer guide.
        // See https://docs.aws.amazon.com/sdk-for-net/v3/developer-guide/quick-start.html
        // for complete steps.
        // Requirements:
        // - An SSO profile in the SSO user's shared config file with sufficient
        // privileges for
        // STS and S3 buckets.
        // - An active SSO Token.
        // If an active SSO token isn't available, the SSO user should do the
        // following:
        // In a terminal, the SSO user must call "aws sso login".

        // Class members.
        static async Task Main(string[] args)
        {
            // Get SSO credentials from the information in the shared config file.
            // For this tutorial, the information is in the [default] profile.
            var ssoCreds = LoadSsoCredentials("default");

            // Display the caller's identity.
            var ssoProfileClient = new AmazonSecurityTokenServiceClient(ssoCreds);
            Console.WriteLine($"\\nSSO Profile:\\n {await
ssoProfileClient.GetCallerIdentityArn()});

            // Create the S3 client is by using the SSO credentials obtained
            earlier.
            var s3Client = new AmazonS3Client(ssoCreds);

            // Parse the command line arguments for the bucket name.
            if (GetBucketName(args, out String bucketName))
            {
                // If a bucket name was supplied, create the bucket.
                // Call the API method directly
                try
                {
                    Console.WriteLine($"\\nCreating bucket {bucketName}...");
                    var createResponse = await s3Client.PutBucketAsync(bucketName);
```

```
        Console.WriteLine($"Result:
{createResponse.HttpStatusCode.ToString()}");
    }
    catch (Exception e)
    {
        Console.WriteLine("Caught exception when creating a bucket:");
        Console.WriteLine(e.Message);
    }
}

// Display a list of the account's S3 buckets.
Console.WriteLine("\nGetting a list of your buckets...");
var listResponse = await s3Client.ListBucketsAsync();
Console.WriteLine($"Number of buckets: {listResponse.Buckets.Count}");
foreach (S3Bucket b in listResponse.Buckets)
{
    Console.WriteLine(b.BucketName);
}
Console.WriteLine();
}

//
// Method to parse the command line.
private static Boolean GetBucketName(string[] args, out String bucketName)
{
    Boolean retval = false;
    bucketName = String.Empty;
    if (args.Length == 0)
    {
        Console.WriteLine("\nNo arguments specified. Will simply list your
Amazon S3 buckets." +
            "\nIf you wish to create a bucket, supply a valid, globally
unique bucket name.");
        bucketName = String.Empty;
        retval = false;
    }
    else if (args.Length == 1)
    {
        bucketName = args[0];
        retval = true;
    }
    else
    {
        Console.WriteLine("\nToo many arguments specified." +
```

```

        "\n\ndotnet_tutorials - A utility to list your Amazon S3 buckets
and optionally create a new one." +
        "\n\nUsage: S3CreateAndList [bucket_name]" +
        "\n - bucket_name: A valid, globally unique bucket name." +
        "\n - If bucket_name isn't supplied, this utility simply lists
your buckets.");
        Environment.Exit(1);
    }
    return retval;
}

//
// Method to get SSO credentials from the information in the shared config
file.
static AWSCredentials LoadSsoCredentials(string profile)
{
    var chain = new CredentialProfileStoreChain();
    if (!chain.TryGetAWSCredentials(profile, out var credentials))
        throw new Exception($"Failed to find the {profile} profile");
    return credentials;
}

// Class to read the caller's identity.
public static class Extensions
{
    public static async Task<string> GetCallerIdentityArn(this
IAmazonSecurityTokenService stsClient)
    {
        var response = await stsClient.GetCallerIdentityAsync(new
GetCallerIdentityRequest());
        return response.Arn;
    }
}
}

```

3. 构建应用程序。

Note

如果您使用的是旧版 Visual Studio，则可能会遇到类似以下内容的构建错误：

“Feature 'async main' is not available in C# 7.0. Please use language version 7.1 or greater.”

如果您遇到此错误，请将项目设置为使用该语言的更高版本。这通常在项目属性构建、高级中完成。

运行应用程序

1. 不带命令行参数运行应用程序。在命令提示符中（如果之前已打开）或从 IDE 执行此操作。
2. 检查输出以查看您拥有的 Amazon S3 桶数（如果有）及其名称。
3. 为新 Amazon S3 桶选择名称。以“dotnet-quicktour-s3-1-winvs-”为基础，并添加独特的内容，如 GUID 或您的名字等。请务必遵守存储桶命名规则，如 [Amazon S3 用户指南](#) 中的 [存储桶命名规则](#) 中所述。
4. 再次运行应用程序，这次提供存储桶名称。

在命令行中，将以下命令中的 *amzn-s3-demo-bucket* 替换为您选择的存储桶的名称。

```
S3CreateAndList amzn-s3-demo-bucket
```

或者，如果您在 IDE 中运行应用程序，请转到项目、S3CreateAndList 属性、调试，然后在此处输入桶名称。

5. 检查输出以查看创建的新存储桶。

清理

执行本教程时，您创建了一些可选择在此时清理的资源。

- 如果您不想保留应用程序在之前步骤中创建的桶，可以使用位于 <https://console.aws.amazon.com/s3/> 的 Amazon S3 桶将其删除。
- 如果您不想保留您的 .NET 项目，请从开发环境中删除 S3CreateAndList 文件夹。

后续工作

返回[快速指南菜单](#)或直接转到[此快速指南的末尾](#)。

后续步骤

请务必清理您在完成这些教程时创建的所有遗留资源。这包括 AWS 资源或开发环境中的资源，例如文件和文件夹。

既然已经全面了解了适用于 .NET 的 AWS SDK，您可能想[启动项目](#)。

启动新项目

您可以使用多种技术来启动访问 AWS 服务的新项目。以下是一些此类技术：

- 如果您不熟悉基于 AWS 的 .NET 开发，或者至少不熟悉适用于 .NET 的 AWS SDK，则可以在[快速了解](#)中查看完整的示例。其中提供了对开发工具包的简单介绍。
- 您可以使用 .NET CLI 启动基本项目。要查看此示例，请打开命令提示符或终端，创建文件夹或目录并导航到该文件夹或目录，然后输入以下内容。

```
dotnet new console --name [SOME-NAME]
```

已创建一个空项目，您可以向其中添加代码和 NuGet 程序包。有关更多信息，请参阅[.NET Core 指南](#)。

要查看项目模板列表，请使用以下命令：`dotnet new --list`

- AWS Toolkit for Visual Studio 包括适用于各种 AWS 服务的 C# 项目模板。当您在 Visual Studio 中[安装工具包](#)后，您可以在创建新项目时访问这些模板。

要查看此内容，请转到[AWS Toolkit for Visual Studio 用户指南](#)中的[使用 AWS 服务](#)。该部分中的几个示例创建新项目。

- 如果您在 Windows 上使用 Visual Studio 进行开发，但没有使用 AWS Toolkit for Visual Studio，请使用典型的方法来创建新项目。

要查看示例，请打开 Visual Studio，然后选择文件、新建、项目。搜索“.net core”，然后选择 C# 版本的控制台应用程序 (.NET Core) 或 WPF 应用程序 (.NET Core) 模板。已创建一个空项目，您可以向其中添加代码和 NuGet 程序包。

您可以在[带有指导的代码示例](#)中找到一些有关如何使用 AWS 服务的示例。

Important

如果您使用 AWS IAM Identity Center 进行身份验证，您的应用程序必须引用以下 NuGet 程序包，这样 SSO 解析才能生效：

- AWSSDK.SSO
- AWSSDK.SSO0IDC

未能引用这些程序包将导致运行时系统异常。

配置 AWS 区域

使用 AWS 区域可以访问实际位于特定地理区域的 AWS 服务。它可用于保证冗余，并保证您的数据和应用程序接近您和用户访问它们的位置。

要查看当前各 AWS 服务所有支持的区域和端点列表，请参阅 AWS 一般参考 中的区域和端点。要查看现有区域端点的列表，请参阅 [AWS服务终端节点](#)。要查看有关区域的详细信息，请参阅[指定您的账户可以使用哪些 AWS 区域](#)。

您可以创建转到[特定区域](#)的 AWS 服务客户端。您还可以为应用程序配置一个将用于[所有 AWS 服务客户端](#)的区域。接下来将解释这两种情况。

创建具有特定区域的服务客户端

您可以为应用程序中的任何 AWS 服务客户端指定区域。以此方式设置区域优先于该特定服务客户端的任何全局设置。

现有区域

此示例向您展示了如何在现有区域中实例化 [Amazon EC2 客户端](#)。它使用已定义的 [RegionEndpoint](#) 字段。

```
using (AmazonEC2Client ec2Client = new AmazonEC2Client(RegionEndpoint.USWest2))
{
    // Make a request to EC2 in the us-west-2 Region using ec2Client
}
```

使用 RegionEndpoint 类的新区域

此示例向您展示了如何使用 [RegionEndpoint.GetBySystemName](#) 构造新的区域端点。

```
var newRegion = RegionEndpoint.GetBySystemName("us-west-new");
using (var ec2Client = new AmazonEC2Client(newRegion))
{
    // Make a request to EC2 in the new Region using ec2Client
}
```

使用服务客户端配置类的新区域

此示例向您展示如何使用服务客户端配置类的 ServiceURL 属性来指定区域；在本例中是使用 [AmazonEC2Config](#) 类。

即使区域端点未遵循正规区域端点模式，此技术仍适用。

```
var ec2ClientConfig = new AmazonEC2Config
{
    // Specify the endpoint explicitly
    ServiceURL = "https://ec2.us-west-new.amazonaws.com"
};

using (var ec2Client = new AmazonEC2Client(ec2ClientConfig))
{
    // Make a request to EC2 in the new Region using ec2Client
}
```

为所有服务客户端指定区域

您可以通过多种方式为应用程序创建的所有 AWS 服务客户端指定区域。此区域用于不是通过特定区域创建的服务客户端。

适用于 .NET 的 AWS SDK 按以下顺序查找区域值。

配置文件

在您的应用程序或软件开发工具包已加载的配置文件中进行设置。有关更多信息，请参阅 [凭证和配置文件解析](#)。

环境变量

在 `AWS_REGION` 环境变量中设置。

在 Linux 或 macOS 上：

```
export AWS_REGION='us-west-2'
```

在 Windows 上：

```
set AWS_REGION=us-west-2
```

Note

如果您为整个系统设置此环境变量（使用 `export` 或 `setx`），则它会影响所有 SDK 和工具包，而不仅仅是适用于 .NET 的 AWS SDK。

AWSConfigs 类

设置为 [AWSConfigs.AWSRegion](#) 属性。

```
AWSConfigs.AWSRegion = "us-west-2";  
using (var ec2Client = new AmazonEC2Client())  
{  
    // Make request to Amazon EC2 in us-west-2 Region using ec2Client  
}
```

区域解析

如果没有使用上述方法来指定 AWS 区域，则适用于 .NET 的 AWS SDK 会尝试查找 AWS 服务客户端要运行的区域。

区域解析顺序

1. 应用程序配置文件，例如 `app.config` 和 `web.config`。
2. 环境变量（`AWS_REGION` 和 `AWS_DEFAULT_REGION`）。
3. 名称由 `AWSConfigs.AWSProfileName` 中的值指定的配置文件。
4. 名称由 `AWS_PROFILE` 环境变量指定的配置文件。

5. [default] 配置文件。
6. Amazon EC2 实例元数据（如果在 EC2 实例上运行）。

如果未找到区域，软件开发工具包会引发异常，指出 AWS 服务客户端没有配置区域。

有关中国（北京）区域的特殊信息

要使用中国（北京）区域中的服务，您必须拥有特定于中国（北京）区域的账户和凭证。其他 AWS 区域的账户和凭证不适用于中国（北京）区域。同样，中国（北京）区域的账户和凭证也不适用于其他 AWS 区域。有关可在中国（北京）区域使用的端点和协议的信息，请参阅[中国（北京）区域端点](#)。

有关新 AWS 服务的特殊信息

新的 AWS 服务会首先在少数几个区域中推出，然后在其它区域中支持。在这些情况下，您无需安装最新的软件开发工具包来访问该服务的新区域。您可以按各个客户端或者按全球来指定新添加的区域，如之前所示。

通过 NuGet 安装 AWSSDK 程序包

[NuGet 是 .NET 平台的包管理系统](#)。有了 NuGet，您可以将 [AWSSDK 程序包](#) 以及其它几个扩展安装到您的项目中。有关其它信息，请参阅 GitHub 网站上的 [aws/dotnet](#) 存储库。

NuGet 始终具备最新版本的 AWSSDK 程序包，以及之前的版本。NuGet 能够识别程序包之间的依赖关系并自动安装所有必需的程序包。

Warning

NuGet 程序包列表可能包括一个名为“AWSSDK”的程序包（没有附加标识符）。请勿安装此 NuGet 程序包；它是旧版，不应用于新项目。

通过 NuGet 安装的程序包与您的项目一起存储，而不是存储在中心位置。这使您可以安装特定于指定应用程序的程序集版本，而不会造成其他应用程序的兼容性问题。有关 NuGet 的更多信息，请参阅[NuGet 文档](#)。

Note

如果您不能或不允许按项目下载和安装 NuGet 程序包，则可以获取 AWSSDK 程序集并将其存储在本地。

如果这适用于您，并且您尚未获取 AWSSDK 程序集，请参阅[获取 AWSSDK 程序集](#)。要了解如何使用本地存储的程序集，请参阅[在没有 NuGet 的情况下安装 AWSSDK 程序集](#)。

从命令行提示符处或终端使用 NuGet

1. 转到 [AWSSDK NuGet 程序包](#)，并确定您在项目中需要哪些 NuGet 程序包；例如 [AWSSDK.S3](#)。
2. 从该程序包的网页复制 .NET CLI 命令，如以下示例所示。

```
dotnet add package AWSSDK.S3 --version 3.3.110.19
```

3. 在项目的目录中运行该 .NET CLI 命令。NuGet 还会安装所有依赖项，例如 [AWSSDK.Core](#)。

Note

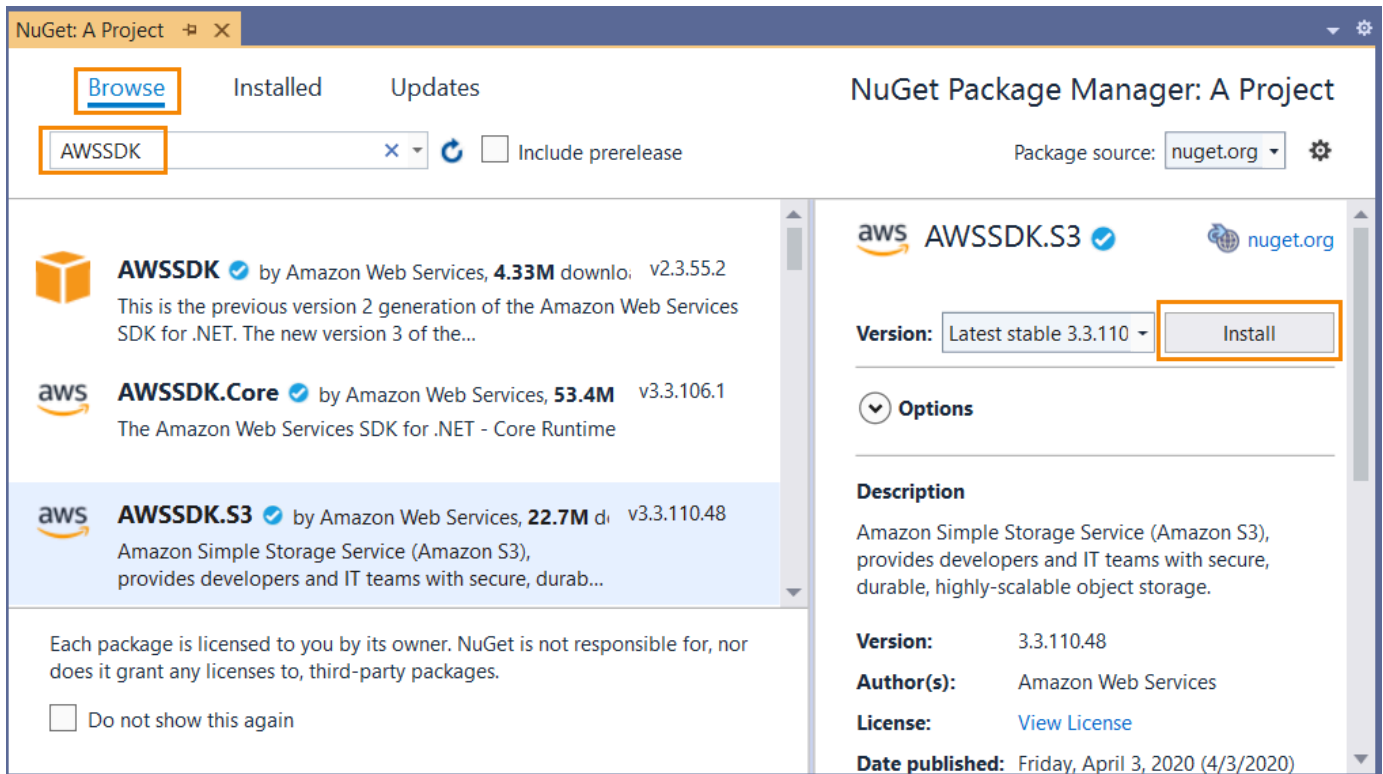
如果您只需要最新版本的 NuGet 程序包，则可以从命令中排除版本信息，如以下示例所示。

```
dotnet add package AWSSDK.S3
```

从 Visual Studio Solution Explorer 中使用 NuGet

1. 在 Solution Explorer 中，右键单击您的项目，然后从上下文菜单中选择 Manage NuGet Packages。
2. 在 NuGet Package Manager (NuGet 软件包管理器) 的左窗格中，选择 Browse (浏览)。然后，您可以使用搜索框搜索所要安装的软件包。NuGet 还会安装所有依赖项，例如 [AWSSDK.Core](#)。

下图显示了 AWSSDK.S3 程序包的安装。



从 Package Manager Console 使用 NuGet

从 Visual Studio 工具菜单，依次选择 NuGet Package Manager 和 Package Manager Console。

您可以从 Package Manager Console，使用 **Install-Package** 命令安装所需的 AWSSDK 程序包。例如，要安装 [AWSSDK.S3](#)，请使用以下命令。

```
PM> Install-Package AWSSDK.S3
```

NuGet 还会安装所有依赖项，例如 [AWSSDK.Core](#)。

如果您需要安装程序包的早期版本，请使用 `-Version` 选项并指定所需的程序包版本，如下示例所示。

```
PM> Install-Package AWSSDK.S3 -Version 3.3.106.6
```

有关 Package Manager Console 命令的更多信息，请参阅微软 [NuGet 文档](#) 中的 [PowerShell 参考](#)。

在没有 NuGet 的情况下安装 AWSSDK 程序集

本主题介绍如何使用您在本地获取并存储的 AWSSDK 程序集，如[获取 AWSSDK 程序集](#)中所述。这不是处理软件开发工具包参考的推荐方法，但在某些环境中却是必需的。

Note

处理软件开发工具包参考的推荐方法是仅下载并安装每个项目所需的 NuGet 程序包。[通过 NuGet 安装 AWSSDK 程序包](#)中介绍了这种方法。

安装 AWSSDK 程序集

1. 在项目区域中为所需的 AWSSDK 程序集创建一个文件夹。举个例子，您可以调用这个文件夹 `AwsAssemblies`。
2. 如果您尚未这样做，请[获取 AWSSDK 程序集](#)，它将程序集放在某个本地下载或安装文件夹中。将所需程序集的 DLL 文件从该下载文件夹复制到您的项目中（在我们的示例中为 `AwsAssemblies` 文件夹）。

还请务必复制所有依赖关系。您可以在 [GitHub](#) 网站上找到有关依赖关系的信息。

3. 请按如下方式引用所需的程序集。

Cross-platform development

1. 打开项目的 `.csproj` 文件并添加一个 `<ItemGroup>` 元素。
2. 在 `<ItemGroup>` 元素中，为每个必需的程序集添加一个具有 `Include` 属性的 `<Reference>` 元素。

例如，对于 Amazon S3，您可以在项目 `.csproj` 文件中添加以下几行。

在 Linux 和 macOS 上：

```
<ItemGroup>
  <Reference Include="./AwsAssemblies/AWSSDK.Core.dll" />
  <Reference Include="./AwsAssemblies/AWSSDK.S3.dll" />
</ItemGroup>
```

在 Windows 上：


```
<ItemGroup>
  <Reference Include="AwsAssemblies\AWSSDK.Core.dll" />
  <Reference Include="AwsAssemblies\AWSSDK.S3.dll" />
</ItemGroup>
```

3. 保存项目的 .csproj 文件。

Windows with Visual Studio and .NET Core

1. 在 Visual Studio 中，加载您的项目并打开项目、添加引用。
2. 选择对话框底部的浏览按钮。导航到项目的文件夹和将所需的 DLL 文件复制到的子文件夹（例如 AwsAssemblies）。
3. 选择所有 DLL 文件，选择添加，然后选择确定。
4. 保存您的项目。

凭证和配置文件解析

适用于 .NET 的 AWS SDK 按特定顺序搜索凭证，并对当前应用程序使用第一个可用集。

凭证搜索顺序

1. 在 AWS 服务客户端上显式设置的凭证，如[访问应用程序中的凭证和配置文件](#)中所述。

Note

该主题之所以出现在[特殊注意事项](#)部分中，是因为它不是指定凭证的首选方法。

2. 一个凭证配置文件，其名称由 [AWSConfigs.AWSProfileName](#) 中的值指定。
3. 名称由 AWS_PROFILE 环境变量指定的凭证配置文件。
4. [default] 凭证配置文件。
5. 根据 AWS_ACCESS_KEY_ID、AWS_SECRET_ACCESS_KEY 和 AWS_SESSION_TOKEN 环境变量 (如果这些变量都不为空) 创建的 [SessionAWSCredentials](#)。
6. 根据 AWS_ACCESS_KEY_ID 和 AWS_SECRET_ACCESS_KEY 环境变量 (如果这两个变量不为空) 创建的 [BasicAWSCredentials](#)。
7. [容器凭证提供程序](#)。
8. Amazon EC2 实例元数据。

如果您的应用程序在 Amazon EC2 实例上运行（例如在生产环境中），请使用 IAM 角色，如 [使用 IAM 角色授予访问权限](#) 中所述。否则，例如在预发布测试中，将凭证存储在服务器上使用 AWS 凭证文件格式的文件中（Web 应用程序有权访问此文件）。

配置文件解析

凭证有两种不同的存储机制，请务必了解如何配置适用于 .NET 的 AWS SDK 以使用它们。[AWSConfigs.AWSProfilesLocation](#) 属性控制适用于 .NET 的 AWS SDK 如何查找凭证配置文件。

AWSProfilesLocation	配置文件解析行为
null (未设置) 或空	如果平台支持，请搜索 SDK Store，然后在 默认位置 搜索共享 AWS 凭证文件。如果配置文件不在上述任何一个位置，请搜索 <code>~/.aws/config</code> （Linux 或 macOS）或 <code>%USERPROFILE%\aws\config</code> （Windows）。
AWS 凭证文件格式的文件的完整路径	仅在指定文件中搜索具有指定名称的配置文件。

使用联合用户账户凭证

对于采用适用于 .NET 的 AWS SDK（[AWSSDK.Core](#) 版本 3.1.6.0 和更高版本）的应用程序，可以通过 Active Directory Federation Services（AD FS）使用联合用户账户来利用安全断言标记语言（SAML）访问 AWS 服务。

联合访问支持意味着用户可使用您的 Active Directory 进行身份验证。系统将自动为用户授予临时凭证。当您的应用程序调用 AWS 服务时，将使用这些临时凭证（有效期为 1 小时）。开发工具包将管理临时凭证。对于已加入域的用户账户，如果您的应用程序发出调用但凭证已过期，则将自动重新验证用户的身份并授予全新凭证。（对于未加入域的账户，在重新进行身份验证之前，系统将提示用户输入凭证。）

要在 .NET 应用程序中使用此支持，您必须先使用 PowerShell cmdlet 设置角色配置文件。要了解具体信息，请参阅[AWS Tools for Windows PowerShell 文档](#)。

设置角色配置文件后，请在应用程序中引用该配置文件。有多种方法可以做到这一点，其中一种是像处理其他凭证配置文件一样使用 [AWSConfigs.AWSProfileName](#) 属性。

AWS Security Token Service 程序集 ([awssdk.securityToken](#)) 提供 SAML 支持以获取 AWS 凭证。要使用联合用户账户凭证，请确保您的应用程序可以使用此程序集。

指定角色或临时凭证

对于 Amazon EC2 实例上运行的应用程序，管理凭证最安全的方式是使用 IAM 角色，如[使用 IAM 角色授予访问权限](#)中所述。

对于软件可执行文件对组织外部用户可用的应用程序情景，建议您将软件设计为使用临时安全凭证。除了提供对 AWS 资源的有限访问之外，让这些凭证在指定时段后过期也会有好处。有关临时安全凭证的更多信息，请参阅：

- [临时安全凭证](#)
- [Amazon Cognito 身份池](#)

使用代理凭证

如果您的软件通过代理与 AWS 进行通信，则可使用服务的 Config 类的 ProxyCredentials 属性来为代理指定凭证。服务的 Config 类通常是该服务主命名空间的一部分。示例包括以下内容：[Amazon.CloudDirectory](#) 命名空间中的 [AmazonCloudDirectoryConfig](#) 和 [Amazon.GameLift](#) 命名空间中的 [AmazonGameLiftConfig](#)。

例如，对于 [Amazon S3](#)，您可以使用如下所示的代码，其中 SecurelyStoredUserName 和 SecurelyStoredPassword 为 [NetworkCredential](#) 对象中指定的代理用户名和密码。

```
AmazonS3Config config = new AmazonS3Config();
config.ProxyCredentials = new NetworkCredential(SecurelyStoredUserName,
SecurelyStoredPassword);
```

Note

早期版本的开发工具包使用的是 ProxyUsername 和 ProxyPassword，但这两个属性已被弃用。

有关用户和角色的其它信息

要在 AWS 上进行 .NET 开发或在 AWS 上运行 .NET 应用程序，您需要具备适合这些任务的用户、权限集和服务角色的组合。

您创建的特定用户、权限集和服务角色以及使用它们的方式，将取决于您应用程序的要求。下面的一些附加信息介绍了可能使用它们的原因以及如何创建它们。

用户和权限集

尽管可以使用具有长期凭证的 IAM 用户账户来访问 AWS 服务，但这已不再是最佳实践，应予以避免。即使在开发过程中，最佳做法也是在 AWS IAM Identity Center 中创建用户和权限集，并使用身份源提供的临时凭证。

对于开发，您可以使用自己创建的或在[配置 SDK 身份验证](#)中提供的用户。如果您拥有适当的 AWS 管理控制台 权限，还可以为该用户创建具有最低权限的不同权限集，或者创建专用于开发项目的新用户，同时提供具有最低权限的权限集。您选择的行动方案（如果有）取决于您的情况。

有关这些用户和权限集以及如何创建它们的更多信息，请参阅《AWS 开发工具包和工具参考指南》中的[身份验证和访问](#)以及《AWS IAM Identity Center 用户指南》中的[入门](#)。

服务角色

您可以设置 AWS 服务角色来代表用户访问 AWS 服务。如果有多人远程运行您的应用程序，则这种访问方式是合适的；例如，在您为此目的创建的 Amazon EC2 实例上。

创建服务角色的过程因情况而异，但基本上如下所示。

1. 登录 AWS 管理控制台，然后通过以下网址打开 IAM 控制台：<https://console.aws.amazon.com/iam/>。
2. 选择 角色，然后选择 创建角色。
3. 选择 AWS 服务，找到并选择 EC2（例如），然后选择 EC2 使用案例（例如）。
4. 选择下一步: 权限，然后为您的应用程序将使用的 AWS 服务选择[适当的策略](#)。

Warning

请勿选择 AdministratorAccess 策略，因为该策略允许对您账户中的几乎所有内容具有读写权限。

5. 选择下一步: 标签，然后输入所需的任何标签。

您可以在 [IAM 用户指南](#) 中的[使用 AWS 资源标签控制访问](#)中找到标签相关的信息。

6. 选择下一步: 查看，并提供角色名称和角色描述。然后选择创建角色。

在 [IAM 用户指南](#) 中的 [身份（用户、用户组和角色）](#) 中，您可以找到有关 IAM 角色的高级信息。在 [IAM 角色](#) 主题中查找有关角色的详细信息。

有关角色的其它信息

- 对于 Amazon Elastic Container Service (Amazon ECS)，使用 [适用于任务的 IAM 角色](#)。
- 对于在 Amazon EC2 实例上运行的应用程序，使用 [IAM 角色](#)。

适用于 .NET 的 AWS SDK项目的高级配置

本部分中的主题包含有关您可能感兴趣的其它配置任务和方法的信息。

主题

- [使用 AWSSDK.Extensions.NETCore.Setup 和界面 IConfiguration](#)
- [配置其他应用程序参数](#)
- [适用于 .NET 的 AWS SDK的配置文件参考](#)

使用 AWSSDK.Extensions.NETCore.Setup 和界面 IConfiguration

（本主题之前的标题是“适用于 .NET 的 AWS SDK 使用.NET 核心配置”）

.NET Core 中最大的改变之一是删除了以前在 .NET Framework 和 ASP.NET 应用程序中使用的 ConfigurationManager 以及标准 app.config 和 web.config 文件。

.NET Core 中的配置基于配置提供商建立的键/值对。配置提供商将配置数据从各种配置源读取为键/值对，包括命令行参数、目录文件、环境变量和设置文件。

Note

有关更多信息，请参阅 [ASP.NET Core 中的配置](#)。

为了便于在 .NET Core 中 适用于 .NET 的 AWS SDK 使用，你可以使用 [AWSSDKExtensions.NETCore.Setup](#) NuGet 包。与许多 .NET Core 库一样，它向 IConfiguration 接口添加了扩展方法，以实现无缝 AWS 配置。

该软件包的源代码 GitHub 位于 <https://github.com/aws/aws-sdk-net/tree/aws-sdk-net-v3.7/extensions/src/AWSSDK.Extensions.NETCore.Setup>。

使用 AWSSDK.Extensions.NETCore.Setup

假设你创建了一个 ASP.NET Core Model-View-Controller (MVC) 应用程序，可以使用 Visual Studio 中的 ASP.NET Core Web 应用程序模板或在 .NET Core CLI `dotnet new mvc ...` 中运行来完成。创建此类应用程序时，`Startup.cs` 的构造函数通过从配置提供商读取各种输入源来处理配置，例如读取 `appsettings.json`。

```
public Startup(IConfiguration configuration)
{
    Configuration = configuration;
}
```

要使用 `Configuration` 对象获取 AWS 选项，请先添加 `AWSSDK.Extensions.NETCore.Setup` NuGet 软件包。然后，将选项添加到下面所述的配置文件中。

请注意，添加到您项目中的其中一个文件是 `appsettings.Development.json`。这就代表 `EnvironmentName` 设置为 `Development`。在开发过程中，将配置放入此文件中，该文件只能在本地测试期间读取。当您部署已 `EnvironmentName` 设置为生产的 Amazon EC2 实例时，该文件将被忽略，并回退到为 Amazon EC2 实例配置的 IAM 证书和区域。适用于 .NET 的 AWS SDK

以下配置设置显示您可以添加到您项目的 `appsettings.Development.json` 文件中用于提供 AWS 设置的值的示例。

```
{
  "AWS": {
    "Profile": "local-test-profile",
    "Region": "us-west-2"
  },
  "SupportEmail": "TechSupport@example.com"
}
```

要访问 CSHTML 文件中的设置，请使用 `Configuration` 指令：

```
@using Microsoft.Extensions.Configuration
@inject IConfiguration Configuration

<h1>Contact</h1>

<p>
  <strong>Support:</strong> <a
    href='mailto:@Configuration["SupportEmail"]'>@Configuration["SupportEmail"]</a><br />
```

</p>

要从代码访问文件中设置的 AWS 选项，请调用添加到的 `GetAWSSOptions` 扩展方法 `IConfiguration`。

要从这些选项构造服务客户端，请调用 `CreateServiceClient`。以下示例代码说明了如何创建 Amazon S3 服务客户端。（请务必将 [AWSSDK.S3](#) NuGet 包添加到您的项目中。）

```
var options = Configuration.GetAWSSOptions();
IAmazonS3 client = options.CreateServiceClient<IAmazonS3>();
```

您还可以使用 `appsettings.Development.json` 文件中的多个条目创建具有不兼容设置的多个服务客户端，如以下示例所示，其中 `service1` 的配置包括 `us-west-2` 区域，`service2` 的配置包括特殊端点 URL。

```
{
  "service1": {
    "Profile": "default",
    "Region": "us-west-2"
  },
  "service2": {
    "Profile": "default",
    "ServiceURL": "URL"
  }
}
```

然后，您可以使用 JSON 文件中的条目获取特定服务的选项。例如，要获取 `service1` 的设置，请使用以下项目。

```
var options = Configuration.GetAWSSOptions("service1");
```

`appsettings` 文件中允许的值

以下应用程序配置值可以在 `appsettings.Development.json` 文件中设置。字段名必须使用所示的大小写。有关这些设置的详细信息，请参阅 [AWS.Runtime.ClientConfig](#) 类。

- Region
- 配置文件
- ProfilesLocation

- SignatureVersion
- RegionEndpoint
- UseHttp
- ServiceURL
- AuthenticationRegion
- AuthenticationServiceName
- MaxErrorRetry
- LogResponse
- BufferSize
- ProgressUpdateInterval
- ResignRetries
- AllowAutoRedirect
- LogMetrics
- DisableLogging
- UseDualstackEndpoint

ASP.NET Core 依赖关系注入

AWSSDK.Extensions.NEThCore.Setup NuGet 包还与 ASP.NET Core 中的新依赖注入系统集成。应用程序的 Startup 类中的 ConfigureServices 方法是添加 MVC 服务的位置。如果应用程序正在使用实体框架，则这也是进行初始化的位置。

```
public void ConfigureServices(IServiceCollection services)
{
    // Add framework services.
    services.AddMvc();
}
```

Note

有关 .NET Core 中依赖关系注入的背景信息在 [.NET Core 文档网站](#)上提供。

该AWSSDK.Extensions.NEThCore.Setup NuGet 软件包添加了新的扩展方法IServiceCollection，您可以使用这些方法向依赖注入中添加 AWS 服务。以下代码向您展示了

如何添加从中读取的 AWS 选项，IConfiguration 以便将 Amazon S3 和 DynamoDB 添加到服务列表中。（请务必将 [AWSSDK.S3](#) 和 [AWSSDK. Dynamo DBv2](#) NuGet 包添加到您的项目中。）

```
public void ConfigureServices(IServiceCollection services)
{
    // Add framework services.
    services.AddMvc();

    services.AddDefaultAWSOptions(Configuration.GetAWSOptions());
    services.AddAWSService<IAmazonS3>();
    services.AddAWSService<IAmazonDynamoDB>();
}
```

现在，如果您的 MVC 控制器使用 IAmazonS3 或 IAmazonDynamoDB 作为其构造函数中的参数，则依赖关系注入系统会传入这些服务。

```
public class HomeController : Controller
{
    IAmazonS3 S3Client { get; set; }

    public HomeController(IAmazonS3 s3Client)
    {
        this.S3Client = s3Client;
    }

    ...
}
```

配置其他应用程序参数

Note

本主题中的信息特定于基于 .NET Framework 的项目。默认情况下，App.config 和 Web.config 文件不存在于基于 .NET Core 的项目中。

打开查看 .NET Framework 内容

可配置多种应用程序参数：

- [AWSLogging](#)
- [AWSLogMetrics](#)
- [AWSRegion](#)
- [AWSResponseLogging](#)
- [AWS.DynamoDBContext.TableNamePrefix](#)
- [AWS.S3.UseSignatureVersion4](#)
- [AWSEndpointDefinition](#)
- [AWS 服务生成的终端节点](#)

这些参数可以在应用程序的 App.config 或 Web.config 文件中配置。尽管您也可以使用适用于 .NET 的 AWS SDK API 对其进行配置，但我们建议您使用应用程序的 .config 文件。此处介绍了这两种方法。

有关本主题后文中所述的使用 <aws> 元素的更多信息，请参阅[适用于 .NET 的 AWS SDK 配置文件参考](#)。

AWSLogging

配置开发工具包应如何记录事件 (如果记录)。例如，建议的方法是使用 <logging> 元素，该元素是 <aws> 元素的子元素：

```
<aws>
  <logging logTo="Log4Net"/>
</aws>
```

或者：

```
<add key="AWSLogging" value="log4net"/>
```

可能的值包括：

None

禁用 事件日志记录。这是默认值。

log4net

使用 log4net 记录。

SystemDiagnostics

使用 `System.Diagnostics` 类记录。

您可以为 `logTo` 属性设置多个值，以逗号分隔。以下示例在 `.config` 文件中设置 `log4net` 和 `System.Diagnostics` 日志记录：

```
<logging logTo="Log4Net, SystemDiagnostics"/>
```

或者：

```
<add key="AWSLogging" value="log4net, SystemDiagnostics"/>
```

或者，使用适用于 .NET 的 AWS SDK API 合并 [LoggingOptions](#) 枚举值并设置 [AWSConfigs.Logging](#) 属性：

```
AWSConfigs.Logging = LoggingOptions.Log4Net | LoggingOptions.SystemDiagnostics;
```

对此设置的更改仅对新的 AWS 客户端实例生效。

AWSLog指标

指定开发工具包是否应记录性能指标。要在 `.config` 文件中设置指标日志记录配置，请在 `<logging>` 元素中设置 `logMetrics` 属性值，该元素是 `<aws>` 元素的子元素：

```
<aws>
  <logging logMetrics="true"/>
</aws>
```

此外，在 `<appSettings>` 部分中设置 `AWSLogMetrics` 关键字：

```
<add key="AWSLogMetrics" value="true">
```

或者，要使用适用于 .NET 的 AWS SDK API 设置指标日志记录，请设置 [AWSConfigs.LogMetrics](#) 财产：

```
AWSConfigs.LogMetrics = true;
```

对于所有客户端/配置，此设置用于配置默认 LogMetrics 属性。对此设置的更改仅对新的 AWS 客户端实例生效。

AWSRegion

为未明确指定 AWS 区域的客户端配置默认区域。要在 .config 文件中设置区域，建议的方法是在 aws 元素中设置 region 属性值：

```
<aws region="us-west-2"/>
```

此外，在 <appSettings> 部分中设置 AWSRegion 关键字：

```
<add key="AWSRegion" value="us-west-2"/>
```

或者，要使用 适用于 .NET 的 AWS SDK API 设置区域，请设置[AWSConfigs.AWSRegion](#)财产：

```
AWSConfigs.AWSRegion = "us-west-2";
```

有关为特定区域创建 AWS 客户端的更多信息，请参阅[AWS 区域选择](#)。对此设置的更改仅对新的 AWS 客户端实例生效。

AWSResponse记录日志

配置开发工具包在什么情况下记录服务响应。可能的值包括：

Never

从不记录服务响应。这是默认值。

Always

始终记录服务响应。

OnError

仅在出错时记录服务响应。

要在 .config 文件中设置服务日志记录配置，推荐的方法是在 <logging> 元素中设置 logResponses 属性值，该元素是 <aws> 元素的子元素：

```
<aws>
```

```
<logging logResponses="OnError"/>
</aws>
```

或者，在以下<appSettings>部分中AWSResponse设置 Logging 密钥：

```
<add key="AWSResponseLogging" value="OnError"/>
```

或者，要使用 适用于 .NET 的 AWS SDK API 设置服务日志记录，请设置[AWSConfigs.ResponseLogging](#)将属性设置为[ResponseLoggingOption](#)枚举的其中一个值：

```
AWSConfigs.ResponseLogging = ResponseLoggingOption.OnError;
```

对此设置的更改会立即生效。

AWS.DynamoDBContext.TableNamePrefix

配置 TableNamePrefix 将使用的默认 DynamoDBContext (在未手动配置的情况下)。

要在 .config 文件中设置表名前缀，建议的方法是在 <dynamoDBContext> 元素中设置 tableNamePrefix 属性值，该元素是 <dynamoDB> 元素 (这又是 <aws> 的子元素) 的子元素：

```
<dynamoDBContext tableNamePrefix="Test-"/>
```

此外，在 <appSettings> 部分中设置 AWS.DynamoDBContext.TableNamePrefix 关键字：

```
<add key="AWS.DynamoDBContext.TableNamePrefix" value="Test-"/>
```

或者，要使用 适用于 .NET 的 AWS SDK API 设置表名前缀，请设置 [AWSConfigs.Dynamo 属性 DBContext TableNamePrefix](#)：

```
AWSConfigs.DynamoDBContextTableNamePrefix = "Test-";
```

对此设置的更改仅在新构建的 DynamoDBContextConfig 和 DynamoDBContext 实例中生效。

AWS.S3.UseSignatureVersion4

配置 Amazon S3 客户端是否应使用签名版本 4 对请求签名。

要在 .config 文件中为 Amazon S3 设置签名版本 4 的签名，推荐的方法是在 <s3> 元素中设置 useSignatureVersion4 属性，该元素是 <aws> 元素的子元素：

```
<aws>
  <s3 useSignatureVersion4="true"/>
</aws>
```

此外，在 <appSettings> 部分中将 AWS.S3.UseSignatureVersion4 密钥设置为 true：

```
<add key="AWS.S3.UseSignatureVersion4" value="true"/>
```

或者，要使用 适用于 .NET 的 AWS SDK API 设置签名版本 4 签名，请将 [AWSConfigs.S3UseSignatureVersion 4](#) 属性设置为：true

```
AWSConfigs.S3UseSignatureVersion4 = true;
```

默认情况下，此设置是 false，但在某些情况下或者在某些区域中，默认会使用签名版本 4。当设置为 true 时，签名版本 4 将用于所有请求。对此设置的更改仅对新 Amazon S3 客户端实例生效。

AWSEndpoint定义

配置开发工具包是否应使用自定义配置文件，该文件定义区域和终端节点。

要在 .config 文件中设置终端节点定义文件，建议在 <aws> 元素中设置 endpointDefinition 属性值。

```
<aws endpointDefinition="c:\config\endpoints.json"/>
```

或者，你可以在以下<appSettings>部分中设置AWSEndpoint定义密钥：

```
<add key="AWSEndpointDefinition" value="c:\config\endpoints.json"/>
```

或者，要使用 适用于 .NET 的 AWS SDK API 设置端点定义文件，请设置[AWSConfigs.EndpointDefinition](#)财产：

```
AWSConfigs.EndpointDefinition = @"c:\config\endpoints.json";
```

如果没有提供文件名，则不使用自定义配置文件。对此设置的更改仅对新的 AWS 客户端实例生效。endpoint.json 文件可从<https://github.com/aws/aws-sdk-net/blob/aws-sdk-net-v3.7/sdk/src/Core/endpoints.json>中获得。

AWS 服务生成的终端节点

有些 AWS 服务会生成自己的终端节点，而不是使用区域终端节点。这些服务的客户端使用特定于该服务的服务 URL 以及您的资源。这些服务的两个例子是 Amazon CloudSearch 和 AWS IoT。以下示例演示如何获取这些服务的终端节点。

Amazon CloudSearch 终端节点示例

亚马逊 CloudSearch 客户端用于访问亚马逊 CloudSearch 配置服务。您可以使用 Amazon CloudSearch 配置服务创建、配置和管理搜索域。要创建搜索域，请创建一个[CreateDomainRequest](#)对象并提供该DomainName属性。使用请求[AmazonCloudSearchClient](#)对象创建对象。调用 [CreateDomain](#) 方法。调用返回的[CreateDomainResponse](#)对象包含一个同时具有DocService和SearchService端点的DomainStatus属性。创建一个[AmazonCloudSearchDomainConfig](#)对象并使用它来初始化该[AmazonCloudSearchDomainClient](#)类的SearchService实例DocService和实例。

```
// Create domain and retrieve DocService and SearchService endpoints
DomainStatus domainStatus;
using (var searchClient = new AmazonCloudSearchClient())
{
    var request = new CreateDomainRequest
    {
        DomainName = "testdomain"
    };
    domainStatus = searchClient.CreateDomain(request).DomainStatus;
    Console.WriteLine(domainStatus.DomainName + " created");
}

// Test the DocService endpoint
var docServiceConfig = new AmazonCloudSearchDomainConfig
{
    ServiceURL = "https://" + domainStatus.DocService.Endpoint
};
using (var domainDocService = new AmazonCloudSearchDomainClient(docServiceConfig))
{
    Console.WriteLine("Amazon CloudSearchDomain DocService client instantiated using the DocService endpoint");
    Console.WriteLine("DocService endpoint = " + domainStatus.DocService.Endpoint);

    using (var docStream = new FileStream(@"C:\doc_source\XMLFile4.xml",
        FileMode.Open))
    {
```

```

        var upload = new UploadDocumentsRequest
        {
            ContentType = ContentType.ApplicationXml,
            Documents = docStream
        };
        domainDocService.UploadDocuments(upload);
    }
}

// Test the SearchService endpoint
var searchServiceConfig = new AmazonCloudSearchDomainConfig
{
    ServiceURL = "https://" + domainStatus.SearchService.Endpoint
};
using (var domainSearchService = new
    AmazonCloudSearchDomainClient(searchServiceConfig))
{
    Console.WriteLine("Amazon CloudSearchDomain SearchService client instantiated using
the SearchService endpoint");
    Console.WriteLine("SearchService endpoint = " +
domainStatus.SearchService.Endpoint);

    var searchReq = new SearchRequest
    {
        Query = "Gambardella",
        Sort = "_score desc",
        QueryParser = QueryParser.Simple
    };
    var searchResp = domainSearchService.Search(searchReq);
}

```

AWS IoT 端点示例

要获取的终端节点 AWS IoT，请创建一个[AmazonIoTClient](#)对象并调用[DescribeEndPoint](#)方法。返回的[DescribeEndPointResponse](#)对象包含EndpointAddress。创建[AmazonIoTDataConfig](#)对象，设置ServiceURL属性，然后使用该对象实例化该类。[AmazonIoTDataClient](#)

```

string iotEndpointAddress;
using (var iotClient = new AmazonIoTClient())
{
    var endPointResponse = iotClient.DescribeEndpoint();
    iotEndpointAddress = endPointResponse.EndpointAddress;
}

```



```
var iotDocServiceConfig = new AmazonIotDataConfig
{
    ServiceURL = "https://" + iotEndpointAddress
};
using (var dataClient = new AmazonIotDataClient(iotDocServiceConfig))
{
    Console.WriteLine("AWS IoTData client instantiated using the endpoint from the
    IotClient");
}
```

适用于 .NET 的 AWS SDK 的配置文件参考

Note

本主题中的信息特定于基于 .NET Framework 的项目。默认情况下，App.config 和 Web.config 文件不存在于基于 .NET Core 的项目中。

打开查看 .NET Framework 内容

您可以使用 .NET 项目的 App.config 或 Web.config 文件指定 AWS 设置（如 AWS 凭证、日志记录选项、AWS 服务端点和 AWS 区域）以及某些 AWS 服务设置（例如 Amazon DynamoDB、Amazon EC2 和 Amazon S3）。以下信息介绍了如何正确设置 App.config 或 Web.config 文件的格式，以指定这些设置类型。

Note

虽然您可以继续在 App.config 或 Web.config 文件中使用 <appSettings> 元素来指定 AWS 设置，但我们建议您使用 <configSections> 和 <aws> 元素，如本主题后面所述。有关 <appSettings> 元素的更多信息，请参阅[配置<appSettings>应用程序](#)中的适用于 .NET 的 AWS SDK 元素示例。

Note

虽然您可以继续使用代码文件中的以下 [AWSConfigs](#) 类属性来指定 AWS 设置，但以下属性已被弃用，并且在将来版本中不受支持：

- DynamoDBContextTableNamePrefix

- EC2UseSignatureVersion4
- LoggingOptions
- LogMetrics
- ResponseLoggingOption
- S3UseSignatureVersion4

通常，我们建议不要使用代码文件中的 `AWSConfigs` 类属性来指定 AWS 设置，而应使用 `<aws>` 或 `Web.config` 文件中的 `<configSections>` 和 `App.config` 元素来指定 AWS 设置，如本主题后面所述。有关上述属性的更多信息，请参阅[配置适用于 .NET 的 AWS SDK 应用程序](#)中的 `AWSConfigs` 代码示例。

主题

- [声明 AWS 设置部分](#)
- [允许的元素](#)
- [元素参考](#)

声明 AWS 设置部分

您可以通过 `<aws>` 元素指定 `App.config` 或 `Web.config` 文件中的 AWS 设置。在开始使用 `<aws>` 元素之前，您必须先创建一个 `<section>` 元素 (`<configSections>` 元素的子元素) 并将其 `name` 属性和 `aws` 属性分别设置为 `type` 和 `Amazon.AWSSection, AWSSDK.Core` (如以下示例所示)：

```
<?xml version="1.0"?>
<configuration>
  ...
  <configSections>
    <section name="aws" type="Amazon.AWSSection, AWSSDK.Core"/>
  </configSections>
  <aws>
    <!-- Add your desired AWS settings declarations here. -->
  </aws>
  ...
</configuration>
```

Visual Studio 编辑器提供针对 `<aws>` 元素或其子元素的自动代码完成 (IntelliSense)。

调用 `<aws>` 方法可帮助您创建 `Amazon.AWSConfigs.GenerateConfigTemplate` 元素格式正确的版本。这将以美观打印字符串形式输出 `<aws>` 元素的规范版本，可调整该字符串以满足您的需求。以下部分介绍 `<aws>` 元素的属性和子元素。

允许的元素

以下是 AWS 设置部分中允许的元素之间的逻辑关系列表。要生成此列表的最新版本，您可以调用 `Amazon.AWSConfigs.GenerateConfigTemplate` 方法，这将以字符串形式输出 `<aws>` 元素的规范版本，可调整该字符串以满足您的需求。

```
<aws
  endpointDefinition="string value"
  region="string value"
  profileName="string value"
  profilesLocation="string value">
  <logging
    logTo="None, Log4Net, SystemDiagnostics"
    logResponses="Never | OnError | Always"
    logMetrics="true | false"
    logMetricsFormat="Standard | JSON"
    logMetricsCustomFormatter="Namespace.Class, Assembly" />
  <dynamoDB
    conversionSchema="V1 | V2">
    <dynamoDBContext
      tableNamePrefix="string value">
      <tableAliases>
        <alias
          fromTable="string value"
          toTable="string value" />
      </tableAliases>
      <map
        type="Namespace.Class, Assembly"
        targetTable="string value">
        <property
          name="string value"
          attribute="string value"
          ignore="true | false"
          version="true | false"
          converter="Namespace.Class, Assembly" />
      </map>
    </dynamoDBContext>
  </dynamoDB>
</s3>
```

```
    useSignatureVersion4="true | false" />
  <ec2
    useSignatureVersion4="true | false" />
  <proxy
    host="string value"
    port="1234"
    username="string value"
    password="string value" />
</aws>
```

元素参考

下面是 AWS 设置部分允许的元素列表。对于每个元素，将列出其允许的属性和父-子元素。

主题

- [别名](#)
- [aws](#)
- [dynamoDB](#)
- [dynamoDBContext](#)
- [ec2](#)
- [logging](#)
- [映射](#)
- [property](#)
- [proxy](#)
- [S3](#)

别名

<alias> 元素表示集合中的一个项，该集合包含一个或多个源表到目标表的映射，用于指定与为某一类型配置的表不同的表。此元素将从Amazon.Util.TableAlias中的Amazon.AWSConfigs.DynamoDBConfig.Context.TableAliases 属性映射到 适用于 .NET 的 AWS SDK 类的实例。在应用表名称前缀之前，将执行重新映射。

此元素可以包含以下属性：

fromTable

源表到目标表的映射的源表部分。此属性映射到Amazon.Util.TableAlias.FromTable中的 适用于 .NET 的 AWS SDK 属性。

toTable

源表到目标表的映射的目标表部分。此属性映射到Amazon.Util.TableAlias.ToTable中的 适用于 .NET 的 AWS SDK 属性。

<alias> 元素的父级为 <tableAliases> 元素。

<alias> 元素不包含子元素。

以下是使用中的 <alias> 元素的示例：

```
<alias
  fromTable="Studio"
  toTable="Studios" />
```

aws

<aws> 元素表示 AWS 设置部分中的最顶层元素。此元素可以包含以下属性：

endpointDefinition

自定义配置文件的绝对路径，该文件定义要使用的 AWS 区域和端点。此属性映射到Amazon.AWSConfigs.EndpointDefinition中的 适用于 .NET 的 AWS SDK 属性。

profileName

存储的 AWS 凭证的配置文件名称，该凭证将用于进行服务调用。此属性映射到Amazon.AWSConfigs.AWSProfileName中的 适用于 .NET 的 AWS SDK 属性。

profilesLocation

与其它 AWS 开发工具包共享的凭证文件位置的绝对路径。默认情况下，凭证文件存储在当前用户主目录的 .aws 目录中。此属性映射到Amazon.AWSConfigs.AWSProfilesLocation中的 适用于 .NET 的 AWS SDK 属性。

region

没有明确指定区域的客户端的默认 AWS 区域 ID。此属性映射到Amazon.AWSConfigs.AWSRegion中的 适用于 .NET 的 AWS SDK 属性。

<aws> 元素没有父元素。

<aws> 元素可包含以下子元素：

- <dynamoDB>
- <ec2>
- <logging>
- <proxy>
- <s3>

以下是使用中的 <aws> 元素的示例：

```
<aws
  endpointDefinition="C:\Configs\endpoints.xml"
  region="us-west-2"
  profileName="development"
  profilesLocation="C:\Configs">
  <!-- ... -->
</aws>
```

dynamoDB

<dynamoDB> 元素表示一组 Amazon DynamoDB 设置。此元素可以包含 conversionSchema 属性，该属性表示在 .NET 和 DynamoDB 对象之间进行转换所用的版本。允许的值包括 V1 和 V2。此属性映射到 Amazon.DynamoDBv2.DynamoDBEntryConversion 中的 适用于 .NET 的 AWS SDK 类。有关更多信息，请参阅 [DynamoDB 系列 - 转换架构](#)。

<dynamoDB> 元素的父级为 <aws> 元素。

<dynamoDB> 元素可以包含 <dynamoDBContext> 子元素。

以下是使用中的 <dynamoDB> 元素的示例：

```
<dynamoDB
  conversionSchema="V2">
  <!-- ... -->
</dynamoDB>
```

dynamoDBContext

<dynamoDBContext> 元素表示一组 Amazon DynamoDB 上下文特定的设置。此元素可以包含 tableNamePrefix 属性，它表示 DynamoDB 上下文将使用的默认表名前缀 (如果未手动配置此前缀)。此属性从 Amazon.Util.DynamoDBContextConfig.TableNamePrefix 中的 Amazon.AWSConfigs.DynamoDBConfig.Context.TableNamePrefix 属性映射到 适用于 .NET 的 AWS SDK 属性。有关更多信息，请参阅 [DynamoDB 开发工具包的增强功能](#)。

<dynamoDBContext> 元素的父级为 <dynamoDB> 元素。

<dynamoDBContext> 元素可包含以下子元素：

- <alias> (一个或多个实例)
- <map> (一个或多个实例)

以下是使用中的 <dynamoDBContext> 元素的示例：

```
<dynamoDBContext
  tableNamePrefix="Test-">
  <!-- ... -->
</dynamoDBContext>
```

ec2

<ec2> 元素表示 Amazon EC2 设置的集合。此元素可以包含 useSignatureVersion4 属性，该属性指定签名版本 4 签名用于所有请求 (true) 还是不用于所有请求 (false，默认值)。此属性从 Amazon.Util.EC2Config.UseSignatureVersion4 中的 Amazon.AWSConfigs.EC2Config.UseSignatureVersion4 属性映射到 适用于 .NET 的 AWS SDK 属性。

<ec2> 元素的父级为该元素。

<ec2> 元素不包含子元素。

以下是使用中的 <ec2> 元素的示例：

```
<ec2
  useSignatureVersion4="true" />
```

logging

<logging> 元素表示一组用于响应日志记录和性能指标日志记录的设置。此元素可以包含以下属性：

logMetrics

是否将为所有客户端和配置记录性能指标，如果是，则为 true；否则为 false。此属性从 Amazon.Util.LoggingConfig.LogMetrics 中的 Amazon.AWSConfigs.LoggingConfig.LogMetrics 属性映射到 适用于 .NET 的 AWS SDK 属性。

logMetricsCustomFormatter

用于日志记录指标的自定义格式化程序的数据类型和程序集名称。此属性从 Amazon.Util.LoggingConfig.LogMetricsCustomFormatter 中的 Amazon.AWSConfigs.LoggingConfig.LogMetricsCustomFormatter 属性映射到 适用于 .NET 的 AWS SDK 属性。

logMetricsFormat

用于表示日志记录指标的格式（从 Amazon.Util.LoggingConfig.LogMetricsFormat 中的 Amazon.AWSConfigs.LoggingConfig.LogMetricsFormat 属性映射到 适用于 .NET 的 AWS SDK 属性）。

允许的值包括：

JSON

使用 JSON 格式。

Standard

使用默认格式。

logResponses

记录服务响应的时间（从 Amazon.Util.LoggingConfig.LogResponses 中的 Amazon.AWSConfigs.LoggingConfig.LogResponses 属性映射到 适用于 .NET 的 AWS SDK 属性）。

允许的值包括：

Always

始终记录服务响应。

Never

从不记录服务响应。

OnError

仅在出错时记录服务响应。

logTo

记录位置 (从LogTo中的 Amazon.AWSConfigs.LoggingConfig.LogTo 属性映射到 适用于 .NET 的 AWS SDK 属性) 。

允许的值包括下列一个或多个值：

Log4Net

记录到 log4net。

None

禁用日志记录。

SystemDiagnostics

记录到 System.Diagnostics。

<logging> 元素的父级为 <aws> 元素。

<logging> 元素不包含子元素。

以下是使用中的 <logging> 元素的示例：

```
<logging
  logTo="SystemDiagnostics"
  logResponses="OnError"
  logMetrics="true"
  logMetricsFormat="JSON"
  logMetricsCustomFormatter="MyLib.Util.MyMetricsFormatter, MyLib" />
```

映射

<map> 元素表示从 .NET 类型到 DynamoDB 表的类型-表映射集合中的单个项 (从TypeMapping中的 Amazon.AWSConfigs.DynamoDBConfig.Context.TypeMappings 属性映射到 适用于 .NET 的 AWS SDK 类的实例) 。有关更多信息，请参阅 [DynamoDB 开发工具包的增强功能](#)。

此元素可以包含以下属性：

targetTable

映射对应的 DynamoDB 表。此属性映射到Amazon.Util.TypeMapping.TargetTable中的 适用于 .NET 的 AWS SDK 属性。

type

映射对应的类型和程序集名称。此属性映射到Amazon.Util.TypeMapping.Type中的 适用于 .NET 的 AWS SDK 属性。

<map> 元素的父级为 <dynamoDBContext> 元素。

<map> 元素可包含 <property> 子元素的一个或多个实例。

以下是使用中的 <map> 元素的示例：

```
<map
  type="SampleApp.Models.Movie, SampleDLL"
  targetTable="Movies">
  <!-- ... -->
</map>
```

property

<property> 元素表示 DynamoDB 属性。（此元素从适用于 .NET 的 AWS SDK中的 AddProperty 方法映射到 Amazon.Util.PropertyConfig 类的实例）有关更多信息，请参阅 [DynamoDB 开发工具包的增强功能](#)和 [DynamoDB 属性](#)。

此元素可以包含以下属性：

attribute

属性的属性名，例如范围键的名称。此属性映射到Amazon.Util.PropertyConfig.Attribute中的 适用于 .NET 的 AWS SDK 属性。

converter

应该用于此属性的转换器的类型。此属性映射到Amazon.Util.PropertyConfig.Converter中的 适用于 .NET 的 AWS SDK 属性。

ignore

是否应忽略关联的属性，如果忽略，则为 true；否则为 false。此属性映射到Amazon.Util.PropertyConfig.Ignore中的 适用于 .NET 的 AWS SDK 属性。

name

属性的名称。此属性映射到Amazon.Util.PropertyConfig.Name中的 适用于 .NET 的 AWS SDK 属性。

version

此属性是否应存储项目版本号，如果是，则为 true；否则为 false。此属性映射到Amazon.Util.PropertyConfig.Version中的 适用于 .NET 的 AWS SDK 属性。

<property> 元素的父级为 <map> 元素。

<property> 元素不包含子元素。

以下是使用中的 <property> 元素的示例：

```
<property
  name="Rating"
  converter="SampleApp.Models.RatingConverter, SampleDLL" />
```

proxy

<proxy> 元素表示用于配置代理以供适用于 .NET 的 AWS SDK使用的设置。此元素可以包含以下属性：

host

代理服务器的主机名或 IP 地址。此属性从Amazon.Util.ProxyConfig.Host中的 Amazon.AWSConfigs.ProxyConfig.Host 属性映射到 适用于 .NET 的 AWS SDK 属性。

password

用于对代理服务器进行身份验证的密码。此属性从Amazon.Util.ProxyConfig.Password中的 Amazon.AWSConfigs.ProxyConfig.Password 属性映射到 适用于 .NET 的 AWS SDK 属性。

端口

代理的端口号。此属性从Amazon.Util.ProxyConfig.Port中的 Amazon.AWSConfigs.ProxyConfig.Port 属性映射到 适用于 .NET 的 AWS SDK 属性。

username

用于对代理服务器进行身份验证的用户名。此属性从Amazon.Util.ProxyConfig.Username中的 Amazon.AWSConfigs.ProxyConfig.Username 属性映射到 适用于 .NET 的 AWS SDK 属性。

<proxy> 元素的父级为 <aws> 元素。

<proxy> 元素不包含子元素。

以下是使用中的 <proxy> 元素的示例：

```
<proxy
  host="192.0.2.0"
  port="1234"
  username="My-Username-Here"
  password="My-Password-Here" />
```

S3

<s3> 元素表示 Amazon S3 设置的集合。此元素可以包含 useSignatureVersion4 属性，该属性指定签名版本 4 签名用于所有请求 (true) 还是不用于所有请求 (false，默认值)。此属性映射到Amazon.AWSConfigs.S3Config.UseSignatureVersion4中的 适用于 .NET 的 AWS SDK 属性。

<s3> 元素的父级为 <aws> 元素。

<s3> 元素不包含子元素。

以下是使用中的 <s3> 元素的示例：

```
<s3 useSignatureVersion4="true" />
```

使用旧版凭证

本部分中的主题提供有关在不使用 AWS IAM Identity Center的情况下使用长期或短期凭证的信息。

 Warning

为了避免安全风险，在开发专用软件或处理真实数据时，请勿使用 IAM 用户进行身份验证，而是使用与身份提供者的联合身份验证，例如 [AWS IAM Identity Center](#)。

 Note

本主题中的信息适用于需要手动获取和管理短期或长期凭证的情况。有关短期和长期凭证的更多信息，请参阅AWS SDKs 和工具参考指南中的[其他身份验证方式](#)。

要了解最佳安全实践，请使用 AWS IAM Identity Center，如中所述[配置 SDK 身份验证](#)。

有关凭证的重要警告和指南

有关凭证的警告

- 请勿使用您账户的根凭证访问 AWS 资源。这些凭证可提供不受限的账户访问且难以撤销。
- 不得在应用程序文件中按字面输入访问密钥或凭证信息。如果您这样做，则在将项目上传到公共存储库或在其他情况下，会有意外暴露凭证的风险。
- 请勿在项目区域中包括含有凭证的文件。
- 请注意，存储在共享 AWS credentials 文件中的任何凭据都以纯文本形式存储。

有关安全管理凭证的更多指南

有关如何安全管理 AWS 证书的一般性讨论，请参阅 IAM 用户指南中的[AWS 安全证书AWS 一般参考](#)和《[IAM 用户指南](#)》中的[安全最佳实践和用例](#)。除了上述讨论内容外，请考虑以下事项：

- 创建其他用户，例如 IAM Identity Center 中的用户，并使用这些用户的凭证，而不是使用您的 AWS 根用户凭证。如有必要，可以撤销其他用户的凭证，或者这些凭证本来就是临时的。此外，您可以对每个用户应用仅允许访问某些资源和操作的策略，从而采取最低权限的立场。
- 对于 Amazon Elastic Container Service (Amazon ECS)，使用[适用于任务的 IAM 角色](#)。
- 对于在 Amazon EC2 实例上运行的应用程序，使用 [IAM 角色](#)。

- 对可用于组织外部用户的应用程序使用[临时凭证](#)或环境变量。

主题

- [使用共享 AWS 凭据文件](#)
- [使用 SDK Store \(仅适用于 Windows \)](#)

使用共享 AWS 凭据文件

(请务必查看[有关凭证的重要警告和指南](#)。)

为应用程序提供凭证的一种方法是在共享 AWS 凭证文件中创建配置文件，然后将凭证存储在这些配置文件中。这个文件可以被另一个人使用 AWS SDKs。Visual Studio AWS Tools for Windows PowerShell、JetBrains、和 VS Code 的 AWS 工具包也可以使用它。[AWS CLI](#)

Warning

为了避免安全风险，在开发专用软件或处理真实数据时，请勿使用 IAM 用户进行身份验证，而是使用与身份提供者的联合身份验证，例如 [AWS IAM Identity Center](#)。

Note

本主题中的信息适用于需要手动获取和管理短期或长期凭证的情况。有关短期和长期凭证的更多信息，请参阅AWS SDKs 和工具参考指南中的[其他身份验证方式](#)。
要了解最佳安全实践，请使用 AWS IAM Identity Center，如中所述[配置 SDK 身份验证](#)。

一般信息

默认情况下，共享 AWS 凭据文件位于您的主 .aws 目录中的目录中，其名称为 `credentials : ~/.aws/credentials` (Linux 或 macOS) 或 `%USERPROFILE%\ .aws \credentials` (Windows)。有关其他位置的信息，请参阅《工具参考指南》[AWS SDKs 和《工具参考指南》中的共享文件位置](#)。另请参阅 [访问应用程序中的凭证和配置文件](#)

共享 AWS 凭证文件是一个纯文本文件，遵循某种格式。有关 AWS 凭证文件格式的信息，请参阅 [《AWS SDKs 和工具参考指南》中的凭证文件格式](#)。

您可以通过多种方式管理共享 AWS 凭据文件中的配置文件。

- 使用任何文本编辑器创建和更新共享 AWS 凭据文件。
- 使用 [Amazon.Runtime.CredentialManagement](#) 适用于 .NET 的 AWS SDK API 的命名空间，如本主题后面所示。
- 使用适用于 [Visual Studio AWS Tools for PowerShell](#) 和 [VS Code](#) 的 AWS 工具包的命令和过程。 [JetBrains](#)
- 使用 [AWS CLI](#) 命令；例如 `aws configure set aws_access_key_id` 和 `aws configure set aws_secret_access_key`。

配置文件管理示例

以下各节显示共享 AWS 凭据文件中的配置文件示例。一些示例展示了结果，可以通过前面描述的任何凭证管理方法获得。其它示例展示了如何使用特定方法。

默认配置文件

共享 AWS 凭据文件几乎总是会有一个名为 `default` 的配置文件。如果未定义其他配置文件，则在此处适用于 .NET 的 AWS SDK 查找凭据。

[default] 配置文件通常如下所示。

```
[default]
aws_access_key_id = AKIAIOSFODNN7EXAMPLE
aws_secret_access_key = wJalrXUtnFEMI/K7MDENG/bPxRfiCYEXAMPLEKEY
```

以编程方式创建配置文件

此示例向您展示如何创建配置文件并以编程方式将其保存到共享 AWS 凭据文件中。它使用 [Amazon.Runtime](#) 的以下类。 [CredentialManagement](#) 命名空间：[CredentialProfileOptions](#)、[CredentialProfile](#)、和 [SharedCredentialsFile](#)。

```
using Amazon.Runtime.CredentialManagement;
...

// Do not include credentials in your code.
WriteProfile("my_new_profile", SecurelyStoredKeyId, SecurelyStoredSecretAccessKey);
...

void WriteProfile(string profileName, string keyId, string secret)
```

```
{
    Console.WriteLine($"Create the [{profileName}] profile...");
    var options = new CredentialProfileOptions
    {
        AccessKey = keyId,
        SecretKey = secret
    };
    var profile = new CredentialProfile(profileName, options);
    var sharedFile = new SharedCredentialsFile();
    sharedFile.RegisterProfile(profile);
}
```

Warning

这样的代码通常不会出现在您的应用程序中。如果在应用程序中包含明文密钥，请采取适当的预防措施，确保在代码、网络甚至计算机内存中都看不到明文密钥。

下面是通过本示例创建的配置文件。

```
[my_new_profile]
aws_access_key_id=AKIAIOSFODNN7EXAMPLE
aws_secret_access_key=wJalrXUtnFEMI/K7MDENG/bPxRfiCYEXAMPLEKEY
```

以编程方式更新现有配置文件

本示例向您展示了如何以编程方式更新之前创建的配置文件。它使用 [Amazon.Runtime](#) 的以下类。
[CredentialManagement](#)命名空间：[CredentialProfile](#)和[SharedCredentialsFile](#)。它还使用 [Amazon](#) 命名空间的[RegionEndpoint](#)类。

```
using Amazon.Runtime.CredentialManagement;
...

AddRegion("my_new_profile", RegionEndpoint.USWest2);
...

void AddRegion(string profileName, RegionEndpoint region)
{
    var sharedFile = new SharedCredentialsFile();
    CredentialProfile profile;
    if (sharedFile.TryGetProfile(profileName, out profile))
```



```
{
    profile.Region = region;
    sharedFile.RegisterProfile(profile);
}
```

以下是更新的配置文件。

```
[my_new_profile]
aws_access_key_id=AKIAIOSFODNN7EXAMPLE
aws_secret_access_key=wJalrXUtnFEMI/K7MDENG/bPxRfiCYEXAMPLEKEY
region=us-west-2
```

Note

您也可以使用其他方法在其他位置设置 AWS 区域。有关更多信息，请参阅 [配置 AWS 区域](#)。

使用 SDK Store (仅适用于 Windows)

(请务必查看 [重要的警告和指南](#)。)

在 Windows 上，SDK 商店是另一个为 适用于 .NET 的 AWS SDK 应用程序创建配置文件和存储加密凭据的地方。它位于 %USERPROFILE%\AppData\Local\AWSToolkit\RegisteredAccounts.json。在开发过程中，您可以使用 SDK Store 作为 [共享 AWS 凭证文件](#) 的替代方案。

Warning

为了避免安全风险，在开发专用软件或处理真实数据时，请勿使用 IAM 用户进行身份验证，而是使用与身份提供者的联合身份验证，例如 [AWS IAM Identity Center](#)。

Note

本主题中的信息适用于需要手动获取和管理短期或长期凭证的情况。有关短期和长期凭证的更多信息，请参阅 AWS SDKs 和工具参考指南中的 [其他身份验证方式](#)。

要了解最佳安全实践，请使用 AWS IAM Identity Center，如中所述 [配置 SDK 身份验证](#)。

一般信息

SDK Store 具有以下优势：

- SDK Store 中的凭证将进行加密，并且 SDK Store 驻留在用户的主目录中。这将限制意外泄露凭证的风险。
- SDK Store 还向[AWS Tools for Windows PowerShell](#)和[AWS Toolkit for Visual Studio](#)提供凭证。

SDK Store 配置文件针对特定主机上的特定用户。无法将这些配置文件复制到其他主机或其他用户。这表示，您无法在其它主机或开发人员计算机上重用您的开发计算机上的 SDK Store 配置文件。这同时也表示，您不能在生产应用程序中使用 SDK Store 配置文件。

您可以通过多种方式管理 SDK Store 中的配置文件。

- 在 [AWS Toolkit for Visual Studio](#) 中使用图形用户界面 (GUI)。
- 使用 [Amazon.Runtime.CredentialManagement](#) 适用于 .NET 的 AWS SDK API 的命名空间，如本主题后面所示。
- 使用来自 [AWS Tools for Windows PowerShell](#) 的命令；例如，Set-AWSCredential 和 Remove-AWSCredentialProfile。

配置文件管理示例

以下示例说明如何在 SDK Store 中以编程方式创建和更新配置文件。

以编程方式创建配置文件

本示例向您展示了如何以编程方式创建配置文件并将其保存到 SDK Store。它使用 [Amazon.Runtime](#) 的以下类。 [CredentialManagement](#)命名空间:[CredentialProfileOptions](#)[CredentialProfile](#)、和 [Net SDKCredentials File](#)。

```
using Amazon.Runtime.CredentialManagement;
...

// Do not include credentials in your code.
WriteProfile("my_new_profile", SecurelyStoredKeyId, SecurelyStoredSecretAccessKey);
...

void WriteProfile(string profileName, string keyId, string secret)
{
```

```
Console.WriteLine($"Create the [{profileName}] profile...");
var options = new CredentialProfileOptions
{
    AccessKey = keyId,
    SecretKey = secret
};
var profile = new CredentialProfile(profileName, options);
var netSdkStore = new NetSDKCredentialsFile();
netSdkStore.RegisterProfile(profile);
}
```

Warning

这样的代码通常不会出现在您的应用程序中。如果应用程序中包含明文密钥，请采取适当的预防措施，确保在代码、网络甚至计算机内存中都看不到明文密钥。

下面是通过本示例创建的配置文件。

```
"[generated GUID]" : {
    "AWSAccessKey" : "01000000D08...[etc., encrypted access key ID]",
    "AWSSecretKey" : "01000000D08...[etc., encrypted secret access key]",
    "ProfileType" : "AWS",
    "DisplayName" : "my_new_profile",
}
```

以编程方式更新现有配置文件

本示例向您展示了如何以编程方式更新之前创建的配置文件。它使用 [Amazon.Runtime](#) 的以下类。[CredentialManagement](#)命名空间：[CredentialProfile](#)和[网络SDKCredentials文件](#)。它还使用 [Amazon](#)命名空间的[RegionEndpoint](#)类。

```
using Amazon.Runtime.CredentialManagement;
...

AddRegion("my_new_profile", RegionEndpoint.USWest2);
...

void AddRegion(string profileName, RegionEndpoint region)
{
    var netSdkStore = new NetSDKCredentialsFile();
```

```
CredentialProfile profile;
if (netSdkStore.TryGetProfile(profileName, out profile))
{
    profile.Region = region;
    netSdkStore.RegisterProfile(profile);
}
}
```

以下是更新的配置文件。

```
"[generated GUID]" : {
    "AWSAccessKey" : "01000000D08...[etc., encrypted access key ID]",
    "AWSSecretKey" : "01000000D08...[etc., encrypted secret access key]",
    "ProfileType"   : "AWS",
    "DisplayName"   : "my_new_profile",
    "Region"        : "us-west-2"
}
```

Note

您也可以使用其他方法在其他位置设置 AWS 区域。有关更多信息，请参阅 [配置 AWS 区域](#)。

适用于 .NET 的 AWS SDK 的功能

本部分提供了有关在创建应用程序时可能需要考虑的适用于 .NET 的 AWS SDK 功能的信息。

请务必先[设置项目](#)。

有关为特定 AWS 服务开发软件及相关代码示例的信息，请参阅[使用 AWS 服务](#)。有关其他代码示例，请参阅 [适用于 .NET 的 SDK 代码示例](#)。

主题

- [AWS 适用于 .NET 的 异步 API](#)
- [重试和超时](#)
- [分页器](#)
- [可观测性](#)
- [其他工具](#)

AWS 适用于 .NET 的 异步 API

适用于 .NET 的 AWS SDK 使用基于任务的异步模式 (TAP) 进行异步实现。要了解有关 TAP 的更多信息，请参阅 docs.microsoft.com 上的[基于任务的异步模式 \(TAP \)](#)。

本主题概述了在调用 AWS 服务客户端时如何使用 TAP。

适用于 .NET 的 AWS SDK API 中的异步方法是基于 Task 类或 Task<TResult> 类的操作。有关以下这些类的信息，请参阅 docs.microsoft.com : [Task 类](#)、[Task<TResult> 类](#)。

在您的代码中调用这些 API 方法时，必须在使用 async 关键字声明的函数中调用，如以下示例所示。

```
static async Task Main(string[] args)
{
    ...
    // Call the function that contains the asynchronous API method.
    // Could also call the asynchronous API method directly from Main
    // because Main is declared async
    var response = await ListBucketsAsync();
    Console.WriteLine($"Number of buckets: {response.Buckets.Count}");
    ...
}
```

```
// Async method to get a list of Amazon S3 buckets.
private static async Task<ListBucketsResponse> ListBucketsAsync()
{
    ...
    var response = await s3Client.ListBucketsAsync();
    return response;
}
```

如前面的代码片段所示，`async` 声明的首选范围是 `Main` 函数。设置此 `async` 范围可确保要求对 AWS 服务客户端的调用都是异步的。如果由于某种原因无法声明 `Main` 为异步，则可以在除 `Main` 之外的函数上使用 `async` 关键字，然后从那里调用 API 方法，如以下示例所示。

```
static void Main(string[] args)
{
    ...
    Task<ListBucketsResponse> response = ListBucketsAsync();
    Console.WriteLine($"Number of buckets: {response.Result.Buckets.Count}");
    ...
}

// Async method to get a list of Amazon S3 buckets.
private static async Task<ListBucketsResponse> ListBucketsAsync()
{
    ...
    var response = await s3Client.ListBucketsAsync();
    return response;
}
```

请注意使用此模式时 `Main` 所需的特殊 `Task<>` 语法。此外，您必须使用响应的 **Result** 成员来获取数据。

您可以在[快速了解](#)部分（[简单跨平台应用程序](#)和[基于 Windows 的简单应用程序](#)）和[带有指导的代码示例](#)中查看对 AWS 服务客户端进行异步调用的完整示例。

重试和超时

适用于 .NET 的 AWS SDK 允许您为向 AWS 服务发出的 HTTP 请求配置重试次数和超时值。如果重试和超时的默认值不适用于您的应用程序，您可以针对具体要求调整这些值，但请务必了解这样做将对应用程序的行为带来什么影响。

在确定重试和超时值时，请考虑以下因素：

- 当网络连接下降或 AWS 服务无法访问时，适用于 .NET 的 AWS SDK 和您的应用程序应如何响应？您是希望调用快速失败，还是希望调用代表您不断重试？
- 您的应用程序是必须能够及时响应的面向用户的应用程序或网站，还是更能容忍延迟增加的后台处理任务？
- 应用程序是部署在具有低延迟的可靠网络上，还是部署在具有不可靠连接的远程位置？

重试

概述

适用于 .NET 的 AWS SDK 可以重试因服务器端限制或连接中断而失败的请求。服务配置类有两个属性可用于指定服务客户端的重试行为。服务配置类继承了抽象的 [Amazon.Runtime 中的这些属性](#)。ClientConfig[适用于 .NET 的 AWS SDK API 参考](#)的类别：

- RetryMode指定三种重试模式之一，这些模式[在 Amazon.Runtime 中定义](#)。RequestRetryMode枚举。

可以使用AWS_RETRY_MODE环境变量或共享 AWS 配置文件中的 retry_mode 设置来控制应用程序的默认值。

- MaxErrorRetry 指定服务客户端级别允许的重试次数；SDK 会在失败并引发异常之前按指定的次数重试该操作。

可以使用AWS_MAX_ATTEMPTS环境变量或共享 AWS 配置文件中的 max_attempts 设置来控制应用程序的默认值。

这些属性的详细描述可以在摘要的 [Amazon.Runtime 中找到](#)。ClientConfig[适用于 .NET 的 AWS SDK API 参考](#)的类别。默认情况下，RetryMode 的每个值对应一个特定的 MaxErrorRetry 值，如下表所示。

RetryMode	相应的 MaxErrorRetry（亚马逊 DynamoDB）	相应的 MaxErrorRetry（所有其他）
Legacy	10	4
标准	10	2

RetryMode	相应的 MaxErrorRetry (亚马逊 DynamoDB)	相应的 MaxErrorRetry (所有其他)
自适应 (实验性)	10	2

行为

当应用程序启动时

应用程序启动时，RetryMode 和 MaxErrorRetry 的默认值由 SDK 配置。除非您指定其它值，否则在创建服务客户端时将使用这些默认值。

- 如果您的环境中未设置这些属性，则 RetryMode 的默认值将配置为 Legacy，而 MaxErrorRetry 的默认值将配置为上表中的相应值。
- 如果您的环境中设置了重试模式，则该值将用作 RetryMode 的默认值。MaxErrorRetry 的默认值将配置为上表中的相应值，除非您的环境中也设置了最大错误的值（下文将介绍）。
- 如果您的环境中设置了最大错误的值，则该值将用作 MaxErrorRetry 的默认值。Amazon DynamoDB 是该规则的例外；MaxErrorRetry 的默认 DynamoDB 值始终是上表中的值。

当您的应用程序运行时

创建服务客户端时，可以使用 RetryMode 和 MaxErrorRetry 的默认值（如前所述），也可以指定其它值。要指定其他值，请在创建服务客户端SQSConfig时创建并包含服务配置对象，例如[AmazonDynamoDBConfig](#)或 [Amazon](#)。

一旦为服务客户端创建这些值，便不可更改。

注意事项

在进行重试时，会增加请求的延迟。您应根据应用程序对请求总延迟和错误率的限制来配置重试次数。

超时

适用于 .NET 的 AWS SDK 使您能够在服务客户端级别和每个方法调用配置请求超时。有两种配置超时的机制，后续章节将介绍这些机制：

- 如果您使用的是[异步调用](#)，则可以使用该方法的 CancellationToken 参数。
- 如果您在[.NET 框架中使用同步调用](#)，则可以使用抽象 [Amazon.Runtime.Timeout](#)和[ReadWriteTimeout](#)属性。ClientConfig班级。

使用 `CancellationToken` 参数配置超时

适用于 .NET 的 AWS SDK 允许您使用 `CancellationToken` 参数配置异步调用的请求超时。下面的代码片段展示了一个示例。如果请求未在 10 秒内完成，则代码会引发 `System.Threading.Tasks.TaskCanceledException`。

```
string bucketName = "amzn-s3-demo-bucket";
string path = "pathToBucket";
using (var amazonS3Client = new AmazonS3Client(new AmazonS3Config()))
{
    // Cancel request after 10 seconds
    CancellationTokenSource cancellationTokenSource = new
    CancellationTokenSource(TimeSpan.FromMilliseconds(10000));
    CancellationToken cancellationToken = cancellationTokenSource.Token;
    ListObjectsV2Request listRequestV2 = new()
    {
        BucketName = bucketName,
        Prefix = path,
    };

    ListObjectsV2Response listResponseV2 = await
    amazonS3Client.ListObjectsV2Async(listRequestV2, cancellationToken);
}
```

使用 `Timeout` 和 `ReadWriteTimeout` 属性配置超时

Note

`Timeout` 属性不会影响异步调用。如果您使用的是异步调用，请参阅[使用 `CancellationToken` 参数配置超时](#)。

适用于 .NET 的 AWS SDK 使您能够在服务客户端级别配置请求超时和套接字 read/write 超时值。这些值是在抽象的 [Amazon.Runtime 的 `Timeout` 和 `ReadWriteTimeout` 属性中指定的](#)。 `ClientConfig` 班级。这些值作为 AWS 服务客户端 [HttpWebRequest](#) 对象创建的对象 `Timeout` 和 `ReadWriteTimeout` 属性传递。默认情况下，`Timeout` 值为 100 秒，`ReadWriteTimeout` 值为 300 秒。

当您的网络具有高延迟或存在导致操作重试的情况时，使用较长的超时值和较高的重试次数会导致一些开发工具包操作看上去没有响应。

Note

以便携式类库 (PCL) 为目标的版本使用该[HttpClient](#)类而不是[HttpWebRequest](#)类，并且仅支持 [Timeout](#) 属性。适用于 .NET 的 AWS SDK

以下是默认超时值的例外情况。明确设置超时值时将覆盖这些值。

- [Timeout](#)如果被调用的方法上传直播（例如 [AmazonS3Client](#)），则设置为最大值。[ReadWriteTimeout](#) [PutObjectAsync\(\)](#)，[AmazonS3Client.UploadPartAsync\(\)](#)，[AmazonGlacierClient.UploadArchiveAsync\(\)](#)，依此类推。
- 适用于 .NET 的 AWS SDK 该目标.NET 框架的版本设置为所有 [AmazonS3Client](#) [Timeout](#) 和[ReadWriteTimeout](#)对象的最大值。[AmazonGlacierClient](#)
- 针对便携式类库 (PCL) 和.NET Core 的版本设置[Timeout](#)为所有 [AmazonS3Client](#) 和对象的最大值。适用于 .NET 的 AWS SDK [AmazonGlacierClient](#)

以下示例说明如何指定标准重试模式、最多 3 次重试、10 秒超时和 10 秒 read/write 超时（如果适用）。[AmazonS3Client](#) 构造函数被赋予一个 [AmazonS3Config](#) 对象。

```
var s3Client = new AmazonS3Client(  
    new AmazonS3Config  
    {  
        Timeout = TimeSpan.FromSeconds(10),  
        // NOTE: The following property is obsolete for  
        // versions of the AWS SDK for .NET that target .NET Core.  
        ReadWriteTimeout = TimeSpan.FromSeconds(10),  
        RetryMode = RequestRetryMode.Standard,  
        MaxErrorRetry = 3  
    });
```

分页器

某些 AWS 服务会收集和存储大量数据，您可以使用适用于 .NET 的 AWS SDK 的 API 调用来检索这些数据。如果您要检索的数据量变得太大，无法进行单个 API 调用，则可以通过使用分页将结果分成更易于管理的多个部分。

为了使您能够执行分页，开发工具包中许多服务客户端的请求和响应对象都提供了延续令牌（通常名为 [NextToken](#)）。其中一些服务客户端还提供了“分页工具”。

分页工具使您能够避免延续令牌的开销，这可能涉及循环、状态变量、多个 API 调用等。使用分页工具时，您可以通过一行代码（foreach 循环的声明）从 AWS 服务中检索数据。如果需要多个 API 调用来检索数据，则分页工具会为您处理。

我在哪里可以找到分页工具？

并非所有服务都提供分页工具。确定服务是否为特定 API 提供分页工具的一种方法是在[适用于 .NET 的 AWS SDK API 参考](#)中查看服务客户端类的定义。

例如，如果您查看 [AmazonCloudWatchLogsClient](#) 类的定义，就会看到一个 `Paginate` 属性。该属性为 Amazon CloudWatch Logs 提供了分页工具。

分页工具能提供什么好处？

分页工具包含让您能够查看完整响应的属性。它们通常还包含一个或多个属性，使您可以访问响应中最有趣的部分，我们将其称为关键结果。

例如，在前面提到的 `AmazonCloudWatchLogsClient` 中，`Paginator` 对象包含一个 `Responses` 属性，其中包含来自 API 调用的完整 `DescribeLogGroupsResponse` 对象。此 `Responses` 属性包含日志组集合等内容。

`Paginator` 对象还包含一个名为 `LogGroups` 的关键结果。此属性仅包含响应的日志组部分。有了这个关键结果，您就能在许多情况下减少和简化代码。

同步分页与异步分页

分页工具提供同步和异步分页机制。.NET Framework 4.7.2（或更高版本）项目中支持同步分页。异步分页可在 .NET Core 项目（.NET Core 3.1、.NET 5 等）中使用。

由于建议使用异步操作和 .NET Core，因此接下来的示例向您展示了异步分页。[分页工具的其他注意事项](#)中的示例后面显示了有关如何使用同步分页和 .NET Framework 4.7.2（或更高版本）执行相同任务的信息。

示例

以下示例为您展示了如何使用适用于 .NET 的 AWS SDK 显示日志组列表。相比之下，该示例说明如何使用和不使用分页工具执行该操作。在查看完整代码（稍后所示）之前，请考虑以下片段。

在不使用分页工具的情况下获取 CloudWatch 日志组

```
// Loop as many times as needed to get all the log groups
```

```
var request = new DescribeLogGroupsRequest{Limit = LogGroupLimit};
do
{
    Console.WriteLine($"Getting up to {LogGroupLimit} log groups...");
    var response = await cwClient.DescribeLogGroupsAsync(request);
    foreach(var logGroup in response.LogGroups)
    {
        Console.WriteLine($"{logGroup.LogGroupName}");
    }
    request.NextToken = response.NextToken;
} while(!string.IsNullOrEmpty(request.NextToken));
```

使用分页工具获取 CloudWatch 日志组

```
// No need to loop to get all the log groups--the SDK does it for us behind the
scenes
var paginatorForLogGroups =
    cwClient.Paginators.DescribeLogGroups(new DescribeLogGroupsRequest());
await foreach(var logGroup in paginatorForLogGroups.LogGroups)
{
    Console.WriteLine(logGroup.LogGroupName);
}
```

这两个片段的结果完全相同，因此可以清楚地看到使用分页工具的好处。

Note

在尝试构建和运行完整代码之前，请确保已[设置环境和项目](#)。
您可能还需要 [Microsoft.Bcl.AsyncInterfaces](#) NuGet 程序包，因为异步分页工具使用 `IAsyncEnumerable` 接口。

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 程序包：

- [AWSSDK.CloudWatch](#)

编程元素：

- 命名空间 [Amazon.CloudWatch](#)

类 [AmazonCloudWatchLogsClient](#)

- 命名空间 [Amazon.CloudWatchLogs.Model](#)

类 [DescribeLogGroupsRequest](#)

类 [DescribeLogGroupsResponse](#)

类 [LogGroup](#)

完整代码

```
using System;
using System.Threading.Tasks;
using Amazon.CloudWatchLogs;
using Amazon.CloudWatchLogs.Model;

namespace CWGetLogGroups
{
    class Program
    {
        // A small limit for demonstration purposes
        private const int LogGroupLimit = 3;

        //
        // Main method
        static async Task Main(string[] args)
        {
            var cwClient = new AmazonCloudWatchLogsClient();
            await DisplayLogGroupsWithoutPaginators(cwClient);
            await DisplayLogGroupsWithPaginators(cwClient);
        }

        //
        // Method to get CloudWatch log groups without paginators
        private static async Task DisplayLogGroupsWithoutPaginators(IAmazonCloudWatchLogs
        cwClient)
        {

```

```

        Console.WriteLine("\nGetting list of CloudWatch log groups without using
paginators...");

Console.WriteLine("-----");

        // Loop as many times as needed to get all the log groups
        var request = new DescribeLogGroupsRequest{Limit = LogGroupLimit};
        do
        {
            Console.WriteLine($"Getting up to {LogGroupLimit} log groups...");
            DescribeLogGroupsResponse response = await
cwClient.DescribeLogGroupsAsync(request);
            foreach(LogGroup logGroup in response.LogGroups)
            {
                Console.WriteLine($"{logGroup.LogGroupName}");
            }
            request.NextToken = response.NextToken;
        } while(!string.IsNullOrEmpty(request.NextToken));
    }

    //
    // Method to get CloudWatch log groups by using paginators
    private static async Task DisplayLogGroupsWithPaginators(IAmazonCloudWatchLogs
cwClient)
    {
        Console.WriteLine("\nGetting list of CloudWatch log groups by using
paginators...");

        Console.WriteLine("-----");

        // Access the key results; i.e., the log groups
        // No need to loop to get all the log groups--the SDK does it for us behind the
scenes
        Console.WriteLine("\nFrom the key results...");
        Console.WriteLine("-----");
        IDescribeLogGroupsPaginator paginatorForLogGroups =
            cwClient.Paginators.DescribeLogGroups(new DescribeLogGroupsRequest());
        await foreach(LogGroup logGroup in paginatorForLogGroups.LogGroups)
        {
            Console.WriteLine(logGroup.LogGroupName);
        }

        // Access the full response

```

```
// Create a new paginator, do NOT reuse the one from above
Console.WriteLine("\nFrom the full response...");
Console.WriteLine("-----");
IDescribeLogGroupsPaginator paginatorForResponses =
    cwClient.Paginators.DescribeLogGroups(new DescribeLogGroupsRequest());
await foreach(DescribeLogGroupsResponse response in
paginatorForResponses.Responses)
{
    Console.WriteLine($"Content length: {response.ContentLength}");
    Console.WriteLine($"HTTP result: {response.HttpStatusCode}");
    Console.WriteLine($"Metadata: {response.ResponseMetadata}");
    Console.WriteLine("Log groups:");
    foreach(LogGroup logGroup in response.LogGroups)
    {
        Console.WriteLine($"\\t{logGroup.LogGroupName}");
    }
}
}
```

分页工具的其他注意事项

- 分页工具不能多次使用

如果您需要在代码的多个位置显示特定 AWS 分页工具的结果，则不得多次使用分页工具对象。相反，每次需要时都要创建一个新的分页工具。这个概念如 `DisplayLogGroupsWithPaginators` 方法前面的示例代码中所示。

- 同步分页

同步分页适用于 .NET Framework 4.7.2 (或更高版本) 的项目。

Warning

自 2024 年 8 月 15 日起，适用于 .NET 的 AWS SDK 将终止对 .NET Framework 3.5 的支持，并将支持的 .NET Framework 最低版本更改为 4.7.2。有关更多信息，请参阅博客文章 [Important changes coming for .NET Framework 3.5 and 4.5 targets of the 适用于 .NET 的 AWS SDK](#)。

要查看此内容，请创建一个 .NET Framework 4.7.2 (或更高版本) 项目，然后将前面的代码复制到该项目中。然后只需将 `await` 关键字从两个 `foreach` 分页工具调用中移除，如以下示例所示。

```
/*await*/ foreach(var logGroup in paginatorForLogGroups.LogGroups)
{
    Console.WriteLine(logGroup.LogGroupName);
}
```

生成并运行该项目，以查看与异步分页相同的结果。

可观测性

可观测性是指可以根据系统发出的数据推断出其当前状态的程度。发出的数据通常称为遥测。

适用于 .NET 的 AWS SDK 可以提供两种常见的遥测信号、指标和轨迹以及日志记录。您可以连接 [TelemetryProvider](#) 以将遥测数据发送到可观测性后端（例如或 [AWS X-Ray](#) [Amazon CloudWatch](#)），然后对其进行操作。

默认情况下，SDK 中的遥测信号处于禁用状态。本主题介绍如何启用和配置遥测输出。

其他资源

有关启用和使用可观测性的更多信息，请参阅以下资源：

- [OpenTelemetry](#)
- 博客文章 [《增强可观察性 适用于 .NET 的 AWS SDK》](#) [OpenTelemetry](#)
- 博客文章 [宣布 AWS .NET OpenTelemetry 库正式上市。](#)
- [的出口商 OpenTelemetry](#)
- 有关可观测性的示例 AWS Tools for PowerShell，请参阅《[PowerShell 用户工具](#)指南》中的 [可观察性](#)。

配置 TelemetryProvider

您可以在应用程序中为所有服务客户端或单个客户端全局配置 `TelemetryProvider`，如以下示例所示。[the section called “遥测提供程序”](#) 一节提供了有关遥测实现的信息，包括有关随 SDK 提供的实现的信息。

配置默认的全局遥测提供程序

默认情况下，每个服务客户端都尝试使用全局可用的遥测提供程序。这样，您只需设置一次提供程序，所有客户端都会使用它。此操作只需执行一次，且必须在创建任何服务客户端之前进行。

以下代码片段展示了如何设置全局遥测提供程序。然后，它会创建一个 Amazon S3 服务客户端，并尝试执行失败的操作。该代码向应用程序添加追踪记录和指标。此代码使用以下 NuGet 软件包：OpenTelemetry.Exporter.Console和OpenTelemetry.Instrumentation.AWS。

Note

如果您使用身份 AWS IAM Identity Center 验证，请务必同时添加AWSSDK.SSO和AWSSDK.SSO0IDC。

```
using Amazon.S3;
using OpenTelemetry;
using OpenTelemetry.Metrics;
using OpenTelemetry.Resources;
using OpenTelemetry.Trace;

Sdk.CreateTracerProviderBuilder()
    .ConfigureResource(e => e.AddService("DemoOtel"))
    .AddAWSInstrumentation()
    .AddConsoleExporter()
    .Build();

Sdk.CreateMeterProviderBuilder()
    .ConfigureResource(e => e.AddService("DemoOtel"))
    .AddAWSInstrumentation()
    .AddConsoleExporter()
    .Build();

var s3Client = new AmazonS3Client();

try
{
    var listBucketsResponse = await s3Client.ListBucketsAsync();
    // Attempt to delete a bucket that doesn't exist.
    var deleteBucketResponse = await s3Client.DeleteBucketAsync("amzn-s3-demo-bucket");
}
catch (Exception ex)
```

```
{
    Console.WriteLine(ex.Message);
}

Console.Read();
```

为特定服务客户端配置遥测提供程序

您可以为单个服务客户端配置特定的遥测提供程序（而不是全局遥测提供程序）。为此，请使用服务客户端构造函数的 Config 对象的 TelemetryProvider 类。例如，请参阅 [AmazonS3Config](#) 并找到 TelemetryProvider 属性。有关自定义遥测实现的信息，请参阅[the section called “遥测提供程序”](#)。

主题

- [指标](#)
- [遥测提供程序](#)

指标

下表列出了 SDK 发出的遥测指标。[配置遥测提供程序](#)以使指标可观测。

发出哪些指标？

指标名称	单位	类型	属性	描述
client.call.duration	s	直方图	rpc.service, rpc.method	总体调用时长（包括重试时间以及发送或接收请求和响应正文所用的时间）
client.uptime	s	直方图	rpc.service	自客户端创建以来的时间
client.call.attempts	{attempt}	Monoton Counter	rpc.service, rpc.method	单个操作的尝试次数
client.call.errors	{error}	Monoton Counter	rpc.service, rpc.method, exception.type	操作的错误数

指标名称	单位	类型	属性	描述
client.call.attempt_duration	s	直方图	rpc.service, rpc.method	连接到服务、发送请求以及获取 HTTP 状态代码和标头所用的时间 (包括等待发送的排队时间)
client.call.resolve_endpoint_duration	s	直方图	rpc.service, rpc.method	解析请求的端点 (端点解析器, 不是 DNS) 所用的时间
client.call.serialization_duration	s	直方图	rpc.service, rpc.method	序列化消息正文所用的时间
client.call.deserialization_duration	s	直方图	rpc.service, rpc.method	反序列化消息正文所用的时间
client.call.auth.signing_duration	s	直方图	rpc.service, rpc.method	签署请求所用的时间
client.call.auth.resolve_identity_duration	s	直方图	rpc.service, rpc.method	从身份提供商处获取身份 (例如 AWS 凭证或所有者令牌) 所用的时间
client.http.bytes_sent	方式	Monoton Counter	server.address	HTTP 客户端发送的字节总数
client.http.bytes_received	方式	Monoton Counter	server.address	HTTP 客户端接收的字节总数

以下是列说明：

- 指标名称 – 发出的指标的名称。
- 单位 - 指标的度量单位。单位以 [UCUM](#) 区分大小写("c/s")表示法给出。
- 类型 - 用于捕获指标的工具类型。
- 属性 - 与指标一起发出的一组属性 (维度)。
- 描述 - 对指标所衡量内容的描述。

遥测提供程序

该 SDK 提供了 [OpenTelemetry](#) 实现作为遥测提供程序，[下一节](#)将对此进行介绍。

如果您有特定的遥测要求、已构思好遥测解决方案，或者需要精细控制遥测数据的捕获和处理方式，则也可以实现自己的遥测提供程序。

在 [TelemetryProvider](#) 类中注册您自己的实现。以下是一个简单的示例，展示了如何注册自己的 TracerProvider 和 MeterProvider。

```
using Amazon;
using Amazon.Runtime.Telemetry;
using Amazon.Runtime.Telemetry.Metrics;
using Amazon.Runtime.Telemetry.Tracing;

public class CustomTracerProvider : TracerProvider
{
    // Implement custom tracing logic here
}

public class CustomMeterProvider : MeterProvider
{
    // Implement custom metrics logic here
}

// Register custom implementations
AWSConfigs.TelemetryProvider.RegisterTracerProvider(new CustomTracerProvider());
AWSConfigs.TelemetryProvider.RegisterMeterProvider(new CustomMeterProvider());
```

主题

- [配置 OpenTelemetry 基于遥测的提供商](#)

配置 OpenTelemetry 基于遥测的提供商

适用于 .NET 的 AWS SDK 包括 OpenTelemetry 基于遥测提供程序的实现。有关如何将此提供程序设置为全局遥测提供程序的详细信息，请参阅[配置 TelemetryProvider](#)。要使用此遥测提供程序，您需要以下项目资源：

- 安装 [OpenTelemetry instrumentation.aws](#) NuGet 软件包。
- 遥测导出器，例如 OTLP 或控制台。有关更多信息，请参阅 OpenTelemetry 文档[中的](#)导出器。

可以对 SDK 中包含的 OpenTelemetry 实现进行配置，以减少对 HTTPS 请求、凭证和压缩的跟踪量。为此，请将 SuppressDownstreamInstrumentation 选项设置为 true，类似于以下内容：

```
Sdk.CreateTracerProviderBuilder()
    .ConfigureResource(e => e.AddService("DemoOtel"))
    .AddAWSInstrumentation(options => options.SuppressDownstreamInstrumentation = true)
    .AddConsoleExporter()
    .Build();
```

有关此提供商的更多信息，请参阅 with [中的博客文章“适用于 .NET 的 AWS SDK 增强可观察性”](#)。
OpenTelemetry

其他工具

以下是一些其它工具，可用于简化 .NET 应用程序的开发、部署和维护工作。

AWS 部署工具

在开发计算机上开发云原生 .NET Core 应用程序后，您可以使用适用于 .NET CLI 的 AWS 部署工具更轻松地将应用程序部署到 AWS。

有关更多信息，请参阅 [将应用程序部署到 AWS](#)。

AWS Message Processing Framework for .NET

如果您使用的是 Amazon SQS、Amazon SNS 或 Amazon EventBridge 等服务，那么您或许可以利用 AWS Message Processing Framework for .NET。有关更多信息，请参阅 [AWS Message Processing Framework for .NET](#)。

与 .NET Aspire 集成

您可以使用与 .NET Aspire 的集成来改善内部开发循环。有关更多信息，请参阅 [在适用于 .NET 的 AWS SDK 中将 AWS 与 .NET Aspire 集成](#)。

使用适用于 .NET 的 AWS SDK进行高级身份验证和授权

本部分中的主题提供了有关在适用于 .NET 的 AWS SDK应用程序中使用身份验证和授权的高级技术的信息。

主题

- [通过 适用于 .NET 的 AWS SDK 进行单点登录](#)

通过 适用于 .NET 的 AWS SDK 进行单点登录

AWS IAM Identity Center 是一项基于云的单点登录 (SSO) 服务，可以轻松地集中管理所有 AWS 账户和云应用程序的 SSO 访问。有关完整详细信息，请参阅 [IAM Identity Center 用户指南](#)。

如果您不熟悉开发工具包如何与 IAM Identity Center 交互，请参阅以下信息。

高级互动模式

总体而言，开发工具包与 IAM Identity Center 交互的方式与以下模式类似：

1. 通常通过 [IAM Identity Center 控制台](#) 配置 IAM Identity Center，并邀请 SSO 用户参与。
2. 用户计算机上的共享 AWS config 文件将使用 SSO 信息进行更新。
3. 用户通过 IAM Identity Center 登录，并获得为其配置的 AWS Identity and Access Management (IAM) 权限的短期凭证。这种登录可以通过非 SDK 工具 (如 AWS CLI) 启动，也可以通过 .NET 应用程序以编程方式启动。
4. 用户继续完成他们的工作。当他们运行其它使用 SSO 的应用程序时，他们无需再次登录即可打开应用程序。

本主题的其余部分提供了设置和使用 AWS IAM Identity Center 的参考信息。它提供了比[配置 SDK 身份验证](#)中基本 SSO 设置更高级的补充信息。如果您不熟悉 AWS 的 SSO，则可能需要先查看该主题以获取基本信息，然后查看以下教程以了解 SSO 的实际操作情况：

- [教程：仅限 .NET 应用程序](#)
- [教程：AWS CLI 和.NET 应用程序](#)

本主题包含下列部分：

- [先决条件](#)
- [设置 SSO 配置文件](#)
- [生成和使用 SSO 令牌](#)
- [其他资源](#)
- [教程](#)

先决条件

在使用 IAM Identity Center 之前，您必须执行某些任务，例如选择身份来源以及配置相关 AWS 账户和应用程序。有关更多信息，请参阅以下内容：

- 有关这些任务的更多信息，请参阅《IAM Identity Center 用户指南》中的[入门](#)。
- 有关具体任务示例，请参阅本主题末尾的教程列表。但是，在尝试教程之前，请务必查看本主题中的信息。

设置 SSO 配置文件

在相关 AWS 账户中[配置了](#) IAM Identity Center 后，必须将 SSO 的指定配置文件添加到用户的共享 AWS config 文件中。此配置文件用于连接到 [AWS 访问门户](#)，该门户返回已为用户配置的 IAM 权限的短期凭证。

共享 config 文件通常名为 %USERPROFILE%\aws\config (Windows) 和 ~/.aws/config (Linux 和 macOS)。您可以使用首选的文本编辑器为 SSO 添加新的配置文件。或者，您可以使用 aws configure sso 命令。有关此命令的更多信息，请参阅《AWS Command Line Interface 用户指南》中的[将 AWS CLI 配置为使用 IAM Identity Center](#)。

新的配置文件类似于以下内容：

```
[profile my-sso-profile]
sso_start_url = https://my-sso-portal.awsapps.com/start
sso_region = us-west-2
sso_account_id = 123456789012
sso_role_name = SSOReadOnlyRole
```

新配置文件的设置定义如下。前两个设置定义了 AWS 访问门户。另外两个设置是一对设置，它们共同定义了已为用户配置的权限。所有四个设置都是必需的。

sso_start_url

指定指向企业的 [AWS 访问门户](#) 的 URL。要找到此值，请打开 [IAM Identity Center 控制台](#)，选择设置，然后找到门户 URL。

sso_region

包含访问门户主机的 AWS 区域。这是您在启用 IAM Identity Center 时选择的区域。它可能与您用于其它任务的区域不同。

有关 AWS 区域及代码的完整列表，请参阅《Amazon Web Services 一般参考》中的 [区域端点](#)。

sso_account_id

通过 AWS Organizations 服务添加 AWS 账户的 ID。要查看可用账户列表，请前往 [IAM Identity Center 控制台](#) 并打开 AWS 账户页面。您为此设置选择的账户 ID 将与您计划为 sso_role_name 设置提供的值相对应，如下所示。

sso_role_name

IAM Identity Center 权限集的名称。此权限集定义了通过 IAM Identity Center 向用户授予的权限。

以下过程是查找此设置值的一种方法。

1. 前往 [IAM Identity Center 控制台](#) 并打开 AWS 账户页面。
2. 选择一个账户即可显示其详细信息。您选择的账户将包含您要向其授予 SSO 权限的 SSO 用户或组。
3. 查看分配给该账户的用户和组列表，找到感兴趣的用户或组。您在 sso_role_name 设置中指定的权限集是与此用户或组关联的权限集之一。

为该设置指定值时，请使用权限集名称而不是 Amazon 资源名称 (ARN)。

权限集附有 IAM 策略和自定义权限策略。有关更多信息，请参阅《IAM Identity Center 用户指南》中的 [权限集](#)。

生成和使用 SSO 令牌

要使用 SSO，用户必须先生成临时令牌，然后使用该令牌访问相应的 AWS 应用程序和资源。对于 .NET 应用程序，您可以使用以下方法生成和使用这些临时令牌：

- 创建 .NET 应用程序，必要时先生成令牌然后使用该令牌。

- 使用 AWS CLI 生成令牌，然后在 .NET 应用程序中使用该令牌。

这些方法将在以下各节中介绍，并在[教程](#)中进行了演示。

Important

您的应用程序必须引用以下 NuGet 程序包，这样 SSO 解析才能生效：

- AWSSDK.SSO
- AWSSDK.SSO0IDC

未能引用这些程序包将导致运行时系统异常。

仅限 .NET 应用程序

本节介绍如何创建 .NET 应用程序，在必要时生成临时 SSO 令牌，然后使用该令牌。有关此过程的完整教程，请参阅[仅使用 .NET 应用程序的 SSO 教程](#)。

以编程方式生成和使用 SSO 令牌

除了使用 AWS CLI，您还可以通过编程方式生成 SSO 令牌。

为此，您的应用程序会为 SSO 配置文件创建一个 [AWSCredentials](#) 对象，该对象会加载临时凭证（如果有）。然后，您的应用程序必须将 [AWSCredentials](#) 对象转换为 [SSOAWSCredentials](#) 对象并设置一些 [Options](#) 属性，包括用于在必要时提示用户输入登录信息的回调方法。

下面的代码片段中显示了此方法。

Important

您的应用程序必须引用以下 NuGet 程序包，这样 SSO 解析才能生效：

- AWSSDK.SSO
- AWSSDK.SSO0IDC

未能引用这些程序包将导致运行时系统异常。

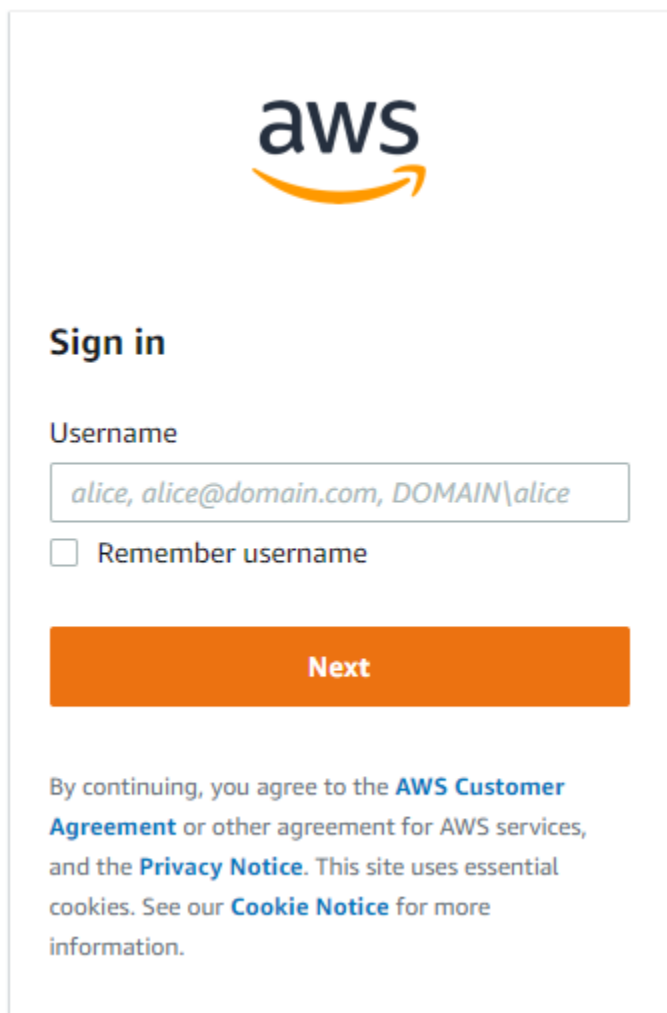
```
static AWSCredentials LoadSsoCredentials()
{
    var chain = new CredentialProfileStoreChain();
    if (!chain.TryGetAWSCredentials("my-sso-profile", out var credentials))
        throw new Exception("Failed to find the my-sso-profile profile");

    var ssoCredentials = credentials as SS0AWSCredentials;

    ssoCredentials.Options.ClientName = "Example-SS0-App";
    ssoCredentials.Options.SsoVerificationCallback = args =>
    {
        // Launch a browser window that prompts the SS0 user to complete an SS0 sign-
in.
        // This method is only invoked if the session doesn't already have a valid SS0
token.
        // NOTE: Process.Start might not support launching a browser on macOS or Linux.
If not,
        //      use an appropriate mechanism on those systems instead.
        Process.Start(new ProcessStartInfo
        {
            FileName = args.VerificationUriComplete,
            UseShellExecute = true
        });
    };

    return ssoCredentials;
}
```

如果没有相应的 SSO 令牌可用，则会启动默认浏览器窗口并打开相应的登录页面。例如，如果您使用 IAM Identity Center 作为身份来源，则用户会看到类似如下的登录页面：



The image shows the AWS sign-in page. At the top is the AWS logo. Below it is the heading "Sign in". There is a "Username" label followed by a text input field containing the placeholder text "alice, alice@domain.com, DOMAIN\alice". Below the input field is a checkbox labeled "Remember username". A large orange button labeled "Next" is positioned below the checkbox. At the bottom, there is a paragraph of text: "By continuing, you agree to the [AWS Customer Agreement](#) or other agreement for AWS services, and the [Privacy Notice](#). This site uses essential cookies. See our [Cookie Notice](#) for more information."

Note

您为 `SSOAWSCredentials.Options.ClientName` 提供的文本字符串不能有空格。如果字符串确实有空格，则会出现运行时系统异常。

仅使用 .NET 应用程序的 SSO 教程

AWS CLI 和 .NET 应用程序

本节介绍如何使用 AWS CLI 生成临时 SSO 令牌，以及如何在应用程序中使用该令牌。有关此过程的完整教程，请参阅[使用 AWS CLI 和 .NET 应用程序的 SSO 教程](#)。

使用 AWS CLI 生成 SSO 令牌

除了以编程方式生成临时 SSO 令牌外，您还可以使用 AWS CLI 生成令牌。以下信息将为您演示如何操作。

用户创建启用 SSO 的配置文件后（如[上一节](#)所示），他们将从 AWS CLI 中运行 `aws sso login` 命令。他们必须确保包含带有启用 SSO 的配置文件名称的 `--profile` 参数。如下例所示：

```
aws sso login --profile my-sso-profile
```

如果用户想在当前临时令牌到期后生成新的临时令牌，他们可以再次运行相同的命令。

在 .NET 应用程序中使用生成的 SSO 令牌

以下信息向您展示了如何使用已经生成的临时令牌。

Important

您的应用程序必须引用以下 NuGet 程序包，这样 SSO 解析才能生效：

- AWSSDK.SSO
- AWSSDK.SSO0IDC

未能引用这些程序包将导致运行时系统异常。

您的应用程序为 SSO 配置文件创建一个 [AWSCredentials](#) 对象，该对象会加载之前由 AWS CLI 生成的临时凭证。这与[访问应用程序中的凭证和配置文件](#)中所示的方法类似，其形式如下：

```
static AWSCredentials LoadSsoCredentials()
{
    var chain = new CredentialProfileStoreChain();
    if (!chain.TryGetAWSCredentials("my-sso-profile", out var credentials))
        throw new Exception("Failed to find the my-sso-profile profile");

    return credentials;
}
```

然后将 `AWSCredentials` 对象传递给服务客户端的构造函数。例如：

```
var S3Client_SS0 = new AmazonS3Client(LoadSsoCredentials());
```

Note

如果您的应用程序已构建为使用 [default] 配置文件进行 SSO，则无需使用 `AWSCredentials` 来加载临时凭证。在这种情况下，应用程序可以创建不带参数的 AWS 服务客户端，类似于“`var client = new AmazonS3Client();`”。

[使用 AWS CLI 和 .NET 应用程序的 SSO 教程](#)

其他资源

如需其它帮助，请参阅以下资源：

- [什么是 IAM Identity Center？](#)
- [将 AWS CLI 配置为使用 IAM Identity Center](#)
- [在 AWS Toolkit for Visual Studio 中使用 IAM Identity Center 凭证](#)

教程

主题

- [仅使用 .NET 应用程序的 SSO 教程](#)
- [使用 AWS CLI 和 .NET 应用程序的 SSO 教程](#)

仅使用 .NET 应用程序的 SSO 教程

本教程介绍如何为基本应用程序和测试 SSO 用户启用 SSO。它将应用程序配置为以编程方式生成临时 SSO 令牌，而不是[使用 AWS CLI](#)。

本教程向您展示了中一小部分 SSO 功能。适用于 .NET 的 AWS SDK 有关将 IAM Identity Center 与一起使用的完整详细信息 适用于 .NET 的 AWS SDK，请参阅带有[背景信息](#)的主题。在该主题中，请特别参见名为[仅限 .NET 应用程序](#)的小节中对此场景的总体描述。

 Note

本教程中的几个步骤可帮助您配置服务，例如 AWS Organizations 和 IAM Identity Center。如果您已经执行了该配置，或者只对代码感兴趣，则可以跳到带有[示例代码](#)的部分。

先决条件

- 请配置您的开发环境（如果尚未配置）。在[安装和配置工具链](#)和[开始使用](#)之类的章节中对此进行了描述。
- 确定或创建至少一个 AWS 账户 可用于测试 SSO 的选项。就本教程而言，名为测试 AWS 账户或者简称为测试账户。
- 确定可以为您测试 SSO 的 SSO 用户。此人将使用 SSO 和您创建的基本应用程序。在本教程中，此人可能是您（开发人员）或其他人。我们还建议采用这样的设置：SSO 用户使用不在您开发环境中的计算机。但是，这并不是必要的。
- SSO 用户的计算机必须安装与您用于设置开发环境的 .NET Framework 兼容的 .NET Framework。

设置 AWS

本节介绍如何为本教程设置各种 AWS 服务。

要执行此设置，请先以管理员 AWS 账户 身份登录测试。然后执行以下操作：

Amazon S3

前往 [Amazon S3 控制台](#) 并添加一些无关紧要的桶。在本教程的后面部分，SSO 用户将检索这些桶的列表。

AWS IAM

前往 [IAM 控制台](#) 并添加一些 IAM 用户。如果您向 IAM 用户授予权限，请将权限限制为几个无关紧要的只读权限。在本教程的后面部分，SSO 用户将检索这些 IAM 用户的列表。

AWS Organizations

进入 [AWS Organizations 控制台](#) 并启用 Organizations。有关更多信息，请参阅 [AWS Organizations 用户指南](#) 中的[创建企业](#)。

此操作将测试 AWS 账户 作为管理账户添加到组织。如果您还有其它测试账户，则可以邀请他们加入组织，但本教程没有必要这样做。

IAM Identity Center

前往 [IAM Identity Center 控制台](#) 并启用 SSO。如有必要，请执行电子邮件验证。有关更多信息，请参阅 [IAM Identity Center 用户指南](#) 中的 [启用 IAM Identity Center](#)。

然后，执行以下配置。

配置 IAM Identity Center

1. 转到设置页面。查找访问门户 URL 并记录该值供以后在 `sso_start_url` 设置中使用。
2. 在的横幅中 AWS 管理控制台，查找启用 SSO 时设置的。AWS 区域 这是 AWS 账户 身份证 左侧的下拉菜单。记录区域代码，以便以后在 `sso_region` 设置中使用。此代码将类似于 `us-east-1`。
3. 按如下方式创建 SSO 用户：
 - a. 转到用户页面。
 - b. 选择添加用户，然后输入用户的用户名、电子邮件地址、名字和姓氏。然后选择下一步。
 - c. 在组页面上选择下一步，然后查看信息并选择添加用户。
4. 按如下所示创建组：
 - a. 转至组页面。
 - b. 选择创建组，然后输入组的组名称和描述。
 - c. 在将用户添加到组部分中，选择您之前创建的测试 SSO 用户。选择创建组。
5. 按如下所示创建权限集：
 - a. 转至权限集页面，然后选择创建权限集。
 - b. 在权限集类型下，选择自定义权限集，然后选择下一步。
 - c. 打开内联策略并输入以下策略：

JSON

```
{
  "Version": "2012-10-17",
  "Statement": [
    {
      "Sid": "VisualEditor0",
      "Effect": "Allow",
      "Action": [
```

```

        "s3:ListAllMyBuckets",
        "iam:ListUsers"
    ],
    "Resource": "*"
}
]
}

```

- d. 在本教程中，输入 `SSOReadOnlyRole` 作为权限集名称。如果需要，可以添加描述，然后选择下一步。
 - e. 检查信息，然后选择创建。
 - f. 记录权限集的名称，以便以后在 `sso_role_name` 设置中使用。
6. 前往AWS 账户页面，选择您之前添加到组织的 AWS 账户。
 7. 在该页面的概述部分，找到账户 ID 并将其记录下来，以便以后在 `sso_account_id` 设置中使用。
 8. 选择用户和组选项卡，然后选择分配用户或组。
 9. 在分配用户和组页面上，选择组选项卡，选择您之前创建的组，然后选择下一步。
 10. 选择您之前创建的权限集并选择下一步，然后选择提交。配置需要片刻时间。

创建示例应用程序

创建以下应用程序。它们将在 SSO 用户的计算机上运行。

列出 Amazon S3 桶

除了 `AWSSDK.SSO` 和之外 `AWSSDK.SSO0IDC`，还包括 NuGet 软件包 `AWSSDK.SecurityToken`。 `AWSSDK.S3`

```

using System;
using System.Threading.Tasks;
using System.Diagnostics;

// NuGet packages: AWSSDK.S3, AWSSDK.SecurityToken, AWSSDK.SSO, AWSSDK.SSO0IDC
using Amazon.Runtime;
using Amazon.Runtime.CredentialManagement;
using Amazon.S3;
using Amazon.S3.Model;
using Amazon.SecurityToken;
using Amazon.SecurityToken.Model;

```



```

namespace SS0Example.S3.Programmatic_login
{
    class Program
    {
        // Requirements:
        // - An SS0 profile in the SS0 user's shared config file.

        // Class members.
        private static string profile = "my-sso-profile";

        static async Task Main(string[] args)
        {
            // Get SS0 credentials from the information in the shared config file.
            var ssoCreds = LoadSsoCredentials(profile);

            // Display the caller's identity.
            var ssoProfileClient = new AmazonSecurityTokenServiceClient(ssoCreds);
            Console.WriteLine($"\\nSS0 Profile:\\n {await
ssoProfileClient.GetCallerIdentityArn()});

            // Display a list of the account's S3 buckets.
            // The S3 client is created using the SS0 credentials obtained earlier.
            var s3Client = new AmazonS3Client(ssoCreds);
            Console.WriteLine("\\nGetting a list of your buckets...");
            var listResponse = await s3Client.ListBucketsAsync();
            Console.WriteLine($"Number of buckets: {listResponse.Buckets.Count}");
            foreach (S3Bucket b in listResponse.Buckets)
            {
                Console.WriteLine(b.BucketName);
            }
            Console.WriteLine();
        }

        // Method to get SS0 credentials from the information in the shared config
file.
        static AWSCredentials LoadSsoCredentials(string profile)
        {
            var chain = new CredentialProfileStoreChain();
            if (!chain.TryGetAWSCredentials(profile, out var credentials))
                throw new Exception($"Failed to find the {profile} profile");

            var ssoCredentials = credentials as SS0AWSCredentials;

```

```

        ssoCredentials.Options.ClientName = "Example-SSO-App";
        ssoCredentials.Options.SsoVerificationCallback = args =>
        {
            // Launch a browser window that prompts the SSO user to complete an SSO
login.
            // This method is only invoked if the session doesn't already have a
valid SSO token.
            // NOTE: Process.Start might not support launching a browser on macOS
or Linux. If not,
            //     use an appropriate mechanism on those systems instead.
            Process.Start(new ProcessStartInfo
            {
                FileName = args.VerificationUriComplete,
                UseShellExecute = true
            });
        };

        return ssoCredentials;
    }

}

// Class to read the caller's identity.
public static class Extensions
{
    public static async Task<string> GetCallerIdentityArn(this
IAmazonSecurityTokenService stsClient)
    {
        var response = await stsClient.GetCallerIdentityAsync(new
GetCallerIdentityRequest());
        return response.Arn;
    }
}
}

```

列出 IAM 用户

除了AWSSDK.SSO和之外AWSSDK.SSO0IDC，还包括 NuGet 软件包AWSSDK.SecurityToken。AWSSDK.IdentityManagement

```

using System;
using System.Threading.Tasks;
using System.Diagnostics;

```

```
// NuGet packages: AWSSDK.IdentityManagement, AWSSDK.SecurityToken, AWSSDK.SSO,
// AWSSDK.SSO0IDC
using Amazon.Runtime;
using Amazon.Runtime.CredentialManagement;
using Amazon.IdentityManagement;
using Amazon.IdentityManagement.Model;
using Amazon.SecurityToken;
using Amazon.SecurityToken.Model;

namespace SSOExample.IAM.Programmatic_login
{
    class Program
    {
        // Requirements:
        // - An SSO profile in the SSO user's shared config file.

        // Class members.
        private static string profile = "my-sso-profile";

        static async Task Main(string[] args)
        {
            // Get SSO credentials from the information in the shared config file.
            var ssoCreds = LoadSsoCredentials(profile);

            // Display the caller's identity.
            var ssoProfileClient = new AmazonSecurityTokenServiceClient(ssoCreds);
            Console.WriteLine($"\\nSSO Profile:\\n {await
ssoProfileClient.GetCallerIdentityArn()}");

            // Display a list of the account's IAM users.
            // The IAM client is created using the SSO credentials obtained earlier.
            var iamClient = new AmazonIdentityManagementServiceClient(ssoCreds);
            Console.WriteLine("\\nGetting a list of IAM users...");
            var listResponse = await iamClient.ListUsersAsync();
            Console.WriteLine($"Number of IAM users: {listResponse.Users.Count}");
            foreach (User u in listResponse.Users)
            {
                Console.WriteLine(u.UserName);
            }
            Console.WriteLine();
        }
    }
}
```

```

        // Method to get SSO credentials from the information in the shared config
        file.
        static AWSCredentials LoadSsoCredentials(string profile)
        {
            var chain = new CredentialProfileStoreChain();
            if (!chain.TryGetAWSCredentials(profile, out var credentials))
                throw new Exception($"Failed to find the {profile} profile");

            var ssoCredentials = credentials as SSOAWSCredentials;

            ssoCredentials.Options.ClientName = "Example-SSO-App";
            ssoCredentials.Options.SsoVerificationCallback = args =>
            {
                // Launch a browser window that prompts the SSO user to complete an SSO
                login.
                // This method is only invoked if the session doesn't already have a
                valid SSO token.
                // NOTE: Process.Start might not support launching a browser on macOS
                or Linux. If not,
                //      use an appropriate mechanism on those systems instead.
                Process.Start(new ProcessStartInfo
                {
                    FileName = args.VerificationUriComplete,
                    UseShellExecute = true
                });
            };

            return ssoCredentials;
        }

        }

        // Class to read the caller's identity.
        public static class Extensions
        {
            public static async Task<string> GetCallerIdentityArn(this
            IAmazonSecurityTokenService stsClient)
            {
                var response = await stsClient.GetCallerIdentityAsync(new
                GetCallerIdentityRequest());
                return response.Arn;
            }
        }
    }

```

```
}
```

除了显示 Amazon S3 桶和 IAM 用户的列表外，这些应用程序还会显示启用 SSO 的配置文件的用户身份 ARN，在本教程中为 my-sso-profile。

[这些应用程序通过在对象的 Options 属性中提供回调方法来执行 SSO 登录任务。SSOAWSCredentials](#)

SSO 用户指示

让 SSO 用户查看他们的电子邮件并接受 SSO 邀请。系统会提示他们设置密码。这封邮件可能需要几分钟才能送达 SSO 用户的收件箱。

向 SSO 用户提供您之前创建的应用程序。

然后，让 SSO 用户执行以下操作：

1. 如果包含共享 AWS config 文件的文件夹不存在，请创建该文件夹。如果该文件夹确实存在并且有一个名为 .sso 的子文件夹，请删除该子文件夹。

此文件夹的位置通常为 %USERPROFILE%\ .aws (Windows) 以及 ~/.aws (Linux 和 macOS)。

2. 如有必要，在该文件夹中创建共享 AWS config 文件，然后按如下方式向其添加配置文件：

```
[default]
region = <default Region>

[profile my-sso-profile]
sso_start_url = <user portal URL recorded earlier>
sso_region = <Region code recorded earlier>
sso_account_id = <account ID recorded earlier>
sso_role_name = SSOReadOnlyRole
```

3. 运行 Amazon S3 应用程序。
4. 在最终的 Web 登录页面中，登录。使用邀请消息中的用户名和为回复邮件而创建的密码。
5. 登录完成后，应用程序将显示 S3 桶列表。
6. 运行 IAM 应用程序。该应用程序显示 IAM 用户列表。即使没有进行第二次登录，也是如此。IAM 应用程序使用之前创建的临时令牌。

清理

如果您不想保留在本教程中创建的资源，请将其清理干净。这些可能是开发环境中的 AWS 资源或资源，例如文件和文件夹。

使用 AWS CLI 和 .NET 应用程序的 SSO 教程

本教程向您展示如何为基本的 .NET 应用程序和测试 SSO 用户启用 SSO。它使用生成 AWS CLI 临时 SSO 令牌，而不是以[编程方式生成](#)。

本教程向您展示了中一小部分 SSO 功能。适用于 .NET 的 AWS SDK 有关将 IAM Identity Center 与一起使用的完整详细信息 适用于 .NET 的 AWS SDK，请参阅带有[背景信息](#)的主题。在该主题中，请特别参见名为[AWS CLI 和 .NET 应用程序](#)的小节中对此场景的总体描述。

Note

本教程中的几个步骤可帮助您配置服务，例如 AWS Organizations 和 IAM Identity Center。如果您已经执行了这些配置，或者只对代码感兴趣，则可以跳到带有[示例代码](#)的部分。

先决条件

- 请配置您的开发环境（如果尚未配置）。在[安装和配置工具链](#)和[开始使用](#)之类的章节中对此进行了描述。
- 确定或创建至少一个 AWS 账户 可用于测试 SSO 的选项。就本教程而言，名为测试 AWS 账户或者简称为测试账户。
- 确定可以为您测试 SSO 的 SSO 用户。此人将使用 SSO 和您创建的基本应用程序。在本教程中，此人可能是您（开发人员）或其他人。我们还建议采用这样的设置：SSO 用户使用不在您开发环境中的计算机。但是，这并不是必要的。
- SSO 用户的计算机必须安装与您用于设置开发环境的 .NET Framework 兼容的 .NET Framework。
- 确保在 SSO 用户的计算机上[安装](#)了 AWS CLI 版本 2。您可以通过在命令提示符或终端中运行 `aws --version` 来检查这一点。

设置 AWS

本节介绍如何为本教程设置各种 AWS 服务。

要执行此设置，请先以管理员 AWS 账户 身份登录测试。然后执行以下操作：

Amazon S3

前往 [Amazon S3 控制台](#) 并添加一些无关紧要的桶。在本教程的后面部分，SSO 用户将检索这些桶的列表。

AWS IAM

前往 [IAM 控制台](#) 并添加一些 IAM 用户。如果您向 IAM 用户授予权限，请将权限限制为几个无关紧要的只读权限。在本教程的后面部分，SSO 用户将检索这些 IAM 用户的列表。

AWS Organizations

进入 [AWS Organizations 控制台](#) 并启用 Organizations。有关更多信息，请参阅 [AWS Organizations 用户指南](#) 中的 [创建企业](#)。

此操作将测试 AWS 账户 作为管理账户添加到组织。如果您还有其它测试账户，则可以邀请他们加入组织，但本教程没有必要这样做。

IAM Identity Center

前往 [IAM Identity Center 控制台](#) 并启用 SSO。如有必要，请执行电子邮件验证。有关更多信息，请参阅 [IAM Identity Center 用户指南](#) 中的 [启用 IAM Identity Center](#)。

然后，执行以下配置。

配置 IAM Identity Center

1. 转到设置页面。查找访问门户 URL 并记录该值供以后在 `sso_start_url` 设置中使用。
2. 在的横幅中 AWS 管理控制台，查找启用 SSO 时设置的。AWS 区域 这是 AWS 账户 身份证左侧的下拉菜单。记录区域代码，以便以后在 `sso_region` 设置中使用。此代码将类似于 `us-east-1`。
3. 按如下方式创建 SSO 用户：
 - a. 转到用户页面。
 - b. 选择添加用户，然后输入用户的用户名、电子邮件地址、名字和姓氏。然后选择下一步。
 - c. 在组页面上选择下一步，然后查看信息并选择添加用户。
4. 按如下所示创建组：

- a. 转至组页面。
 - b. 选择创建组，然后输入组的组名称和描述。
 - c. 在将用户添加到组部分中，选择您之前创建的测试 SSO 用户。选择创建组。
5. 按如下所示创建权限集：
- a. 转至权限集页面，然后选择创建权限集。
 - b. 在权限集类型下，选择自定义权限集，然后选择下一步。
 - c. 打开内联策略并输入以下策略：

JSON

```
{
  "Version": "2012-10-17",
  "Statement": [
    {
      "Sid": "VisualEditor0",
      "Effect": "Allow",
      "Action": [
        "s3:ListAllMyBuckets",
        "iam:ListUsers"
      ],
      "Resource": "*"
    }
  ]
}
```

- d. 在本教程中，输入 `SSOReadOnlyRole` 作为权限集名称。如果需要，可以添加描述，然后选择下一步。
 - e. 检查信息，然后选择创建。
 - f. 记录权限集的名称，以便以后在 `sso_role_name` 设置中使用。
6. 前往AWS 账户页面，选择您之前添加到组织的 AWS 账户。
7. 在该页面的概述部分，找到账户 ID 并将其记录下来，以便以后在 `sso_account_id` 设置中使用。
8. 选择用户和组选项卡，然后选择分配用户或组。
9. 在分配用户和组页面上，选择组选项卡，选择您之前创建的组，然后选择下一步。
10. 选择您之前创建的权限集并选择下一步，然后选择提交。配置需要片刻时间。

创建示例应用程序

创建以下应用程序。它们将在 SSO 用户的计算机上运行。

列出 Amazon S3 桶

除了AWSSDK.SSO和之外AWSSDK.SSO0IDC，还包括 NuGet 软件包AWSSDK.SecurityToken。AWSSDK.S3

```
using System;
using System.Threading.Tasks;

// NuGet packages: AWSSDK.S3, AWSSDK.SecurityToken, AWSSDK.SSO, AWSSDK.SSO0IDC
using Amazon.Runtime;
using Amazon.Runtime.CredentialManagement;
using Amazon.S3;
using Amazon.S3.Model;
using Amazon.SecurityToken;
using Amazon.SecurityToken.Model;

namespace SS0Example.S3.CLI_login
{
    class Program
    {
        // Requirements:
        // - An SSO profile in the SSO user's shared config file.
        // - An active SSO Token.
        // If an active SSO token isn't available, the SSO user should do the
        following:
        // In a terminal, the SSO user must call "aws sso login --profile my-sso-
        profile".

        // Class members.
        private static string profile = "my-sso-profile";
        static async Task Main(string[] args)
        {
            // Get SSO credentials from the information in the shared config file.
            var ssoCreds = LoadSsoCredentials(profile);

            // Display the caller's identity.
            var ssoProfileClient = new AmazonSecurityTokenServiceClient(ssoCreds);
            Console.WriteLine($"\\nSSO Profile:\\n {await
            ssoProfileClient.GetCallerIdentityArn()});
```

```

        // Display a list of the account's S3 buckets.
        // The S3 client is created using the SSO credentials obtained earlier.
        var s3Client = new AmazonS3Client(ssoCreds);
        Console.WriteLine("\nGetting a list of your buckets...");
        var listResponse = await s3Client.ListBucketsAsync();
        Console.WriteLine($"Number of buckets: {listResponse.Buckets.Count}");
        foreach (S3Bucket b in listResponse.Buckets)
        {
            Console.WriteLine(b.BucketName);
        }
        Console.WriteLine();
    }

    // Method to get SSO credentials from the information in the shared config
    file.
    static AWSCredentials LoadSsoCredentials(string profile)
    {
        var chain = new CredentialProfileStoreChain();
        if (!chain.TryGetAWSCredentials(profile, out var credentials))
            throw new Exception($"Failed to find the {profile} profile");
        return credentials;
    }

    // Class to read the caller's identity.
    public static class Extensions
    {
        public static async Task<string> GetCallerIdentityArn(this
        IAmazonSecurityTokenService stsClient)
        {
            var response = await stsClient.GetCallerIdentityAsync(new
            GetCallerIdentityRequest());
            return response.Arn;
        }
    }
}

```

列出 IAM 用户

除了AWSSDK.SSO和之外AWSSDK.SSO0IDC，还包括 NuGet 软件包AWSSDK.SecurityToken。AWSSDK.IdentityManagement

```
using System;
```

```

using System.Threading.Tasks;

// NuGet packages: AWSSDK.IdentityManagement, AWSSDK.SecurityToken, AWSSDK.SSO,
// AWSSDK.SSO0IDC
using Amazon.Runtime;
using Amazon.Runtime.CredentialManagement;
using Amazon.IdentityManagement;
using Amazon.IdentityManagement.Model;
using Amazon.SecurityToken;
using Amazon.SecurityToken.Model;

namespace SSOExample.IAM.CLI_login
{
    class Program
    {
        // Requirements:
        // - An SSO profile in the SSO user's shared config file.
        // - An active SSO Token.
        //   If an active SSO token isn't available, the SSO user should do the
following:
        //   In a terminal, the SSO user must call "aws sso login --profile my-sso-
profile".

        // Class members.
        private static string profile = "my-sso-profile";
        static async Task Main(string[] args)
        {
            // Get SSO credentials from the information in the shared config file.
            var ssoCreds = LoadSsoCredentials(profile);

            // Display the caller's identity.
            var ssoProfileClient = new AmazonSecurityTokenServiceClient(ssoCreds);
            Console.WriteLine($"\\nSSO Profile:\\n {await
ssoProfileClient.GetCallerIdentityArn()}");

            // Display a list of the account's IAM users.
            // The IAM client is created using the SSO credentials obtained earlier.
            var iamClient = new AmazonIdentityManagementServiceClient(ssoCreds);
            Console.WriteLine("\\nGetting a list of IAM users...");
            var listResponse = await iamClient.ListUsersAsync();
            Console.WriteLine($"Number of IAM users: {listResponse.Users.Count}");
            foreach (User u in listResponse.Users)
            {
                Console.WriteLine(u.UserName);
            }
        }
    }
}

```

```

    }
    Console.WriteLine();
}

// Method to get SSO credentials from the information in the shared config
file.
static AWSCredentials LoadSsoCredentials(string profile)
{
    var chain = new CredentialProfileStoreChain();
    if (!chain.TryGetAWSCredentials(profile, out var credentials))
        throw new Exception($"Failed to find the {profile} profile");
    return credentials;
}

// Class to read the caller's identity.
public static class Extensions
{
    public static async Task<string> GetCallerIdentityArn(this
IAmazonSecurityTokenService stsClient)
    {
        var response = await stsClient.GetCallerIdentityAsync(new
GetCallerIdentityRequest());
        return response.Arn;
    }
}
}

```

除了显示 Amazon S3 桶和 IAM 用户的列表外，这些应用程序还会显示启用 SSO 的配置文件的用户身份 ARN，在本教程中为 my-sso-profile。

SSO 用户指示

让 SSO 用户查看他们的电子邮件并接受 SSO 邀请。系统会提示他们设置密码。这封邮件可能需要几分钟才能送达 SSO 用户的收件箱。

向 SSO 用户提供您之前创建的应用程序。

然后，让 SSO 用户执行以下操作：

1. 如果包含共享 AWS config 文件的文件夹不存在，请创建该文件夹。如果该文件夹确实存在并且有一个名为 .sso 的子文件夹，请删除该子文件夹。

此文件夹的位置通常为 %USERPROFILE%\ .aws (Windows) 以及 ~/.aws (Linux 和 macOS)。

2. 如有必要，在该文件夹中创建共享 AWS config 文件，然后按如下方式向其添加配置文件：

```
[default]
region = <default Region>

[profile my-sso-profile]
sso_start_url = <user portal URL recorded earlier>
sso_region = <Region code recorded earlier>
sso_account_id = <account ID recorded earlier>
sso_role_name = SSOReadOnlyRole
```

3. 运行 Amazon S3 应用程序。出现运行时系统异常。
4. 运行以下 AWS CLI 命令：

```
aws sso login --profile my-sso-profile
```

5. 在最终的 Web 登录页面中，登录。使用邀请消息中的用户名和为回复邮件而创建的密码。
6. 再次运行 Amazon S3 应用程序。现在，应用程序显示 S3 桶的列表。
7. 运行 IAM 应用程序。该应用程序显示 IAM 用户列表。即使没有进行第二次登录，也是如此。IAM 应用程序使用之前创建的临时令牌。

清理

如果您不想保留在本教程中创建的资源，请将其清理干净。这些可能是开发环境中的 AWS 资源或资源，例如文件和文件夹。

将应用程序部署到 AWS

在开发计算机上开发云原生 .NET Core 应用程序或服务后，您需要将其部署到 AWS。您可以使用 AWS 管理控制台 或某些服务（如 CloudFormation 或 AWS Cloud Development Kit (AWS CDK)）来完成此操作。您也可以使用因部署而创建的 AWS 工具。通过使用这些工具，您可以执行以下操作。

从 .NET CLI 部署

您可以使用以下适用于 .NET CLI 的 AWS 工具将应用程序部署到 AWS：

- [适用于 .NET CLI 的 AWS 部署工具](#) - 支持部署到 [AWS App Runner](#)、[Amazon Elastic Container Service \(Amazon ECS\)](#) 和 [AWS Elastic Beanstalk](#)。
- [适用于 .NET CLI 的 AWS Lambda 工具](#) - 支持 AWS Lambda 项目的部署。

通过 IDE 工具包部署

您可以使用 AWS 工具包直接从您选择的 IDE 部署应用程序：

- [AWS Toolkit for Visual Studio](#)

Note

该工具包中的“发布到 AWS”功能与适用于 .NET CLI 的 AWS 部署工具具有相同的功能。要了解更多信息，请转到《AWS Toolkit for Visual Studio 用户指南》中的[发布到 AWS](#)。

- [AWS Toolkit for JetBrains](#)

请参见[使用 AWS 无服务器应用程序](#)和[使用 AWS App Runner](#)。

- [AWS Toolkit for VS Code](#)

请参阅[使用无服务器应用程序](#)和[使用 AWS App Runner](#)

- [AWS Toolkit for Azure DevOps](#)

使用案例

以下各节包含针对某些应用程序类型的使用案例场景，包括有关如何使用 .NET CLI 部署这些应用程序的信息。

- [ASP.NET Core 应用程序](#)
- [.NET Console 应用程序](#)
- [Blazor WebAssembly 应用程序](#)
- [AWS Lambda 项目](#)

ASP.NET Core 应用程序

适用于 .NET CLI 的 [AWS 部署工具](#) 有助于您部署 ASP.NET 应用程序并指导您完成部署过程。它是 .NET CLI 的交互式工具，有助于部署 .NET 应用程序，几乎不需要具备什么 AWS 知识。

部署工具具有以下功能：

- 针对您的应用程序的计算建议 - 获取计算建议，并了解哪种 AWS 计算最适合您的应用程序。
- 生成 Dockerfile - 如果需要，该工具会生成 Dockerfile，或者使用现有的 Dockerfile。
- 自动打包和部署 - 该工具可构建部署构件，使用生成的 AWS CDK 部署项目配置基础设施，并将您的应用程序部署到所选的 AWS 计算中。
- 可重复且可共享的部署 - 您可以生成和修改 AWS CDK 部署项目以适应您的特定使用案例。您还可以对项目进行版本控制并与团队共享，以实现可重复的部署。
- 有助于学习 AWS CDK for .NET - 该工具有助于您逐步学习其构建所基于的底层 AWS 工具，例如 AWS CDK。

[AWS 部署工具](#) 支持将 ASP.NET Core 应用程序部署到以下 AWS 服务：

- 使用 [AWS Fargate](#) 的 [Amazon ECS 服务](#) - 支持将 Web 应用程序部署到 Amazon Elastic Container Service (Amazon ECS)，计算能力由 AWS Fargate 无服务器计算引擎管理。
- [AWS App Runner](#) - 支持部署到完全托管的服务，使开发人员可以轻松地大规模部署容器化 Web 应用程序和 API。无需事先具备基础设施经验。
- [AWS Elastic Beanstalk](#) - 支持部署到一项服务，使开发人员可以轻松地将 Web 应用程序和 API 部署到完全托管的环境。无需事先具备基础设施经验。

要了解更多信息，请参阅[工具概述](#)。要从那里开始，请导航至文档、入门，然后选择[如何安装](#)来获取安装说明。

.NET Console 应用程序

适用于 .NET CLI 的 [AWS 部署工具](#) 有助于您部署 .NET Console 应用程序作为服务，或者部署计划任务作为容器映像，并指导您完成部署过程。如果您的应用程序没有 Dockerfile，则该工具会自动生成。否则，将使用现有的 Dockerfile。

部署工具具有以下功能：

- 针对您的应用程序的计算建议 - 获取计算建议，并了解哪种 AWS 计算最适合您的应用程序。
- 生成 Dockerfile - 如果需要，该工具会生成 Dockerfile，或者使用现有的 Dockerfile。
- 自动打包和部署 - 该工具可构建部署构件，使用生成的 AWS CDK 部署项目配置基础设施，并将您的应用程序部署到所选的 AWS 计算中。
- 可重复且可共享的部署 - 您可以生成和修改 AWS CDK 部署项目以适应您的特定使用案例。您还可以对项目进行版本控制并与团队共享，以实现可重复的部署。
- 有助于学习 AWS CDK for .NET - 该工具有助于您逐步学习其构建所基于的底层 AWS 工具，例如 AWS CDK。

[AWS 部署工具](#) 支持将 .NET Console 应用程序部署到以下 AWS 服务：

- 使用 [AWS Fargate](#) 的 [Amazon ECS 服务](#) - 支持将 .NET 应用程序作为一项服务（例如后台处理器）部署到 Amazon Elastic Container Service（Amazon ECS），计算能力由 AWS Fargate 无服务器计算引擎管理。
- 使用 [AWS Fargate](#) 的 [Amazon ECS 计划任务](#) - 支持将 .NET 应用程序作为计划任务（例如，日终流程）部署到 Amazon ECS，计算能力由 AWS Fargate 无服务器计算引擎管理。

要了解更多信息，请参阅[工具概述](#)。要从那里开始，请导航至文档、入门，然后选择[如何安装](#)来获取安装说明。

Blazor WebAssembly 应用程序

适用于 .NET CLI 的 [AWS 部署工具](#) 有助于您在 Amazon S3 中托管 Blazor WebAssembly 应用程序，使用 Amazon CloudFront 进行内容网络交付。您的应用程序已部署到用于 Web 托管的 S3 桶。该工具创建和配置 S3 桶，然后将您的 Blazor 应用程序上传到该桶。

部署工具具有以下功能：

- 自动打包和部署 - 该工具可构建部署构件，使用生成的 AWS CDK 部署项目配置基础设施，并将您的应用程序部署到所选的 AWS 计算中。
- 可重复且可共享的部署 – 您可以生成和修改 AWS CDK 部署项目以适应您的特定使用案例。您还可以对项目进行版本控制并与团队共享，以实现可重复的部署。
- 有助于学习 AWS CDK for .NET - 该工具有助于您逐步学习其构建所基于的底层 AWS 工具，例如 AWS CDK。

要了解更多信息，请参阅[工具概述](#)。要从那里开始，请导航至文档、入门，然后选择[如何安装](#)来获取安装说明。

AWS Lambda 项目

AWS Lambda 是一项计算服务，允许您在不预置或管理服务器的情况下运行代码。它在可用性高的计算基础设施上运行您的代码，并执行计算资源的所有管理工作。有关 Lambda 的更多信息，请参阅[什么是 Lambda AWS ?](#) 在《AWS Lambda 开发人员指南》中。

您可以使用 .NET 命令行界面 (CLI) 部署 Lambda 函数。

主题

- [先决条件](#)
- [可用的 Lambda 命令](#)
- [部署步骤](#)

先决条件

在开始使用 .NET CLI 部署 Lambda 函数之前，您必须满足以下先决条件：

- 确认您已安装 .NET CLI。例如：`dotnet --version`。如果需要，请转到 <https://dotnet.microsoft.com/download> 进行安装。
- 设置 .NET CLI 以使用 Lambda。有关如何执行此操作的说明，请参阅《AWS Lambda 开发人员指南》中的 [.NET Core CLI](#)。在该过程中，以下是部署命令：

```
dotnet lambda deploy-function MyFunction --function-role role
```

如果您不确定如何为此练习创建 IAM 角色，请不要包括 `--function-role role` 部分。该工具将有助于您创建新角色。

可用的 Lambda 命令

要列出可通过 .NET CLI 使用的 Lambda 命令，请打开命令提示符或终端并输入 `dotnet lambda --help`。该命令输出将与以下内容类似：

```
Amazon Lambda Tools for .NET applications
Project Home: https://github.com/aws/aws-extensions-for-dotnet-cli, https://github.com/
aws/aws-lambda-dotnet

Commands to deploy and manage AWS Lambda functions:

    deploy-function      Command to deploy the project to AWS Lambda
    ...
    (etc.)

To get help on individual commands execute:
    dotnet lambda help <command>
```

输出列出了当前可用的所有命令。

部署步骤

以下说明假设您已创建 AWS Lambda .NET 项目。出于该过程的目的，该项目被命名为 `DotNetCoreLambdaTest`。

1. 打开命令提示符或终端，并导航到包含您的 .NET Lambda 项目文件的文件夹。
2. 输入 `dotnet lambda deploy-function`。
3. 如果出现提示，请输入 AWS 区域（您的 Lambda 函数将部署到的区域）。
4. 当系统提示时，输入要部署的函数的名称，例如 `DotNetCoreLambdaTest`。它可以是您 AWS 账户中已经存在的函数的名称，也可以是尚未部署的函数的名称。
5. 当系统提示时，选择或创建 Lambda 将在执行函数时代入的 IAM 角色。

成功完成后，将显示消息新 Lambda 函数已创建。

```
Executing publish command
```

```
...  
(etc.)  
New Lambda function created
```

如果您部署的函数在您的账户中已存在，则部署函数仅要求提供 AWS 区域（如有必要）。在这种情况下，命令输出以 `Updating code for existing function` 结尾。

在部署 Lambda 函数后，便可使用该函数。有关更多信息，请参阅[如何使用 AWS Lambda 的示例](#)。

Lambda 会自动为您监控 Lambda 函数并通过亚马逊报告指标。CloudWatch 要监控您的 Lambda 函数并对其进行故障排除，请参阅[对 Lambda 应用程序进行监控和故障排除](#)。

为适用于 .NET 的 AWS SDK 迁移您的项目

本部分提供有关可能适用于您的迁移任务的信息，以及有关如何执行这些任务的说明。

主题

- [迁移到适用于 .NET 的 AWS SDK 的版本 3](#)
- [迁移到适用于 .NET 的 AWS SDK 3.5 版](#)
- [迁移到适用于 .NET 的 AWS SDK 3.7 版](#)
- [从 .NET Standard 1.3 迁移](#)

迁移到适用于 .NET 的 AWS SDK 的版本 3

本主题介绍了版本 3 的适用于 .NET 的 AWS SDK 中的更改以及如何将您的代码迁移到此版本的开发工具包。

关于适用于 .NET 的 AWS SDK 版本

适用于 .NET 的 AWS SDK (最初于 2009 年 11 月发布) 专为 .NET Framework 2.0 而设计。自发布以来，.NET 已通过 .NET Framework 4.0 和 .NET Framework 4.5 进行了改进，并且已增加了新的目标平台：WinRT 和 Windows Phone。

适用于 .NET 的 AWS SDK 版本 2 已更新，可以利用 .NET 平台的新功能并且面向 WinRT 和 Windows Phone。

适用于 .NET 的 AWS SDK 版本 3 已进行更新，使程序集实现模块化。

面向开发工具包的架构重新设计

整个版本 3 的适用于 .NET 的 AWS SDK 已进行重新设计来实现模块化。现在，每项服务均在各自的程序集中而非某个全局程序集中实现。您不再需要将整个适用于 .NET 的 AWS SDK 添加到应用程序。现在，您可以仅为应用程序使用的 AWS 服务添加程序集。

重大更改

以下部分介绍了对版本 3 的适用于 .NET 的 AWS SDK 的更改。

删除了 AWSClientFactory

删除了 `Amazon.AWSClientFactory` 类。现在，要创建服务客户端，请使用服务客户端的构造函数。例如，要创建 `AmazonEC2Client`，请使用：

```
var ec2Client = new Amazon.EC2.AmazonEC2Client();
```

删除了 `Amazon.Runtime.AssumeRoleAWSCredentials`

删除了 `Amazon.Runtime.AssumeRoleAWSCredentials` 类，因为它位于核心命名空间中但依赖于 AWS Security Token Service，并且开发工具包中已将其弃用一段时间。请改用 `Amazon.SecurityToken.AssumeRoleAWSCredentials` 类。

从 S3Link 中删除了 SetACL 方法

`S3Link` 类是 `Amazon.DynamoDBv2` 程序包的一部分，用于将作为 DynamoDB 项中的参考的对象存储在 Amazon S3 中。虽然这是一项有用的功能，但我们不需要为 DynamoDB 创建 `Amazon.S3` 程序包的编译依赖项。因此，我们从 `Amazon.S3` 类简化了公开的 `S3Link` 方法，并将 `SetACL` 方法替换为 `MakeS3ObjectPublic` 方法。要更好地控制对象的访问控制列表 (ACL)，请直接使用 `Amazon.S3` 程序包。

删除过时的结果类

对于适用于 .NET 的 AWS SDK 中的大多数服务，操作将返回一个响应对象，该对象包含操作的元数据，例如请求 ID 和结果对象。拥有一个单独的响应和结果类是多余的，并且会让开发人员编写额外的代码。在版本 2 的适用于 .NET 的 AWS SDK 中，我们将结果类中的所有信息放入响应类中。我们还将结果类标记为过时以阻止对结果类的使用。在版本 3 的适用于 .NET 的 AWS SDK 中，我们删除了这些过时的结果类，这样有助于减小开发工具包的大小。

AWS Config 部分更改

可以通过适用于 .NET 的 AWS SDK 或 `App.config` 文件执行 `Web.config` 的高级配置。您可以通过与以下内容类似的 `<aws>` 配置部分 (将引用开发工具包程序集名称) 来执行此操作。

```
<configuration>
  <configSections>
    <section name="aws" type="Amazon.AWSSection, AWSSDK"/>
  </configSections>
  <aws region="us-west-2">
    <logging logTo="Log4Net"/>
  </aws>
</configuration>
```

```
</aws>
</configuration>
```

在版本 3 的适用于 .NET 的 AWS SDK 中，AWSSDK 程序集不再存在。我们将常见代码放入 AWSSDK.Core 程序集中。因此，您需要将对 AWSSDK 或 App.config 文件中的 Web.config 程序集的引用更改为对 AWSSDK.Core 程序集的引用，如下所示。

```
<configuration>
  <configSections>
    <section name="aws" type="Amazon.AWSSection, AWSSDK.Core"/>
  </configSections>
  <aws region="us-west-2">
    <logging logTo="Log4Net"/>
  </aws>
</configuration>
```

您也可以使用 Amazon.AWSConfigs 类操作配置设置。在适用于 .NET 的 AWS SDK 的版本 3 中，我们已将 DynamoDB 的配置设置从 Amazon.AWSConfigs 类更改为 Amazon.AWSConfigsDynamoDB 类。

迁移到适用于 .NET 的 AWS SDK 3.5 版

适用于 .NET 的 AWS SDK 的版本 3.5 通过将对所有开发工具包的非 Framework 变体的支持转换为 [.NET Standard 2.0](#)，进一步标准化了 .NET 体验。根据您的环境和代码库，要利用 3.5 版功能，您可能需要执行某些迁移工作。

本主题介绍版本 3.5 中的更改以及从版本 3 迁移环境或代码可能需要执行的工作。

3.5 版的更改内容

以下内容介绍适用于 .NET 的 AWS SDK 版本 3.5 中已更改或尚未更改的内容。

.NET Framework 和 .NET Core

对 .NET Framework 和 .NET Core 的支持没有更改。

Xamarin

(新的和现有的) Xamarin 项目必须指向 .NET Standard 2.0。请参阅 [Xamarin.Forms 中的 .NET Standard 2.0 支持](#) 和 [.NET 实现支持](#)。

Unity

Unity 应用程序必须使用 Unity 2018.1 或更高版本指向 .NET Standard 2.0 或 .NET 4.x 配置文件。有关更多信息，请参阅 [.NET 配置文件支持](#)。此外，如果您使用 IL2CPP 来构建，则必须通过添加 link.xml 文件来禁用代码剥离，如[从 Unity、Xamarin 或 UWP 中引用适用于 .NET 的 AWS SDK \(Standard 2.0 \)](#) 中所述。将代码移植到推荐的代码库之一后，Unity 应用程序可以访问开发工具包提供的所有服务。

由于 Unity 支持 .NET Standard 2.0，因此开发工具包版本 3.5 的 AWSSDK.core 程序包不再具有 Unity 特定的代码，包括一些更高级别的功能。为了提供更好的转换，所有 legacy 的 Unity 代码都可以在 [aws/aws-sdk-unity-net](#) GitHub 存储库中供参考。如果您发现缺少影响将 AWS 与 Unity 结合使用的功能，您可以通过 <https://github.com/aws/dotnet/issues> 提交功能请求。

另请参阅[Unity 支持的特殊注意事项](#)。

通用 Windows 平台 (UWP)

将您的 UWP 应用程序指向[版本 16299 或更高版本](#)（秋季创建者更新，版本 1709，2017 年 10 月发布）。

Windows Phone 和 Silverlight

适用于 .NET 的 AWS SDK 的版本 3.5 不支持这些平台，因为 Microsoft 不再积极开发它们。有关更多信息，请参阅以下内容：

- [Windows 10 Mobile 终止支持](#)
- [Silverlight 终止支持](#)

传统的便携式类库（基于配置文件的 PCL）

考虑将您的库重定向到 .NET 标准。有关更多信息，请参阅 Microsoft 提供的[可移植类库的比较](#)。

Amazon Cognito Sync Manager 和 Amazon Mobile Analytics Manager

适用于 .NET 的 AWS SDK 3.5 版中删除了便于使用 Amazon Cognito Sync 和 Amazon Mobile Analytics 的高级抽象。AWS AppSync 是 Amazon Cognito Sync 的首选替代品。Amazon Pinpoint 是 Amazon Mobile Analytics 的首选替代品。

如果您的代码受到缺乏 AWS AppSync 和 Amazon Pinpoint 的更高级别库代码的影响，您可以记录您对以下 GitHub 问题之一或这两个问题的兴趣：<https://github.com/aws/dotnet/issues/20> 和 [https://](#)

github.com/aws/dotnet/issues/19。您还可以从以下 GitHub 存储库获取 Amazon Cognito Sync Manager 和 Amazon Mobile Analytics Manager 的库：[aws/amazon-cognito-sync-manager-net](https://github.com/aws/amazon-cognito-sync-manager-net) 和 [aws/aws-mobile-analytics-manager-net](https://github.com/aws/aws-mobile-analytics-manager-net)。

迁移同步代码

适用于 .NET 的 AWS SDK 3.5 版同时支持 .NET Framework 和 .NET Standard (通过 .NET Core 3.1、.NET 5 等 .NET Core 版本)。符合 .NET Standard 的开发工具包版本仅提供异步方法，因此，如果您想利用 .NET Standard，则必须更改同步代码以使其异步运行。

以下代码片段展示如何将同步代码更改为异步代码。这些代码片段中的代码用于显示 Amazon S3 桶的数量。

原始代码调用 [ListBuckets](#)。

```
private static ListBucketsResponse MyListBuckets()
{
    var s3Client = new AmazonS3Client();
    var response = s3Client.ListBuckets();
    return response;
}

// From the calling function
ListBucketsResponse response = MyListBuckets();
Console.WriteLine($"Number of buckets: {response.Buckets.Count}");
```

要使用此开发工具包的 3.5 版本，请改为调用 [ListBucketsAsync](#)。

```
private static async Task<ListBucketsResponse> MyListBuckets()
{
    var s3Client = new AmazonS3Client();
    var response = await s3Client.ListBucketsAsync();
    return response;
}

// From an asynchronous calling function
ListBucketsResponse response = await MyListBuckets();
Console.WriteLine($"Number of buckets: {response.Buckets.Count}");

// OR From a synchronous calling function
Task<ListBucketsResponse> response = MyListBuckets();
```



```
Console.WriteLine($"Number of buckets: {response.Result.Buckets.Count}");
```

迁移到适用于 .NET 的 AWS SDK 3.7 版

从 3.7 版开始，适用于 .NET 的 AWS SDK 不再支持 .NET Standard 1.3。

有关从 .NET Standard 1.3 迁移的信息，请参阅[从 .NET Standard 1.3 迁移](#)。

从 .NET Standard 1.3 迁移

2019 年 6 月 27 日，Microsoft [终止了](#)对 .NET Core 1.0 和 .NET Core 1.1 版本的支持。宣布此消息之后，AWS 已于 2020 年 12 月 31 日终止在适用于 .NET 的 AWS SDK 上支持 .NET Standard 1.3。

AWS 后续继续在适用于 .NET 的 AWS SDK 上针对 .NET Standard 1.3 提供服务更新和安全修复，直至 2020 年 10 月 1 日。在此日期之后，.NET Standard 1.3 目标进入维护模式，这意味着不会发布新的更新；AWS 仅应用了关键错误修复和安全补丁。

在 2020 年 12 月 31 日，对适用于 .NET 的 AWS SDK 上的 .NET Standard 1.3 的支持结束。在此日期之后，未应用错误修复或安全补丁。使用该目标构建的构件仍可在 NuGet 上下载。

您需要了解的内容

- 如果您正在运行使用 .NET Framework 的应用程序，则不会受到影响。
- 如果您正在运行使用 .NET Core 2.0 或更高版本的应用程序，则不会受到影响。
- 如果您正在运行使用 .NET Core 1.0 或 .NET Core 1.1 的应用程序，请按照 [Microsoft 迁移说明](#) 将应用程序迁移到 .NET Core 的较新版本。我们建议至少使用 .NET Core 3.1。
- 如果您正在运行目前无法升级的关键业务应用程序，则可以继续使用当前版本的适用于 .NET 的 AWS SDK。

如果您有疑问或疑虑，请[联系 AWS Support](#)。

使用中的 AWS 服务 适用于 .NET 的 AWS SDK

以下各节包含示例、教程、任务和指南，向您展示如何使用 适用于 .NET 的 AWS SDK 来处理 AWS 服务。这些示例和教程依赖于 适用于 .NET 的 AWS SDK 提供的 API。要查看 API 中有哪些类和方法可用，请参阅[适用于 .NET 的 AWS SDK API 参考](#)。

如果您不熟悉 适用于 .NET 的 AWS SDK，则可能需要先查看该[快速了解](#)主题。其中提供了对软件开发工具包的简单介绍。

您可以在代码示例[存储库](#)和 [aws-labs 存储库](#)中找到更多 AWS 代码示例。GitHub

开始之前，请确保您已[完成环境和项目的设置](#)。还要查看[软件开发工具包功能](#)中的信息。

主题

- [带有指导的代码示例 适用于 .NET 的 AWS SDK](#)
- [将 AWS Lambda 用于计算服务](#)
- [适用于 .NET 的 AWS SDK 的高级库和框架](#)
- [对其它 AWS 服务和配置的支持](#)

带有指导的代码示例 适用于 .NET 的 AWS SDK

以下各节包含代码示例，并提供示例指导。他们可以帮助您学习如何使用 适用于 .NET 的 AWS SDK 来处理 AWS 服务。

如果您不熟悉 适用于 .NET 的 AWS SDK，则可能需要先查看该[快速了解](#)主题。其中提供了对软件开发工具包的简单介绍。

开始之前，请确保您已[完成环境和项目的设置](#)。还要查看[软件开发工具包功能](#)中的信息。

主题

- [CloudFormation 使用访问 适用于 .NET 的 AWS SDK](#)
- [使用 Amazon Cognito 验证用户身份](#)
- [使用 Amazon DynamoDB NoSQL 数据库](#)
- [使用 Amazon EC2](#)
- [使用访问 AWS Identity and Access Management \(IAM\) 适用于 .NET 的 AWS SDK](#)
- [使用 Amazon Simple Storage Service Internet 存储](#)

- [使用 Amazon Simple Notification Service 从云端发送通知](#)
- [使用 Amazon SQS 发送消息](#)

CloudFormation 使用访问 适用于 .NET 的 AWS SDK

这些 适用于 .NET 的 AWS SDK 支持 [AWS CloudFormation](#)，可预测且重复地创建和配置 AWS 基础设施部署。

APIs

为 CloudFormation 客户 适用于 .NET 的 AWS SDK APIs 提供服务。APIs 使您能够使用模板和堆栈等 CloudFormation 功能。本节包含少量示例，向您展示使用这些示例时可以遵循的模式 APIs。要查看全套内容 APIs，请参阅 [适用于 .NET 的 AWS SDK API 参考](#)（并滚动至“Amazon. CloudFormation”）。

AWS CloudFormation APIs 它们由提供[AWSSDK. CloudFormation](#)包裹。

先决条件

开始之前，请确保您已[完成环境和项目的设置](#)。还要查看[软件开发工具包功能](#)中的信息。

主题

主题

- [使用列出 AWS 资源 AWS CloudFormation](#)

使用列出 AWS 资源 AWS CloudFormation

此示例向您展示如何使用列 适用于 .NET 的 AWS SDK 出 CloudFormation 堆栈中的资源。该示例使用低级别 API。该应用程序不带任何参数，只是收集用户凭证可以访问的所有堆栈的信息，然后显示有关这些堆栈的信息。

SDK 参考

NuGet 包裹：

- [AWSSDK.CloudFormation](#)

编程元素：

- 命名空间 [Amazon。 CloudFormation](#)

班级 [AmazonCloudFormationClient](#)

- 命名空间 [Amazon。 CloudFormation.Model](#)

班级 [ICloudFormationPaginatorFactory。 DescribeStacks](#)

班级 [DescribeStackResourcesRequest](#)

班级 [DescribeStackResourcesResponse](#)

类 [Stack](#)

班级 [StackResource](#)

类 [Tag](#)

```
using Amazon.CloudFormation;
using Amazon.CloudFormation.Model;
using Amazon.Runtime;

namespace CloudFormationActions;

public static class HelloCloudFormation
{
    public static IAmazonCloudFormation _amazonCloudFormation;

    static async Task Main(string[] args)
    {
        // Create the CloudFormation client
        _amazonCloudFormation = new AmazonCloudFormationClient();
        Console.WriteLine($"\\nIn Region:
{_amazonCloudFormation.Config.RegionEndpoint}");

        // List the resources for each stack
        await ListResources();
    }

    /// <summary>
    /// Method to list stack resources and other information.
    /// </summary>
    /// <returns>True if successful.</returns>
```

```

public static async Task<bool> ListResources()
{
    try
    {
        Console.WriteLine("Getting CloudFormation stack information...");

        // Get all stacks using the stack paginator.
        var paginatorForDescribeStacks =
            _amazonCloudFormation.Paginators.DescribeStacks(
                new DescribeStacksRequest());
        await foreach (Stack stack in paginatorForDescribeStacks.Stacks)
        {
            // Basic information for each stack

            Console.WriteLine("\n-----");
            Console.WriteLine($"Stack: {stack.StackName}");
            Console.WriteLine($"Status: {stack.StackStatus.Value}");
            Console.WriteLine($"Created: {stack.CreationTime}");

            // The tags of each stack (etc.)
            if (stack.Tags.Count > 0)
            {
                Console.WriteLine("Tags:");
                foreach (Tag tag in stack.Tags)
                {
                    Console.WriteLine($"    {tag.Key}, {tag.Value}");
                }
            }

            // The resources of each stack
            DescribeStackResourcesResponse responseDescribeResources =
                await _amazonCloudFormation.DescribeStackResourcesAsync(
                    new DescribeStackResourcesRequest
                    {
                        StackName = stack.StackName
                    });
            if (responseDescribeResources.StackResources.Count > 0)
            {
                Console.WriteLine("Resources:");
                foreach (StackResource resource in responseDescribeResources
                    .StackResources)
                {
                    Console.WriteLine(
                        $"    {resource.LogicalResourceId}:
{resource.ResourceStatus}");
                }
            }
        }
    }
}

```

```
        Console.WriteLine("\n-----");
        return true;
    }
    catch (AmazonCloudFormationException ex)
    {
        Console.WriteLine("Unable to get stack information:\n" + ex.Message);
        return false;
    }
    catch (AmazonServiceException ex)
    {
        if (ex.Message.Contains("Unable to get IAM security credentials"))
        {
            Console.WriteLine(ex.Message);
            Console.WriteLine("If you are usnig SS0, be sure to install" +
                               " the AWSSDK.SS0 and AWSSDK.SS00IDC packages.");
        }
        else
        {
            Console.WriteLine(ex.Message);
            Console.WriteLine(ex.StackTrace);
        }

        return false;
    }
    catch (ArgumentNullException ex)
    {
        if (ex.Message.Contains("Options property cannot be empty: ClientName"))
        {
            Console.WriteLine(ex.Message);
            Console.WriteLine("If you are using SS0, have you logged in?");
        }
        else
        {
            Console.WriteLine(ex.Message);
            Console.WriteLine(ex.StackTrace);
        }

        return false;
    }
}
```

使用 Amazon Cognito 验证用户身份

Note

本主题中的信息特定于基于 .NET Framework 和 3.3 及更早 适用于 .NET 的 AWS SDK 版本的项目。

使用 Amazon Cognito Identity，您可以为用户创建唯一身份，并对他们进行身份验证，以便安全访问您的 AWS 资源，例如亚马逊 S3 或 Amazon DynamoDB。Amazon Cognito Identity 支持公共身份提供商（如 Amazon、Facebook、Twitter/Digits、Google 或兼容 OpenID Connect 的任何提供商），以及未经身份验证的身份。Amazon Cognito 还支持[已经过开发人员验证的身份](#)，借助该身份，您可以注册用户并通过自己的后端身份验证流程对用户进行身份验证，同时仍然使用 Amazon Cognito Sync 同步用户数据和访问 AWS 资源。

有关 [Amazon Cognito](#) 的更多信息，请参阅 [Amazon Cognito 开发人员指南](#)

以下代码示例显示如何轻松使用 Amazon Cognito 身份。[凭证提供程序](#)示例显示如何创建用户身份并对其进行身份验证。该[CognitoAuthentication 扩展库](#)示例展示了如何使用 CognitoAuthentication 扩展库对 Amazon Cognito 用户池进行身份验证。

主题

- [Amazon Cognito 凭证提供程序](#)
- [Amazon CognitoAuthentication 扩展库示例](#)

Amazon Cognito 凭证提供程序

Note

本主题中的信息特定于基于 .NET Framework 和 3.3 及更早 适用于 .NET 的 AWS SDK 版本的项目。

`Amazon.CognitoIdentity.CognitoAWSCredentials`，可在[AWS SDK。CognitoIdentity](#) NuGetpack AWS age，是一个凭证对象，它使用 Amazon Cognito 和 AWS Security Token Service (AWS STS) 来检索用于拨打电话的证书。

设置 `CognitoAWSCredentials` 的第一步是创建一个“身份池”。(身份池是用于存储特定于您的账户的用户身份信息的存储区。此信息可跨各种客户端平台、设备和操作系统进行检索，因此，如果用户在手机上开始使用此应用程序不久后又切换到平板电脑，该用户仍然可以使用保留的应用程序信息。您可以通过 Amazon Cognito 控制台创建新的身份池。如果您使用的是此控制台，它还将为您提供您所需的其他信息：

- 您的账号 - 一个 12 位数字，如 123456789012，这是您账户独有的号码。
- 未经身份验证的角色 ARN - 未经身份验证的用户将担任的角色。例如，此角色可提供对您的数据的只读权限。
- 经过身份验证的角色 ARN- 经过身份验证的用户将担任的角色。此角色可提供对您的数据的更广泛的权限。

设置 Cognito AWSCredentials

以下代码示例显示如何设置 `CognitoAWSCredentials`，然后您可使用此凭证以未经身份验证的角色身份调用 Amazon S3。这使您能够只需要对用户进行身份验证所需的最少量数据即可进行调用。用户权限由角色控制，因此您可以根据需要配置访问权限。

```
CognitoAWSCredentials credentials = new CognitoAWSCredentials(  
    accountId,          // Account number  
    identityPoolId,     // Identity pool ID  
    unAuthRoleArn,      // Role for unauthenticated users  
    null,               // Role for authenticated users, not set  
    region);  
using (var s3Client = new AmazonS3Client(credentials))  
{  
    s3Client.ListBuckets();  
}
```

AWS 以未经身份验证的用户身份使用

以下代码示例显示了如何以未经身份验证的用户身份开始使用 AWS，然后通过 Facebook 进行身份验证并更新凭据以使用 Facebook 凭据。使用此方法，您可以通过经过身份验证的角色授予经过身份验证的用户不同的功能。例如，您可能有一个电话应用程序，该应用程序允许用户匿名查看内容，但在用户使用一个或多个已配置的提供商登录的情况下允许其发帖。

```
CognitoAWSCredentials credentials = new CognitoAWSCredentials(  
    accountId, identityPoolId,  
    unAuthRoleArn,    // Role for unauthenticated users
```



```

    authRoleArn,        // Role for authenticated users
    region);
using (var s3Client = new AmazonS3Client(credentials))
{
    // Initial use will be unauthenticated
    s3Client.ListBuckets();

    // Authenticate user through Facebook
    string facebookToken = GetFacebookAuthToken();

    // Add Facebook login to credentials. This clears the current AWS credentials
    // and retrieves new AWS credentials using the authenticated role.
    credentials.AddLogin("graph.facebook.com", facebookAccessToken);

    // This call is performed with the authenticated role and credentials
    s3Client.ListBuckets();
}

```

如果您将 `CognitoAWSCredentials` 对象与属于 适用于 .NET 的 AWS SDK 的一部分的 `AmazonCognitoSyncClient` 结合使用，则该对象会提供更多功能。如果您使用的是 `AmazonCognitoSyncClient` 和 `CognitoAWSCredentials`，则无需在使用 `IdentityPoolId` 进行调用时指定 `IdentityId` 和 `AmazonCognitoSyncClient` 属性。这些属性会自动从 `CognitoAWSCredentials` 中进行填入。以下代码示例将对此进行说明以及说明每当 `IdentityId` 的 `CognitoAWSCredentials` 发生更改时通知您的事件。在某些情况下 `IdentityId` 可能会发生更改，例如，当从未经身份验证的用户更改为经过身份验证的用户时。

```

CognitoAWSCredentials credentials = GetCognitoAWSCredentials();

// Log identity changes
credentials.IdentityChangedEvent += (sender, args) =>
{
    Console.WriteLine("Identity changed: [{0}] => [{1}]", args.OldIdentityId,
        args.NewIdentityId);
};

using (var syncClient = new AmazonCognitoSyncClient(credentials))
{
    var result = syncClient.ListRecords(new ListRecordsRequest
    {
        DatasetName = datasetName
        // No need to specify these properties
        //IdentityId = "...",
    });
}

```

```
        //IdentityPoolId = "..."  
    });  
}
```

Amazon CognitoAuthentication 扩展库示例

Note

本主题中的信息特定于基于 .NET Framework 和 3.3 及更早 适用于 .NET 的 AWS SDK 版本的项目。

CognitoAuthentication 扩展程序库，可在 [Amazon.Extensions](#) 中找到。 [CognitoAuthentication](#) NuGet 包，简化了 .NET Core 和 Xamarin 开发人员的 Amazon Cognito 用户池的身份验证过程。该库基于 Amazon Cognito 身份提供商 API 构建，可创建和发送用户身份验证 API 调用。

使用 CognitoAuthentication 扩展库

Amazon Cognito 有一些适用于标准身份验证流程的内置 AuthFlow 和 ChallengeName 值，以通过安全远程密码 (SRP) 协议验证用户名和密码。有关身份验证流程的更多信息，请参阅 [Amazon Cognito 用户池身份验证流程](#)。

以下示例需要这些 using 语句：

```
// Required for all examples  
using System;  
using Amazon;  
using Amazon.CognitoIdentity;  
using Amazon.CognitoIdentityProvider;  
using Amazon.Extensions.CognitoAuthentication;  
using Amazon.Runtime;  
// Required for the GetS3BucketsAsync example  
using Amazon.S3;  
using Amazon.S3.Model;
```

用户基本身份验证

[AmazonCognitoIdentityProviderClient](#) 使用 [Anonymous](#) 创建 [AWSCredentials](#)，它不需要签名请求。您无需提供一个区域，如果未提供区域，底层代码将调用 `FallbackRegionFactory.GetRegionEndpoint()`。创建 `CognitoUserPool`

和 `CognitoUser` 对象。使用包含用户密码的 `StartWithSrpAuthAsync` 调用 `InitiateSrpAuthRequest` 方法。

```
public static async void GetCredsAsync()
{
    AmazonCognitoIdentityProviderClient provider =
        new AmazonCognitoIdentityProviderClient(new
        Amazon.Runtime.AnonymousAWSCredentials());
    CognitoUserPool userPool = new CognitoUserPool("poolID", "clientID", provider);
    CognitoUser user = new CognitoUser("username", "clientID", userPool, provider);
    InitiateSrpAuthRequest authRequest = new InitiateSrpAuthRequest()
    {
        Password = "userPassword"
    };

    AuthFlowResponse authResponse = await
    user.StartWithSrpAuthAsync(authRequest).ConfigureAwait(false);
    accessToken = authResponse.AuthenticationResult.AccessToken;
}
```

使用质询进行身份验证

通过质询（例如使用 `NewPasswordRequired` 和多因素身份验证 (MFA)）来继续进行身份验证流程也更加简单。唯一的要求是 `CognitoAuthentication` 对象、用户的 SRP 密码以及下一个挑战的必要信息，这些信息是在提示用户输入后获取的。以下代码显示了一种在身份验证流程中检查质询类型并获得 MFA 和 `NewPasswordRequired` 质询的相应响应的方法。

像之前一样执行基本身份验证请求，并且 `await` 一个 `AuthFlowResponse`。当收到响应时，循环访问返回的 `AuthenticationResult` 对象。如果 `ChallengeName` 类型为 `NEW_PASSWORD_REQUIRED`，请调用 `RespondToNewPasswordRequiredAsync` 方法。

```
public static async void GetCredsChallengesAsync()
{
    AmazonCognitoIdentityProviderClient provider =
        new AmazonCognitoIdentityProviderClient(new
        Amazon.Runtime.AnonymousAWSCredentials());
    CognitoUserPool userPool = new CognitoUserPool("poolID", "clientID", provider);
    CognitoUser user = new CognitoUser("username", "clientID", userPool, provider);
    InitiateSrpAuthRequest authRequest = new InitiateSrpAuthRequest(){
        Password = "userPassword"
    };
};
```

```

    AuthFlowResponse authResponse = await
user.StartWithSrpAuthAsync(authRequest).ConfigureAwait(false);

    while (authResponse.AuthenticationResult == null)
    {
        if (authResponse.ChallengeName == ChallengeNameType.NEW_PASSWORD_REQUIRED)
        {
            Console.WriteLine("Enter your desired new password:");
            string newPassword = Console.ReadLine();

            authResponse = await user.RespondToNewPasswordRequiredAsync(new
RespondToNewPasswordRequiredRequest()
            {
                SessionID = authResponse.SessionID,
                NewPassword = newPassword
            });
            accessToken = authResponse.AuthenticationResult.AccessToken;
        }
        else if (authResponse.ChallengeName == ChallengeNameType.SMS_MFA)
        {
            Console.WriteLine("Enter the MFA Code sent to your device:");
            string mfaCode = Console.ReadLine();

            AuthFlowResponse mfaResponse = await user.RespondToSmsMfaAuthAsync(new
RespondToSmsMfaRequest()
            {
                SessionID = authResponse.SessionID,
                MfaCode = mfaCode
            }).ConfigureAwait(false);
            accessToken = authResponse.AuthenticationResult.AccessToken;
        }
        else
        {
            Console.WriteLine("Unrecognized authentication challenge.");
            accessToken = "";
            break;
        }
    }

    if (authResponse.AuthenticationResult != null)
    {
        Console.WriteLine("User successfully authenticated.");
    }

```

```
}  
else  
{  
    Console.WriteLine("Error in authentication process.");  
}  
  
}
```

身份验证后使用 AWS 资源

使用 `CognitoAuthentication` 库对用户进行身份验证后，下一步就是允许该用户访问相应的 AWS 资源。为此，您必须通过 Amazon Cognito 联合身份控制台创建一个身份池。通过将您创建的 Amazon Cognito 用户池指定为提供商并使用其 `poolID` 和 `clientID`，您可以允许您的 Amazon Cognito 用户群体用户访问连接到您账户的 AWS 资源。您还可以指定不同的角色来支持未经身份验证的和已经过身份验证的用户访问不同的资源。您可以在 IAM 控制台中更改这些规则，其中，您可以在角色的附加策略的操作字段中添加或删除权限。然后，使用相应的身份池、用户池和 Amazon Cognito 用户信息，您可以调用不同的 AWS 资源。以下示例显示了使用用于访问关联的身份池的角色允许的不同 Amazon S3 桶的 SRP 进行用户身份验证

```
public async void GetS3BucketsAsync()  
{  
    var provider = new AmazonCognitoIdentityProviderClient(new  
        AnonymousAWSCredentials());  
    CognitoUserPool userPool = new CognitoUserPool("poolID", "clientID", provider);  
    CognitoUser user = new CognitoUser("username", "clientID", userPool, provider);  
  
    string password = "userPassword";  
  
    AuthFlowResponse context = await user.StartWithSrpAuthAsync(new  
        InitiateSrpAuthRequest()  
        {  
            Password = password  
        }).ConfigureAwait(false);  
  
    CognitoAWSCredentials credentials =  
        user.GetCognitoAWSCredentials("identityPoolID", RegionEndpoint.<  
            YourIdentityPoolRegion >);  
  
    using (var client = new AmazonS3Client(credentials))  
    {  
        ListBucketsResponse response =
```

```
        await client.ListBucketsAsync(new
ListBucketsRequest()).ConfigureAwait(false);

        foreach (S3Bucket bucket in response.Buckets)
        {
            Console.WriteLine(bucket.BucketName);
        }
    }
}
```

更多身份验证选项

除了 SRP NewPasswordRequired、和 MFA 之外，扩展库还为 CognitoAuthentication 以下用户提供了更简单的身份验证流程：

- 自定义- 通过调用 `StartWithCustomAuthAsync(InitiateCustomAuthRequest customRequest)` 启动
- RefreshToken - 首先致电至 `StartWithRefreshTokenAuthAsync(InitiateRefreshTokenAuthRequest refreshTokenRequest)`
- RefreshTokenSRP-通过拨打以下电话启动 `StartWithRefreshTokenAuthAsync(InitiateRefreshTokenAuthRequest refreshTokenRequest)`
- AdminNoSRP-通过拨打以下电话启动 `StartWithAdminNoSrpAuthAsync(InitiateAdminNoSrpAuthRequest adminAuthRequest)`

根据您想要的流程调用相应的方法。然后，当质询显示在每个方法调用的 `AuthFlowResponse` 对象中时继续提示用户进行质询。此外，调用相应的响应方法，如适用于 MFA 质询的 `RespondToSmsMfaAuthAsync` 和适用于自定义质询的 `RespondToCustomAuthAsync`。

使用 Amazon DynamoDB NoSQL 数据库

Note

这些主题中的编程模型同时存在于 .NET Framework 和 .NET (Core) 中，但是调用约定不同，无论是同步还是异步。

适用于 .NET 的 AWS SDK 支持 Amazon DynamoDB，这是一项由提供的快速 NoSQL 数据库服务。AWS 开发工具包为与 DynamoDB 通信提供了三种编程模型：低级模型、文档模型和对象持久性模型。

以下信息介绍了这些模型及其模型 APIs，提供了如何以及何时使用它们的示例，并提供了指向中其他 DynamoDB 编程资源的链接。适用于 .NET 的 AWS SDK

低级模型

低级编程模型封装对 DynamoDB 服务的直接调用。您可以通过 [Amazon.DynamoDBv2](#) 命名空间访问此模型。

在三种模型中，低级模型需要编写的代码最多。例如，您必须将 .NET 数据类型转换为 DynamoDB 中的对等类型。但是，此模型向您提供了对大部分功能的访问。

以下示例显示如何使用低级模型创建表、修改表以及将项目插入到 DynamoDB 中的表。

创建表

在以下示例中，您可以使用 CreateTable 类的 AmazonDynamoDBClient 方法创建表。CreateTable 方法使用包含特性的 CreateTableRequest 类的实例，例如必需的项目属性名称、主键定义和吞吐容量。该 CreateTable 方法返回 CreateTableResponse 类的实例。

```
// using Amazon.DynamoDBv2;
// using Amazon.DynamoDBv2.Model;

var client = new AmazonDynamoDBClient();

Console.WriteLine("Getting list of tables");
List<string> currentTables = client.ListTables().TableNames;
Console.WriteLine("Number of tables: " + currentTables.Count);
if (!currentTables.Contains("AnimalsInventory"))
{
    var request = new CreateTableRequest
    {
        TableName = "AnimalsInventory",
        AttributeDefinitions = new List<AttributeDefinition>
        {
            new AttributeDefinition
            {
                AttributeName = "Id",
                // "S" = string, "N" = number, and so on.
                AttributeType = "N"
            },
        },
    },
}
```

```

        new AttributeDefinition
        {
            AttributeName = "Type",
            AttributeType = "S"
        }
    },
    KeySchema = new List<KeySchemaElement>
    {
        new KeySchemaElement
        {
            AttributeName = "Id",
            // "HASH" = hash key, "RANGE" = range key.
            KeyType = "HASH"
        },
        new KeySchemaElement
        {
            AttributeName = "Type",
            KeyType = "RANGE"
        },
    },
    ProvisionedThroughput = new ProvisionedThroughput
    {
        ReadCapacityUnits = 10,
        WriteCapacityUnits = 5
    },
};

var response = client.CreateTable(request);

Console.WriteLine("Table created with request ID: " +
    response.ResponseMetadata.RequestId);
}

```

验证该表已准备好修改

您必须先准备好表进行修改，然后才能更改或修改表。以下示例显示了如何使用低级模型验证 DynamoDB 中的表已准备就绪。在此示例中，通过 `DescribeTable` 类的 `AmazonDynamoDBClient` 方法引用要检查的目标表。该代码每五秒检查一次表的 `TableStatus` 属性的值。当状态设置为 `ACTIVE` 时，表已准备好供修改。

```

// using Amazon.DynamoDBv2;
// using Amazon.DynamoDBv2.Model;

```



```
var client = new AmazonDynamoDBClient();
var status = "";

do
{
    // Wait 5 seconds before checking (again).
    System.Threading.Thread.Sleep(TimeSpan.FromSeconds(5));

    try
    {
        var response = client.DescribeTable(new DescribeTableRequest
        {
            TableName = "AnimalsInventory"
        });

        Console.WriteLine("Table = {0}, Status = {1}",
            response.Table.TableName,
            response.Table.TableStatus);

        status = response.Table.TableStatus;
    }
    catch (ResourceNotFoundException)
    {
        // DescribeTable is eventually consistent. So you might
        // get resource not found.
    }
} while (status != TableStatus.ACTIVE);
```

将项目插入到表中

在以下示例中，您使用低级模型将两个项目插入到 DynamoDB 中的表。每个项目通过 PutItem 类的 AmazonDynamoDBClient 方法插入，使用 PutItemRequest 类的实例。PutItemRequest 类的两个实例中的每个实例都接受将要插入项目的表名以及一系列项目属性值。

```
// using Amazon.DynamoDBv2;
// using Amazon.DynamoDBv2.Model;

var client = new AmazonDynamoDBClient();

var request1 = new PutItemRequest
{
    TableName = "AnimalsInventory",
```

```
Item = new Dictionary<string, AttributeValue>
{
    { "Id", new AttributeValue { N = "1" } },
    { "Type", new AttributeValue { S = "Dog" } },
    { "Name", new AttributeValue { S = "Fido" } }
}

var request2 = new PutItemRequest
{
    TableName = "AnimalsInventory",
    Item = new Dictionary<string, AttributeValue>
    {
        { "Id", new AttributeValue { N = "2" } },
        { "Type", new AttributeValue { S = "Cat" } },
        { "Name", new AttributeValue { S = "Patches" } }
    }
};

client.PutItem(request1);
client.PutItem(request2);
```

文档模型

文档编程模型提供了一种更简单的方法来处理 DynamoDB 中的数据。此模型专门用于访问表和表中的项目。您可以通过 [Amazon. DBv2 Dynamo 访问此模型](#)。 `DocumentModel`命名空间。

与低级编程模型相比，使用文档模型更容易针对 DynamoDB 数据编写代码。例如，您无需将相同数量的 .NET 数据类型转换为 DynamoDB 中的对等类型。不过，使用此模型所能访问的功能没有低级编程模型所提供的多。例如，您可以使用此模型创建、检索、更新和删除表中的项目。但是，要创建表，您必须使用低级模型。与对象持久化模型相比，此模型需要编写更多代码来存储、加载和查询 .NET 对象。

有关 DynamoDB 文档编程模型的更多信息，请参阅 [Amazon DynamoDB 开发人员指南](#)中的 [.NET：文档模型](#)。

以下各节提供有关如何创建所需的 DynamoDB 表的表示形式的信息，以及如何使用文档模型将项目插入表和从表中获取项目的示例。

创建表的表示形式

要使用文档模型执行数据操作，您必须首先创建 `Table` 类的实例，它会代表特定的表。有两种主要方式可执行此操作：

LoadTable method

第一种机制是使用 [Table](#) 类的静态 LoadTable 方法之一，类似于以下示例：

```
var client = new AmazonDynamoDBClient();
Table table = Table.LoadTable(client, "Reply");
```

Note

虽然这种机制起作用，但在某些条件下，由于冷启动和线程池行为，它有时会导致额外的延迟或死锁。有关这些行为的更多信息，请参阅博客文章 [Improved DynamoDB Initialization Patterns for the 适用于 .NET 的 AWS SDK](#)。

TableBuilder

[AWSSDK.Dbv2 NuGet Dynamo 软件包的 3.7.203 版本中引入了另一种机制，即TableBuilder类](#)。该机制可以通过删除某些隐式方法调用（特别是 DescribeTable 方法）来解决上述行为。此机制的使用方式类似于以下示例：

```
var client = new AmazonDynamoDBClient();
var table = new TableBuilder(client, "Reply")
    .AddHashKey("Id", DynamoDBEntryType.String)
    .AddRangeKey("ReplyDateTime", DynamoDBEntryType.String)
    .AddGlobalSecondaryIndex("PostedBy-Message-index", "Author",
        DynamoDBEntryType.String, "Message", DynamoDBEntryType.String)
    .Build();
```

有关此替代机制的更多信息，请再次参阅博客文章 [Improved DynamoDB Initialization Patterns for the 适用于 .NET 的 AWS SDK](#)。

将项目插入到表中

在以下示例中，回复通过 Table 类的 PutItemAsync 方法插入到 Reply 表中。PutItemAsync 方法获取 Document 类的实例；Document 类只是已初始化属性的集合。

```
using Amazon.DynamoDBv2;
using Amazon.DynamoDBv2.DocumentModel;

// Create a representation of the "Reply" table
// by using one of the mechanisms described previously.
```

```
// Then, add a reply to the table.
var newReply = new Document();
newReply["Id"] = Guid.NewGuid().ToString();
newReply["ReplyDateTime"] = DateTime.UtcNow;
newReply["PostedBy"] = "Author1";
newReply["Message"] = "Thank you!";

await table.PutItemAsync(newReply);
```

从表中获取项目

在以下示例中，通过 Table 类的 GetItemAsync 方法检索回复。为了确定要获得的回复，该 GetItemAsync 方法使用目标回复 hash-and-range 的主键。

```
using Amazon.DynamoDBv2;
using Amazon.DynamoDBv2.DocumentModel;

// Create a representation of the "Reply" table
// by using one of the mechanisms described previously.

// Then, get a reply from the table
// where "guid" is the hash key and "datetime" is the range key.
var reply = await table.GetItemAsync(guid, datetime);
Console.WriteLine("Id = " + reply["Id"]);
Console.WriteLine("ReplyDateTime = " + reply["ReplyDateTime"]);
Console.WriteLine("PostedBy = " + reply["PostedBy"]);
Console.WriteLine("Message = " + reply["Message"]);
```

前面的示例为 WriteLine 方法隐式将表值转换为字符串。您可以使用 DynamoDBEntry 类的多种 As[type] 方法执行显式转换。例如，对于 Id 的值，您可以通过 AsGuid() 方法将其从 Primitive 数据类型显式转换为 GUID：

```
var guid = reply["Id"].AsGuid();
```

对象持久化模型

对象持久性编程模型专门针对在 DynamoDB 中存储、加载和查询 .NET 对象而设计。您可以通过 [Amazon.DynamoDBv2 Dynamo 访问此模型](#)。DataModel 命名空间。

在三种模型中，使用对象持久性模型最容易针对要存储、加载或查询的 DynamoDB 数据编写代码。例如，您可以直接使用 DynamoDB 数据类型。但是，此模型仅支持在 DynamoDB 中存储、加载和查

询 .NET 对象的操作。例如，您可以使用此模型创建、检索、更新和删除表中的项目。不过，您必须先使用低级模型创建表，然后使用此模型将 .NET 类映射到表。

有关 DynamoDB 对象持久性编程模型的更多信息，请参阅 [Amazon DynamoDB 开发人员指南](#) 中的 [.NET：对象持久性模型](#)。

以下示例向您演示如何定义表示 DynamoDB 项目的 .NET 类，使用 .NET 类的实例将项目插入到 DynamoDB，以及使用 .NET 对象的实例从表获取项目。

定义表示表中项目的 .NET 类

在下面的类定义示例中，DynamoDBTable 属性指定表名，而 DynamoDBPrimaryKey 和 DynamoDBRangeKey 属性则建模表 hash-and-range 的主键。定义 DynamoDBGlobalSecondaryIndexPrimaryKey 属性的目的是为了可以构造对特定作者回复的查询。

```
using Amazon.DynamoDBv2;
using Amazon.DynamoDBv2.DataModel;

[DynamoDBTable("Reply")]
public class Reply
{
    [DynamoDBPrimaryKey]
    public string Id { get; set; }

    [DynamoDBRangeKey(StoreAsEpoch = false)]
    public DateTime ReplyDateTime { get; set; }

    [DynamoDBGlobalSecondaryIndexPrimaryKey("PostedBy-Message-Index",
        AttributeName = "PostedBy")]
    public string Author { get; set; }

    [DynamoDBGlobalSecondaryIndexRangeKey("PostedBy-Message-Index")]
    public string Message { get; set; }
}
```

为对象持久性模型创建上下文

要使用适用于 DynamoDB 的对象持久性编程模型，您需要创建一个上下文，它提供到 DynamoDB 的连接，让您能够访问表、执行各种操作，以及执行查询。

基本上下文

以下代码示例演示如何创建最基本的上下文。

```
using Amazon.DynamoDBv2;
using Amazon.DynamoDBv2.DataModel;

var client = new AmazonDynamoDBClient();
var context = new DynamoDBContext(client);
```

与 DisableFetchingTableMetadata 属性的上下文

以下示例显示了如何额外设置 DynamoDBContextConfig 类的 DisableFetchingTableMetadata 属性以防止隐式调用 DescribeTable 方法。

```
using Amazon.DynamoDBv2;
using Amazon.DynamoDBv2.DataModel;

var client = new AmazonDynamoDBClient();
var context = new DynamoDBContext(client, new DynamoDBContextConfig
{
    DisableFetchingTableMetadata = true
});
```

如果将该 DisableFetchingTableMetadata 属性设置为 false (默认值)，如第一个示例所示，则可以省略 Reply 类中描述表项键和索引结构的属性。相反，这些属性将通过对 DescribeTable 方法的隐式调用推断出来。如第二个示例所示，如果 DisableFetchingTableMetadata 设置为 true，则对象持久性模型的方法（例如 SaveAsync 和 QueryAsync）完全依赖于 Reply 类中定义的属性。在这种情况下，不会调用 DescribeTable 方法。

Note

在某些情况下，由于冷启动和线程池行为，对 DescribeTable 方法的调用有时会导致额外的延迟或死锁。因此，有时避免调用该方法是有利的。

有关这些行为的更多信息，请参阅博客文章 [Improved DynamoDB Initialization Patterns for the 适用于 .NET 的 AWS SDK](#)。

使用 .NET 类的实例将项目插入到表中

在本示例中，项目通过 SaveAsync 类的 DynamoDBContext 方法插入，该方法采用表示项目的 .NET 类的已初始化实例。

```
using Amazon.DynamoDBv2;
```

```
using Amazon.DynamoDBv2.DataModel;

// Create an appropriate context for the object persistence programming model,
// examples of which have been described earlier.

// Create an object that represents the new item.
var reply = new Reply()
{
    Id = Guid.NewGuid().ToString(),
    ReplyDateTime = DateTime.UtcNow,
    Author = "Author1",
    Message = "Thank you!"
};

// Insert the item into the table.
await context.SaveAsync<Reply>(reply, new DynamoDBOperationConfig
{
    IndexName = "PostedBy-Message-index"
});
```

使用 .NET 类的实例从表中获取项目

在此示例中，使用 `DynamoDBContext` 类的 `QueryAsync` 方法创建了一个查询，用于查找“Author1”的所有记录。然后，通过查询的 `GetNextSetAsync` 方法检索项目。

```
using Amazon.DynamoDBv2;
using Amazon.DynamoDBv2.DataModel;

// Create an appropriate context for the object persistence programming model,
// examples of which have been described earlier.

// Construct a query that finds all replies by a specific author.
var query = context.QueryAsync<Reply>("Author1", new DynamoDBOperationConfig
{
    IndexName = "PostedBy-Message-index"
});

// Display the result.
var set = await query.GetNextSetAsync();
foreach (var item in set)
{
    Console.WriteLine("Id = " + item.Id);
    Console.WriteLine("ReplyDateTime = " + item.ReplyDateTime);
}
```

```
Console.WriteLine("PostedBy = " + item.Author);
Console.WriteLine("Message = " + item.Message);
}
```

有关对象持久性模型的其他信息

上面显示的示例和解释有时包括名为 `DisableFetchingTableMetadata` 的 `DynamoDBContext` 类的属性。此属性是在 [AWSSDK.Dynamo DBv2 NuGet 包的 3.7.203 版本](#) 中引入的，允许您避免某些可能由于冷启动和线程池行为而导致额外延迟或死锁的情况。有关更多信息，请参阅博客文章 [Improved DynamoDB Initialization Patterns for the 适用于 .NET 的 AWS SDK](#)。

以下是有关此属性的一些其它信息。

- 如果您使用 .NET Framework，则可以在 `app.config` 或 `web.config` 文件中全局设置此属性。
- 可以使用 [AWSConfigsDynamoDB](#) 类全局设置此属性，如下面的示例所示。

```
// Set the DisableFetchingTableMetadata property globally
// before constructing any context objects.
AWSConfigsDynamoDB.Context.DisableFetchingTableMetadata = true;

var client = new AmazonDynamoDBClient();
var context = new DynamoDBContext(client);
```

- 在某些情况下，您无法将 `DynamoDB` 属性添加到 .NET 类中；例如，如果该类是在依赖项中定义的。在这种情况下，仍然可以利用 `DisableFetchingTableMetadata` 属性。为此，除了 `DisableFetchingTableMetadata` 属性之外，还要使用 [TableBuilder](#) 类。该 `TableBuilder` 类也是在 [AWSSDK.Dynamo 软件包的 3.7.203 版本](#) 中引入的。DBv2 NuGet

```
// Set the DisableFetchingTableMetadata property globally
// before constructing any context objects.
AWSConfigsDynamoDB.Context.DisableFetchingTableMetadata = true;

var client = new AmazonDynamoDBClient();
var context = new DynamoDBContext(client);

var table = new TableBuilder(client, "Reply")
    .AddHashKey("Id", DynamoDBEntryType.String)
    .AddRangeKey("ReplyDateTime", DynamoDBEntryType.String)
    .AddGlobalSecondaryIndex("PostedBy-Message-index", "Author",
        DynamoDBEntryType.String,
        "Message", DynamoDBEntryType.String)
    .Build();
```



```
// This registers the "Reply" table we constructed via the builder.
context.RegisterTableDefinition(table);

// Now operations like this will work,
// even if the Reply class was not annotated with this index.
var query = context.QueryAsync<Reply>("Author1", new DynamoDBOperationConfig()
{
    IndexName = "PostedBy-Message-index"
});
```

更多信息

使用编程 DynamoDB、信息和示例 适用于 .NET 的 AWS SDK

- [DynamoDB APIs](#)
- [DynamoDB 系列入门](#)
- [DynamoDB 系列 - 文档模型](#)
- [DynamoDB 系列 - 转换架构](#)
- [DynamoDB 系列 - 对象持久化模型](#)
- [DynamoDB 系列 - 表达式](#)
- [在 Amazon DynamoDB 上使用表达式和 适用于 .NET 的 AWS SDK](#)
- [Amazon DynamoDB 中的 JSON 支持](#)

低级模型、信息和示例

- [使用 适用于 .NET 的 AWS SDK 低级 API 处理表](#)
- [使用 适用于 .NET 的 AWS SDK 低级 API 处理项目](#)
- [使用 适用于 .NET 的 AWS SDK 低级 API 查询表](#)
- [使用 适用于 .NET 的 AWS SDK 低级 API 扫描表格](#)
- [使用 适用于 .NET 的 AWS SDK 低级 API 处理本地二级索引](#)
- [使用 适用于 .NET 的 AWS SDK 低级 API 使用全局二级索引](#)

文档模型、信息和示例

- [DynamoDB 数据类型](#)

- [迪纳摩 DBEntry](#)
- [.NET : 文档模型](#)

对象持久性模型、信息和示例

- [.NET : 对象持久化模型](#)

其他有用信息

- 有关通过 .NET Aspire 使用 Amazon DynamoDB local 进行开发的信息，请参阅[将 AWS 与 .NET Aspire 集成](#)。

主题

- [在 Amazon DynamoDB 上使用表达式和 适用于 .NET 的 AWS SDK](#)
- [Amazon DynamoDB 中的 JSON 支持](#)

在 Amazon DynamoDB 上使用表达式和 适用于 .NET 的 AWS SDK

Note

本主题中的信息特定于基于 .NET Framework 和 3.3 及更早 适用于 .NET 的 AWS SDK 版本的项目。

以下代码示例演示如何使用通过表达式对 DynamoDB 适用于 .NET 的 AWS SDK 进行编程。表达式表示您希望从 DynamoDB 表中的某个项目读取到的属性。您还可以在编写项目时使用表达式指示任意必需满足的条件（也称为有条件更新），以及需要如何更新属性。一些更新示例使用新值替换属性，或者将新数据添加到列表或映射。有关更多信息，请参阅[使用表达式读取和写入项目](#)。

主题

- [示例数据](#)
- [使用表达式和项目的主键获取单个项目](#)
- [使用表达式和表主键获取多个项目](#)
- [使用表达式和其他项目属性获取多个项目](#)
- [输出项目](#)

- [使用表达式创建或替换项目](#)
- [使用表达式更新项目](#)
- [使用表达式删除项目](#)
- [更多信息](#)

示例数据

此主题中的代码示例依赖于名为 ProductCatalog 的 DynamoDB 表中的以下两个示例项目。这些项目描述一家虚构自行车商店目录中产品条目的相关信息。这些项目基于[案例研究：A lte ProductCatalog m](#) 中提供的示例。BOOL、L、M、N、NS、S 和 SS 等数据类型描述符对应于 [JSON 数据格式](#) 中的那些描述符。

```
{
  "Id": {
    "N": "205"
  },
  "Title": {
    "S": "20-Bicycle 205"
  },
  "Description": {
    "S": "205 description"
  },
  "BicycleType": {
    "S": "Hybrid"
  },
  "Brand": {
    "S": "Brand-Company C"
  },
  "Price": {
    "N": "500"
  },
  "Gender": {
    "S": "B"
  },
  "Color": {
    "SS": [
      "Red",
      "Black"
    ]
  },
  "ProductCategory": {
```

```
"S": "Bike"
},
"InStock": {
  "BOOL": true
},
"QuantityOnHand": {
  "N": "1"
},
"RelatedItems": {
  "NS": [
    "341",
    "472",
    "649"
  ]
},
"Pictures": {
  "L": [
    {
      "M": {
        "FrontView": {
          "S": "http://example/products/205_front.jpg"
        }
      }
    },
    {
      "M": {
        "RearView": {
          "S": "http://example/products/205_rear.jpg"
        }
      }
    },
    {
      "M": {
        "SideView": {
          "S": "http://example/products/205_left_side.jpg"
        }
      }
    }
  ]
},
"ProductReviews": {
  "M": {
    "FiveStar": {
      "SS": [
```

```

        "Excellent! Can't recommend it highly enough! Buy it!",
        "Do yourself a favor and buy this."
    ]
},
"OneStar": {
    "SS": [
        "Terrible product! Do not buy this."
    ]
}
}
},
{
    "Id": {
        "N": "301"
    },
    "Title": {
        "S": "18-Bicycle 301"
    },
    "Description": {
        "S": "301 description"
    },
    "BicycleType": {
        "S": "Road"
    },
    "Brand": {
        "S": "Brand-Company C"
    },
    "Price": {
        "N": "185"
    },
    "Gender": {
        "S": "F"
    },
    "Color": {
        "SS": [
            "Blue",
            "Silver"
        ]
    },
    "ProductCategory": {
        "S": "Bike"
    },
    "InStock": {

```

```
"BOOL": true
},
"QuantityOnHand": {
  "N": "3"
},
"RelatedItems": {
  "NS": [
    "801",
    "822",
    "979"
  ]
},
"Pictures": {
  "L": [
    {
      "M": {
        "FrontView": {
          "S": "http://example/products/301_front.jpg"
        }
      }
    },
    {
      "M": {
        "RearView": {
          "S": "http://example/products/301_rear.jpg"
        }
      }
    },
    {
      "M": {
        "SideView": {
          "S": "http://example/products/301_left_side.jpg"
        }
      }
    }
  ]
},
"ProductReviews": {
  "M": {
    "FiveStar": {
      "SS": [
        "My daughter really enjoyed this bike!"
      ]
    }
  }
},
```

```

    "ThreeStar": {
      "SS": [
        "This bike was okay, but I would have preferred it in my color.",
        "Fun to ride."
      ]
    }
  }
}

```

使用表达式和项目的主键获取单个项目

以下示例介绍了 `Amazon.DynamoDBv2.AmazonDynamoDBClient.GetItem` 方法和一组表达式，用于获取并输出 Id 为 205 的项目。只返回项目的以下属性：Id、Title、Description、Color、RelatedItems、Pictures 和 ProductReviews。

```

// using Amazon.DynamoDBv2;
// using Amazon.DynamoDBv2.Model;

var client = new AmazonDynamoDBClient();
var request = new GetItemRequest
{
    TableName = "ProductCatalog",
    ProjectionExpression = "Id, Title, Description, Color, #ri, Pictures, #pr",
    ExpressionAttributeNames = new Dictionary<string, string>
    {
        { "#pr", "ProductReviews" },
        { "#ri", "RelatedItems" }
    },
    Key = new Dictionary<string, AttributeValue>
    {
        { "Id", new AttributeValue { N = "205" } }
    },
};
var response = client.GetItem(request);

// PrintItem() is a custom function.
PrintItem(response.Item);

```

在上述示例中，`ProjectionExpression` 属性指定要返回的属性。`ExpressionAttributeNames` 属性指定占位符 `#pr` (表示 `ProductReviews` 属性) 和占位符 `#ri` (表示 `RelatedItems` 属性)。对 `PrintItem` 的调用引用自定义函数，如[输出项目](#)中所述。

使用表达式和表主键获取多个项目

以下示例介绍了 `Amazon.DynamoDBv2.AmazonDynamoDBClient.Query` 方法和一组表达式，仅在 `Id` 的值大于 301 时，获取并输出 `Price` 为 150 的项目。只返回项目的以下属性：`Id`、`Title` 以及所有 `ThreeStar` 中的所有 `ProductReviews` 属性。

```
// using Amazon.DynamoDBv2;
// using Amazon.DynamoDBv2.Model;

var client = new AmazonDynamoDBClient();
var request = new QueryRequest
{
    TableName = "ProductCatalog",
    KeyConditions = new Dictionary<string, Condition>
    {
        { "Id", new Condition()
            {
                ComparisonOperator = ComparisonOperator.EQ,
                AttributeValueList = new List<AttributeValue>
                {
                    new AttributeValue { N = "301" }
                }
            }
        },
    },
    ProjectionExpression = "Id, Title, #pr.ThreeStar",
    ExpressionAttributeNames = new Dictionary<string, string>
    {
        { "#pr", "ProductReviews" },
        { "#p", "Price" }
    },
    ExpressionAttributeValues = new Dictionary<string, AttributeValue>
    {
        { ":val", new AttributeValue { N = "150" } }
    },
    FilterExpression = "#p > :val"
};
var response = client.Query(request);

foreach (var item in response.Items)
{
    // Write out the first page of an item's attribute keys and values.
    // PrintItem() is a custom function.
```



```
PrintItem(item);
Console.WriteLine("====");
}
```

在上述示例中，`ProjectionExpression` 属性指定要返回的属性。`ExpressionAttributeNames` 属性指定占位符 `#pr`（表示 `ProductReviews` 属性）和占位符 `#p`（表示 `Price` 属性）。`#pr.ThreeStar` 指定只返回 `ThreeStar` 属性。`ExpressionAttributeValues` 属性指定占位符 `:val` 来表示值 150。`FilterExpression` 属性指定 `#p (Price)` 必须大于 `:val (150)`。对 `PrintItem` 的调用引用自定义函数，如[输出项目](#)中所述。

使用表达式和其他项目属性获取多个项目

以下示例介绍了 `Amazon.DynamoDBv2.AmazonDynamoDBClient.Scan` 方法和一组表达式，用于获取并输出 `ProductCategory` 为 `Bike` 的所有项目。只返回项目的以下属性：`Id`、`Title` 以及 `ProductReviews` 中的所有属性。

```
// using Amazon.DynamoDBv2;
// using Amazon.DynamoDBv2.Model;

var client = new AmazonDynamoDBClient();
var request = new ScanRequest
{
    TableName = "ProductCatalog",
    ProjectionExpression = "Id, Title, #pr",
    ExpressionAttributeValues = new Dictionary<string, AttributeValue>
    {
        { ":catg", new AttributeValue { S = "Bike" } }
    },
    ExpressionAttributeNames = new Dictionary<string, string>
    {
        { "#pr", "ProductReviews" },
        { "#pc", "ProductCategory" }
    },
    FilterExpression = "#pc = :catg",
};
var response = client.Scan(request);

foreach (var item in response.Items)
{
    // Write out the first page/scan of an item's attribute keys and values.
    // PrintItem() is a custom function.
    PrintItem(item);
}
```

```
Console.WriteLine("====");
}
```

在上述示例中，`ProjectionExpression` 属性指定要返回的属性。`ExpressionAttributeNames` 属性指定占位符 `#pr` (表示 `ProductReviews` 属性) 和占位符 `#pc` (表示 `ProductCategory` 属性)。`ExpressionAttributeValues` 属性指定占位符 `:catg` 来表示值 `Bike`。`FilterExpression` 属性指定 `#pc` (`ProductCategory`) 必须等于 `:catg` (`Bike`)。对 `PrintItem` 的调用引用自定义函数，如[输出项目](#)中所述。

输出项目

以下示例演示如何输出项目的属性和值。此示例已在前面的几个示例中使用过，这些示例演示如何[使用表达式和项目的主键获取单个项目](#)、[使用表达式和表主键获取多个项目](#)以及[使用表达式和其他项目属性获取多个项目](#)。

```
// using Amazon.DynamoDBv2.Model;

// Writes out an item's attribute keys and values.
public static void PrintItem(Dictionary<string, AttributeValue> attrs)
{
    foreach (KeyValuePair<string, AttributeValue> kvp in attrs)
    {
        Console.Write(kvp.Key + " = ");
        PrintValue(kvp.Value);
    }
}

// Writes out just an attribute's value.
public static void PrintValue(AttributeValue value)
{
    // Binary attribute value.
    if (value.B != null)
    {
        Console.Write("Binary data");
    }
    // Binary set attribute value.
    else if (value.BS.Count > 0)
    {
        foreach (var bValue in value.BS)
        {
            Console.Write("\n  Binary data");
        }
    }
}
```

```
}
// List attribute value.
else if (value.L.Count > 0)
{
    foreach (AttributeValue attr in value.L)
    {
        PrintValue(attr);
    }
}
// Map attribute value.
else if (value.M.Count > 0)
{
    Console.WriteLine("\n");
    PrintItem(value.M);
}
// Number attribute value.
else if (value.N != null)
{
    Console.WriteLine(value.N);
}
// Number set attribute value.
else if (value.NS.Count > 0)
{
    Console.WriteLine("{0}", string.Join("\n", value.NS.ToArray()));
}
// Null attribute value.
else if (value.NULL)
{
    Console.WriteLine("Null");
}
// String attribute value.
else if (value.S != null)
{
    Console.WriteLine(value.S);
}
// String set attribute value.
else if (value.SS.Count > 0)
{
    Console.WriteLine("{0}", string.Join("\n", value.SS.ToArray()));
}
// Otherwise, boolean value.
else
{
    Console.WriteLine(value.BOOL);
}
```

```

    }

    Console.WriteLine("\n");
}

```

在前面的示例中，每个属性值都有多个 data-type-specific 属性，可以通过评估这些属性来确定打印属性的正确格式。这些属性包括 B、BOOL、BS、L、M、N、NS、NULL、S 和 SS，对应于 [JSON 数据格式](#) 中的那些属性。对于 B、N、NULL 和 S 等属性，如果对应属性不是 null，则属性是对应的非 null 数据类型。对于诸如 BS、、L、MNSSS、和之类的属性，如果 Count 大于零，则该属性属于相应 non-zero-value 的数据类型。如果该属性的所有属性均为 null 或 Count 等于零，则该属性对应于 BOOL 数据类型。data-type-specific

使用表达式创建或替换项目

以下示例介绍了 Amazon.DynamoDBv2.AmazonDynamoDBClient.PutItem 方法和一组表达式，用于更新 Title 为 18-Bicycle 301 的项目。如果项目不存在，将添加新项目。

```

// using Amazon.DynamoDBv2;
// using Amazon.DynamoDBv2.Model;

var client = new AmazonDynamoDBClient();
var request = new PutItemRequest
{
    TableName = "ProductCatalog",
    ExpressionAttributeNames = new Dictionary<string, string>
    {
        { "#title", "Title" }
    },
    ExpressionAttributeValues = new Dictionary<string, AttributeValue>
    {
        { ":product", new AttributeValue { S = "18-Bicycle 301" } }
    },
    ConditionExpression = "#title = :product",
    // CreateItemData() is a custom function.
    Item = CreateItemData()
};
client.PutItem(request);

```

在上述示例中，ExpressionAttributeNames 属性指定占位符 #title，以表示 Title 属性。ExpressionAttributeValues 属性指定占位符 :product 来表示值 18-Bicycle

301。ConditionExpression 属性指定 #title (Title) 必须等于 :product (18-Bicycle 301)。对 CreateItemData 的调用引用以下自定义函数：

```
// using Amazon.DynamoDBv2.Model;

// Provides a sample item that can be added to a table.
public static Dictionary<string, AttributeValue> CreateItemData()
{
    var itemData = new Dictionary<string, AttributeValue>
    {
        { "Id", new AttributeValue { N = "301" } },
        { "Title", new AttributeValue { S = "18\" Girl's Bike" } },
        { "BicycleType", new AttributeValue { S = "Road" } },
        { "Brand" , new AttributeValue { S = "Brand-Company C" } },
        { "Color", new AttributeValue { SS = new List<string>{ "Blue", "Silver" } } },
        { "Description", new AttributeValue { S = "301 description" } },
        { "Gender", new AttributeValue { S = "F" } },
        { "InStock", new AttributeValue { BOOL = true } },
        { "Pictures", new AttributeValue { L = new List<AttributeValue>{
            { new AttributeValue { M = new Dictionary<string,AttributeValue>{
                { "FrontView", new AttributeValue { S = "http://example/
products/301_front.jpg" } } } } },
            { new AttributeValue { M = new Dictionary<string,AttributeValue>{
                { "RearView", new AttributeValue { S = "http://example/
products/301_rear.jpg" } } } } },
            { new AttributeValue { M = new Dictionary<string,AttributeValue>{
                { "SideView", new AttributeValue { S = "http://example/
products/301_left_side.jpg" } } } } }
        } } },
        { "Price", new AttributeValue { N = "185" } },
        { "ProductCategory", new AttributeValue { S = "Bike" } },
        { "ProductReviews", new AttributeValue { M = new Dictionary<string,AttributeValue>{
            { "FiveStar", new AttributeValue { SS = new List<string>{
                "My daughter really enjoyed this bike!" } } },
            { "OneStar", new AttributeValue { SS = new List<string>{
                "Fun to ride.",
                "This bike was okay, but I would have preferred it in my color." } } }
        } } },
        { "QuantityOnHand", new AttributeValue { N = "3" } },
        { "RelatedItems", new AttributeValue { NS = new List<string>{ "979", "822",
"801" } } }
    };
}
```

```
    return itemData;
}
```

在上述示例中，具有示例数据的示例项目返回到调用方。构建了一系列属性和对应值，使用 BOOL、L、M、N、NS、S 和 SS 等数据类型，它们对应于 [JSON 数据格式](#) 中的那些类型。

使用表达式更新项目

以下示例介绍了 Amazon.DynamoDBv2.AmazonDynamoDBClient.UpdateItem 方法和一组表达式，用于将 Title 为 18" Girl's Bike 的项目的 Id 更改为 301。

```
// using Amazon.DynamoDBv2;
// using Amazon.DynamoDBv2.Model;

var client = new AmazonDynamoDBClient();
var request = new UpdateItemRequest
{
    TableName = "ProductCatalog",
    Key = new Dictionary<string, AttributeValue>
    {
        { "Id", new AttributeValue { N = "301" } }
    },
    ExpressionAttributeNames = new Dictionary<string, string>
    {
        { "#title", "Title" }
    },
    ExpressionAttributeValues = new Dictionary<string, AttributeValue>
    {
        { ":newproduct", new AttributeValue { S = "18\" Girl's Bike" } }
    },
    UpdateExpression = "SET #title = :newproduct"
};
client.UpdateItem(request);
```

在上述示例中，ExpressionAttributeNames 属性指定占位符 #title，以表示 Title 属性。ExpressionAttributeValues 属性指定占位符 :newproduct 来表示值 18" Girl's Bike。UpdateExpression 属性指定将 #title (Title) 更改为 :newproduct (18" Girl's Bike)。

使用表达式删除项目

以下示例介绍了 `Amazon.DynamoDBv2.AmazonDynamoDBClient.DeleteItem` 方法和一组表达式，仅在项目的 `Title` 为 `18-Bicycle 301` 时，删除 `Id` 为 `301` 的项目。

```
// using Amazon.DynamoDBv2;
// using Amazon.DynamoDBv2.Model;

var client = new AmazonDynamoDBClient();
var request = new DeleteItemRequest
{
    TableName = "ProductCatalog",
    Key = new Dictionary<string,AttributeValue>
    {
        { "Id", new AttributeValue { N = "301" } }
    },
    ExpressionAttributeNames = new Dictionary<string, string>
    {
        { "#title", "Title" }
    },
    ExpressionAttributeValues = new Dictionary<string, AttributeValue>
    {
        { ":product", new AttributeValue { S = "18-Bicycle 301" } }
    },
    ConditionExpression = "#title = :product"
};
client.DeleteItem(request);
```

在上述示例中，`ExpressionAttributeNames` 属性指定占位符 `#title`，以表示 `Title` 属性。`ExpressionAttributeValues` 属性指定占位符 `:product` 来表示值 `18-Bicycle 301`。`ConditionExpression` 属性指定 `#title (Title)` 必须等于 `:product (18-Bicycle 301)`。

更多信息

有关更多信息以及代码示例，请参阅：

- [DynamoDB 系列 - 表达式](#)
- [使用投影表达式访问项目属性](#)
- [为属性名称和值使用占位符](#)
- [使用条件表达式指定条件](#)

- [使用更新表达式修改项目和属性](#)
- [使用 适用于 .NET 的 AWS SDK 低级 API 处理项目](#)
- [使用 适用于 .NET 的 AWS SDK 低级 API 查询表](#)
- [使用 适用于 .NET 的 AWS SDK 低级 API 扫描表格](#)
- [使用 适用于 .NET 的 AWS SDK 低级 API 处理本地二级索引](#)
- [使用 适用于 .NET 的 AWS SDK 低级 API 使用全局二级索引](#)

Amazon DynamoDB 中的 JSON 支持

Note

本主题中的信息特定于基于 .NET Framework 和 3.3 及更早 适用于 .NET 的 AWS SDK 版本的项目。

使用亚马逊 DynamoDB 时 适用于 .NET 的 AWS SDK 支持 JSON 数据。这使您能够更轻松地从 DynamoDB 中获取 JSON 格式的数据以及将 JSON 文档插入到其中。

主题

- [从 DynamoDB 表以 JSON 格式获取数据](#)
- [将 JSON 格式数据插入 DynamoDB 表](#)
- [DynamoDB 数据类型转换为 JSON](#)
- [更多信息](#)

从 DynamoDB 表以 JSON 格式获取数据

以下示例显示了如何以 JSON 格式从 DynamoDB 表中获取数据：

```
// using Amazon.DynamoDBv2;
// using Amazon.DynamoDBv2.DocumentModel;

var client = new AmazonDynamoDBClient();
var table = Table.LoadTable(client, "AnimalsInventory");
var item = table.GetItem(3, "Horse");

var jsonText = item.ToJson();
Console.Write(jsonText);
```



```
// Output:
//  {"Name":"Shadow","Type":"Horse","Id":3}

var jsonPrettyText = item.ToJsonPretty();
Console.WriteLine(jsonPrettyText);

// Output:
//  {
//      "Name" : "Shadow",
//      "Type" : "Horse",
//      "Id"   : 3
//  }
```

在上述示例中，Document 类的 ToJson 方法将表中的项目转换为 JSON 格式的字符串。项目通过 Table 类的 GetItem 方法检索。为了确定要获取的项目，在本示例中，该 GetItem 方法使用目标项目 hash-and-range 的主键。为确定要从中获取项目的表，Table 类的 LoadTable 方法使用 AmazonDynamoDBClient 类的实例以及 DynamoDB 中的目标表名。

将 JSON 格式数据插入 DynamoDB 表

以下示例演示如何使用 JSON 格式将项目插入到 DynamoDB 表：

```
// using Amazon.DynamoDBv2;
// using Amazon.DynamoDBv2.DocumentModel;

var client = new AmazonDynamoDBClient();
var table = Table.LoadTable(client, "AnimalsInventory");
var jsonText = "{\"Id\":\"6\",\"Type\":\"Bird\",\"Name\":\"Tweety\"}";
var item = Document.FromJson(jsonText);

table.PutItem(item);
```

在上述示例中，FromJson 类的 Document 方法将 JSON 格式的字符串转换为项目。项目通过 PutItem 类的 Table 方法插入表中，该方法使用包含项目的 Document 类的实例。为确定要插入项目的表，调用 Table 类的 LoadTable 方法，并指定 AmazonDynamoDBClient 类的实例以及 DynamoDB 中的目标表名。

DynamoDB 数据类型转换为 JSON

当您调用 Document 类的 ToJson 方法，然后在生成的 JSON 数据上调用 FromJson 方法以将 JSON 数据转换回 Document 类的实例时，一些 DynamoDB 数据类型不会按预期转换。具体来说：

- DynamoDB 集 (SS、NS 和 BS 类型) 将转换为 JSON 数组。
- DynamoDB 二进制标量和集 (B 和 BS 类型) 将转换为 base64 编码的 JSON 字符串或字符串列表。

在此情况下，您必须调用 `DecodeBase64Attributes` 类的 `Document` 方法，使用正确的二进制表示形式替换 base64 编码的 JSON 数据。以下示例使用正确的二进制表示形式，在 `Document` 类的实例中，替换 base64 编码的名为 `Picture` 的二进制标量项目属性。此示例还在 `Document` 类的相同实例中，为名为 `RelatedPictures` 的 base64 编码二进制集项目属性执行相同的操作。

```
item.DecodeBase64Attributes("Picture", "RelatedPictures");
```

更多信息

有关使用 DynamoDB 编程 JSON 的更多信息和示例，适用于 .NET 的 AWS SDK 请参阅：

- [DynamoDB JSON 支持](#)
- [Amazon DynamoDB 更新 - JSON、更广泛的免费套餐、灵活扩展、更大的项目](#)

使用 Amazon EC2

适用于 .NET 的 AWS SDK 支持 [Amazon EC2](#)，这是一项提供可调整计算容量的网络服务。您可以使用这种计算容量来构建和托管您的软件系统。

APIs

为 Amazon EC2 客户 适用于 .NET 的 AWS SDK 提供了 API。这些 API 使您能够使用安全组和密钥对等 EC2 功能。API 还使您能够控制 Amazon EC2 实例。本节包含少量示例，向您展示使用这些示例时可以遵循的模式 APIs。要查看全套内容 APIs，请参阅 [适用于 .NET 的 AWS SDK API 参考](#) (并滚动至 “Amazon.ec2”)。

亚马逊 EC2 APIs 由 [AWSSDK.EC2](#) NuGet 软件包提供。

先决条件

开始之前，请确保您已[完成环境和项目的设置](#)。还要查看[软件开发工具包功能](#)中的信息。

关于示例

本节中的示例向您展示如何使用 Amazon EC2 客户端和管理 Amazon EC2 实例。

[EC2 竞价型实例教程](#)向您演示如何请求 Amazon EC2 竞价型实例。竞价型实例允许您以低于按需价格访问未使用的 EC2 容量。

主题

- [使用 Amazon EC2 中的安全组](#)
- [使用 Amazon EC2 密钥对](#)
- [设置 Amazon EC2 区域和可用区](#)
- [使用 Amazon EC2 实例](#)
- [Amazon EC2 竞价型实例教程](#)

使用 Amazon EC2 中的安全组

在 Amazon EC2 中，安全组起着虚拟防火墙的作用，可控制一个或多个 EC2 实例的网络流量。默认情况下，EC2 将您的实例与不允许入站流量的安全组关联。可以创建允许您的 EC2 实例接受特定流量的安全组。例如，如果您需要连接到 EC2 Windows 实例，就必须配置安全组以允许 RDP 流量。

有关安全组的更多信息，请参阅 [Amazon EC2 用户指南](#)中的 [Amazon EC2 安全组](#)。

Warning

EC2-Classic 已于 2022 年 8 月 15 日停用。我们建议您从 EC2-Classic 迁移到 VPC。有关更多信息，请参阅博客文章 [EC2-Classic Networking is Retiring - Here's How to Prepare](#)。

有关 APIs 和先决条件的信息，请参阅父部分 ([使用 Amazon EC2](#))。

主题

- [枚举安全组](#)
- [创建安全组](#)
- [更新安全组](#)

枚举安全组

此示例向您展示如何使用枚举安全组。适用于 .NET 的 AWS SDK 如果您提供 [Amazon Virtual Private Cloud](#) ID，则应用程序会枚举该特定 VPC 的安全组。否则，应用程序仅显示所有可用安全组的列表。

以下各节提供了此示例的片段。此后显示了[该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [枚举安全组](#)
- [完整代码](#)
- [其他注意事项](#)

枚举安全组

以下代码片段枚举了您的安全组。它枚举了特定 VPC (如果给出) 的所有组或组。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to enumerate the security groups
private static async Task EnumerateGroups(IAmazonEC2 ec2Client, string vpcID)
{
    // A request object, in case we need it.
    var request = new DescribeSecurityGroupsRequest();

    // Put together the properties, if needed
    if(!string.IsNullOrEmpty(vpcID))
    {
        // We have a VPC ID. Find the security groups for just that VPC.
        Console.WriteLine($"\\nGetting security groups for VPC {vpcID}...\\n");
        request.Filters.Add(new Filter
        {
            Name = "vpc-id",
            Values = new List<string>() { vpcID }
        });
    }

    // Get the list of security groups
    DescribeSecurityGroupsResponse response =
        await ec2Client.DescribeSecurityGroupsAsync(request);

    // Display the list of security groups.
    foreach (SecurityGroup item in response.SecurityGroups)
    {
        Console.WriteLine("Security group: " + item.GroupId);
        Console.WriteLine("\\tGroupId: " + item.GroupId);
        Console.WriteLine("\\tGroupName: " + item.GroupName);
        Console.WriteLine("\\tVpcId: " + item.VpcId);
        Console.WriteLine();
    }
}
```

```
}  
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.EC2](#)

编程元素：

- 命名空间 [Amazon.EC2](#)

[Amazon EC2 客户端](#)

- 命名空间 [Amazon.EC2.Model](#)

班级 [DescribeSecurityGroupsRequest](#)

班级 [DescribeSecurityGroupsResponse](#)

类 [Filter](#)

班级 [SecurityGroup](#)

代码

```
using System;  
using System.Threading.Tasks;  
using System.Collections.Generic;  
using Amazon.EC2;  
using Amazon.EC2.Model;  
  
namespace EC2EnumerateSecGroups  
{  
    class Program  
    {  
        static async Task Main(string[] args)  
        {  

```

```

    // Parse the command line
    string vpcID = string.Empty;
    if(args.Length == 0)
    {
        Console.WriteLine("\nEC2EnumerateSecGroups [vpc_id]");
        Console.WriteLine("  vpc_id - The ID of the VPC for which you want to see
security groups.");
        Console.WriteLine("\nSince you specified no arguments, showing all available
security groups.");
    }
    else
    {
        vpcID = args[0];
    }

    if(vpcID.StartsWith("vpc-") || string.IsNullOrEmpty(vpcID))
    {
        // Create an EC2 client object
        var ec2Client = new AmazonEC2Client();

        // Enumerate the security groups
        await EnumerateGroups(ec2Client, vpcID);
    }
    else
    {
        Console.WriteLine("Could not find a valid VPC ID in the command-line
arguments:");
        Console.WriteLine($"{args[0]}");
    }
}

//
// Method to enumerate the security groups
private static async Task EnumerateGroups(IAmazonEC2 ec2Client, string vpcID)
{
    // A request object, in case we need it.
    var request = new DescribeSecurityGroupsRequest();

    // Put together the properties, if needed
    if(!string.IsNullOrEmpty(vpcID))
    {
        // We have a VPC ID. Find the security groups for just that VPC.
        Console.WriteLine($"{vpcID}\nGetting security groups for VPC {vpcID}...\n");
    }
}

```

```
request.Filters.Add(new Filter
{
    Name = "vpc-id",
    Values = new List<string>() { vpcID }
});

// Get the list of security groups
DescribeSecurityGroupsResponse response =
    await ec2Client.DescribeSecurityGroupsAsync(request);

// Display the list of security groups.
foreach (SecurityGroup item in response.SecurityGroups)
{
    Console.WriteLine("Security group: " + item.GroupId);
    Console.WriteLine("\tGroupId: " + item.GroupId);
    Console.WriteLine("\tGroupName: " + item.GroupName);
    Console.WriteLine("\tVpcId: " + item.VpcId);
    Console.WriteLine();
}
}
```

其他注意事项

- 请注意 VPC 情况，筛选器是通过将名称值对的 Name 部分设置为“vpc-id”而构造的。这个名字来自对[DescribeSecurityGroupsRequest](#)类Filters属性的描述。
- 要获取安全组的完整列表，也可以[不 DescribeSecurityGroupsAsync 带任何参数](#)使用。
- 您可以通过在 [Amazon EC2 控制台](#) 中查看安全组列表来验证结果。

创建安全组

此示例向您展示如何使用创建安全组。适用于 .NET 的 AWS SDK 您可以提供现有 VPC 的 ID，以便在 VPC 中为 EC2 创建安全组。如果您不提供这样的 ID，则新的安全组将适用于 EC2-Classic（前提是您的 AWS 账户支持）。

如果您未提供 VPC ID 且您的 AWS 账户不支持 EC2-Classic，则新的安全组将属于您账户的默认 VPC。

⚠ Warning

EC2-Classic 已于 2022 年 8 月 15 日停用。我们建议您从 EC2-Classic 迁移到 VPC。有关更多信息，请参阅博客文章 [EC2-Classic Networking is Retiring – Here's How to Prepare](#)。

以下各节提供了此示例的片段。此后显示了[该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [查找现有安全组](#)
- [创建安全组](#)
- [完整代码](#)

查找现有安全组

以下代码片段搜索给定 VPC 中具有给定名称的现有安全组。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to determine if a security group with the specified name
// already exists in the VPC
private static async Task<List<SecurityGroup>> FindSecurityGroups(
    IAmazonEC2 ec2Client, string groupName, string vpcID)
{
    var request = new DescribeSecurityGroupsRequest();
    request.Filters.Add(new Filter{
        Name = "group-name",
        Values = new List<string>() { groupName }
    });
    if(!string.IsNullOrEmpty(vpcID))
        request.Filters.Add(new Filter{
            Name = "vpc-id",
            Values = new List<string>() { vpcID }
        });

    var response = await ec2Client.DescribeSecurityGroupsAsync(request);
    return response.SecurityGroups;
}
```


创建安全组

如果给定的 VPC 中不存在具有该名称的组，则以下片段将创建一个新的安全组。如果未给出 VPC，并且存在一个或多个具有该名称的组，则该片段仅返回组列表。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to create a new security group (either EC2-Classic or EC2-VPC)
// If vpcID is empty, the security group will be for EC2-Classic
private static async Task<List<SecurityGroup>> CreateSecurityGroup(
    IAmazonEC2 ec2Client, string groupName, string vpcID)
{
    // See if one or more security groups with that name
    // already exist in the given VPC. If so, return the list of them.
    var securityGroups = await FindSecurityGroups(ec2Client, groupName, vpcID);
    if (securityGroups.Count > 0)
    {
        Console.WriteLine(
            $"One or more security groups with name {groupName} already exist.\n");
        return securityGroups;
    }

    // If the security group doesn't already exist, create it.
    var createRequest = new CreateSecurityGroupRequest{
        GroupName = groupName
    };
    if(string.IsNullOrEmpty(vpcID))
    {
        createRequest.Description = "My .NET example security group for EC2-Classic";
    }
    else
    {
        createRequest.VpcId = vpcID;
        createRequest.Description = "My .NET example security group for EC2-VPC";
    }
    CreateSecurityGroupResponse createResponse =
        await ec2Client.CreateSecurityGroupAsync(createRequest);

    // Return the new security group
    DescribeSecurityGroupsResponse describeResponse =
        await ec2Client.DescribeSecurityGroupsAsync(new DescribeSecurityGroupsRequest{
            GroupIds = new List<string>() { createResponse.GroupId }
        });
};
```

```
    return describeResponse.SecurityGroups;
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.EC2](#)

编程元素：

- 命名空间 [Amazon.EC2](#)

[Amazon EC2 客户端](#)

- 命名空间 [Amazon.EC2.Model](#)

班级 [CreateSecurityGroupRequest](#)

班级 [CreateSecurityGroupResponse](#)

班级 [DescribeSecurityGroupsRequest](#)

班级 [DescribeSecurityGroupsResponse](#)

类 [Filter](#)

班级 [SecurityGroup](#)

代码

```
using System;
using System.Threading.Tasks;
using System.Collections.Generic;
using Amazon.EC2;
using Amazon.EC2.Model;

namespace EC2CreateSecGroup
{
```

```
// =====
// =====
// Class to create a security group
class Program
{
    private const int MaxArgs = 2;

    static async Task Main(string[] args)
    {
        // Parse the command line and show help if necessary
        var parsedArgs = CommandLine.Parse(args);
        if(parsedArgs.Count == 0)
        {
            PrintHelp();
            return;
        }
        if(parsedArgs.Count > MaxArgs)
            CommandLine.ErrorExit("\nThe number of command-line arguments is incorrect." +
                                   "\nRun the command with no arguments to see help.");

        // Get the application arguments from the parsed list
        var groupName = CommandLine.GetArgument(parsedArgs, null, "-g", "--group-name");
        var vpcID = CommandLine.GetArgument(parsedArgs, null, "-v", "--vpc-id");
        if(string.IsNullOrEmpty(groupName))
            CommandLine.ErrorExit("\nYou must supply a name for the new group." +
                                   "\nRun the command with no arguments to see help.");
        if(!string.IsNullOrEmpty(vpcID) && !vpcID.StartsWith("vpc-"))
            CommandLine.ErrorExit($"Not a valid VPC ID: {vpcID}");

        // groupName has a value and vpcID either has a value or is null (which is fine)
        // Create the new security group and display information about it
        var securityGroups =
            await CreateSecurityGroup(new AmazonEC2Client(), groupName, vpcID);
        Console.WriteLine("Information about the security group(s):");
        foreach(var group in securityGroups)
        {
            Console.WriteLine($"GroupName: {group.GroupName}");
            Console.WriteLine($"GroupId: {group.GroupId}");
            Console.WriteLine($"Description: {group.Description}");
            Console.WriteLine($"VpcId (if any): {group.VpcId}");
        }
    }
}
```

```
//
// Method to create a new security group (either EC2-Classic or EC2-VPC)
// If vpcID is empty, the security group will be for EC2-Classic
private static async Task<List<SecurityGroup>> CreateSecurityGroup(
    IAmazonEC2 ec2Client, string groupName, string vpcID)
{
    // See if one or more security groups with that name
    // already exist in the given VPC. If so, return the list of them.
    var securityGroups = await FindSecurityGroups(ec2Client, groupName, vpcID);
    if (securityGroups.Count > 0)
    {
        Console.WriteLine(
            $"\\nOne or more security groups with name {groupName} already exist.\\n");
        return securityGroups;
    }

    // If the security group doesn't already exists, create it.
    var createRequest = new CreateSecurityGroupRequest{
        GroupName = groupName
    };
    if(string.IsNullOrEmpty(vpcID))
    {
        createRequest.Description = "Security group for .NET code example (no VPC
specified)";
    }
    else
    {
        createRequest.VpcId = vpcID;
        createRequest.Description = "Security group for .NET code example (VPC: " +
vpcID + ")";
    }
    CreateSecurityGroupResponse createResponse =
        await ec2Client.CreateSecurityGroupAsync(createRequest);

    // Return the new security group
    DescribeSecurityGroupsResponse describeResponse =
        await ec2Client.DescribeSecurityGroupsAsync(new DescribeSecurityGroupsRequest{
            GroupIds = new List<string>() { createResponse.GroupId }
        });
    return describeResponse.SecurityGroups;
}

//
```

```

// Method to determine if a security group with the specified name
// already exists in the VPC
private static async Task<List<SecurityGroup>> FindSecurityGroups(
    IAmazonEC2 ec2Client, string groupName, string vpcID)
{
    var request = new DescribeSecurityGroupsRequest();
    request.Filters.Add(new Filter{
        Name = "group-name",
        Values = new List<string>() { groupName }
    });
    if(!string.IsNullOrEmpty(vpcID))
        request.Filters.Add(new Filter{
            Name = "vpc-id",
            Values = new List<string>() { vpcID }
        });

    var response = await ec2Client.DescribeSecurityGroupsAsync(request);
    return response.SecurityGroups;
}

//
// Command-line help
private static void PrintHelp()
{
    Console.WriteLine(
        "\nUsage: EC2CreateSecGroup -g <group-name> [-v <vpc-id>]" +
        "\n  -g, --group-name: The name you would like the new security group to have."
+
        "\n  -v, --vpc-id: The ID of a VPC to which the new security group will
belong." +
        "\n      If vpc-id isn't present, the security group will be" +
        "\n      for EC2-Classic (if your AWS account supports this)" +
        "\n      or will use the default VCP for EC2-VPC.");
}
}

// = = = = =
// Class that represents a command line on the console or terminal.
// (This is the same for all examples. When you have seen it once, you can ignore
it.)
static class CommandLine

```

```

{
    //
    // Method to parse a command line of the form: "--key value" or "-k value".
    //
    // Parameters:
    // - args: The command-line arguments passed into the application by the system.
    //
    // Returns:
    // A Dictionary with string Keys and Values.
    //
    // If a key is found without a matching value, Dictionary.Value is set to the key
    // (including the dashes).
    // If a value is found without a matching key, Dictionary.Key is set to "--NoKeyN",
    // where "N" represents sequential numbers.
    public static Dictionary<string,string> Parse(string[] args)
    {
        var parsedArgs = new Dictionary<string,string>();
        int i = 0, n = 0;
        while(i < args.Length)
        {
            // If the first argument in this iteration starts with a dash it's an option.
            if(args[i].StartsWith("-"))
            {
                var key = args[i++];
                var value = key;

                // Check to see if there's a value that goes with this option?
                if((i < args.Length) && (!args[i].StartsWith("-"))) value = args[i++];
                parsedArgs.Add(key, value);
            }

            // If the first argument in this iteration doesn't start with a dash, it's a
value
            else
            {
                parsedArgs.Add("--NoKey" + n.ToString(), args[i++]);
                n++;
            }
        }

        return parsedArgs;
    }

    //

```

```

// Method to get an argument from the parsed command-line arguments
//
// Parameters:
// - parsedArgs: The Dictionary object returned from the Parse() method (shown
above).
// - defaultValue: The default string to return if the specified key isn't in
parsedArgs.
// - keys: An array of keys to look for in parsedArgs.
public static string GetArgument(
    Dictionary<string,string> parsedArgs, string defaultReturn, params string[] keys)
{
    string retval = null;
    foreach(var key in keys)
        if(parsedArgs.TryGetValue(key, out retval)) break;
    return retval ?? defaultReturn;
}

//
// Method to exit the application with an error.
public static void ErrorExit(string msg, int code=1)
{
    Console.WriteLine("\nError");
    Console.WriteLine(msg);
    Environment.Exit(code);
}
}
}

```

更新安全组

此示例向您展示如何使用 适用于 .NET 的 AWS SDK 向安全组添加规则。特别是，该示例添加了一条规则，允许给定 TCP 端口上的入站流量，例如，该端口可用于到 EC2 实例的远程连接。应用程序获取现有安全组的 ID、CIDR 格式的 IP 地址（或地址范围）以及可选的 TCP 端口号。然后，它向给定的安全组添加入站规则。

Note

要使用此示例，您需要一个 CIDR 格式的 IP 地址（或地址范围）。有关获取本地计算机 IP 地址的方法，请参阅本主题末尾的其它注意事项。

以下各节提供了此示例的片段。此后显示了[该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [添加入站规则](#)
- [完整代码](#)
- [其他注意事项](#)

添加入站规则

以下片段向安全组添加了针对特定 IP 地址（或范围）和 TCP 端口的入站规则。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method that adds a TCP ingress rule to a security group
private static async Task AddIngressRule(
    IAmazonEC2 eC2Client, string groupID, string ipAddress, int port)
{
    // Create an object to hold the request information for the rule.
    // It uses an IpPermission object to hold the IP information for the rule.
    var ingressRequest = new AuthorizeSecurityGroupIngressRequest{
        GroupId = groupID;
        ingressRequest.IpPermissions.Add(new IpPermission{
            IpProtocol = "tcp",
            FromPort = port,
            ToPort = port,
            Ipv4Ranges = new List<IpRange>() { new IpRange { CidrIp = ipAddress } }
        });

    // Create the inbound rule for the security group
    AuthorizeSecurityGroupIngressResponse responseIngress =
        await eC2Client.AuthorizeSecurityGroupIngressAsync(ingressRequest);
    Console.WriteLine($"New RDP rule was written in {groupID} for {ipAddress}.");
    Console.WriteLine($"Result: {responseIngress.HttpStatusCode}");
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.EC2](#)

编程元素：

- 命名空间 [Amazon.EC2](#)

[Amazon EC2 客户端](#)

- 命名空间 [Amazon.EC2.Model](#)

班级 [AuthorizeSecurityGroupIngressRequest](#)

班级 [AuthorizeSecurityGroupIngressResponse](#)

班级 [IpPermission](#)

班级 [IpRange](#)

代码

```
using System;
using System.Threading.Tasks;
using System.Collections.Generic;
using Amazon.EC2;
using Amazon.EC2.Model;

namespace EC2AddRuleForRDP
{
    // = = = = =
    // Class to add a rule that allows inbound traffic on TCP a port
    class Program
    {
        private const int DefaultPort = 3389;

        static async Task Main(string[] args)
        {
            // Parse the command line and show help if necessary
            var parsedArgs = CommandLine.Parse(args);
        }
    }
}
```

```

    if(parsedArgs.Count == 0)
    {
        PrintHelp();
        return;
    }

    // Get the application arguments from the parsed list
    var groupID = CommandLine.GetArgument(parsedArgs, null, "-g", "--group-id");
    var ipAddress = CommandLine.GetArgument(parsedArgs, null, "-i", "--ip-address");
    var portStr = CommandLine.GetArgument(parsedArgs, DefaultPort.ToString(), "-p",
"--port");
    if(string.IsNullOrEmpty(ipAddress))
        CommandLine.ErrorExit("\nYou must supply an IP address in CIDR format.");
    if(string.IsNullOrEmpty(groupID) || !groupID.StartsWith("sg-"))
        CommandLine.ErrorExit("\nThe ID for a security group is missing or
incorrect.");
    if(int.Parse(portStr) == 0)
        CommandLine.ErrorExit($"The given TCP port number, {portStr}, isn't
allowed.");

    // Add a rule to the given security group that allows
    // inbound traffic on a TCP port
    await AddIngressRule(
        new AmazonEC2Client(), groupID, ipAddress, int.Parse(portStr));
}

//
// Method that adds a TCP ingress rule to a security group
private static async Task AddIngressRule(
    IAmazonEC2 e2Client, string groupID, string ipAddress, int port)
{
    // Create an object to hold the request information for the rule.
    // It uses an IpPermission object to hold the IP information for the rule.
    var ingressRequest = new AuthorizeSecurityGroupIngressRequest{
        GroupId = groupID};
    ingressRequest.IpPermissions.Add(new IpPermission{
        IpProtocol = "tcp",
        FromPort = port,
        ToPort = port,
        Ipv4Ranges = new List<IpRange>() { new IpRange { CidrIp = ipAddress } }
    });

    // Create the inbound rule for the security group

```

```

    AuthorizeSecurityGroupIngressResponse responseIngress =
        await eC2Client.AuthorizeSecurityGroupIngressAsync(ingressRequest);
    Console.WriteLine($"\\nNew RDP rule was written in {groupID} for {ipAddress}.");
    Console.WriteLine($"Result: {responseIngress.HttpStatusCode}");
}

//
// Command-line help
private static void PrintHelp()
{
    Console.WriteLine(
        "\\nUsage: EC2AddRuleForRDP -g <group-id> -i <ip-address> [-p <port>]" +
        "\\n -g, --group-id: The ID of the security group to which you want to add the
inbound rule." +
        "\\n -i, --ip-address: An IP address or address range in CIDR format." +
        "\\n -p, --port: The TCP port number. Defaults to 3389.");
}
}

// = = = = =
// Class that represents a command line on the console or terminal.
// (This is the same for all examples. When you have seen it once, you can ignore
it.)
static class CommandLine
{
    //
    // Method to parse a command line of the form: "--key value" or "-k value".
    //
    // Parameters:
    // - args: The command-line arguments passed into the application by the system.
    //
    // Returns:
    // A Dictionary with string Keys and Values.
    //
    // If a key is found without a matching value, Dictionary.Value is set to the key
    // (including the dashes).
    // If a value is found without a matching key, Dictionary.Key is set to "--NoKeyN",
    // where "N" represents sequential numbers.
    public static Dictionary<string,string> Parse(string[] args)
    {
        var parsedArgs = new Dictionary<string,string>();

```

```

    int i = 0, n = 0;
    while(i < args.Length)
    {
        // If the first argument in this iteration starts with a dash it's an option.
        if(args[i].StartsWith("-"))
        {
            var key = args[i++];
            var value = key;

            // Check to see if there's a value that goes with this option?
            if((i < args.Length) && (!args[i].StartsWith("-"))) value = args[i++];
            parsedArgs.Add(key, value);
        }

        // If the first argument in this iteration doesn't start with a dash, it's a
value
        else
        {
            parsedArgs.Add("--NoKey" + n.ToString(), args[i++]);
            n++;
        }
    }

    return parsedArgs;
}

//
// Method to get an argument from the parsed command-line arguments
//
// Parameters:
// - parsedArgs: The Dictionary object returned from the Parse() method (shown
above).
// - defaultValue: The default string to return if the specified key isn't in
parsedArgs.
// - keys: An array of keys to look for in parsedArgs.
public static string GetArgument(
    Dictionary<string,string> parsedArgs, string defaultReturn, params string[] keys)
{
    string retval = null;
    foreach(var key in keys)
        if(parsedArgs.TryGetValue(key, out retval)) break;
    return retval ?? defaultReturn;
}

```

```
//  
// Method to exit the application with an error.  
public static void ErrorExit(string msg, int code=1)  
{  
    Console.WriteLine("\nError");  
    Console.WriteLine(msg);  
    Environment.Exit(code);  
}  
}
```

其他注意事项

- 如果您不提供端口号，则应用程序默认为端口 3389。这是 Windows RDP 的端口，它使您能够连接到运行 Windows 的 EC2 实例。如果您要启动运行 Linux 的 EC2 实例，请改为使用 TCP 端口 22 (SSH)。
- 请注意，该示例将 `IpProtocol` 设置为“tcp”。的值 `IpProtocol` 可以在 [IpPermission](#) 类 `IpProtocol` 属性的描述中找到。
- 使用此示例时，您可能需要本地计算机的 IP 地址。以下是可以获取地址的一些方式。
 - 如果您的本地计算机（您将从该计算机连接到 EC2 实例）具有静态公有 IP 地址，则可以使用服务来获取该地址。其中一项服务是 <http://checkip.amazonaws.com/>。要了解有关授权入站流量的更多信息，请参阅 [Amazon EC2 用户指南](#) 中的 [向安全组添加规则](#) 和 [针对不同使用案例的安全组规则](#)。
 - 获取本地计算机 IP 地址的另一种方法是使用 [Amazon EC2 控制台](#)。
选择您的一个安全组，选择入站规则选项卡，然后选择编辑入站规则。在入站规则中，打开来源列中的下拉菜单，然后选择我的 IP 以查看 CIDR 格式的本地计算机 IP 地址。请务必取消该操作。
- 您可以通过检查 [Amazon EC2 控制台](#) 中的安全组列表来验证此示例的结果。

使用 Amazon EC2 密钥对

Amazon EC2 使用公有密钥密码系统来加密和解密登录信息。公有密钥密码系统使用公有密钥加密数据，然后收件人可以使用私有密钥解密数据。公有和私有密钥被称为密钥对。如果要登录 EC2 实例，则必须在启动时指定密钥对，然后在连接时提供密钥对的私钥。

当您启动 EC2 实例时，您可以为其创建密钥对，或使用在启动其它实例时已使用过的密钥对。有关 Amazon EC2 密钥对的信息，请参阅 [Amazon EC2 用户指南](#) 中的 [使用 Amazon EC2 密钥对](#)。

有关 APIs 和先决条件的信息，请参阅父部分 ([使用 Amazon EC2](#))。

主题

- [创建和显示密钥对](#)
- [删除密钥对](#)

创建和显示密钥对

此示例向您展示如何使用创建密钥对。适用于 .NET 的 AWS SDK 应用程序使用新密钥对的名称和 PEM 文件的名称（扩展名为“.pem”）。其会创建密钥对，将私钥写入 PEM 文件，然后显示所有可用的密钥对。如果您不提供命令行参数，则应用程序仅显示所有可用的密钥对。

以下各节提供了此示例的片段。此后显示了 [该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [创建密钥对](#)
- [显示可用的密钥对](#)
- [完整代码](#)
- [其他注意事项](#)

创建密钥对

以下代码片段创建了一个密钥对，然后将私钥存储到给定的 PEM 文件中。

[本主题末尾](#) 的示例显示了此片段的使用情况。

```
//  
// Method to create a key pair and save the key material in a PEM file  
private static async Task CreateKeyPair(  
    IAmazonEC2 ec2Client, string keyPairName, string pemFileName)  
{  
    // Create the key pair  
    CreateKeyPairResponse response =  
        await ec2Client.CreateKeyPairAsync(new CreateKeyPairRequest{  
            KeyName = keyPairName
```

```
});  
Console.WriteLine($"\\nCreated new key pair: {response.KeyPair.KeyName}");  
  
// Save the private key in a PEM file  
using (var s = new FileStream(pemFileName, FileMode.Create))  
using (var writer = new StreamWriter(s))  
{  
    writer.WriteLine(response.KeyPair.KeyMaterial);  
}  
}
```

显示可用的密钥对

以下代码片段显示了可用密钥对的列表。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//  
// Method to show the key pairs that are available  
private static async Task EnumerateKeyPairs(IAmazonEC2 ec2Client)  
{  
    DescribeKeyPairsResponse response = await ec2Client.DescribeKeyPairsAsync();  
    Console.WriteLine("Available key pairs:");  
    foreach (KeyValuePair item in response.KeyPairs)  
        Console.WriteLine($" {item.KeyName}");  
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.EC2](#)

编程元素：

- 命名空间 [Amazon.EC2](#)

[Amazon EC2 客户端](#)

- 命名空间 [Amazon.EC2.Model](#)

班级 [CreateKeyPairRequest](#)

班级 [CreateKeyPairResponse](#)

班级 [DescribeKeyPairsResponse](#)

班级 [KeyPairInfo](#)

代码

```
using System;
using System.Threading.Tasks;
using System.IO;
using Amazon.EC2;
using Amazon.EC2.Model;
using System.Collections.Generic;

namespace EC2CreateKeyPair
{
    // = = = = =
    // Class to create and store a key pair
    class Program
    {
        static async Task Main(string[] args)
        {
            // Create the EC2 client
            var ec2Client = new AmazonEC2Client();

            // Parse the command line and show help if necessary
            var parsedArgs = CommandLine.Parse(args);
            if(parsedArgs.Count == 0)
            {
                // In the case of no command-line arguments,
                // just show help and the existing key pairs
                PrintHelp();
                Console.WriteLine("\nNo arguments specified.");
                Console.Write(
                    "Do you want to see a list of the existing key pairs? ((y) or n): ");
                string response = Console.ReadLine();
                if((string.IsNullOrEmpty(response)) || (response.ToLower() == "y"))
```



```

        await EnumerateKeyPairs(ec2Client);
    return;
}

// Get the application arguments from the parsed list
string keyPairName =
    CommandLine.GetArgument(parsedArgs, null, "-k", "--keypair-name");
string pemFileName =
    CommandLine.GetArgument(parsedArgs, null, "-p", "--pem-filename");
if(string.IsNullOrEmpty(keyPairName))
    CommandLine.ErrorExit("\nNo key pair name specified." +
        "\nRun the command with no arguments to see help.");
if(string.IsNullOrEmpty(pemFileName) || !pemFileName.EndsWith(".pem"))
    CommandLine.ErrorExit("\nThe PEM filename is missing or incorrect." +
        "\nRun the command with no arguments to see help.");

// Create the key pair
await CreateKeyPair(ec2Client, keyPairName, pemFileName);
await EnumerateKeyPairs(ec2Client);
}

//
// Method to create a key pair and save the key material in a PEM file
private static async Task CreateKeyPair(
    IAmazonEC2 ec2Client, string keyPairName, string pemFileName)
{
    // Create the key pair
    CreateKeyPairResponse response =
        await ec2Client.CreateKeyPairAsync(new CreateKeyPairRequest{
            KeyName = keyPairName
        });
    Console.WriteLine($"Created new key pair: {response.KeyPair.KeyName}");

    // Save the private key in a PEM file
    using (var s = new FileStream(pemFileName, FileMode.Create))
    using (var writer = new StreamWriter(s))
    {
        writer.WriteLine(response.KeyPair.KeyMaterial);
    }
}

//

```

```

// Method to show the key pairs that are available
private static async Task EnumerateKeyPairs(IAmazonEC2 ec2Client)
{
    DescribeKeyPairsResponse response = await ec2Client.DescribeKeyPairsAsync();
    Console.WriteLine("Available key pairs:");
    foreach (KeyValuePair item in response.KeyPairs)
        Console.WriteLine($" {item.KeyName}");
}

//
// Command-line help
private static void PrintHelp()
{
    Console.WriteLine(
        "\nUsage: EC2CreateKeyPair -k <keypair-name> -p <pem-filename>" +
        "\n -k, --keypair-name: The name you want to assign to the key pair." +
        "\n -p, --pem-filename: The name of the PEM file to create, with a \".pem\" "
extension.");
}

}

// = = = = =
// Class that represents a command line on the console or terminal.
// (This is the same for all examples. When you have seen it once, you can ignore
it.)
static class CommandLine
{
    //
    // Method to parse a command line of the form: "--key value" or "-k value".
    //
    // Parameters:
    // - args: The command-line arguments passed into the application by the system.
    //
    // Returns:
    // A Dictionary with string Keys and Values.
    //
    // If a key is found without a matching value, Dictionary.Value is set to the key
    // (including the dashes).
    // If a value is found without a matching key, Dictionary.Key is set to "--NoKeyN",
    // where "N" represents sequential numbers.
    public static Dictionary<string,string> Parse(string[] args)

```

```

{
    var parsedArgs = new Dictionary<string,string>();
    int i = 0, n = 0;
    while(i < args.Length)
    {
        // If the first argument in this iteration starts with a dash it's an option.
        if(args[i].StartsWith("-"))
        {
            var key = args[i++];
            var value = key;

            // Check to see if there's a value that goes with this option?
            if((i < args.Length) && (!args[i].StartsWith("-"))) value = args[i++];
            parsedArgs.Add(key, value);
        }

        // If the first argument in this iteration doesn't start with a dash, it's a
value
        else
        {
            parsedArgs.Add("--NoKey" + n.ToString(), args[i++]);
            n++;
        }
    }

    return parsedArgs;
}

//
// Method to get an argument from the parsed command-line arguments
//
// Parameters:
// - parsedArgs: The Dictionary object returned from the Parse() method (shown
above).
// - defaultValue: The default string to return if the specified key isn't in
parsedArgs.
// - keys: An array of keys to look for in parsedArgs.
public static string GetArgument(
    Dictionary<string,string> parsedArgs, string defaultReturn, params string[] keys)
{
    string retval = null;
    foreach(var key in keys)
        if(parsedArgs.TryGetValue(key, out retval)) break;
    return retval ?? defaultReturn;
}

```

```
}

//
// Method to exit the application with an error.
public static void ErrorExit(string msg, int code=1)
{
    Console.WriteLine("\nError");
    Console.WriteLine(msg);
    Environment.Exit(code);
}
}

}
```

其他注意事项

- 运行该示例后，您可以在 [Amazon EC2 控制台](#) 中看到新的密钥对。
- 创建密钥对时，必须保存返回的私钥，因为以后无法检索私钥。

删除密钥对

此示例向您展示如何使用删除密钥对。适用于 .NET 的 AWS SDK 应用程序获取一个密钥对的名称。它会删除密钥对，然后显示所有可用的密钥对。如果您不提供命令行参数，则应用程序仅显示所有可用的密钥对。

以下各节提供了此示例的片段。此后显示了[该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [删除密钥对](#)
- [显示可用的密钥对](#)
- [完整代码](#)

删除密钥对

以下代码片段删除了密钥对。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
```

```
// Method to delete a key pair
private static async Task DeleteKeyPair(IAmazonEC2 ec2Client, string keyName)
{
    await ec2Client.DeleteKeyPairAsync(new DeleteKeyPairRequest{
        KeyName = keyName});
    Console.WriteLine($"\\nKey pair {keyName} has been deleted (if it existed).");
}
```

显示可用的密钥对

以下代码片段显示了可用密钥对的列表。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to show the key pairs that are available
private static async Task EnumerateKeyPairs(IAmazonEC2 ec2Client)
{
    DescribeKeyPairsResponse response = await ec2Client.DescribeKeyPairsAsync();
    Console.WriteLine("Available key pairs:");
    foreach (KeyValuePair item in response.KeyPairs)
        Console.WriteLine($" {item.KeyName}");
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.EC2](#)

编程元素：

- 命名空间 [Amazon.EC2](#)

[Amazon EC2 客户端](#)

- 命名空间 [Amazon.EC2.Model](#)

班级 [DeleteKeyPairRequest](#)

班级 [DescribeKeyPairsResponse](#)

班级 [KeyPairInfo](#)

代码

```
using System;
using System.Threading.Tasks;
using Amazon.EC2;
using Amazon.EC2.Model;

namespace EC2DeleteKeyPair
{
    class Program
    {
        static async Task Main(string[] args)
        {
            // Create the EC2 client
            var ec2Client = new AmazonEC2Client();

            if(args.Length == 1)
            {
                // Delete a key pair (if it exists)
                await DeleteKeyPair(ec2Client, args[0]);

                // Display the key pairs that are left
                await EnumerateKeyPairs(ec2Client);
            }
            else
            {
                Console.WriteLine("\nUsage: EC2DeleteKeyPair keypair-name");
                Console.WriteLine("  keypair-name - The name of the key pair you want to delete.");
                Console.WriteLine("\nNo arguments specified.");
                Console.Write(
                    "Do you want to see a list of the existing key pairs? ((y) or n): ");
                string response = Console.ReadLine();
                if((string.IsNullOrEmpty(response)) || (response.ToLower() == "y"))
                    await EnumerateKeyPairs(ec2Client);
            }
        }
    }
}
```

```
//  
// Method to delete a key pair  
private static async Task DeleteKeyPair(IAmazonEC2 ec2Client, string keyName)  
{  
    await ec2Client.DeleteKeyPairAsync(new DeleteKeyPairRequest{  
        KeyName = keyName});  
    Console.WriteLine($"\\nKey pair {keyName} has been deleted (if it existed).");  
}  
  
//  
// Method to show the key pairs that are available  
private static async Task EnumerateKeyPairs(IAmazonEC2 ec2Client)  
{  
    DescribeKeyPairsResponse response = await ec2Client.DescribeKeyPairsAsync();  
    Console.WriteLine("Available key pairs:");  
    foreach (KeyValuePair item in response.KeyPairs)  
        Console.WriteLine($" {item.KeyName}");  
}  
}  
}
```

设置 Amazon EC2 区域和可用区

Amazon EC2 托管在全球多个位置。这些位置由 区域和可用区构成。每个区域都是一个独立的地理区域，具有多个相互隔离的位置，这些位置称为可用区。

有关区域和可用区的更多信息，请参阅 [Amazon EC2 用户指南](#) 中的 [区域和可用区](#)。

此示例向您展示如何使用获取与 EC2 客户端相关的区域和可用区的详细信息。适用于 .NET 的 AWS SDK 该应用程序显示 EC2 客户端可用的区域和可用区列表。

SDK 参考

NuGet 包裹：

- [AWSSDK.EC2](#)

编程元素：

- 命名空间 [Amazon.EC2](#)

[Amazon EC2 客户端](#)

- 命名空间 [Amazon.EC2.Model](#)

班级 [DescribeAvailabilityZonesResponse](#)

班级 [DescribeRegionsResponse](#)

班级 [AvailabilityZone](#)

类 [Region](#)

```
using System;
using System.Threading.Tasks;
using Amazon.EC2;
using Amazon.EC2.Model;

namespace EC2RegionsAndZones
{
    class Program
    {
        static async Task Main(string[] args)
        {
            Console.WriteLine(
                "Finding the Regions and Availability Zones available to an EC2 client...");

            // Create the EC2 client
            var ec2Client = new AmazonEC2Client();

            // Display the Regions and Availability Zones
            await DescribeRegions(ec2Client);
            await DescribeAvailabilityZones(ec2Client);
        }

        //
        // Method to display Regions
        private static async Task DescribeRegions(IAmazonEC2 ec2Client)
        {
            Console.WriteLine("\nRegions that are enabled for the EC2 client:");
            DescribeRegionsResponse response = await ec2Client.DescribeRegionsAsync();
            foreach (Region region in response.Regions)
```



```
        Console.WriteLine(region.RegionName);
    }

    //
    // Method to display Availability Zones
    private static async Task DescribeAvailabilityZones(IAmazonEC2 ec2Client)
    {
        Console.WriteLine("\nAvailability Zones for the EC2 client's region:");
        DescribeAvailabilityZonesResponse response =
            await ec2Client.DescribeAvailabilityZonesAsync();
        foreach (AvailabilityZone az in response.AvailabilityZones)
            Console.WriteLine(az.ZoneName);
    }
}
```

使用 Amazon EC2 实例

您可以使用通过创建、启动和终止等操作 适用于 .NET 的 AWS SDK 来控制 Amazon EC2 实例。本节中的主题提供了一些如何执行此操作的示例。要了解有关 EC2 实例的更多信息，请参阅[亚马逊 EC2 用户指南中的亚马逊 EC2 实例](#)。

有关 APIs 和先决条件的信息，请参阅父部分 ([使用 Amazon EC2](#))。

主题

- [启动 Amazon EC2 实例](#)
- [终止 Amazon EC2 实例](#)

启动 Amazon EC2 实例

此示例向您展示如何使用从同一个亚马逊系统映像 (AMI) 启动一个或多个配置相同的 Amazon EC2 实例。适用于 .NET 的 AWS SDK 应用程序使用您提供的[多个输入](#)启动一个 EC2 实例，然后监控该实例，直到其退出“待处理”状态。

当您的 EC2 实例运行时，您可以远程连接到该实例，如 ([可选](#)) [连接到实例](#)中所述。

⚠ Warning

EC2-Classic 已于 2022 年 8 月 15 日停用。我们建议您从 EC2-Classic 迁移到 VPC。有关更多信息，请参阅博客文章 [EC2-Classic Networking is Retiring – Here's How to Prepare](#)。

以下各节提供了此示例的片段和其它信息。片段后显示了[该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [收集所需内容](#)
- [启动实例](#)
- [监控实例](#)
- [完整代码](#)
- [其他注意事项](#)
- [\(可选 \) 连接到实例](#)
- [清理](#)

收集所需内容

要启动 EC2 实例，您需要具备多项条件。

- 将在其中启动实例的 [VPC](#)。如果它是 Windows 实例，并且您将通过 RDP 连接到该实例，那么 VPC 很可能需要连接互联网网关，并在路由表中添加互联网网关的条目。有关更多信息，请参阅《Amazon VPC 用户指南》中的[互联网网关](#)。
- 将在其中启动实例的 VPC 现有子网的 ID。要查找或创建它，一种简单的方法是登录 [Amazon VPC 控制台](#)，但您也可以使用 [CreateSubnetAsync](#) 和 [DescribeSubnetsAsync](#) 方法以编程方式获取它。

i Note

如果您没有提供此参数，则新实例将在您账户的默认 VPC 中启动。

- 属于将在其中启动实例的 VPC 的现有安全组的 ID。有关更多信息，请参阅 [使用 Amazon EC2 中的安全组](#)。

- 如果要连接到新实例，则前面提到的安全组必须有相应的入站规则，允许端口 22 (Linux 实例) 上的 SSH 流量或端口 3389 (Windows 实例) 上的 RDP 流量。有关如何执行此操作的信息，请参阅[更新安全组](#)，包括该主题接近末尾处的[其他注意事项](#)。
- 要用于创建实例的自定义亚马逊机器映像 (AMI) 的 ID。有关信息 AMIs，请参阅[Amazon EC2 用户指南中的亚马逊系统映像 \(AMIs\)](#)。具体而言，请参阅[查找 AMI](#) 并[共享 AMIs](#)。
- 现有 EC2 密钥对的名称，用于连接到新实例。有关更多信息，请参阅[使用 Amazon EC2 密钥对](#)。
- 包含前面提到的 EC2 密钥对私钥的 PEM 文件的名称。当您[远程连接到](#)实例时，将使用 PEM 文件。

启动实例

以下代码片段启动 EC2 实例。

[本主题接近末尾处](#)的示例显示了此片段的使用情况。

```
//  
// Method to launch the instances  
// Returns a list with the launched instance IDs  
private static async Task<List<string>> LaunchInstances(  
    IAmazonEC2 ec2Client, RunInstancesRequest requestLaunch)  
{  
    var instanceIds = new List<string>();  
    RunInstancesResponse responseLaunch =  
        await ec2Client.RunInstancesAsync(requestLaunch);  
  
    Console.WriteLine("\nNew instances have been created.");  
    foreach (Instance item in responseLaunch.Reservation.Instances)  
    {  
        instanceIds.Add(item.InstanceId);  
        Console.WriteLine($"  New instance: {item.InstanceId}");  
    }  
  
    return instanceIds;  
}
```

监控实例

以下代码片段会监控该实例，直到其退出“待处理”状态。

[本主题接近末尾处](#)的示例显示了此片段的使用情况。

有关该[InstanceState](#)属性的有效值，Instance.State.Code请参阅类。

```
//
// Method to wait until the instances are running (or at least not pending)
private static async Task CheckState(IAmazonEC2 ec2Client, List<string>
instanceIds)
{
    Console.WriteLine(
        "\nWaiting for the instances to start." +
        "\nPress any key to stop waiting. (Response might be slightly delayed.)");

    int numberRunning;
    DescribeInstancesResponse responseDescribe;
    var requestDescribe = new DescribeInstancesRequest{
        InstanceIds = instanceIds};

    // Check every couple of seconds
    int wait = 2000;
    while(true)
    {
        // Get and check the status for each of the instances to see if it's past
        pending.
        // Once all instances are past pending, break out.
        // (For this example, we are assuming that there is only one reservation.)
        Console.Write(".");
        numberRunning = 0;
        responseDescribe = await ec2Client.DescribeInstancesAsync(requestDescribe);
        foreach(Instance i in responseDescribe.Reservations[0].Instances)
        {
            // Check the lower byte of State.Code property
            // Code == 0 is the pending state
            if((i.State.Code & 255) > 0) numberRunning++;
        }
        if(numberRunning == responseDescribe.Reservations[0].Instances.Count)
            break;

        // Wait a bit and try again (unless the user wants to stop waiting)
        Thread.Sleep(wait);
        if(Console.KeyAvailable)
            break;
    }
}
```

```
Console.WriteLine("\nNo more instances are pending.");
foreach (Instance i in responseDescribe.Reservations[0].Instances)
{
    Console.WriteLine($"For {i.InstanceId}:");
    Console.WriteLine($"  VPC ID: {i.VpcId}");
    Console.WriteLine($"  Instance state: {i.State.Name}");
    Console.WriteLine($"  Public IP address: {i.PublicIpAddress}");
    Console.WriteLine($"  Public DNS name: {i.PublicDnsName}");
    Console.WriteLine($"  Key pair name: {i.KeyName}");
}
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.EC2](#)

编程元素：

- 命名空间 [Amazon.EC2](#)

[Amazon EC2 客户端](#)

班级 [InstanceType](#)

- 命名空间 [Amazon.EC2.Model](#)

班级 [DescribeInstancesRequest](#)

班级 [DescribeInstancesResponse](#)

类 [Instance](#)

班级 [InstanceNetworkInterfaceSpecification](#)

班级 [RunInstancesRequest](#)

班级 [RunInstancesResponse](#)

代码

```

using System;
using System.Threading;
using System.Threading.Tasks;
using System.Collections.Generic;
using Amazon.EC2;
using Amazon.EC2.Model;

namespace EC2LaunchInstance
{
    // = = = = =
    // Class to launch an EC2 instance
    class Program
    {
        static async Task Main(string[] args)
        {
            // Parse the command line and show help if necessary
            var parsedArgs = CommandLine.Parse(args);
            if(parsedArgs.Count == 0)
            {
                PrintHelp();
                return;
            }

            // Get the application arguments from the parsed list
            string groupID =
                CommandLine.GetArgument(parsedArgs, null, "-g", "--group-id");
            string ami =
                CommandLine.GetArgument(parsedArgs, null, "-a", "--ami-id");
            string keyPairName =
                CommandLine.GetArgument(parsedArgs, null, "-k", "--keypair-name");
            string subnetID =
                CommandLine.GetArgument(parsedArgs, null, "-s", "--subnet-id");
            if( (string.IsNullOrEmpty(groupID) || !groupID.StartsWith("sg-"))
                || (string.IsNullOrEmpty(ami) || !ami.StartsWith("ami-"))
                || (string.IsNullOrEmpty(keyPairName))
                || (!string.IsNullOrEmpty(subnetID) && !subnetID.StartsWith("subnet-")))
            {
                CommandLine.ErrorExit(
                    "\nOne or more of the required arguments is missing or incorrect." +
                    "\nRun the command with no arguments to see help.");
            }

            // Create an EC2 client

```

```

var ec2Client = new AmazonEC2Client();

// Create an object with the necessary properties
RunInstancesRequest request = GetRequestData(groupID, ami, keyPairName,
subnetID);

// Launch the instances and wait for them to start running
var instanceIds = await LaunchInstances(ec2Client, request);
await CheckState(ec2Client, instanceIds);
}

//
// Method to put together the properties needed to launch the instance.
private static RunInstancesRequest GetRequestData(
    string groupID, string ami, string keyPairName, string subnetID)
{
    // Common properties
    var groupIDs = new List<string>() { groupID };
    var request = new RunInstancesRequest()
    {
        // The first three of these would be additional command-line arguments or
similar.
        InstanceType = InstanceType.T1Micro,
        MinCount = 1,
        MaxCount = 1,
        ImageId = ami,
        KeyName = keyPairName
    };

    // Properties specifically for EC2 in a VPC.
    if(!string.IsNullOrEmpty(subnetID))
    {
        request.NetworkInterfaces =
            new List<InstanceNetworkInterfaceSpecification>() {
                new InstanceNetworkInterfaceSpecification() {
                    DeviceIndex = 0,
                    SubnetId = subnetID,
                    Groups = groupIDs,
                    AssociatePublicIpAddress = true
                }
            };
    }
}

```

```
// Properties specifically for EC2-Classic
else
{
    request.SecurityGroupIds = groupIDs;
}
return request;
}

//
// Method to launch the instances
// Returns a list with the launched instance IDs
private static async Task<List<string>> LaunchInstances(
    IAmazonEC2 ec2Client, RunInstancesRequest requestLaunch)
{
    var instanceIds = new List<string>();
    RunInstancesResponse responseLaunch =
        await ec2Client.RunInstancesAsync(requestLaunch);

    Console.WriteLine("\nNew instances have been created.");
    foreach (Instance item in responseLaunch.Reservation.Instances)
    {
        instanceIds.Add(item.InstanceId);
        Console.WriteLine($" New instance: {item.InstanceId}");
    }

    return instanceIds;
}

//
// Method to wait until the instances are running (or at least not pending)
private static async Task CheckState(IAmazonEC2 ec2Client, List<string>
instanceIds)
{
    Console.WriteLine(
        "\nWaiting for the instances to start." +
        "\nPress any key to stop waiting. (Response might be slightly delayed.)");

    int numberRunning;
    DescribeInstancesResponse responseDescribe;
    var requestDescribe = new DescribeInstancesRequest{
        InstanceIds = instanceIds};
```



```

    // Check every couple of seconds
    int wait = 2000;
    while(true)
    {
        // Get and check the status for each of the instances to see if it's past
        pending.
        // Once all instances are past pending, break out.
        // (For this example, we are assuming that there is only one reservation.)
        Console.WriteLine(".");
        numberRunning = 0;
        responseDescribe = await ec2Client.DescribeInstancesAsync(requestDescribe);
        foreach (Instance i in responseDescribe.Reservations[0].Instances)
        {
            // Check the lower byte of State.Code property
            // Code == 0 is the pending state
            if((i.State.Code & 255) > 0) numberRunning++;
        }
        if(numberRunning == responseDescribe.Reservations[0].Instances.Count)
            break;

        // Wait a bit and try again (unless the user wants to stop waiting)
        Thread.Sleep(wait);
        if(Console.KeyAvailable)
            break;
    }

    Console.WriteLine("\nNo more instances are pending.");
    foreach (Instance i in responseDescribe.Reservations[0].Instances)
    {
        Console.WriteLine($"For {i.InstanceId}:");
        Console.WriteLine($"  VPC ID: {i.VpcId}");
        Console.WriteLine($"  Instance state: {i.State.Name}");
        Console.WriteLine($"  Public IP address: {i.PublicIpAddress}");
        Console.WriteLine($"  Public DNS name: {i.PublicDnsName}");
        Console.WriteLine($"  Key pair name: {i.KeyName}");
    }
}

//
// Command-line help
private static void PrintHelp()
{
    Console.WriteLine(

```

```

        "\nUsage: EC2LaunchInstance -g <group-id> -a <ami-id> -k <keypair-name> [-s
<subnet-id>]" +
        "\n  -g, --group-id: The ID of the security group." +
        "\n  -a, --ami-id: The ID of an Amazon Machine Image." +
        "\n  -k, --keypair-name - The name of a key pair." +
        "\n  -s, --subnet-id: The ID of a subnet. Required only for EC2 in a VPC.");
    }
}

// = = = = =
// Class that represents a command line on the console or terminal.
// (This is the same for all examples. When you have seen it once, you can ignore
it.)
static class CommandLine
{
    //
    // Method to parse a command line of the form: "--key value" or "-k value".
    //
    // Parameters:
    // - args: The command-line arguments passed into the application by the system.
    //
    // Returns:
    // A Dictionary with string Keys and Values.
    //
    // If a key is found without a matching value, Dictionary.Value is set to the key
    // (including the dashes).
    // If a value is found without a matching key, Dictionary.Key is set to "--NoKeyN",
    // where "N" represents sequential numbers.
    public static Dictionary<string,string> Parse(string[] args)
    {
        var parsedArgs = new Dictionary<string,string>();
        int i = 0, n = 0;
        while(i < args.Length)
        {
            // If the first argument in this iteration starts with a dash it's an option.
            if(args[i].StartsWith("-"))
            {
                var key = args[i++];
                var value = key;

                // Check to see if there's a value that goes with this option?
                if((i < args.Length) && (!args[i].StartsWith("-"))) value = args[i++];
            }
        }
    }
}

```

```

        parsedArgs.Add(key, value);
    }

    // If the first argument in this iteration doesn't start with a dash, it's a
value
    else
    {
        parsedArgs.Add("--NoKey" + n.ToString(), args[i++]);
        n++;
    }
}

return parsedArgs;
}

//
// Method to get an argument from the parsed command-line arguments
//
// Parameters:
// - parsedArgs: The Dictionary object returned from the Parse() method (shown
above).
// - defaultValue: The default string to return if the specified key isn't in
parsedArgs.
// - keys: An array of keys to look for in parsedArgs.
public static string GetArgument(
    Dictionary<string,string> parsedArgs, string defaultReturn, params string[] keys)
{
    string retval = null;
    foreach(var key in keys)
        if(parsedArgs.TryGetValue(key, out retval)) break;
    return retval ?? defaultReturn;
}

//
// Method to exit the application with an error.
public static void ErrorExit(string msg, int code=1)
{
    Console.WriteLine("\nError");
    Console.WriteLine(msg);
    Environment.Exit(code);
}
}

```

```
}
```

其他注意事项

- 检查 EC2 实例的状态时，您可以向[DescribeInstancesRequest](#)对象的Filter属性添加筛选器。使用这种技术，您可以将请求限制为某些实例；例如，带有特定用户指定标签的实例。
- 为简洁起见，一些属性被赋予了典型值。这些属性中的任何或全部都可以通过编程方式或通过用户输入来确定。
- 可用于[RunInstancesRequest](#)对象MinCount和MaxCount属性的值由目标可用区和该实例类型允许的最大实例数决定。有关更多信息，请参阅 Amazon EC2 一般常见问题解答中的[我可以在 Amazon EC2 中运行多少个实例？](#)。
- 如果您想使用与本示例不同的实例类型，有几个实例类型可供选择。有关更多信息，请参阅 [Amazon EC2 用户指南](#)中的 [Amazon EC2 实例类型](#)。另请参阅[实例类型详细信息](#)和[实例类型浏览器](#)。
- 您还可以在启动实例时将 [IAM 角色](#)附加到实例。为此，请创建一个其Name属性设置为 IAM 角色名称的[IamInstanceProfileSpecification](#)对象。然后将该对象添加到该[RunInstancesRequest](#)对象的IamInstanceProfile属性中。

Note

要启动附加了 IAM 角色的 EC2 实例，IAM 用户的配置必须包含某些权限。有关所需权限的更多信息，请参阅 [Amazon EC2 用户指南](#)中的[授予用户将 IAM 角色传递给实例的权限](#)。

(可选) 连接到实例

在实例运行之后，您可以使用合适的远程客户端远程连接该实例。对于 Linux 和 Windows 实例，您需要实例的公有 IP 地址或公有 DNS 名称。您还需要以下项目。

对于 Linux 实例

您可以使用 SSH 客户端接到您的 Linux 实例。确保启动实例时使用的安全组允许端口 22 上的 SSH 流量，如[更新安全组](#)中所述。

您还需要用于启动实例的密钥对私有部分；即 PEM 文件。

有关更多信息，请参阅《Amazon EC2 用户指南》中的[连接到 Linux 实例](#)。

对于 Windows 实例

您可以使用 RDP 客户端连接到您的实例。确保启动实例时使用的安全组允许端口 3389 上的 RDP 流量，如[更新安全组](#)中所述。

您还需要管理员密码。您可以使用以下示例代码来获取此信息，该代码需要实例 ID 和用于启动实例的密钥对的私有部分，即 PEM 文件。

有关更多信息，请参阅《Amazon EC2 用户指南》中的[连接到 Windows 实例](#)。

Warning

此示例代码返回您实例的纯文本管理员密码。

SDK 参考

NuGet 包裹：

- [AWSSDK.EC2](#)

编程元素：

- 命名空间 [Amazon.EC2](#)

[Amazon EC2 客户端](#)

- 命名空间 [Amazon.EC2.Model](#)

班级 [GetPasswordDataRequest](#)

班级 [GetPasswordDataResponse](#)

代码

```
using System;
using System.Collections.Generic;
using System.IO;
using System.Threading.Tasks;
using Amazon.EC2;
```

```

using Amazon.EC2.Model;

namespace EC2GetWindowsPassword
{
    // = = = = =
    // Class to get the Administrator password of a Windows EC2 instance
    class Program
    {
        static async Task Main(string[] args)
        {
            // Parse the command line and show help if necessary
            var parsedArgs = CommandLine.Parse(args);
            if(parsedArgs.Count == 0)
            {
                PrintHelp();
                return;
            }

            // Get the application arguments from the parsed list
            string instanceID =
                CommandLine.GetArgument(parsedArgs, null, "-i", "--instance-id");
            string pemFileName =
                CommandLine.GetArgument(parsedArgs, null, "-p", "--pem-filename");
            if( (string.IsNullOrEmpty(instanceID) || !instanceID.StartsWith("i-"))
                || (string.IsNullOrEmpty(pemFileName) || !pemFileName.EndsWith(".pem")))
                CommandLine.ErrorExit(
                    "\nOne or more of the required arguments is missing or incorrect." +
                    "\nRun the command with no arguments to see help.");

            // Create the EC2 client
            var ec2Client = new AmazonEC2Client();

            // Get and display the password
            string password = await GetPassword(ec2Client, instanceID, pemFileName);
            Console.WriteLine($"Password: {password}");
        }

        //
        // Method to get the administrator password of a Windows EC2 instance
        private static async Task<string> GetPassword(
            IAmazonEC2 ec2Client, string instanceID, string pemFilename)
        {

```

```

        string password = string.Empty;
        GetPasswordDataResponse response =
            await ec2Client.GetPasswordDataAsync(new GetPasswordDataRequest{
                InstanceId = instanceID});
        if(response.PasswordData != null)
        {
            password = response.GetDecryptedPassword(File.ReadAllText(pemFilename));
        }
        else
        {
            Console.WriteLine($"\\n\\nThe password is not available for instance
{instanceID}.");
            Console.WriteLine($"\\n\\nIf this is a Windows instance, the password might not be
ready.");
        }
        return password;
    }

    //
    // Command-line help
    private static void PrintHelp()
    {
        Console.WriteLine(
            "\\nUsage: EC2GetWindowsPassword -i <instance-id> -p pem-filename" +
            "\\n  -i, --instance-id: The name of the EC2 instance." +
            "\\n  -p, --pem-filename: The name of the PEM file with the private key.");
    }
}

// =====
//
// Class that represents a command line on the console or terminal.
// (This is the same for all examples. When you have seen it once, you can ignore
it.)
static class CommandLine
{
    //
    // Method to parse a command line of the form: "--key value" or "-k value".
    //
    // Parameters:
    // - args: The command-line arguments passed into the application by the system.
    //
    // Returns:

```

```

// A Dictionary with string Keys and Values.
//
// If a key is found without a matching value, Dictionary.Value is set to the key
// (including the dashes).
// If a value is found without a matching key, Dictionary.Key is set to "--NoKeyN",
// where "N" represents sequential numbers.
public static Dictionary<string,string> Parse(string[] args)
{
    var parsedArgs = new Dictionary<string,string>();
    int i = 0, n = 0;
    while(i < args.Length)
    {
        // If the first argument in this iteration starts with a dash it's an option.
        if(args[i].StartsWith("-"))
        {
            var key = args[i++];
            var value = key;

            // Check to see if there's a value that goes with this option?
            if((i < args.Length) && (!args[i].StartsWith("-"))) value = args[i++];
            parsedArgs.Add(key, value);
        }

        // If the first argument in this iteration doesn't start with a dash, it's a
value
        else
        {
            parsedArgs.Add("--NoKey" + n.ToString(), args[i++]);
            n++;
        }
    }

    return parsedArgs;
}

//
// Method to get an argument from the parsed command-line arguments
//
// Parameters:
// - parsedArgs: The Dictionary object returned from the Parse() method (shown
above).
// - defaultValue: The default string to return if the specified key isn't in
parsedArgs.
// - keys: An array of keys to look for in parsedArgs.

```



```
public static string GetArgument(  
    Dictionary<string,string> parsedArgs, string defaultReturn, params string[] keys)  
{  
    string retval = null;  
    foreach(var key in keys)  
        if(parsedArgs.TryGetValue(key, out retval)) break;  
    return retval ?? defaultReturn;  
}  
  
//  
// Method to exit the application with an error.  
public static void ErrorExit(string msg, int code=1)  
{  
    Console.WriteLine("\nError");  
    Console.WriteLine(msg);  
    Environment.Exit(code);  
}  
}
```

清理

您不再需要 EC2 实例时，请确保终止该实例，如[终止 Amazon EC2 实例](#)中所述。

终止 Amazon EC2 实例

如果您不再需要一个或多个 Amazon EC2 实例，则可终止这些实例。

此示例向您展示如何使用终止 EC2 实例。适用于 .NET 的 AWS SDK 它以实例 ID 作为输入。

SDK 参考

NuGet 包裹：

- [AWSSDK.EC2](#)

编程元素：

- 命名空间 [Amazon.EC2](#)
[Amazon EC2 客户端](#)
- 命名空间 [Amazon.EC2.Model](#)

班级 [TerminateInstancesRequest](#)

班级 [TerminateInstancesResponse](#)

```
using System;
using System.Threading.Tasks;
using System.Collections.Generic;
using Amazon.EC2;
using Amazon.EC2.Model;

namespace EC2TerminateInstance
{
    class Program
    {
        static async Task Main(string[] args)
        {
            if((args.Length == 1) && (args[0].StartsWith("i-")))
            {
                // Terminate the instance
                var ec2Client = new AmazonEC2Client();
                await TerminateInstance(ec2Client, args[0]);
            }
            else
            {
                Console.WriteLine("\nCommand-line argument missing or incorrect.");
                Console.WriteLine("\nUsage: EC2TerminateInstance instance-ID");
                Console.WriteLine("  instance-ID - The EC2 instance you want to terminate.");
                return;
            }
        }
    }

    //
    // Method to terminate an EC2 instance
    private static async Task TerminateInstance(IAmazonEC2 ec2Client, string
instanceID)
    {
        var request = new TerminateInstancesRequest{
            InstanceIds = new List<string>() { instanceID }
        };
        TerminateInstancesResponse response =
            await ec2Client.TerminateInstancesAsync(new TerminateInstancesRequest{
                InstanceIds = new List<string>() { instanceID }
            });
    }
}
```

```
foreach (InstanceStateChange item in response.TerminatingInstances)
{
    Console.WriteLine("Terminated instance: " + item.InstanceId);
    Console.WriteLine("Instance state: " + item.CurrentState.Name);
}
}
```

运行该示例后，最好登录 [Amazon EC2 控制台](#) 来验证 [EC2 实例](#) 是否已终止。

Amazon EC2 竞价型实例教程

本教程向您展示如何使用管理 Amazon EC2 竞价型实例。适用于 .NET 的 AWS SDK

概述

竞价型实例允许您以低于按需价格请求未使用的 Amazon EC2 容量。这可以显著降低可能被中断的应用程序的 EC2 成本。

下面简要概述了如何请求和使用竞价型实例。

1. 创建竞价型实例请求，指定您愿意支付的最高价格。
2. 请求完成后，请像运行任何其它 Amazon EC2 实例一样运行该实例。
3. 根据需要运行该实例，然后将其终止，除非 Spot 价格发生变化导致实例终止。
4. 在不再需要竞价型实例请求时对其进行清理，这样就不会再创建竞价型实例。

这是对竞价型实例整体层面的概述。要更好地了解竞价型实例，请参阅 [Amazon EC2 用户指南](#) 中的 [竞价型实例](#)。

关于本教程

在学习本教程时，您可以使用 适用于 .NET 的 AWS SDK 来执行以下操作：

- 创建竞价型实例请求
- 确定何时执行该竞价型实例请求
- 取消竞价型实例请求
- 终止相关实例

以下各节提供了此示例的片段和其它信息。片段后显示了[该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [先决条件](#)
- [收集所需内容](#)
- [创建竞价型实例请求](#)
- [确定您的竞价型实例请求的状态](#)
- [清理您的竞价型实例请求](#)
- [清理您的竞价型实例](#)
- [完整代码](#)
- [其他注意事项](#)

先决条件

有关 APIs 和先决条件的信息，请参阅父部分 ([使用 Amazon EC2](#))。

收集所需内容

要创建竞价型实例请求，您需要一些东西。

- 实例数量和其实例类型。有几个实例类型可供选择。有关更多信息，请参阅《Amazon EC2 用户指南》<https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/>中的 [Amazon EC2 实例类型](#)。另请参阅[实例类型详细信息](#)和[实例类型浏览器](#)。

在本教程中，默认数量为 1。

- 要用于创建实例的自定义亚马逊机器映像 (AMI) 的 ID。有关信息 AMIs，请参阅 [Amazon EC2 用户指南中的亚马逊系统映像 \(AMIs\)](#)。具体而言，请参阅[查找 AMI](#) 并 [共享 AMIs](#)。
- 您每小时愿意为每个实例支付的最高价格。您可以在 [Amazon EC2 定价页面](#)上查看所有实例类型（包括按需实例和竞价型实例）的价格。本教程的默认价格将在后面说明。
- 如果您想远程连接到实例，则需要具有适当配置和资源的安全组。[使用 Amazon EC2 中的安全组](#)中对此进行了描述，并在[启动 Amazon EC2 实例](#)中提供了有关[收集所需内容](#)和[连接到实例](#)的信息。为简单起见，本教程使用了所有新 AWS 账户都拥有的名为 default 的安全组。

有很多方法可以请求 Spot 实例。以下是常见策略：

- 提出请求以确保成本低于按需定价。
- 基于最终的计算值提出请求。
- 提出请求以便尽快获得计算容量。

以下解释参考了 [Amazon EC2 用户指南](#) 中的 [竞价型实例定价历史记录](#)。

降低成本至低于按需价格

您需要进行花费数小时或数天的批处理工作。然而，您可以灵活调整启动和结束时间。您希望看到是否以低于按需实例的成本完成。

您可以通过使用 Amazon EC2 控制台或 Amazon EC2 API 来检查各个类型实例的 Spot 价格历史记录。在您分析了给定可用区内所需实例类型的价格记录之后，您有两种可供选择的方法发出请求：

- 指定在 Spot 价格范围（这仍然低于按需定价）的上限发出请求，预测您单次竞价型实例请求很有可能会达成，并运行足够的连续计算时间来完成此项工作。
- 指定在 Spot 价格范围的下限发出请求，随着时间的推移，通过持久的请求，计划结合多种已启动实例。总计一下，该实例会以较低的总成本、花费很长时间来完成这项工作。

支付不超过该结果的值

您需要进行数据处理工作。您将会对该工作的结果有一个很好的了解，以便于能够让您知道在计算成本方面它们的价值。

当您分析了实例类型的 Spot 价格历史记录之后，选择一个计算时间成本不高于该工作结果成本的价格。由于 Spot 价格的波动，该价格可能会达到或低于您的请求，所以您要创建一个持久请求，并允许它间歇运行。

快速获取计算容量

您对附加容量有一个无法预料的短期需求，该容量不能通过按需实例获取。当您分析了实例类型的 Spot 价格历史记录之后，您选择高于历史最高价格的价格，以大幅提高完成您请求的可能性，并继续计算，直到完成实例。

收集所需内容并选择策略后，就可以请求竞价型实例了。对于本教程，默认的最高 Spot 实例价格设置为与按需价格相同（本教程为 0.003 美元）。以这种方式设置价格可最大限度地提高请求被执行的机会。

创建竞价型实例请求

以下代码片段向您展示了如何使用之前收集的元素创建竞价型实例请求。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//  
// Method to create a Spot Instance request  
private static async Task<SpotInstanceRequest> CreateSpotInstanceRequest(  
    IAmazonEC2 ec2Client, string amiId, string securityGroupName,  
    InstanceType instanceType, string spotPrice, int instanceCount)  
{  
    var launchSpecification = new LaunchSpecification{  
        ImageId = amiId,  
        InstanceType = instanceType  
    };  
    launchSpecification.SecurityGroups.Add(securityGroupName);  
    var request = new RequestSpotInstancesRequest{  
        SpotPrice = spotPrice,  
        InstanceCount = instanceCount,  
        LaunchSpecification = launchSpecification  
    };  
  
    RequestSpotInstancesResponse result =  
        await ec2Client.RequestSpotInstancesAsync(request);  
    return result.SpotInstanceRequests[0];  
}
```

此方法返回的重要值是竞价型实例请求 ID，它包含在返回[SpotInstanceRequest](#)对象的SpotInstanceRequestId成员中。

Note

您需要为启动的任何竞价型实例付费。为避免不必要的开支，请务必[取消所有请求](#)并[终止所有实例](#)。

确定您的竞价型实例请求的状态

以下代码片段向您展示了如何获取有关您竞价型实例请求的信息。您可以使用这些信息在代码中做出某些决定，例如是否继续等待竞价型实例请求得到满足。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//  
// Method to get information about a Spot Instance request, including the status,  
// instance ID, etc.  
// It gets the information for a specific request (as opposed to all requests).  
private static async Task<SpotInstanceRequest> GetSpotInstanceRequestInfo(  
    IAmazonEC2 ec2Client, string requestId)  
{  
    var describeRequest = new DescribeSpotInstanceRequestsRequest();  
    describeRequest.SpotInstanceRequestIds.Add(requestId);  
  
    DescribeSpotInstanceRequestsResponse describeResponse =  
        await ec2Client.DescribeSpotInstanceRequestsAsync(describeRequest);  
    return describeResponse.SpotInstanceRequests[0];  
}
```

该方法返回有关竞价型实例请求的信息，例如实例 ID、其状态和状态代码。有关竞价型实例请求状态代码的更多信息，请参阅 [Amazon EC2 用户指南](#) 中的 [竞价型实例请求状态](#)。

清理您的竞价型实例请求

当您不再需要请求竞价型实例时，请务必取消任何未处理的请求，以防止这些请求被重新执行。以下代码片段演示了如何取消一个竞价型实例请求。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//  
// Method to cancel a Spot Instance request  
private static async Task CancelSpotInstanceRequest(  
    IAmazonEC2 ec2Client, string requestId)  
{  
    var cancelRequest = new CancelSpotInstanceRequestsRequest();  
    cancelRequest.SpotInstanceRequestIds.Add(requestId);  
  
    await ec2Client.CancelSpotInstanceRequestsAsync(cancelRequest);  
}
```

清理您的竞价型实例

为避免不必要的费用，终止任何从竞价型实例请求启动的实例非常重要；只是取消竞价型实例请求并不会终止您的实例，这意味着您需要继续为它们支付费用。以下代码片段演示了在获取活动竞价型实例的实例标识符后如何终止实例。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to terminate a Spot Instance
private static async Task TerminateSpotInstance(
    IAmazonEC2 ec2Client, string requestId)
{
    var describeRequest = new DescribeSpotInstanceRequestsRequest();
    describeRequest.SpotInstanceRequestIds.Add(requestId);

    // Retrieve the Spot Instance request to check for running instances.
    DescribeSpotInstanceRequestsResponse describeResponse =
        await ec2Client.DescribeSpotInstanceRequestsAsync(describeRequest);

    // If there are any running instances, terminate them
    if( (describeResponse.SpotInstanceRequests[0].Status.Code
        == "request-canceled-and-instance-running")
        || (describeResponse.SpotInstanceRequests[0].State ==
SpotInstanceState.Active))
    {
        TerminateInstancesResponse response =
            await ec2Client.TerminateInstancesAsync(new TerminateInstancesRequest{
                InstanceIds = new List<string>(){
                    describeResponse.SpotInstanceRequests[0].InstanceId } });
        foreach (InstanceStateChange item in response.TerminatingInstances)
        {
            Console.WriteLine($"\\n  Terminated instance: {item.InstanceId}");
            Console.WriteLine($"  Instance state: {item.CurrentState.Name}\\n");
        }
    }
}
```

完整代码

以下代码示例调用前面描述的方法来创建和取消竞价型实例请求并终止竞价型实例。

SDK 参考

NuGet 包裹：

- [AWSSDK.EC2](#)

编程元素：

- 命名空间 [Amazon.EC2](#)

[Amazon EC2 客户端](#)

班级 [InstanceType](#)

- 命名空间 [Amazon.EC2.Model](#)

班级 [CancelSpotInstanceRequestsRequest](#)

班级 [DescribeSpotInstanceRequestsRequest](#)

班级 [DescribeSpotInstanceRequestsResponse](#)

班级 [InstanceStateChange](#)

班级 [LaunchSpecification](#)

班级 [RequestSpotInstancesRequest](#)

班级 [RequestSpotInstancesResponse](#)

班级 [SpotInstanceRequest](#)

班级 [TerminateInstancesRequest](#)

班级 [TerminateInstancesResponse](#)

代码

```
using System;
using System.Threading;
using System.Threading.Tasks;
using System.Collections.Generic;
using Amazon.EC2;
using Amazon.EC2.Model;

namespace EC2SpotInstanceRequests
{
    class Program
    {
        static async Task Main(string[] args)
```

```

{
    // Some default values.
    // These could be made into command-line arguments instead.
    var instanceType = InstanceType.T1Micro;
    string securityGroupName = "default";
    string spotPrice = "0.003";
    int instanceCount = 1;

    // Parse the command line arguments
    if((args.Length != 1) || (!args[0].StartsWith("ami-")))
    {
        Console.WriteLine("\nUsage: EC2SpotInstanceRequests ami");
        Console.WriteLine("  ami: the Amazon Machine Image to use for the Spot
Instances.");
        return;
    }

    // Create the Amazon EC2 client.
    var ec2Client = new AmazonEC2Client();

    // Create the Spot Instance request and record its ID
    Console.WriteLine("\nCreating spot instance request...");
    var req = await CreateSpotInstanceRequest(
        ec2Client, args[0], securityGroupName, instanceType, spotPrice, instanceCount);
    string requestId = req.SpotInstanceRequestId;

    // Wait for an EC2 Spot Instance to become active
    Console.WriteLine(
        $"Waiting for Spot Instance request with ID {requestId} to become active...");
    int wait = 1;
    var start = DateTime.Now;
    while(true)
    {
        Console.Write(".");

        // Get and check the status to see if the request has been fulfilled.
        var requestInfo = await GetSpotInstanceRequestInfo(ec2Client, requestId);
        if(requestInfo.Status.Code == "fulfilled")
        {
            Console.WriteLine($"Spot Instance request {requestId} " +
                $"has been fulfilled by instance {requestInfo.InstanceId}.\n");
            break;
        }
    }
}

```

```

        // Wait a bit and try again, longer each time (1, 2, 4, ...)
        Thread.Sleep(wait);
        wait = wait * 2;
    }

    // Show the user how long it took to fulfill the Spot Instance request.
    TimeSpan span = DateTime.Now.Subtract(start);
    Console.WriteLine($"That took {span.TotalMilliseconds} milliseconds");

    // Perform actions here as needed.
    // For this example, simply wait for the user to hit a key.
    // That gives them a chance to look at the EC2 console to see
    // the running instance if they want to.
    Console.WriteLine("Press any key to start the cleanup...");
    Console.ReadKey(true);

    // Cancel the request.
    // Do this first to make sure that the request can't be re-fulfilled
    // once the Spot Instance has been terminated.
    Console.WriteLine("Canceling Spot Instance request...");
    await CancelSpotInstanceRequest(ec2Client, requestId);

    // Terminate the Spot Instance that's running.
    Console.WriteLine("Terminating the running Spot Instance...");
    await TerminateSpotInstance(ec2Client, requestId);

    Console.WriteLine("Done. Press any key to exit...");
    Console.ReadKey(true);
}

//
// Method to create a Spot Instance request
private static async Task<SpotInstanceRequest> CreateSpotInstanceRequest(
    IAmazonEC2 ec2Client, string amiId, string securityGroupName,
    InstanceType instanceType, string spotPrice, int instanceCount)
{
    var launchSpecification = new LaunchSpecification{
        ImageId = amiId,
        InstanceType = instanceType
    };
    launchSpecification.SecurityGroups.Add(securityGroupName);
    var request = new RequestSpotInstancesRequest{
        SpotPrice = spotPrice,

```

```
        InstanceCount = instanceCount,
        LaunchSpecification = launchSpecification
    };

    RequestSpotInstancesResponse result =
        await ec2Client.RequestSpotInstancesAsync(request);
    return result.SpotInstanceRequests[0];
}

//
// Method to get information about a Spot Instance request, including the status,
// instance ID, etc.
// It gets the information for a specific request (as opposed to all requests).
private static async Task<SpotInstanceRequest> GetSpotInstanceRequestInfo(
    IAmazonEC2 ec2Client, string requestId)
{
    var describeRequest = new DescribeSpotInstanceRequestsRequest();
    describeRequest.SpotInstanceRequestIds.Add(requestId);

    DescribeSpotInstanceRequestsResponse describeResponse =
        await ec2Client.DescribeSpotInstanceRequestsAsync(describeRequest);
    return describeResponse.SpotInstanceRequests[0];
}

//
// Method to cancel a Spot Instance request
private static async Task CancelSpotInstanceRequest(
    IAmazonEC2 ec2Client, string requestId)
{
    var cancelRequest = new CancelSpotInstanceRequestsRequest();
    cancelRequest.SpotInstanceRequestIds.Add(requestId);

    await ec2Client.CancelSpotInstanceRequestsAsync(cancelRequest);
}

//
// Method to terminate a Spot Instance
private static async Task TerminateSpotInstance(
    IAmazonEC2 ec2Client, string requestId)
{
    var describeRequest = new DescribeSpotInstanceRequestsRequest();
```

```

describeRequest.SpotInstanceRequestIds.Add(requestId);

// Retrieve the Spot Instance request to check for running instances.
DescribeSpotInstanceRequestsResponse describeResponse =
    await ec2Client.DescribeSpotInstanceRequestsAsync(describeRequest);

// If there are any running instances, terminate them
if( (describeResponse.SpotInstanceRequests[0].Status.Code
    == "request-canceled-and-instance-running")
    || (describeResponse.SpotInstanceRequests[0].State ==
SpotInstanceState.Active))
{
    TerminateInstancesResponse response =
        await ec2Client.TerminateInstancesAsync(new TerminateInstancesRequest{
            InstanceIds = new List<string>(){
                describeResponse.SpotInstanceRequests[0].InstanceId } });
    foreach (InstanceStateChange item in response.TerminatingInstances)
    {
        Console.WriteLine($"\\n  Terminated instance: {item.InstanceId}");
        Console.WriteLine($"  Instance state: {item.CurrentState.Name}\\n");
    }
}
}
}
}
}
}

```

其他注意事项

- 运行本教程后，最好登录 [Amazon EC2 控制台](#)，验证[竞价型实例请求](#)是否已取消，[竞价型实例](#)是否已终止。

使用访问 AWS Identity and Access Management (IAM) 适用于 .NET 的 AWS SDK

适用于 .NET 的 AWS SDK 支持 [AWS Identity and Access Management](#)，这是一项 Web 服务，可让 AWS 客户在中管理用户和用户权限 AWS。

AWS Identity and Access Management (IAM) 用户是您在创建的实体 AWS。实体代表与 AWS 交互的个人或应用程序。有关 IAM 用户的更多信息，请参阅《IAM 用户指南》中的 [IAM 用户](#) 以及 [IAM 和 STS 限制](#)。

您通过创建 IAM 策略向用户授予权限。策略包含一个策略文档，其中列出了用户可以执行的操作以及这些操作会影响的资源。有关 IAM 策略的更多信息，请参阅《IAM 用户指南》中的[策略和权限](#)。

Warning

为了避免安全风险，在开发专用软件或处理真实数据时，请勿使用 IAM 用户进行身份验证，而是使用与身份提供者的联合身份验证，例如 [AWS IAM Identity Center](#)。

APIs

适用于 .NET 的 AWS SDK 提供给 IAM 客户端。APIs 使您可以使用 IAM 功能，例如用户、角色和访问密钥。

本节包含少量示例，向您展示使用这些示例时可以遵循的模式 APIs。要查看全套内容 APIs，请参阅[适用于 .NET 的 AWS SDK API 参考](#)（并滚动至“Amazon. IdentityManagement”）。

本节还包含[一个示例](#)，向您展示如何将 IAM 角色附加到 Amazon EC2 实例，以便更轻松地管理凭证。

IAM APIs 由提供[AWSSDK. IdentityManagement](#) NuGet 包裹。

先决条件

开始之前，请确保您已[完成环境和项目的设置](#)。还要查看[软件开发工具包功能](#)中的信息。

主题

主题

- [通过 JSON 创建 IAM 托管式策略](#)
- [显示 IAM 托管式策略的策略文档](#)
- [使用 IAM 角色授予访问权限](#)

通过 JSON 创建 IAM 托管式策略

此示例向您展示如何使用根据给定的 JSON [策略文档创建 IAM 托管策略](#)。适用于 .NET 的 AWS SDK 该应用程序创建 IAM 客户端对象，从文件中读取策略文档，然后创建策略。

 Note

有关 JSON 格式的示例策略文档，请参阅本主题末尾的[其它注意事项](#)。

以下各节提供了此示例的片段。此后显示了[该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [创建策略](#)
- [完整代码](#)
- [其他注意事项](#)

创建策略

以下代码片段使用给定名称和策略文档创建一个 IAM 托管式策略。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//  
// Method to create an IAM policy from a JSON file  
private static async Task<CreatePolicyResponse> CreateManagedPolicy(  
    IAmazonIdentityManagementService iamClient, string policyName, string  
    jsonFilename)  
{  
    return await iamClient.CreatePolicyAsync(new CreatePolicyRequest{  
        PolicyName = policyName,  
        PolicyDocument = File.ReadAllText(jsonFilename)});  
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.IdentityManagement](#)

编程元素：

- 命名空间 [Amazon。 IdentityManagement](#)

班级 [AmazonIdentityManagementServiceClient](#)

- 命名空间 [Amazon。 IdentityManagement.Model](#)

班级 [CreatePolicyRequest](#)

班级 [CreatePolicyResponse](#)

代码

```
using System;
using System.Collections.Generic;
using System.IO;
using System.Threading.Tasks;
using Amazon.IdentityManagement;
using Amazon.IdentityManagement.Model;

namespace IamCreatePolicyFromJson
{
    // = = = = =
    // Class to create an IAM policy with a given policy document
    class Program
    {
        private const int MaxArgs = 2;

        static async Task Main(string[] args)
        {
            // Parse the command line and show help if necessary
            var parsedArgs = CommandLine.Parse(args);
            if((parsedArgs.Count == 0) || (parsedArgs.Count > MaxArgs))
            {
                PrintHelp();
                return;
            }

            // Get the application arguments from the parsed list
            string policyName =
                CommandLine.GetArgument(parsedArgs, null, "-p", "--policy-name");
            string policyFilename =
                CommandLine.GetArgument(parsedArgs, null, "-j", "--json-filename");
```



```

        if(    string.IsNullOrEmpty(policyName)
            || (string.IsNullOrEmpty(policyFilename) || !
policyFilename.EndsWith(".json")))
            CommandLine.ErrorExit(
                "\nOne or more of the required arguments is missing or incorrect." +
                "\nRun the command with no arguments to see help.");

// Create an IAM service client
var iamClient = new AmazonIdentityManagementServiceClient();

// Create the new policy
var response = await CreateManagedPolicy(iamClient, policyName, policyFilename);
Console.WriteLine($"Policy {response.Policy.PolicyName} has been created.");
Console.WriteLine($"  Arn: {response.Policy.Arn}");
}

//
// Method to create an IAM policy from a JSON file
private static async Task<CreatePolicyResponse> CreateManagedPolicy(
    IAmazonIdentityManagementService iamClient, string policyName, string
jsonFilename)
{
    return await iamClient.CreatePolicyAsync(new CreatePolicyRequest{
        PolicyName = policyName,
        PolicyDocument = File.ReadAllText(jsonFilename)});
}

//
// Command-line help
private static void PrintHelp()
{
    Console.WriteLine(
        "\nUsage: IamCreatePolicyFromJson -p <policy-name> -j <json-filename>" +
        "\n  -p, --policy-name: The name you want the new policy to have." +
        "\n  -j, --json-filename: The name of the JSON file with the policy
document.");
}
}

// = = = = =
= = =

```

```

// Class that represents a command line on the console or terminal.
// (This is the same for all examples. When you have seen it once, you can ignore
it.)
static class CommandLine
{
    //
    // Method to parse a command line of the form: "--key value" or "-k value".
    //
    // Parameters:
    // - args: The command-line arguments passed into the application by the system.
    //
    // Returns:
    // A Dictionary with string Keys and Values.
    //
    // If a key is found without a matching value, Dictionary.Value is set to the key
    // (including the dashes).
    // If a value is found without a matching key, Dictionary.Key is set to "--NoKeyN",
    // where "N" represents sequential numbers.
    public static Dictionary<string,string> Parse(string[] args)
    {
        var parsedArgs = new Dictionary<string,string>();
        int i = 0, n = 0;
        while(i < args.Length)
        {
            // If the first argument in this iteration starts with a dash it's an option.
            if(args[i].StartsWith("-"))
            {
                var key = args[i++];
                var value = key;

                // Check to see if there's a value that goes with this option?
                if((i < args.Length) && (!args[i].StartsWith("-"))) value = args[i++];
                parsedArgs.Add(key, value);
            }

            // If the first argument in this iteration doesn't start with a dash, it's a
value
            else
            {
                parsedArgs.Add("--NoKey" + n.ToString(), args[i++]);
                n++;
            }
        }
    }
}

```

```

        return parsedArgs;
    }

    //
    // Method to get an argument from the parsed command-line arguments
    //
    // Parameters:
    // - parsedArgs: The Dictionary object returned from the Parse() method (shown
    // above).
    // - defaultValue: The default string to return if the specified key isn't in
    // parsedArgs.
    // - keys: An array of keys to look for in parsedArgs.
    public static string GetArgument(
        Dictionary<string,string> parsedArgs, string defaultReturn, params string[] keys)
    {
        string retval = null;
        foreach(var key in keys)
            if(parsedArgs.TryGetValue(key, out retval)) break;
        return retval ?? defaultReturn;
    }

    //
    // Method to exit the application with an error.
    public static void ErrorExit(string msg, int code=1)
    {
        Console.WriteLine("\nError");
        Console.WriteLine(msg);
        Environment.Exit(code);
    }
}
}

```

其他注意事项

- 以下是示例策略文档，您可以将其复制到 JSON 文件中并用作此应用程序的输入：

JSON

```

{
  "Version":"2012-10-17",
  "Id" : "DotnetTutorialPolicy",
  "Statement" : [
    {

```

```
    "Sid" : "DotnetTutorialPolicyS3",
    "Effect" : "Allow",
    "Action" : [
        "s3:Get*",
        "s3:List*"
    ],
    "Resource" : "*"
},
{
    "Sid" : "DotnetTutorialPolicyPolly",
    "Effect": "Allow",
    "Action": [
        "polly:DescribeVoices",
        "polly:SynthesizeSpeech"
    ],
    "Resource": "*"
}
]
```

- 您可以通过查看 [IAM 控制台](#) 来验证策略是否已创建。使用筛选策略下拉菜单，选择客户托管。在您不再需要策略时将其删除。
- 有关创建策略的更多信息，请参阅 [IAM 用户指南](#) 中的 [创建 IAM 策略](#) 和 [IAM JSON 策略参考](#)

显示 IAM 托管式策略的策略文档

此示例向您展示如何使用 适用于 .NET 的 AWS SDK 来显示策略文档。该应用程序创建 IAM 客户端对象，找到给定 IAM 托管式策略的默认版本，然后以 JSON 格式显示策略文档。

以下各节提供了此示例的片段。此后显示了 [该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [查找默认版本](#)
- [显示策略文档](#)
- [完整代码](#)

查找默认版本

以下代码片段查找给定 IAM 策略的默认版本。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to determine the default version of an IAM policy
// Returns a string with the version
private static async Task<string> GetDefaultVersion(
    IAmazonIdentityManagementService iamClient, string policyArn)
{
    // Retrieve all the versions of this policy
    string defaultVersion = string.Empty;
    ListPolicyVersionsResponse reponseVersions =
        await iamClient.ListPolicyVersionsAsync(new ListPolicyVersionsRequest{
            PolicyArn = policyArn});

    // Find the default version
    foreach(PolicyVersion version in reponseVersions.Versions)
    {
        if(version.IsDefaultVersion)
        {
            defaultVersion = version.VersionId;
            break;
        }
    }

    return defaultVersion;
}
```

显示策略文档

以下代码片段以 JSON 格式显示了给定 IAM 策略的策略文档。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to retrieve and display the policy document of an IAM policy
private static async Task ShowPolicyDocument(
    IAmazonIdentityManagementService iamClient, string policyArn, string
    defaultVersion)
{
    // Retrieve the policy document of the default version
```

```
GetPolicyVersionResponse responsePolicy =
    await iamClient.GetPolicyVersionAsync(new GetPolicyVersionRequest{
        PolicyArn = policyArn,
        VersionId = defaultVersion});

// Display the policy document (in JSON)
Console.WriteLine($"Version {defaultVersion} of the policy (in JSON format):");
Console.WriteLine(
    $"{HttpUtility.UrlDecode(responsePolicy.PolicyVersion.Document)}");
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- `AWSSDK.IdentityManagement`

编程元素：

- 命名空间 [Amazon. IdentityManagement](#)
 - 班级 [AmazonIdentityManagementServiceClient](#)
- 命名空间 [Amazon. IdentityManagement.Model](#)
 - 班级 [GetPolicyVersionRequest](#)
 - 班级 [GetPolicyVersionResponse](#)
 - 班级 [ListPolicyVersionsRequest](#)
 - 班级 [ListPolicyVersionsResponse](#)
 - 班级 [PolicyVersion](#)

代码

```
using System;  
using System.Web;
```

```
using System.Threading.Tasks;
using Amazon.IdentityManagement;
using Amazon.IdentityManagement.Model;

namespace IamDisplayPolicyJson
{
    class Program
    {
        static async Task Main(string[] args)
        {
            // Parse the command line and show help if necessary
            if(args.Length != 1)
            {
                Console.WriteLine("\nUsage: IamDisplayPolicyJson policy-arn");
                Console.WriteLine("    policy-arn: The ARN of the policy to retrieve.");
                return;
            }
            if(!args[0].StartsWith("arn:"))
            {
                Console.WriteLine("\nCould not find policy ARN in the command-line arguments:");
                Console.WriteLine($"{args[0]}");
                return;
            }

            // Create an IAM service client
            var iamClient = new AmazonIdentityManagementServiceClient();

            // Retrieve and display the policy document of the given policy
            string defaultVersion = await GetDefaultVersion(iamClient, args[0]);
            if(string.IsNullOrEmpty(defaultVersion))
                Console.WriteLine($"Could not find the default version for policy {args[0]}.");
            else
                await ShowPolicyDocument(iamClient, args[0], defaultVersion);
        }

        //
        // Method to determine the default version of an IAM policy
        // Returns a string with the version
        private static async Task<string> GetDefaultVersion(
            IAmazonIdentityManagementService iamClient, string policyArn)
        {
            // Retrieve all the versions of this policy
```

```

    string defaultVersion = string.Empty;
    ListPolicyVersionsResponse reponseVersions =
        await iamClient.ListPolicyVersionsAsync(new ListPolicyVersionsRequest{
            PolicyArn = policyArn});

    // Find the default version
    foreach(PolicyVersion version in reponseVersions.Versions)
    {
        if(version.IsDefaultVersion)
        {
            defaultVersion = version.VersionId;
            break;
        }
    }

    return defaultVersion;
}

//
// Method to retrieve and display the policy document of an IAM policy
private static async Task ShowPolicyDocument(
    IAmazonIdentityManagementService iamClient, string policyArn, string
    defaultVersion)
{
    // Retrieve the policy document of the default version
    GetPolicyVersionResponse responsePolicy =
        await iamClient.GetPolicyVersionAsync(new GetPolicyVersionRequest{
            PolicyArn = policyArn,
            VersionId = defaultVersion});

    // Display the policy document (in JSON)
    Console.WriteLine($"Version {defaultVersion} of the policy (in JSON format):");
    Console.WriteLine(
        $"{HttpUtility.UrlDecode(responsePolicy.PolicyVersion.Document)}");
}
}
}

```

使用 IAM 角色授予访问权限

本教程向您展示如何使用在 Amazon EC2 实例上启用 IAM 角色。适用于 .NET 的 AWS SDK

概述

对所有请求都 AWS 必须使用颁发的凭证进行加密签名。AWS 因此，您需要通过某种策略为 Amazon EC2 实例上运行的应用程序管理凭证。您必须以安全的方式分发、存储和轮换这些凭证，并且能让应用程序访问这些凭证。

使用 IAM 角色，您可以有效地管理这些凭证。您可以创建 IAM 角色并使用应用程序所需的权限对其进行配置，然后将该角色附加到 EC2 实例。要详细了解使用 IAM 角色的优势，请参阅 [Amazon EC2 用户指南](#) 中的 [Amazon EC2 的 IAM 角色](#)。另外，有关 [IAM 角色](#) 的信息，请参阅 IAM 用户指南。

对于使用构建的应用程序 适用于 .NET 的 AWS SDK，当应用程序为 AWS 服务构造客户端对象时，该对象会搜索来自多个潜在来源的证书。它搜索的顺序显示在[凭证和配置文件解析](#)中。

如果客户端对象在任何其它来源中找不到凭证，它会检索与配置为 IAM 角色且位于 EC2 实例元数据中的凭证具有相同权限的临时凭证。这些凭证用于 AWS 从客户端对象对进行调用。

关于本教程

在学习本教程时，您可以使用 适用于 .NET 的 AWS SDK（和其他工具）启动附加了 IAM 角色的 Amazon EC2 实例，然后使用 IAM 角色的权限查看该实例上的应用程序。

主题

- [创建示例 Amazon S3 应用程序](#)
- [创建一个 IAM 角色](#)
- [启动 EC2 实例并指定 IAM 角色](#)
- [连接到 EC2 实例](#)
- [在 EC2 实例上运行示例应用程序](#)
- [清理](#)

创建示例 Amazon S3 应用程序

此示例应用程序从 Amazon S3 中检索对象。要运行示例应用程序，您需要：

- 包含文本文件的 Amazon S3 桶。
- AWS 开发计算机上允许您访问存储桶的凭据。

有关创建 Amazon S3 存储桶并上载对象的信息，请参阅 [Amazon Simple Storage Service 用户指南](#)。有关 AWS 证书的信息，请参阅[使用配置 SDK 身份验证 AWS](#)。

使用以下代码创建 .NET Core 项目。然后在开发计算机上测试该应用程序。

Note

在您的开发计算机上，安装了 .NET Core 运行时系统，这使您无需发布即可运行应用程序。在本教程中稍后创建 EC2 实例时，您可以选择在实例上安装 .NET Core 运行时系统。这为您提供了类似的体验和较小的文件传输。

但是，您也可以选择不在此实例上安装 .NET Core 运行时系统。如果您选择此操作方案，则必须发布应用程序，以便在将其转移到实例时包含所有依赖关系。

SDK 参考

NuGet 包裹：

- [AWSSDK.S3](#)

编程元素：

- 命名空间 [Amazon.S3](#)

类 [AmazonS3Client](#)

- 命名空间 [Amazon.S3.Model](#)

班级 [GetObjectResponse](#)

代码

```
using System;
using System.Collections.Generic;
using System.IO;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;

namespace S3GetTextItem
{
    // = = = = =
    // Class to retrieve a text file from an S3 bucket and write it to a local file
```

```

class Program
{
    static async Task Main(string[] args)
    {
        // Parse the command line and show help if necessary
        var parsedArgs = CommandLine.Parse(args);
        if(parsedArgs.Count == 0)
        {
            PrintHelp();
            return;
        }

        // Get the application arguments from the parsed list
        string bucket =
            CommandLine.GetArgument(parsedArgs, null, "-b", "--bucket-name");
        string item =
            CommandLine.GetArgument(parsedArgs, null, "-t", "--text-object");
        string outFile =
            CommandLine.GetArgument(parsedArgs, null, "-o", "--output-filename");
        if(    string.IsNullOrEmpty(bucket)
            || string.IsNullOrEmpty(item)
            || string.IsNullOrEmpty(outFile))
            CommandLine.ErrorExit(
                "\nOne or more of the required arguments is missing or incorrect." +
                "\nRun the command with no arguments to see help.");

        // Create the S3 client object and get the file object from the bucket.
        var response = await GetObject(new AmazonS3Client(), bucket, item);

        // Write the contents of the file object to the given output file.
        var reader = new StreamReader(response.ResponseStream);
        string contents = reader.ReadToEnd();
        using (var s = new FileStream(outFile, FileMode.Create))
        using (var writer = new StreamWriter(s))
            writer.WriteLine(contents);
    }

    //
    // Method to get an object from an S3 bucket.
    private static async Task<GetObjectResponse> GetObject(
        IAmazonS3 s3Client, string bucket, string item)
    {
        Console.WriteLine($"Retrieving {item} from bucket {bucket}.");
    }
}

```

```

        return await s3Client.GetObjectAsync(bucket, item);
    }

    //
    // Command-line help
    private static void PrintHelp()
    {
        Console.WriteLine(
            "\nUsage: S3GetTextItem -b <bucket-name> -t <text-object> -o <output-filename>"
+
            "\n  -b, --bucket-name: The name of the S3 bucket." +
            "\n  -t, --text-object: The name of the text object in the bucket." +
            "\n  -o, --output-filename: The name of the file to write the text to.");
    }
}

// = = = = =
// Class that represents a command line on the console or terminal.
// (This is the same for all examples. When you have seen it once, you can ignore
it.)
static class CommandLine
{
    //
    // Method to parse a command line of the form: "--key value" or "-k value".
    //
    // Parameters:
    // - args: The command-line arguments passed into the application by the system.
    //
    // Returns:
    // A Dictionary with string Keys and Values.
    //
    // If a key is found without a matching value, Dictionary.Value is set to the key
    // (including the dashes).
    // If a value is found without a matching key, Dictionary.Key is set to "--NoKeyN",
    // where "N" represents sequential numbers.
    public static Dictionary<string,string> Parse(string[] args)
    {
        var parsedArgs = new Dictionary<string,string>();
        int i = 0, n = 0;
        while(i < args.Length)
        {

```

```

        // If the first argument in this iteration starts with a dash it's an option.
        if(args[i].StartsWith("-"))
        {
            var key = args[i++];
            var value = key;

            // Check to see if there's a value that goes with this option?
            if((i < args.Length) && (!args[i].StartsWith("-"))) value = args[i++];
            parsedArgs.Add(key, value);
        }

        // If the first argument in this iteration doesn't start with a dash, it's a
value
        else
        {
            parsedArgs.Add("--NoKey" + n.ToString(), args[i++]);
            n++;
        }
    }

    return parsedArgs;
}

//
// Method to get an argument from the parsed command-line arguments
//
// Parameters:
// - parsedArgs: The Dictionary object returned from the Parse() method (shown
above).
// - defaultValue: The default string to return if the specified key isn't in
parsedArgs.
// - keys: An array of keys to look for in parsedArgs.
public static string GetArgument(
    Dictionary<string,string> parsedArgs, string defaultReturn, params string[] keys)
{
    string retval = null;
    foreach(var key in keys)
        if(parsedArgs.TryGetValue(key, out retval)) break;
    return retval ?? defaultReturn;
}

//
// Method to exit the application with an error.
public static void ErrorExit(string msg, int code=1)

```

```
{  
    Console.WriteLine("\nError");  
    Console.WriteLine(msg);  
    Environment.Exit(code);  
}  
}
```

如果需要，可以临时删除在开发计算机上使用的凭证，以查看应用程序的响应情况。（但请务必在完成恢复凭证。）

创建一个 IAM 角色

创建具有合适权限以访问 Amazon S3 的 IAM 角色。

1. 打开 [IAM 控制台](#)。
2. 在导航窗格中，选择角色，然后选择创建角色。
3. 选择 AWS 服务，找到并选择 EC2，然后选择下一步：权限。
4. 在“附加权限策略”下，找到并选择 AmazonS3 ReadOnlyAccess。如果愿意，请查看该策略，然后选择下一步：标签。
5. 如果需要，可以添加标签，然后选择下一步：查看。
6. 键入角色的名称和描述，然后选择创建角色。请记住此名称，因为在启动 EC2 实例时会用到它。

启动 EC2 实例并指定 IAM 角色

使用先前创建的 IAM 角色启动 EC2 实例。您可以通过下列方式来执行此操作。

- 使用 EC2 控制台

要使用 EC2 控制台启动实例，请参阅 [Amazon EC2 用户指南](#) 中的 [使用新的启动实例向导启动实例](#)。

浏览启动页面时，您至少应展开高级详细信息窗格，以便指定之前在 IAM 实例配置文件中创建的 IAM 角色。

- 使用 适用于 .NET 的 AWS SDK

有关此操作的信息，请参阅[启动 Amazon EC2 实例](#)，包括该主题接近末尾处的[其他注意事项](#)。

要启动附加了 IAM 角色的 EC2 实例，IAM 用户的配置必须包含某些权限。有关所需权限的更多信息，请参阅 [Amazon EC2 用户指南](#) 中的 [授予用户将 IAM 角色传递给实例的权限](#)。

连接到 EC2 实例

连接到 EC2 实例，以便您可将示例应用程序传输到该实例，然后运行该应用程序。您将需要包含用于启动实例的密钥对私有部分的文件；即 PEM 文件。

有关如何连接到实例的信息，请参阅 [Amazon EC2 用户指南](#) 中的 [连接到 Linux 实例](#) 或 [连接到 Windows 实例](#)。当您连接时，请确保您可以将文件从开发计算机传输到您的实例。

如果您在 Windows 上使用 Visual Studio，也可以使用 Toolkit for Visual Studio 连接到实例。有关更多信息，请参阅 AWS Toolkit for Visual Studio 用户指南中的 [连接到 Amazon EC2 实例](#)。

在 EC2 实例上运行示例应用程序

1. 将应用程序从本地驱动器复制到您的实例。

传输哪些文件取决于您如何构建应用程序以及您的实例是否安装了 .NET Core 运行时系统。有关如何将文件传输到实例的信息，请参阅 [Amazon EC2 用户指南](#) 中的 [连接到 Linux 实例](#)（请参阅相应的子部分）或 [将文件传输到 Windows 实例](#)。

2. 启动应用程序并验证其运行结果是否与开发计算机上的结果相同。
3. 验证应用程序是否使用 IAM 角色提供的凭证。
 - a. 打开 [Amazon EC2 控制台](#)。
 - b. 选择实例，然后通过操作、实例设置和附加/替换 IAM 角色分离 IAM 角色。
 - c. 再次运行该应用程序，看看它是否返回了授权错误。

清理

完成本教程后，如果您不再需要自己创建的 EC2 实例，请务必终止该实例以避免不必要的开支。您可以在 [Amazon EC2 控制台](#) 中或以编程方式执行此操作，如 [终止 Amazon EC2 实例](#) 中所述。您还可以删除为本教程创建的其它资源。其中可能包括 IAM 角色、EC2 密钥对和 PEM 文件、安全组等。

使用 Amazon Simple Storage Service Internet 存储

适用于 .NET 的 AWS SDK 支持用于互联网存储的 [Amazon S3](#)。该服务旨在降低开发人员进行网络规模级计算的难度。

APIs

针 适用于 .NET 的 AWS SDK 对 Amazon S3 客户端。APIs APIs 使您能够使用 Amazon S3 资源，例如存储桶和项目。要查看 Amazon S3 APIs 的完整套件，请参阅以下内容：

- [适用于 .NET 的 AWS SDK API 参考](#)（然后滚动至“Amazon.S3”）。
- [Amazon.Extensions.S3.Encryption](#) 文档

Amazon S3 APIs 由以下 NuGet 软件包提供：

- [AWSSDK.S3](#)
- [Amazon.Extensions.S3.Encryption](#)

先决条件

开始之前，请确保您已[完成环境和项目的设置](#)。还要查看[软件开发工具包功能](#)中的信息。

本文档中的示例

本文档中的以下主题向您展示了如何使用与 Amazon S3 配合使用。适用于 .NET 的 AWS SDK

- [使用 KMS 密钥进行 S3 加密](#)

其它文档中的示例

以下指向[Amazon S3 开发者指南](#)的链接提供了更多示例，说明如何使用与 Amazon S3 配合使用。适用于 .NET 的 AWS SDK

Note

尽管这些示例和其他编程注意事项是为 适用于 .NET 的 AWS SDK 使用 .NET Framework 的版本 3 创建的，但它们也适用于 适用于 .NET 的 AWS SDK 使用 .NET Core 的更高版本。有时需要对代码进行细微调整。

Amazon S3 编程示例

- [管理 ACLs](#)

- [创建存储桶](#)
- [上传对象](#)
- 使用@@ [高级别 API \(Amazon.S3.Transfer\) 进行分段上传。TransferUtility](#)
- [使用低级别 API 的分段上传](#)
- [列出对象](#)
- [列出密钥](#)
- [获取对象](#)
- [复制对象](#)
- [使用分段上传 API 复制对象](#)
- [删除对象](#)
- [删除多个对象](#)
- [恢复对象](#)
- [为通知配置存储桶](#)
- [管理对象的生命周期](#)
- [生成预签名对象 URL](#)
- [管理网站](#)
- [允许跨源资源共享 \(CORS\)](#)

其它编程注意事项

- [使用 适用于 .NET 的 AWS SDK 进行 Amazon S3 编程](#)
- [使用 IAM 用户临时证书创建请求](#)
- [使用联合身份用户临时凭证创建请求](#)
- [指定服务器端加密](#)
- [使用客户提供的加密密钥指定服务器端加密](#)

在中使用 AWS KMS 密钥进行 Amazon S3 加密 适用于 .NET 的 AWS SDK

此示例向您展示如何使用 AWS Key Management Service 密钥加密 Amazon S3 对象。该应用程序创建客户主密钥 (CMK)，并使用它来创建用于客户端加密的 A [mazonS3 EncryptionClient V2](#) 对象。应用程序使用该客户端根据现有 Amazon S3 桶中的给定文本文件创建加密对象。然后，它会解密对象并显示其内容。

⚠ Warning

名为 AmazonS3EncryptionClient 的类似类已被弃用，其安全性不如 AmazonS3EncryptionClientV2 类。要迁移使用 AmazonS3EncryptionClient 的现有代码，请参阅 [S3 加密客户端迁移 \(从 V1 到 V2\)](#)。

主题

- [创建加密材料](#)
- [创建并加密 Amazon S3 对象](#)
- [完整代码](#)
- [其他注意事项](#)

创建加密材料

以下代码片段创建了一个包含 KMS 密钥 ID 的 EncryptionMaterials 对象。

[本主题末尾](#) 的示例显示了此片段的使用情况。

```
// Create a customer master key (CMK) and store the result
CreateKeyResponse createKeyResponse =
    await new AmazonKeyManagementServiceClient().CreateKeyAsync(new
CreateKeyRequest());
var kmsEncryptionContext = new Dictionary<string, string>();
var kmsEncryptionMaterials = new EncryptionMaterialsV2(
    createKeyResponse.KeyMetadata.KeyId, KmsType.KmsContext, kmsEncryptionContext);
```

创建并加密 Amazon S3 对象

以下代码片段创建了一个使用先前创建的加密材料的 AmazonS3EncryptionClientV2 对象。然后，它使用客户端来创建和加密一个新的 Amazon S3 对象。

[本主题末尾](#) 的示例显示了此片段的使用情况。

```
//
// Method to create and encrypt an object in an S3 bucket
static async Task<GetObjectResponse> CreateAndRetrieveObjectAsync(
    EncryptionMaterialsV2 materials, string bucketName,
    string fileName, string itemName)
```

```
{
    // CryptoStorageMode.ObjectMetadata is required for KMS EncryptionMaterials
    var config = new AmazonS3CryptoConfigurationV2(SecurityProfile.V2AndLegacy)
    {
        StorageMode = CryptoStorageMode.ObjectMetadata
    };
    var s3EncClient = new AmazonS3EncryptionClientV2(config, materials);

    // Create, encrypt, and put the object
    await s3EncClient.PutObjectAsync(new PutObjectRequest
    {
        BucketName = bucketName,
        Key = itemName,
        ContentBody = File.ReadAllText(fileName)
    });

    // Get, decrypt, and return the object
    return await s3EncClient.GetObjectAsync(new GetObjectRequest
    {
        BucketName = bucketName,
        Key = itemName
    });
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [Amazon.Extensions.S3.Encryption](#)

编程元素：

- 命名空间 [Amazon.Extensions.S3.Encryption](#)

[AmazonS3 EncryptionClient](#) 级 V2

[AmazonS3 CryptoConfiguration](#) 级 V2

班级 [CryptoStorageMode](#)

[EncryptionMaterialsV 2 级](#)

- 命名空间 [Amazon.Extensions.S3.Encryption.Primitives](#)

班级 [KmsType](#)

- 命名空间 [Amazon.S3.Model](#)

班级 [GetObjectRequest](#)

班级 [GetObjectResponse](#)

班级 [PutObjectRequest](#)

- 命名空间 [Amazon。 KeyManagementService](#)

班级 [AmazonKeyManagementServiceClient](#)

- 命名空间 [Amazon。 KeyManagementService.Model](#)

班级 [CreateKeyRequest](#)

班级 [CreateKeyResponse](#)

代码

```
using System;
using System.Collections.Generic;
using System.IO;
using System.Threading.Tasks;
using Amazon.Extensions.S3.Encryption;
using Amazon.Extensions.S3.Encryption.Primitives;
using Amazon.S3.Model;
using Amazon.KeyManagementService;
using Amazon.KeyManagementService.Model;

namespace KmsS3Encryption
{
    // = = = = =
    // Class to store text in an encrypted S3 object.
    class Program
    {
        private const int MaxArgs = 3;
```

```

public static async Task Main(string[] args)
{
    // Parse the command line and show help if necessary
    var parsedArgs = CommandLine.Parse(args);
    if((parsedArgs.Count == 0) || (parsedArgs.Count > MaxArgs))
    {
        PrintHelp();
        return;
    }

    // Get the application arguments from the parsed list
    string bucketName =
        CommandLine.GetArgument(parsedArgs, null, "-b", "--bucket-name");
    string fileName =
        CommandLine.GetArgument(parsedArgs, null, "-f", "--file-name");
    string itemName =
        CommandLine.GetArgument(parsedArgs, null, "-i", "--item-name");
    if(string.IsNullOrEmpty(bucketName) || (string.IsNullOrEmpty(fileName)))
        CommandLine.ErrorExit(
            "\nOne or more of the required arguments is missing or incorrect." +
            "\nRun the command with no arguments to see help.");
    if(!File.Exists(fileName))
        CommandLine.ErrorExit($"The given file {fileName} doesn't exist.");
    if(string.IsNullOrEmpty(itemName))
        itemName = Path.GetFileName(fileName);

    // Create a customer master key (CMK) and store the result
    CreateKeyResponse createKeyResponse =
        await new AmazonKeyManagementServiceClient().CreateKeyAsync(new
CreateKeyRequest());
    var kmsEncryptionContext = new Dictionary<string, string>();
    var kmsEncryptionMaterials = new EncryptionMaterialsV2(
        createKeyResponse.KeyMetadata.KeyId, KmsType.KmsContext, kmsEncryptionContext);

    // Create the object in the bucket, then display the content of the object
    var putObjectResponse =
        await CreateAndRetrieveObjectAsync(kmsEncryptionMaterials, bucketName,
fileName, itemName);
    Stream stream = putObjectResponse.ResponseStream;
    StreamReader reader = new StreamReader(stream);
    Console.WriteLine(reader.ReadToEnd());
}

```

```
//
// Method to create and encrypt an object in an S3 bucket
static async Task<GetObjectResponse> CreateAndRetrieveObjectAsync(
    EncryptionMaterialsV2 materials, string bucketName,
    string fileName, string itemName)
{
    // CryptoStorageMode.ObjectMetadata is required for KMS EncryptionMaterials
    var config = new AmazonS3CryptoConfigurationV2(SecurityProfile.V2AndLegacy)
    {
        StorageMode = CryptoStorageMode.ObjectMetadata
    };
    var s3EncClient = new AmazonS3EncryptionClientV2(config, materials);

    // Create, encrypt, and put the object
    await s3EncClient.PutObjectAsync(new PutObjectRequest
    {
        BucketName = bucketName,
        Key = itemName,
        ContentBody = File.ReadAllText(fileName)
    });

    // Get, decrypt, and return the object
    return await s3EncClient.GetObjectAsync(new GetObjectRequest
    {
        BucketName = bucketName,
        Key = itemName
    });
}

//
// Command-line help
private static void PrintHelp()
{
    Console.WriteLine(
        "\nUsage: KmsS3Encryption -b <bucket-name> -f <file-name> [-i <item-name>]" +
        "\n  -b, --bucket-name: The name of an existing S3 bucket." +
        "\n  -f, --file-name: The name of a text file with content to encrypt and store"
in S3." +
        "\n  -i, --item-name: The name you want to use for the item." +
        "\n          If item-name isn't given, file-name will be used.");
}
}
```

```

}

// =====
// = = =
// Class that represents a command line on the console or terminal.
// (This is the same for all examples. When you have seen it once, you can ignore
it.)
static class CommandLine
{
    //
    // Method to parse a command line of the form: "--key value" or "-k value".
    //
    // Parameters:
    // - args: The command-line arguments passed into the application by the system.
    //
    // Returns:
    // A Dictionary with string Keys and Values.
    //
    // If a key is found without a matching value, Dictionary.Value is set to the key
    // (including the dashes).
    // If a value is found without a matching key, Dictionary.Key is set to "--NoKeyN",
    // where "N" represents sequential numbers.
    public static Dictionary<string,string> Parse(string[] args)
    {
        var parsedArgs = new Dictionary<string,string>();
        int i = 0, n = 0;
        while(i < args.Length)
        {
            // If the first argument in this iteration starts with a dash it's an option.
            if(args[i].StartsWith("-"))
            {
                var key = args[i++];
                var value = key;

                // Check to see if there's a value that goes with this option?
                if((i < args.Length) && (!args[i].StartsWith("-"))) value = args[i++];
                parsedArgs.Add(key, value);
            }

            // If the first argument in this iteration doesn't start with a dash, it's a
value
            else
            {
                parsedArgs.Add("--NoKey" + n.ToString(), args[i++]);
            }
        }
    }
}

```

```

        n++;
    }
}

return parsedArgs;
}

//
// Method to get an argument from the parsed command-line arguments
//
// Parameters:
// - parsedArgs: The Dictionary object returned from the Parse() method (shown
above).
// - defaultValue: The default string to return if the specified key isn't in
parsedArgs.
// - keys: An array of keys to look for in parsedArgs.
public static string GetArgument(
    Dictionary<string,string> parsedArgs, string defaultReturn, params string[] keys)
{
    string retval = null;
    foreach(var key in keys)
        if(parsedArgs.TryGetValue(key, out retval)) break;
    return retval ?? defaultReturn;
}

//
// Method to exit the application with an error.
public static void ErrorExit(string msg, int code=1)
{
    Console.WriteLine("\nError");
    Console.WriteLine(msg);
    Environment.Exit(code);
}
}
}

```

其他注意事项

- 您可以查看此示例的结果。为此，请前往 [Amazon S3 控制台](#) 并打开您提供给应用程序的桶。然后找到新对象，下载后在文本编辑器中打开该对象。

- A [AmazonS3EncryptionClient V2](#) 类实现的接口与标准AmazonS3Client类相同。这样可以更轻松地将代码移植到 AmazonS3EncryptionClientV2 类中，从而在客户端中自动透明地进行加密和解密。
- 使用 AWS KMS 密钥作为主密钥的一个好处是，您无需存储和管理自己的主密钥；这是通过完成的 AWS。第二个优点是，的AmazonS3EncryptionClientV2 适用于 .NET 的 AWS SDK 类可以与的AmazonS3EncryptionClientV2类互操作。适用于 Java 的 AWS SDK这意味着您可以使用加密 适用于 Java 的 AWS SDK 并使用解密 适用于 .NET 的 AWS SDK，反之亦然。

Note

的AmazonS3EncryptionClientV2类仅在元数据模式下运行时 适用于 .NET 的 AWS SDK 支持 KMS 主密钥。的AmazonS3EncryptionClientV2类的指令文件模式与的AmazonS3EncryptionClientV2类 适用于 .NET 的 AWS SDK 不兼容 适用于 Java 的 AWS SDK。

- 有关该AmazonS3EncryptionClientV2类的客户端加密以及信封加密的工作原理的更多信息，请参阅使用[适用于 .NET 的 AWS SDK 和 Amazon S3 进行客户端数据加密](#)。

使用 Amazon Simple Notification Service 从云端发送通知

Note

本主题中的信息特定于基于.NET Framework 和 3.3 及更早 适用于 .NET 的 AWS SDK 版本的项目。

适用于 .NET 的 AWS SDK 支持亚马逊简单通知服务 (Amazon SNS) Simple Notification Service，这是一项网络服务，使应用程序、最终用户和设备能够立即从云端发送通知。有关更多信息，请参阅[Amazon SNS](#)。

列出您的 Amazon SNS 话题

以下示例说明如何列出您的 Amazon SNS 主题、每个主题的订阅以及每个主题的属性。此示例使用默认值[AmazonSimpleNotificationServiceClient](#)。

```
// using Amazon.SimpleNotificationService;
// using Amazon.SimpleNotificationService.Model;

var client = new AmazonSimpleNotificationServiceClient();
var request = new ListTopicsRequest();
var response = new ListTopicsResponse();

do
{
    response = client.ListTopics(request);

    foreach (var topic in response.Topics)
    {
        Console.WriteLine("Topic: {0}", topic.TopicArn);

        var subs = client.ListSubscriptionsByTopic(
            new ListSubscriptionsByTopicRequest
            {
                TopicArn = topic.TopicArn
            });

        var ss = subs.Subscriptions;

        if (ss.Any())
        {
            Console.WriteLine("  Subscriptions:");

            foreach (var sub in ss)
            {
                Console.WriteLine("    {0}", sub.SubscriptionArn);
            }
        }

        var attrs = client.GetTopicAttributes(
            new GetTopicAttributesRequest
            {
                TopicArn = topic.TopicArn
            }).Attributes;

        if (attrs.Any())
        {
            Console.WriteLine("  Attributes:");
        }
    }
}
```

```

        foreach (var attr in attrs)
        {
            Console.WriteLine("    {0} = {1}", attr.Key, attr.Value);
        }
    }

    Console.WriteLine();
}

request.NextToken = response.NextToken;

} while (!string.IsNullOrEmpty(response.NextToken));

```

将消息发送到 Amazon SNS 主题

以下代码示例显示如何将消息发送到 Amazon SNS 主题中。该示例采用了一个参数，即 Amazon SNS 主题的 ARN。

```

using System;
using System.Linq;
using System.Threading.Tasks;

using Amazon;
using Amazon.SimpleNotificationService;
using Amazon.SimpleNotificationService.Model;

namespace SnsSendMessage
{
    class Program
    {
        static void Main(string[] args)
        {
            /* Topic ARNs must be in the correct format:
             *   arn:aws:sns:REGION:ACCOUNT_ID:NAME
             *
             * where:
             *   REGION      is the region in which the topic is created, such as us-
west-2
             *   ACCOUNT_ID is your (typically) 12-character account ID
             *   NAME        is the name of the topic
             */
            string topicArn = args[0];
            string message = "Hello at " + DateTime.Now.ToShortTimeString();

```

```

        var client = new AmazonSimpleNotificationServiceClient(region:
Amazon.RegionEndpoint.USSouth2);

        var request = new PublishRequest
        {
            Message = message,
            TopicArn = topicArn
        };

        try
        {
            var response = client.Publish(request);

            Console.WriteLine("Message sent to topic:");
            Console.WriteLine(message);
        }
        catch (Exception ex)
        {
            Console.WriteLine("Caught exception publishing request:");
            Console.WriteLine(ex.Message);
        }
    }
}

```

请参阅[完整的示例](#)，包括有关如何从命令行构建和运行该示例的信息 GitHub。

向一个电话号码发送 SMS 消息

以下示例说明如何向电话号码发送 SMS 消息。该示例采用一个参数，即电话号码，该参数必须采用注释中描述的两种格式中的任何一种。

```

using System;
using System.Linq;
using System.Threading.Tasks;
using Amazon;
using Amazon.SimpleNotificationService;
using Amazon.SimpleNotificationService.Model;

namespace SnsPublish
{
    class Program

```

```
{
    static void Main(string[] args)
    {
        // US phone numbers must be in the correct format:
        // +1 (nnn) nnn-nnnn OR +1nnnnnnnnnn
        string number = args[0];
        string message = "Hello at " + DateTime.Now.ToShortTimeString();

        var client = new AmazonSimpleNotificationServiceClient(region:
Amazon.RegionEndpoint.USWest2);
        var request = new PublishRequest
        {
            Message = message,
            PhoneNumber = number
        };

        try
        {
            var response = client.Publish(request);

            Console.WriteLine("Message sent to " + number + ":");
            Console.WriteLine(message);
        }
        catch (Exception ex)
        {
            Console.WriteLine("Caught exception publishing request:");
            Console.WriteLine(ex.Message);
        }
    }
}
```

请参阅[完整的示例](#)，包括有关如何从命令行构建和运行该示例的信息 GitHub。

使用 Amazon SQS 发送消息

适用于 .NET 的 AWS SDK 支持[亚马逊简单队列服务 \(Amazon SQS\)](#) Simple Queue Service，这是一项消息队列服务，用于处理系统中组件之间的消息或工作流程。

Amazon SQS 队列提供了一种机制，使您能够在微服务、分布式系统和无服务器应用程序等软件组件之间发送、存储和接收消息。这使您能够分离此类组件，无需设计和操作自己的消息传递系统。有关 Amazon SQS 中队列和消息的工作原理的信息，请参阅 [Amazon Simple Queue Service 开发人员指南](#) 中的 [Amazon SQS 教程](#) 和 [基本 Amazon SQS 架构](#)。

Important

由于队列的分布式特性，Amazon SQS 无法保证您以消息发送的准确顺序接收消息。如果您需要保留消息顺序，请使用 [Amazon SQS FIFO 队列](#)。

APIs

APIs 为亚马逊 SQS 客户 适用于 .NET 的 AWS SDK 提供服务。APIs 使您可以使用 Amazon SQS 功能，例如队列和消息。本节包含少量示例，向您展示使用这些示例时可以遵循的模式 APIs。要查看全套内容 APIs，请参阅 [适用于 .NET 的 AWS SDK API 参考](#)（并滚动至“Amazon.sqs”）。

亚马逊 SQS APIs 由 [AWSSDK](#) NuGet SQS 软件包提供。

先决条件

开始之前，请确保您已[完成环境和项目的设置](#)。还要查看[软件开发工具包功能](#)中的信息。

主题

主题

- [创建 Amazon SQS 队列](#)
- [更新 Amazon SQS 队列](#)
- [删除 Amazon SQS 队列](#)
- [发送 Amazon SMS 消息](#)
- [接收 Amazon SQS 消息](#)

创建 Amazon SQS 队列

此示例向您展示如何使用创建 Amazon SQS 队列。适用于 .NET 的 AWS SDK 如果您不提供[死信队列](#)的 ARN，则应用程序会创建一个死信队列。然后，它会创建一个标准消息队列，其中包括死信队列（您提供的队列或创建的队列）。

如果您不提供任何命令行参数，则应用程序仅显示有关所有现有队列的信息。

以下各节提供了此示例的片段。此后显示了[该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [显示现有队列](#)
- [创建队列](#)
- [获取队列的 ARN](#)
- [完整代码](#)
- [其他注意事项](#)

显示现有队列

以下代码片段显示了 SQS 客户端区域中现有队列的列表以及每个队列的属性。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to show a list of the existing queues
private static async Task ShowQueues(IAmazonSQS sqsClient)
{
    ListQueuesResponse responseList = await sqsClient.ListQueuesAsync("");
    Console.WriteLine();
    foreach(string qUrl in responseList.QueueUrls)
    {
        // Get and show all attributes. Could also get a subset.
        await ShowAllAttributes(sqsClient, qUrl);
    }
}

//
// Method to show all attributes of a queue
private static async Task ShowAllAttributes(IAmazonSQS sqsClient, string qUrl)
{
    var attributes = new List<string>{ QueueAttributeName.All };
    GetQueueAttributesResponse responseGetAtt =
        await sqsClient.GetQueueAttributesAsync(qUrl, attributes);
    Console.WriteLine($"Queue: {qUrl}");
    foreach(var att in responseGetAtt.Attributes)
        Console.WriteLine($"{att.Key}: {att.Value}");
}
```

创建队列

以下代码片段创建队列。该片段包括死信队列的使用，但队列不一定需要死信队列。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to create a queue. Returns the queue URL.
private static async Task<string> CreateQueue(
    IAmazonSQS sqsClient, string qName, string deadLetterQueueUrl=null,
    string maxReceiveCount=null, string receiveWaitTime=null)
{
    var attrs = new Dictionary<string, string>();

    // If a dead-letter queue is given, create a message queue
    if(!string.IsNullOrEmpty(deadLetterQueueUrl))
    {
        attrs.Add(QueueAttributeName.ReceiveMessageWaitTimeSeconds, receiveWaitTime);
        attrs.Add(QueueAttributeName.RedrivePolicy,
            $"{{\"deadLetterTargetArn\": \"{await GetQueueArn(sqsClient,
deadLetterQueueUrl)}\"}, \" +
            $\"\"maxReceiveCount\": \"{maxReceiveCount}\"}}");
        // Add other attributes for the message queue such as VisibilityTimeout
    }

    // If no dead-letter queue is given, create one of those instead
    //else
    //{
    // // Add attributes for the dead-letter queue as needed
    // attrs.Add();
    //}

    // Create the queue
    CreateQueueResponse responseCreate = await sqsClient.CreateQueueAsync(
        new CreateQueueRequest{QueueName = qName, Attributes = attrs});
    return responseCreate.QueueUrl;
}
```

获取队列的 ARN

以下代码片段获取由给定队列 URL 标识的队列的 ARN。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to get the ARN of a queue
private static async Task<string> GetQueueArn(IAmazonSQS sqsClient, string qUrl)
```



```
{
    GetQueueAttributesResponse responseGetAtt = await
    sqsClient.GetQueueAttributesAsync(
        qUrl, new List<string>{QueueAttributeName.QueueArn});
    return responseGetAtt.QueueARN;
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.SQS](#)

编程元素：

- 命名空间 [Amazon.SQS](#)

[Amazon](#) 上课 SQSClient

班级 [QueueAttributeName](#)

- 命名空间 [Amazon.SQS.Model](#)

班级 [CreateQueueRequest](#)

班级 [CreateQueueResponse](#)

班级 [GetQueueAttributesResponse](#)

班级 [ListQueuesResponse](#)

代码

```
using System;
using System.Threading.Tasks;
using System.Collections.Generic;
using Amazon.SQS;
using Amazon.SQS.Model;
```

```

namespace SQSCreateQueue
{
    // = = = = =
    // Class to create a queue
    class Program
    {
        private const string MaxReceiveCount = "10";
        private const string ReceiveMessageWaitTime = "2";
        private const int MaxArgs = 3;

        static async Task Main(string[] args)
        {
            // Parse the command line and show help if necessary
            var parsedArgs = CommandLine.Parse(args);
            if(parsedArgs.Count > MaxArgs)
                CommandLine.ErrorExit(
                    "\nToo many command-line arguments.\nRun the command with no arguments to see
help.");

            // Create the Amazon SQS client
            var sqsClient = new AmazonSQSClient();

            // In the case of no command-line arguments, just show help and the existing
            queues
            if(parsedArgs.Count == 0)
            {
                PrintHelp();
                Console.WriteLine("\nNo arguments specified.");
                Console.Write("Do you want to see a list of the existing queues? ((y) or n):
");

                string response = Console.ReadLine();
                if((string.IsNullOrEmpty(response)) || (response.ToLower() == "y"))
                    await ShowQueues(sqsClient);
                return;
            }

            // Get the application arguments from the parsed list
            string queueName =
                CommandLine.GetArgument(parsedArgs, null, "-q", "--queue-name");
            string deadLetterQueueUrl =
                CommandLine.GetArgument(parsedArgs, null, "-d", "--dead-letter-queue");
            string maxReceiveCount =

```

```

        CommandLine.GetArgument(parsedArgs, MaxReceiveCount, "-m", "--max-receive-
count");
        string receiveWaitTime =
            CommandLine.GetArgument(parsedArgs, ReceiveMessageWaitTime, "-w", "--wait-
time");

        if(string.IsNullOrEmpty(queueName))
            CommandLine.ErrorExit(
                "\nYou must supply a queue name.\nRun the command with no arguments to see
help.");

        // If a dead-letter queue wasn't given, create one
        if(string.IsNullOrEmpty(deadLetterQueueUrl))
        {
            Console.WriteLine("\nNo dead-letter queue was specified. Creating one...");
            deadLetterQueueUrl = await CreateQueue(sqsClient, queueName + "__dlq");
            Console.WriteLine($"Your new dead-letter queue:");
            await ShowAllAttributes(sqsClient, deadLetterQueueUrl);
        }

        // Create the message queue
        string messageQueueUrl = await CreateQueue(
            sqsClient, queueName, deadLetterQueueUrl, maxReceiveCount, receiveWaitTime);
        Console.WriteLine($"Your new message queue:");
        await ShowAllAttributes(sqsClient, messageQueueUrl);
    }

    //
    // Method to show a list of the existing queues
    private static async Task ShowQueues(IAmazonSQS sqsClient)
    {
        ListQueuesResponse responseList = await sqsClient.ListQueuesAsync("");
        Console.WriteLine();
        foreach(string qUrl in responseList.QueueUrls)
        {
            // Get and show all attributes. Could also get a subset.
            await ShowAllAttributes(sqsClient, qUrl);
        }
    }

    //
    // Method to create a queue. Returns the queue URL.

```

```

private static async Task<string> CreateQueue(
    IAmazonSQS sqsClient, string qName, string deadLetterQueueUrl=null,
    string maxReceiveCount=null, string receiveWaitTime=null)
{
    var attrs = new Dictionary<string, string>();

    // If a dead-letter queue is given, create a message queue
    if(!string.IsNullOrEmpty(deadLetterQueueUrl))
    {
        attrs.Add(QueueAttributeName.ReceiveMessageWaitTimeSeconds, receiveWaitTime);
        attrs.Add(QueueAttributeName.RedrivePolicy,
            $"{{\"deadLetterTargetArn\": \"{await GetQueueArn(sqsClient,
deadLetterQueueUrl)}\", \" +
            \"$\" \"maxReceiveCount\": \"{maxReceiveCount}\"}}");
        // Add other attributes for the message queue such as VisibilityTimeout
    }

    // If no dead-letter queue is given, create one of those instead
    //else
    //{
    // // Add attributes for the dead-letter queue as needed
    // attrs.Add();
    //}

    // Create the queue
    CreateQueueResponse responseCreate = await sqsClient.CreateQueueAsync(
        new CreateQueueRequest{QueueName = qName, Attributes = attrs});
    return responseCreate.QueueUrl;
}

//
// Method to get the ARN of a queue
private static async Task<string> GetQueueArn(IAmazonSQS sqsClient, string qUrl)
{
    GetQueueAttributesResponse responseGetAtt = await
sqsClient.GetQueueAttributesAsync(
    qUrl, new List<string>{QueueAttributeName.QueueArn});
    return responseGetAtt.QueueARN;
}

//
// Method to show all attributes of a queue

```

```

private static async Task ShowAllAttributes(IAmazonSQS sqsClient, string qUrl)
{
    var attributes = new List<string>{ QueueAttributeName.All };
    GetQueueAttributesResponse responseGetAtt =
        await sqsClient.GetQueueAttributesAsync(qUrl, attributes);
    Console.WriteLine($"Queue: {qUrl}");
    foreach(var att in responseGetAtt.Attributes)
        Console.WriteLine($"\\t{att.Key}: {att.Value}");
}

//
// Command-line help
private static void PrintHelp()
{
    Console.WriteLine(
        "\\nUsage: SQSCreateQueue -q <queue-name> [-d <dead-letter-queue>]" +
        " [-m <max-receive-count>] [-w <wait-time>]" +
        "\\n  -q, --queue-name: The name of the queue you want to create." +
        "\\n  -d, --dead-letter-queue: The URL of an existing queue to be used as the"
        dead-letter queue."+
        "\\n      If this argument isn't supplied, a new dead-letter queue will be"
        created." +
        "\\n  -m, --max-receive-count: The value for maxReceiveCount in the RedrivePolicy"
        of the queue." +
        $"\\n      Default is {MaxReceiveCount}." +
        "\\n  -w, --wait-time: The value for ReceiveMessageWaitTimeSeconds of the queue"
        for long polling." +
        $"\\n      Default is {ReceiveMessageWaitTime}.");
}
}

// = = = = =
// Class that represents a command line on the console or terminal.
// (This is the same for all examples. When you have seen it once, you can ignore
it.)
static class CommandLine
{
    //
    // Method to parse a command line of the form: "--key value" or "-k value".
    //
    // Parameters:

```

```

// - args: The command-line arguments passed into the application by the system.
//
// Returns:
// A Dictionary with string Keys and Values.
//
// If a key is found without a matching value, Dictionary.Value is set to the key
// (including the dashes).
// If a value is found without a matching key, Dictionary.Key is set to "--NoKeyN",
// where "N" represents sequential numbers.
public static Dictionary<string,string> Parse(string[] args)
{
    var parsedArgs = new Dictionary<string,string>();
    int i = 0, n = 0;
    while(i < args.Length)
    {
        // If the first argument in this iteration starts with a dash it's an option.
        if(args[i].StartsWith("-"))
        {
            var key = args[i++];
            var value = key;

            // Check to see if there's a value that goes with this option?
            if((i < args.Length) && (!args[i].StartsWith("-"))) value = args[i++];
            parsedArgs.Add(key, value);
        }

        // If the first argument in this iteration doesn't start with a dash, it's a
value
        else
        {
            parsedArgs.Add("--NoKey" + n.ToString(), args[i++]);
            n++;
        }
    }

    return parsedArgs;
}

//
// Method to get an argument from the parsed command-line arguments
//
// Parameters:
// - parsedArgs: The Dictionary object returned from the Parse() method (shown
above).

```

```
// - defaultValue: The default string to return if the specified key isn't in
// parsedArgs.
// - keys: An array of keys to look for in parsedArgs.
public static string GetArgument(
    Dictionary<string,string> parsedArgs, string defaultReturn, params string[] keys)
{
    string retval = null;
    foreach(var key in keys)
        if(parsedArgs.TryGetValue(key, out retval)) break;
    return retval ?? defaultReturn;
}

//
// Method to exit the application with an error.
public static void ErrorExit(string msg, int code=1)
{
    Console.WriteLine("\nError");
    Console.WriteLine(msg);
    Environment.Exit(code);
}
}
}
```

其他注意事项

- 您的队列名称必须由字母数字字符、连字符和下划线组成。
- 队列名称和队列区 URLs 分大小写
- 如果您需要队列 URL 但只有队列名称，请使用其中一种 `AmazonSQSClient.GetQueueUrlAsync` 方法。
- 有关您可以设置的各种队列属性的信息，请参阅 [CreateQueueRequest 适用于 .NET 的 AWS SDK API 参考](#) 或 [SetQueueAttributes](#) 《[亚马逊简单队列服务 API 参考](#)》。
- 此示例指定对您创建的队列中的所有消息进行长轮询。可使用 `ReceiveMessageWaitTimeSeconds` 属性执行此操作。

您还可以在调用 [Amazon SQSClient](#) 类的 `ReceiveMessageAsync` 方法期间指定长轮询。有关更多信息，请参阅 [接收 Amazon SQS 消息](#)。

有关短轮询与长轮询的信息，请参阅《Amazon Simple Queue Service 开发人员指南》中的 [短轮询与长轮询](#)。

- 其它（源）队列可将未成功处理的消息转到死信队列。有关更多信息，请参阅《Amazon Simple Queue Service 开发人员指南》中的 [Amazon SQS 死信队列](#)。
- 您还可以在 [Amazon SQS 控制台](#) 中查看队列列表和此示例的结果。

更新 Amazon SQS 队列

此示例向您展示如何使用更新 Amazon SQS 队列。适用于 .NET 的 AWS SDK 经过一些检查后，应用程序使用给定值更新给定属性，然后显示队列的所有属性。

如果命令行参数中仅包含队列 URL，则应用程序仅显示队列的所有属性。

以下各节提供了此示例的片段。此后显示了 [该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [显示队列属性](#)
- [验证属性名称](#)
- [更新队列属性](#)
- [完整代码](#)
- [其他注意事项](#)

显示队列属性

以下代码片段显示了由给定队列 URL 标识的队列的属性。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//  
// Method to show all attributes of a queue  
private static async Task ShowAllAttributes(IAmazonSQS sqsClient, string qUrl)  
{
```



```
GetQueueAttributesResponse responseGetAtt =
    await sqsClient.GetQueueAttributesAsync(qUrl,
        new List<string>{ QueueAttributeName.All });
Console.WriteLine($"Queue: {qUrl}");
foreach(var att in responseGetAtt.Attributes)
    Console.WriteLine($"{att.Key}: {att.Value}");
}
```

验证属性名称

以下代码片段验证了正在更新的属性的名称。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to check the name of the attribute
private static bool ValidAttribute(string attribute)
{
    var attOk = false;
    var qAttNameType = typeof(QueueAttributeName);
    List<string> qAttNamefields = new List<string>();
    foreach(var field in qAttNameType.GetFields())
        qAttNamefields.Add(field.Name);
    foreach(var name in qAttNamefields)
        if(attribute == name) { attOk = true; break; }
    return attOk;
}
```

更新队列属性

以下代码片段更新了由给定队列 URL 标识的队列属性。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to update a queue attribute
private static async Task UpdateAttribute(
    IAmazonSQS sqsClient, string qUrl, string attribute, string value)
{
    await sqsClient.SetQueueAttributesAsync(qUrl,
        new Dictionary<string, string>{{attribute, value}});
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.SQS](#)

编程元素：

- 命名空间 [Amazon.SQS](#)

[Amazon](#) 上课 SQSClient

班级 [QueueAttributeName](#)

- 命名空间 [Amazon.SQS.Model](#)

班级 [GetQueueAttributesResponse](#)

代码

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.SQS;
using Amazon.SQS.Model;

namespace SQSUpdateQueue
{
    // = = = = =
    // Class to update a queue
    class Program
    {
        private const int MaxArgs = 3;
        private const int InvalidArgCount = 2;

        static async Task Main(string[] args)
        {
            // Parse the command line and show help if necessary
```

```
var parsedArgs = CommandLine.Parse(args);
if(parsedArgs.Count == 0)
{
    PrintHelp();
    return;
}
if((parsedArgs.Count > MaxArgs) || (parsedArgs.Count == InvalidArgCount))
    CommandLine.ErrorExit("\nThe number of command-line arguments is incorrect." +
        "\nRun the command with no arguments to see help.");

// Get the application arguments from the parsed list
var qUrl = CommandLine.GetArgument(parsedArgs, null, "-q");
var attribute = CommandLine.GetArgument(parsedArgs, null, "-a");
var value = CommandLine.GetArgument(parsedArgs, null, "-v", "--value");

if(string.IsNullOrEmpty(qUrl))
    CommandLine.ErrorExit("\nYou must supply at least a queue URL." +
        "\nRun the command with no arguments to see help.");

// Create the Amazon SQS client
var sqsClient = new AmazonSQSClient();

// In the case of one command-line argument, just show the attributes for the
queue
if(parsedArgs.Count == 1)
    await ShowAllAttributes(sqsClient, qUrl);

// Otherwise, attempt to update the given queue attribute with the given value
else
{
    // Check to see if the attribute is valid
    if(ValidAttribute(attribute))
    {
        // Perform the update and then show all the attributes of the queue
        await UpdateAttribute(sqsClient, qUrl, attribute, value);
        await ShowAllAttributes(sqsClient, qUrl);
    }
    else
    {
        Console.WriteLine($"The given attribute name, {attribute}, isn't valid.");
    }
}
}
```

```
//
// Method to show all attributes of a queue
private static async Task ShowAllAttributes(IAmazonSQS sqsClient, string qUrl)
{
    GetQueueAttributesResponse responseGetAtt =
        await sqsClient.GetQueueAttributesAsync(qUrl,
            new List<string>{ QueueAttributeName.All });
    Console.WriteLine($"Queue: {qUrl}");
    foreach(var att in responseGetAtt.Attributes)
        Console.WriteLine($"\\t{att.Key}: {att.Value}");
}

//
// Method to check the name of the attribute
private static bool ValidAttribute(string attribute)
{
    var attOk = false;
    var qAttNameType = typeof(QueueAttributeName);
    List<string> qAttNamefields = new List<string>();
    foreach(var field in qAttNameType.GetFields())
        qAttNamefields.Add(field.Name);
    foreach(var name in qAttNamefields)
        if(attribute == name) { attOk = true; break; }
    return attOk;
}

//
// Method to update a queue attribute
private static async Task UpdateAttribute(
    IAmazonSQS sqsClient, string qUrl, string attribute, string value)
{
    await sqsClient.SetQueueAttributesAsync(qUrl,
        new Dictionary<string, string>{{attribute, value}});
}

//
// Command-line help
private static void PrintHelp()
{

```

```

        Console.WriteLine("\nUsage: SQSUpdateQueue -q queue_url [-a attribute -v
value]");
        Console.WriteLine("  -q: The URL of the queue you want to update.");
        Console.WriteLine("  -a: The name of the attribute to update.");
        Console.WriteLine("  -v, --value: The value to assign to the attribute.");
    }
}

// = = = = =
// Class that represents a command line on the console or terminal.
// (This is the same for all examples. When you have seen it once, you can ignore
it.)
static class CommandLine
{
    //
    // Method to parse a command line of the form: "--key value" or "-k value".
    //
    // Parameters:
    // - args: The command-line arguments passed into the application by the system.
    //
    // Returns:
    // A Dictionary with string Keys and Values.
    //
    // If a key is found without a matching value, Dictionary.Value is set to the key
    // (including the dashes).
    // If a value is found without a matching key, Dictionary.Key is set to "--NoKeyN",
    // where "N" represents sequential numbers.
    public static Dictionary<string,string> Parse(string[] args)
    {
        var parsedArgs = new Dictionary<string,string>();
        int i = 0, n = 0;
        while(i < args.Length)
        {
            // If the first argument in this iteration starts with a dash it's an option.
            if(args[i].StartsWith("-"))
            {
                var key = args[i++];
                var value = key;

                // Check to see if there's a value that goes with this option?
                if((i < args.Length) && (!args[i].StartsWith("-"))) value = args[i++];
                parsedArgs.Add(key, value);
            }
            else
            {
                parsedArgs.Add("--NoKey" + n, args[i]);
                n++;
            }
            i++;
        }
    }
}

```

```

    }

    // If the first argument in this iteration doesn't start with a dash, it's a
value
    else
    {
        parsedArgs.Add("--NoKey" + n.ToString(), args[i++]);
        n++;
    }
}

return parsedArgs;
}

//
// Method to get an argument from the parsed command-line arguments
//
// Parameters:
// - parsedArgs: The Dictionary object returned from the Parse() method (shown
above).
// - defaultValue: The default string to return if the specified key isn't in
parsedArgs.
// - keys: An array of keys to look for in parsedArgs.
public static string GetArgument(
    Dictionary<string,string> parsedArgs, string defaultReturn, params string[] keys)
{
    string retval = null;
    foreach(var key in keys)
        if(parsedArgs.TryGetValue(key, out retval)) break;
    return retval ?? defaultReturn;
}

//
// Method to exit the application with an error.
public static void ErrorExit(string msg, int code=1)
{
    Console.WriteLine("\nError");
    Console.WriteLine(msg);
    Environment.Exit(code);
}
}
}
}

```

其他注意事项

- 要更新该RedrivePolicy属性，您必须根据自己的操作系统将整个值加上引号并 key/value 对对的引号进行转义。

例如，在 Windows 上，该值的构造方式类似于以下内容：

```
"{\"deadLetterTargetArn\":\"DEAD_LETTER-QUEUE-ARN\", \"maxReceiveCount\":\"10\"}"
```

删除 Amazon SQS 队列

此示例向您展示如何使用删除 Amazon SQS 队列。适用于 .NET 的 AWS SDK 应用程序删除队列，等到队列消失，然后显示剩余队列的列表。

如果您不提供任何命令行参数，则应用程序仅显示现有队列的列表。

以下各节提供了此示例的片段。此后显示了[该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [删除队列](#)
- [等待队列消失](#)
- [显示现有队列的列表](#)
- [完整代码](#)
- [其他注意事项](#)

删除队列

以下代码片段删除了由给定队列 URL 标识的队列。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//  
// Method to delete an SQS queue  
private static async Task DeleteQueue(IAmazonSQS sqsClient, string qUrl)  
{  
    Console.WriteLine($"Deleting queue {qUrl}...");  
    await sqsClient.DeleteQueueAsync(qUrl);  
    Console.WriteLine($"Queue {qUrl} has been deleted.");  
}
```

等待队列消失

以下代码片段等待删除过程完成，这可能需要 60 秒。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to wait up to a given number of seconds
private static async Task Wait(
    IAmazonSQS sqsClient, int numSeconds, string qUrl)
{
    Console.WriteLine($"Waiting for up to {numSeconds} seconds.");
    Console.WriteLine("Press any key to stop waiting. (Response might be slightly
delayed.)");
    for(int i=0; i<numSeconds; i++)
    {
        Console.Write(".");
        Thread.Sleep(1000);
        if(Console.KeyAvailable) break;

        // Check to see if the queue is gone yet
        var found = false;
        ListQueuesResponse responseList = await sqsClient.ListQueuesAsync("");
        foreach(var url in responseList.QueueUrls)
        {
            if(url == qUrl)
            {
                found = true;
                break;
            }
        }
        if(!found) break;
    }
}
```

显示现有队列的列表

以下代码片段显示了 SQS 客户端区域中现有队列的列表。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to show a list of the existing queues
private static async Task ListQueues(IAmazonSQS sqsClient)
```



```
{
    ListQueuesResponse responseList = await sqsClient.ListQueuesAsync("");
    Console.WriteLine("\nList of queues:");
    foreach(var qUrl in responseList.QueueUrls)
        Console.WriteLine($"- {qUrl}");
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.SQS](#)

编程元素：

- 命名空间 [Amazon.SQS](#)
[Amazon](#) 上课 SQSClient
- 命名空间 [Amazon.SQS.Model](#)
 班级 [ListQueuesResponse](#)

代码

```
using System;
using System.Threading;
using System.Threading.Tasks;
using Amazon.SQS;
using Amazon.SQS.Model;

namespace SQSDeleteQueue
{
    // = = = = =
    // Class to update a queue
    class Program
    {
        private const int TimeToWait = 60;
```

```

static async Task Main(string[] args)
{
    // Create the Amazon SQS client
    var sqsClient = new AmazonSQSClient();

    // If no command-line arguments, just show a list of the queues
    if(args.Length == 0)
    {
        Console.WriteLine("\nUsage: SQSCreateQueue queue_url");
        Console.WriteLine("    queue_url - The URL of the queue you want to delete.");
        Console.WriteLine("\nNo arguments specified.");
        Console.Write("Do you want to see a list of the existing queues? ((y) or n):");
        var response = Console.ReadLine();
        if((string.IsNullOrEmpty(response)) || (response.ToLower() == "y"))
            await ListQueues(sqsClient);
        return;
    }

    // If given a queue URL, delete that queue
    if(args[0].StartsWith("https://sqs."))
    {
        // Delete the queue
        await DeleteQueue(sqsClient, args[0]);
        // Wait for a little while because it takes a while for the queue to disappear
        await Wait(sqsClient, TimeToWait, args[0]);
        // Show a list of the remaining queues
        await ListQueues(sqsClient);
    }
    else
    {
        Console.WriteLine("The command-line argument isn't a queue URL:");
        Console.WriteLine($"{args[0]}");
    }
}

//
// Method to delete an SQS queue
private static async Task DeleteQueue(IAmazonSQS sqsClient, string qUrl)
{
    Console.WriteLine($"Deleting queue {qUrl}...");
    await sqsClient.DeleteQueueAsync(qUrl);
}

```

```
    Console.WriteLine($"Queue {qUrl} has been deleted.");
}

//
// Method to wait up to a given number of seconds
private static async Task Wait(
    IAmazonSQS sqsClient, int numSeconds, string qUrl)
{
    Console.WriteLine($"Waiting for up to {numSeconds} seconds.");
    Console.WriteLine("Press any key to stop waiting. (Response might be slightly
delayed.)");
    for(int i=0; i<numSeconds; i++)
    {
        Console.Write(".");
        Thread.Sleep(1000);
        if(Console.KeyAvailable) break;

        // Check to see if the queue is gone yet
        var found = false;
        ListQueuesResponse responseList = await sqsClient.ListQueuesAsync("");
        foreach(var url in responseList.QueueUrls)
        {
            if(url == qUrl)
            {
                found = true;
                break;
            }
        }
        if(!found) break;
    }
}

//
// Method to show a list of the existing queues
private static async Task ListQueues(IAmazonSQS sqsClient)
{
    ListQueuesResponse responseList = await sqsClient.ListQueuesAsync("");
    Console.WriteLine("\nList of queues:");
    foreach(var qUrl in responseList.QueueUrls)
        Console.WriteLine($"- {qUrl}");
}
}
```

```
}
```

其他注意事项

- DeleteQueueAsync API 调用不会检查您要删除的队列是否被用作死信队列。可以用更复杂的程序来检查这一点。
- 您还可以在 [Amazon SQS 控制台](#) 中查看队列列表和此示例的结果。

发送 Amazon SMS 消息

此示例向您展示如何使用向 Amazon SQS 队列发送消息，您可以通过编程方式或使用 [Amazon SQS 控制台](#) 创建该队列。适用于 .NET 的 AWS SDK 应用程序向队列发送一条消息，然后发送一批消息。然后，应用程序等待用户输入，这些输入可以是要发送到队列的额外消息或退出应用程序的请求。

此示例和[下一个有关接收消息的示例](#)可以一起使用，以查看 Amazon SQS 中的消息流。

以下各节提供了此示例的片段。此后显示了[该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [发送消息](#)
- [发送一批消息](#)
- [从队列中删除所有消息](#)
- [完整代码](#)
- [其他注意事项](#)

发送消息

以下代码片段将消息发送到由给定队列 URL 标识的队列。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//  
// Method to put a message on a queue  
// Could be expanded to include message attributes, etc., in a SendMessageRequest  
private static async Task SendMessage(  
    IAmazonSQS sqsClient, string qUrl, string messageBody)
```

```
{
    SendMessageResponse responseSendMsg =
        await sqsClient.SendMessageAsync(qUrl, messageBody);
    Console.WriteLine($"Message added to queue\n {qUrl}");
    Console.WriteLine($"HttpStatusCode: {responseSendMsg.HttpStatusCode}");
}
```

发送一批消息

以下代码片段向由给定队列 URL 标识的队列发送一批消息。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to put a batch of messages on a queue
// Could be expanded to include message attributes, etc.,
// in the SendMessageBatchRequestEntry objects
private static async Task SendMessageBatch(
    IAmazonSQS sqsClient, string qUrl, List<SendMessageBatchRequestEntry> messages)
{
    Console.WriteLine($"
\nSending a batch of messages to queue\n {qUrl}");
    SendMessageBatchResponse responseSendBatch =
        await sqsClient.SendMessageBatchAsync(qUrl, messages);
    // Could test responseSendBatch.Failed here
    foreach(SendMessageBatchResultEntry entry in responseSendBatch.Successful)
        Console.WriteLine($"Message {entry.Id} successfully queued.");
}
```

从队列中删除所有消息

以下代码片段删除了来自由给定队列 URL 标识的队列的所有消息。这也称为清除队列。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to delete all messages from the queue
private static async Task DeleteAllMessages(IAmazonSQS sqsClient, string qUrl)
{
    Console.WriteLine($"
\nPurging messages from queue\n {qUrl}...");
    PurgeQueueResponse responsePurge = await sqsClient.PurgeQueueAsync(qUrl);
    Console.WriteLine($"HttpStatusCode: {responsePurge.HttpStatusCode}");
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.SQS](#)

编程元素：

- 命名空间 [Amazon.SQS](#)

[Amazon](#) 上课 SQSClient

- 命名空间 [Amazon.SQS.Model](#)

班级 [PurgeQueueResponse](#)

班级 [SendMessageBatchResponse](#)

班级 [SendMessageResponse](#)

班级 [SendMessageBatchRequestEntry](#)

班级 [SendMessageBatchResultEntry](#)

代码

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.SQS;
using Amazon.SQS.Model;

namespace SQSSendMessages
{
    // = = = = =
    // Class to send messages to a queue
    class Program
    {
```

```

// Some example messages to send to the queue
private const string JsonMessage = "{\n\"product\": [\n\"name\": \"Product A\", \"price\
\": \"32\"], {\n\"name\": \"Product B\", \"price\": \"27\"}]]}";
private const string XmlMessage = "<products><product name=\"Product A\" price=
\"32\" /><product name=\"Product B\" price=\"27\" /></products>";
private const string CustomMessage = "||product|Product A|32||product|Product B|
27||";
private const string TextMessage = "Just a plain text message.";

static async Task Main(string[] args)
{
    // Do some checks on the command-line
    if(args.Length == 0)
    {
        Console.WriteLine("\nUsage: SQSSendMessages queue_url");
        Console.WriteLine("    queue_url - The URL of an existing SQS queue.");
        return;
    }
    if(!args[0].StartsWith("https://sqs."))
    {
        Console.WriteLine("\nThe command-line argument isn't a queue URL:");
        Console.WriteLine($"{args[0]}");
        return;
    }

    // Create the Amazon SQS client
    var sqsClient = new AmazonSQSClient();

    // (could verify that the queue exists)
    // Send some example messages to the given queue
    // A single message
    await SendMessage(sqsClient, args[0], JsonMessage);

    // A batch of messages
    var batchMessages = new List<SendMessageBatchRequestEntry>{
        new SendMessageBatchRequestEntry("xmlMsg", XmlMessage),
        new SendMessageBatchRequestEntry("customeMsg", CustomMessage),
        new SendMessageBatchRequestEntry("textMsg", TextMessage)};
    await SendMessageBatch(sqsClient, args[0], batchMessages);

    // Let the user send their own messages or quit
    await InteractWithUser(sqsClient, args[0]);

    // Delete all messages that are still in the queue

```

```

    await DeleteAllMessages(sqsClient, args[0]);
}

//
// Method to put a message on a queue
// Could be expanded to include message attributes, etc., in a SendMessageRequest
private static async Task SendMessage(
    IAmazonSQS sqsClient, string qUrl, string messageBody)
{
    SendMessageResponse responseSendMsg =
        await sqsClient.SendMessageAsync(qUrl, messageBody);
    Console.WriteLine($"Message added to queue\n {qUrl}");
    Console.WriteLine($"HttpStatusCode: {responseSendMsg.HttpStatusCode}");
}

//
// Method to put a batch of messages on a queue
// Could be expanded to include message attributes, etc.,
// in the SendMessageBatchRequestEntry objects
private static async Task SendMessageBatch(
    IAmazonSQS sqsClient, string qUrl, List<SendMessageBatchRequestEntry> messages)
{
    Console.WriteLine($"Sending a batch of messages to queue\n {qUrl}");
    SendMessageBatchResponse responseSendBatch =
        await sqsClient.SendMessageBatchAsync(qUrl, messages);
    // Could test responseSendBatch.Failed here
    foreach(SendMessageBatchResultEntry entry in responseSendBatch.Successful)
        Console.WriteLine($"Message {entry.Id} successfully queued.");
}

//
// Method to get input from the user
// They can provide messages to put in the queue or exit the application
private static async Task InteractWithUser(IAmazonSQS sqsClient, string qUrl)
{
    string response;
    while (true)
    {
        // Get the user's input
        Console.WriteLine("\nType a message for the queue or \"exit\" to quit:");
        response = Console.ReadLine();
    }
}

```



```
        if(response.ToLower() == "exit") break;

        // Put the user's message in the queue
        await SendMessage(sqsClient, qUrl, response);
    }
}

//
// Method to delete all messages from the queue
private static async Task DeleteAllMessages(IAmazonSQS sqsClient, string qUrl)
{
    Console.WriteLine($"\\nPurging messages from queue\\n {qUrl}...");
    PurgeQueueResponse responsePurge = await sqsClient.PurgeQueueAsync(qUrl);
    Console.WriteLine($"HttpStatusCode: {responsePurge.HttpStatusCode}");
}
}
}
```

其他注意事项

- 有关消息的各种限制 (包括允许的字符) 的信息，请参阅 [Amazon Simple Queue Service 开发人员指南](#) 中 [与消息相关的配额](#) 部分。
- 消息会一直保留在队列中，直到被删除或队列被清除。当应用程序收到一条消息时，即使它仍然存在于队列中，它也不会出现在队列中。有关可见性超时的更多信息，请参阅 [Amazon SQS 可见性超时](#)。
- 除了消息正文外，您还可以为消息添加属性。有关更多信息，请参阅[消息元数据](#)。

接收 Amazon SQS 消息

[此示例向您展示如何使用接收 适用于 .NET 的 AWS SDK 来自 Amazon SQS 队列的消息，您可以通过编程方式或使用 Amazon SQS 控制台创建该队列。](#) 应用程序从队列中读取一条消息，处理该消息（在本例中，在控制台上显示消息正文），然后从队列中删除该消息。应用程序会重复这些步骤，直到用户在键盘上键入一个键。

此示例和[前面有关接收消息的示例](#)可以一起使用，以查看 Amazon SQS 中的消息流。

以下各节提供了此示例的片段。此后显示了[该示例的完整代码](#)，并且可以按原样构建和运行。

主题

- [接收消息](#)
- [删除消息](#)
- [完整代码](#)
- [其他注意事项](#)

接收消息

以下代码片段从由给定队列 URL 标识的队列接收消息。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to read a message from the given queue
// In this example, it gets one message at a time
private static async Task<ReceiveMessageResponse> GetMessage(
    IAmazonSQS sqsClient, string qUrl, int waitTime=0)
{
    return await sqsClient.ReceiveMessageAsync(new ReceiveMessageRequest{
        QueueUrl=qUrl,
        MaxNumberOfMessages=MaxMessages,
        WaitTimeSeconds=waitTime
        // (Could also request attributes, set visibility timeout, etc.)
    });
}
```

删除消息

以下代码片段删除了来自由给定队列 URL 标识的队列的消息。

[本主题末尾](#)的示例显示了此片段的使用情况。

```
//
// Method to delete a message from a queue
private static async Task DeleteMessage(
    IAmazonSQS sqsClient, Message message, string qUrl)
{
    Console.WriteLine($"\\nDeleting message {message.MessageId} from queue...");
    await sqsClient.DeleteMessageAsync(qUrl, message.ReceiptHandle);
}
```

完整代码

本部分显示了本示例的相关参考和完整代码。

SDK 参考

NuGet 包裹：

- [AWSSDK.SQS](#)

编程元素：

- 命名空间 [Amazon.SQS](#)

[Amazon](#) 上课 SQSClient

- 命名空间 [Amazon.SQS.Model](#)

班级 [ReceiveMessageRequest](#)

班级 [ReceiveMessageResponse](#)

代码

```
using System;
using System.Threading.Tasks;
using Amazon.SQS;
using Amazon.SQS.Model;

namespace SQSReceiveMessages
{
    class Program
    {
        private const int MaxMessages = 1;
        private const int WaitTime = 2;
        static async Task Main(string[] args)
        {
            // Do some checks on the command-line
            if(args.Length == 0)
            {
                Console.WriteLine("\nUsage: SQSReceiveMessages queue_url");
                Console.WriteLine("    queue_url - The URL of an existing SQS queue.");
                return;
            }
        }
    }
}
```

```

    }
    if(!args[0].StartsWith("https://sqs."))
    {
        Console.WriteLine("\nThe command-line argument isn't a queue URL:");
        Console.WriteLine($"{args[0]}");
        return;
    }

    // Create the Amazon SQS client
    var sqsClient = new AmazonSQSClient();

    // (could verify that the queue exists)
    // Read messages from the queue and perform appropriate actions
    Console.WriteLine($"Reading messages from queue\n {args[0]}");
    Console.WriteLine("Press any key to stop. (Response might be slightly
delayed.)");
    do
    {
        var msg = await GetMessage(sqsClient, args[0], WaitTime);
        if(msg.Messages.Count != 0)
        {
            if(ProcessMessage(msg.Messages[0]))
                await DeleteMessage(sqsClient, msg.Messages[0], args[0]);
        }
    } while(!Console.KeyAvailable);
}

//
// Method to read a message from the given queue
// In this example, it gets one message at a time
private static async Task<ReceiveMessageResponse> GetMessage(
    IAmazonSQS sqsClient, string qUrl, int waitTime=0)
{
    return await sqsClient.ReceiveMessageAsync(new ReceiveMessageRequest{
        QueueUrl=qUrl,
        MaxNumberOfMessages=MaxMessages,
        WaitTimeSeconds=waitTime
        // (Could also request attributes, set visibility timeout, etc.)
    });
}

//

```

```
// Method to process a message
// In this example, it simply prints the message
private static bool ProcessMessage(Message message)
{
    Console.WriteLine($"{message.MessageId}");
    Console.WriteLine($"{message.Body}");
    return true;
}

//
// Method to delete a message from a queue
private static async Task DeleteMessage(
    IAmazonSQS sqsClient, Message message, string qUrl)
{
    Console.WriteLine($"{message.MessageId} from queue...");
    await sqsClient.DeleteMessageAsync(qUrl, message.ReceiptHandle);
}
}
```

其他注意事项

- 为了指定长轮询，此示例在每次调用 `ReceiveMessageAsync` 方法时都使用该 `WaitTimeSeconds` 属性。

您还可以在[创建](#)或[更新](#)队列时使用 `ReceiveMessageWaitTimeSeconds` 属性为队列中的所有消息指定长轮询。

有关短轮询与长轮询的信息，请参阅《Amazon Simple Queue Service 开发人员指南》中的[短轮询与长轮询](#)。

- 在消息处理过程中，您可以使用接收句柄来更改消息可见性超时。有关如何执行此操作的信息，请参阅 [Amazon SQSClient](#) 类 `ChangeMessageVisibilityAsync` 的方法。
- 调用 `DeleteMessageAsync` 方法将无条件地从队列中删除消息，而无论可见性超时设置如何。

将 AWS Lambda 用于计算服务

适用于 .NET 的 AWS SDK 支持 AWS Lambda，因此您可以运行代码，而无需预置或管理服务器。有关更多信息，请参阅 [AWS Lambda 产品页面](#) 和 [AWS Lambda 开发人员指南](#)，尤其是 [使用 C#](#) 部分。

API

适用于 .NET 的 AWS SDK 为 AWS Lambda 提供了 API。这些 API 使您能够使用 [函数](#)、[触发器](#) 和 [事件](#) 等 Lambda 功能。要查看完整的 API 集，请参阅 [适用于 .NET 的 AWS SDK API 参考](#) 中的 [Lambda](#)。

Lambda API 由 [NuGet 程序包提供](#)。

先决条件

开始之前，请确保您已 [完成环境和项目的设置](#)。还要查看 [软件开发工具包功能](#) 中的信息。

其他信息

有关通过 .NET Aspire 使用 AWS Lambda 进行开发的信息，请参阅 [将 AWS 与 .NET Aspire 集成](#)。

主题

主题

- [使用注解来编写 AWS Lambda 函数](#)

使用注解来编写 AWS Lambda 函数

在编写 Lambda 函数时，您可能需要编写大量的处理程序代码，并更新 AWS CloudFormation 模板以及执行其它任务。Lambda 注释是一个框架，有助于减轻 .NET 6 Lambda 函数的负担，从而让使用 C# 编写 Lambda 的体验更加自然。

如果要举例说明使用 Lambda 注释框架的好处，请考虑以下将两个数字相加的代码片段。

不使用 Lambda 注释

```
public class Functions
{
    public APIGatewayProxyResponse LambdaMathPlus(APIGatewayProxyRequest request,
        ILambdaContext context)
    {
```

```

        if (!request.PathParameters.TryGetValue("x", out var xs))
        {
            return new APIGatewayProxyResponse
            {
                StatusCode = (int)HttpStatusCode.BadRequest
            };
        }
        if (!request.PathParameters.TryGetValue("y", out var ys))
        {
            return new APIGatewayProxyResponse
            {
                StatusCode = (int)HttpStatusCode.BadRequest
            };
        }

        var x = int.Parse(xs);
        var y = int.Parse(ys);

        return new APIGatewayProxyResponse
        {
            StatusCode = (int)HttpStatusCode.OK,
            Body = (x + y).ToString(),
            Headers = new Dictionary<string, string> { { "Content-Type", "text/
plain" } }
        };
    }
}

```

使用 Lambda 注释

```

public class Functions
{
    [LambdaFunction]
    [RestApi("/plus/{x}/{y}")]
    public int Plus(int x, int y)
    {
        return x + y;
    }
}

```

如示例所示，Lambda 注释可以消除对某些 Boilerplate 代码的需求。

有关如何使用该框架以及更多信息，请参阅以下资源：

- [GitHub 自述](#)文件，其中包含有关 Lambda 注释 API 和属性的文档。
- 有关 Lambda 注释的[博客文章](#)。
- [Amazon.Lambda.Annotations](#) NuGet 程序包。
- GitHub 上的[照片资产管理项目](#)。具体而言，请参阅项目[自述文件](#)中的 [PamApiAnnotations](#) 文件夹和对 Lambda 注释的引用。

适用于 .NET 的 AWS SDK 的高级库和框架

以下各节包含有关不属于 SDK 核心功能的高级库和框架的信息。这些库和框架使用核心 SDK 功能来创建可简化某些任务的功能。

如果您不熟悉适用于 .NET 的 AWS SDK，则可能需要先查看[快速了解](#)主题。其中提供了对软件开发工具包的简单介绍。

开始之前，请确保您已[完成环境和项目的设置](#)。还要查看[软件开发工具包功能](#)中的信息。

主题

- [AWS Message Processing Framework for .NET](#)
- [在 适用于 .NET 的 AWS SDK 中将 AWS 与 .NET Aspire 集成](#)

AWS Message Processing Framework for .NET

AWS Message Processing Framework for .NET 是一个 AWS 原生框架，它简化了使用 Amazon Simple Queue Service (SQS)、Amazon Simple Notification Service (SNS)、Amazon EventBridge 等 AWS 服务的 .NET 消息处理应用程序的开发。该框架减少了开发人员需要编写的样板代码量，使您能够在发布和使用消息时专注于业务逻辑。有关该框架如何简化开发的详细信息，请参阅博客文章[Introducing the AWS Message Processing Framework for .NET \(Preview\)](#)。第一部分特别提供了演示，展示了使用低级别 API 调用和使用框架之间的区别。

Message Processing Framework 支持以下活动和功能：

- 向 SQS 发送消息，向 SNS 和 EventBridge 发布事件。
- 使用长时间运行的轮询器接收和处理来自 SQS 的消息，这种方式通常用于后台服务。这包括在处理消息时管理可见性超时，以防止其他客户端处理该消息。
- 在 AWS Lambda 函数中处理消息。
- FIFO (先进先出) SQS 队列和 SNS 主题。

- 用于记录的 OpenTelemetry。

有关这些活动和功能的详细信息，请参阅[博客文章](#)的 功能 部分以及下列主题。

开始之前，请确保您已[完成环境和项目的设置](#)。还要查看[软件开发工具包功能](#)中的信息。

其他资源

- [NuGet.org](#) 上的 [AWS.Messaging](#) 软件包。
- [API 参考](#)。
- GitHub 存储库中的 README 文件，网址为 <https://github.com/aws/aws-dotnet-messaging/>
- Microsoft 的 [.NET 依赖项注入](#)。
- Microsoft 的 [.NET 通用主机](#)。

主题

- [开始使用 AWS Message Processing Framework for .NET](#)
- [使用 AWS Message Processing Framework for .NET 发布消息](#)
- [借助 AWS Message Processing Framework for .NET 来使用消息](#)
- [将 FIFO 与 AWS Message Processing Framework for .NET 结合使用](#)
- [AWS Message Processing Framework for .NET 的日志记录和 OpenTelemetry](#)
- [自定义 AWS Message Processing Framework for .NET](#)
- [AWS Message Processing Framework for .NET 的安全性](#)

开始使用 AWS Message Processing Framework for .NET

开始之前，请确保您已[完成环境和项目的设置](#)。还要查看[软件开发工具包功能](#)中的信息。

本主题介绍如何开始使用 Message Processing Framework。除了先决条件和配置信息外，本主题还提供相关教程来展示如何实现常见场景。

先决条件和配置

- 您为应用程序提供的凭证必须具备消息服务及其所用操作的相应权限。有关更多信息，请参阅 [SQS](#)、[SNS](#) 和 [EventBridge](#) 各自开发人员指南中的安全性主题。另请参阅 GitHub 上[自述文件](#)中关于特定[权限](#)的部分。

- 要使用 AWS Message Processing Framework for .NET，您必须将 [AWS.Messaging](#) NuGet 软件包添加到您的项目中。例如：

```
dotnet add package AWS.Messaging
```

- 该框架与 .NET 的[依赖项注入 \(DI\)](#) [服务容器](#)集成。您可以在应用程序启动过程中通过调用 `AddAWSMessageBus` 将其添加到 DI 容器来配置框架。

```
var builder = WebApplication.CreateBuilder(args);

// Register the AWS Message Processing Framework for .NET
builder.Services.AddAWSMessageBus(builder =>
{
    // Register that you'll publish messages of type ChatMessage to an existing queue
    builder.AddSQSPublisher<ChatMessage>("https://sqs.us-west-2.amazonaws.com/012345678910/MyAppProd");
});
```

教程

本教程演示了如何使用 AWS Message Processing Framework for .NET。它创建了两个应用程序：一个 ASP.NET Core Minimal API，用于在 API 端点收到请求时向 Amazon SQS 队列发送消息；一个长时间运行的控制台应用程序，用于轮询和处理这些消息。

- 本教程中的说明偏好使用 .NET CLI，但您既可以使用 .NET CLI 等跨平台工具，也可以使用 Microsoft Visual Studio 来完成本教程。有关这些工具的信息，请参阅[安装和配置工具链](#)。
- 本教程假定您使用 [default] 配置文件作为凭证。它还假定短期凭证具有发送和接收 Amazon SQS 消息的相应权限。有关更多信息，请参阅[使用配置 SDK 身份验证 AWS](#)和 [SQS](#) 的安全性主题。

Note

运行本教程可能会产生 SQS 消息收发费用。

步骤

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- [创建并运行发布应用程序](#)
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创建 SQS 队列

本教程需要一个 SQS 队列来向其发送消息和从中接收消息。可以使用 AWS CLI 或 AWS Tools for PowerShell 的以下命令之一来创建队列。记下返回的队列 URL，以便可以在后续框架配置过程中指定它。

AWS CLI

```
aws sqs create-queue --queue-name DemoQueue
```

AWS Tools for PowerShell

```
New-SQSQueue -QueueName DemoQueue
```

创建并运行发布应用程序

按照以下程序创建并运行发布应用程序。

1. 打开命令提示符或终端。查找或创建可以在其中创建 .NET 项目的操作系统文件夹。
2. 在该文件夹中，运行以下命令以创建 .NET 项目。

```
dotnet new webapi --name Publisher
```

3. 导航到新项目的文件夹。在 AWS Message Processing Framework for .NET 上添加依赖项。

```
cd Publisher  
dotnet add package AWS.Messaging
```

Note

如果您使用 AWS IAM Identity Center 进行身份验证，请务必同时添加 `AWSSDK.SSO` 和 `AWSSDK.SSO0IDC`。

4. 使用以下代码替换 `Program.cs` 中的代码。

```
using AWS.Messaging;
using Microsoft.AspNetCore.Mvc;
using Publisher;

var builder = WebApplication.CreateBuilder(args);

// Add services to the container.
// Learn more about configuring Swagger/OpenAPI at https://aka.ms/aspnetcore/
// swashbuckle.
builder.Services.AddEndpointsApiExplorer();
builder.Services.AddSwaggerGen();

// Configure the AWS Message Processing Framework for .NET.
builder.Services.AddAWSMessageBus(builder =>
{
    // Check for input SQS URL.
    // The SQS URL should be passed as a command line argument or set in the Debug
    // launch profile.
    if ((args.Length == 1) && (args[0].Contains("https://sqs.")))
    {
        // Register that you'll publish messages of type GreetingMessage:
        // 1. To a specified queue.
        // 2. Using the message identifier "greetingMessage", which will be used
        //    by handlers to route the message to the appropriate handler.
        builder.AddSQSPublisher<GreetingMessage>(args[0], "greetingMessage");
    }
    // You can map additional message types to queues or topics here as well.
});
var app = builder.Build();

// Configure the HTTP request pipeline.
if (app.Environment.IsDevelopment())
{
    app.UseSwagger();
    app.UseSwaggerUI();
}

app.UseHttpsRedirection();

// Create an API Endpoint that receives GreetingMessage objects
// from the caller and then sends them as an SQS message.
```

```

app.MapPost("/greeting", async ([FromServices] IMessagePublisher publisher,
    Publisher.GreetingMessage message) =>
    {
        return await PostGreeting(message, publisher);
    })
.WithName("SendGreeting")
.WithOpenApi();

app.Run();

public partial class Program
{
    /// <summary>
    /// Endpoint for posting a greeting message.
    /// </summary>
    /// <param name="greetingMessage">The greeting message.</param>
    /// <param name="messagePublisher">The message publisher.</param>
    /// <returns>Async task result.</returns>
    public static async Task<IResult> PostGreeting(GreetingMessage greetingMessage,
        IMessagePublisher messagePublisher)
    {
        if (greetingMessage.SenderName == null || greetingMessage.Greeting == null)
        {
            return Results.BadRequest();
        }

        // Publish the message to the queue configured above.
        await messagePublisher.PublishAsync(greetingMessage);

        return Results.Ok();
    }
}

namespace Publisher
{
    /// <summary>
    /// This class represents the message contents.
    /// </summary>
    public class GreetingMessage
    {
        public string? SenderName { get; set; }
        public string? Greeting { get; set; }
    }
}

```

```
}
```

5. 运行以下命令。这应该会打开一个带有 Swagger UI 的浏览器窗口，让您能够浏览和测试 API。

```
dotnet watch run <queue URL created earlier>
```

6. 打开 /greeting 端点并选择试用。
7. 为消息指定 senderName 和 greeting 值，然后选择执行。这会调用您的 API，该 API 会发送 SQS 消息。

创建并运行处理应用程序

按照以下程序创建并运行处理应用程序。

1. 打开命令提示符或终端。查找或创建可以在其中创建 .NET 项目的操作系统文件夹。
2. 在该文件夹中，运行以下命令以创建 .NET 项目。

```
dotnet new console --name Handler
```

3. 导航到新项目的文件夹。在 AWS Message Processing Framework for .NET 上添加依赖项。还要添加 Microsoft.Extensions.Hosting 软件包，支持您通过 [.NET 通用主机](#) 配置框架。

```
cd Handler
dotnet add package AWS.Messaging
dotnet add package Microsoft.Extensions.Hosting
```

Note

如果您使用 AWS IAM Identity Center 进行身份验证，请务必同时添加 AWSSDK.SSO 和 AWSSDK.SSO0IDC。

4. 使用以下代码替换 Program.cs 中的代码。

```
using AWS.Messaging;
using Handler;
using Microsoft.Extensions.DependencyInjection;
using Microsoft.Extensions.Hosting;

var builder = Host.CreateDefaultBuilder(args);
```

```

builder.ConfigureServices(services =>
{
    // Register the AWS Message Processing Framework for .NET.
    services.AddAWSMessageBus(builder =>
    {
        // Check for input SQS URL.
        // The SQS URL should be passed as a command line argument or set in the
        Debug launch profile.
        if ((args.Length == 1) && (args[0].Contains("https://sqs.")))
        {
            // Register you'll poll the following queue.
            builder.AddSQSPoller(args[0]);

            // And that messages of type "greetingMessage" should be:
            // 1. Deserialized as GreetingMessage objects.
            // 2. Which are then passed to GreetingMessageHandler.
            builder.AddMessageHandler<GreetingMessageHandler,
            GreetingMessage>("greetingMessage");

        }
        // You can add additional message handlers here, using different message
        types.
    });
});

var host = builder.Build();
await host.RunAsync();

namespace Handler
{
    /// <summary>
    /// This class represents the message contents.
    /// </summary>
    public class GreetingMessage
    {
        public string? SenderName { get; set; }
        public string? Greeting { get; set; }
    }

    /// <summary>
    /// This handler is invoked each time you receive the message.
    /// </summary>
    public class GreetingMessageHandler : IMessageHandler<GreetingMessage>

```

```
{
    public Task<MessageProcessStatus> HandleAsync(
        MessageEnvelope<GreetingMessage> messageEnvelope,
        CancellationToken token = default)
    {
        Console.WriteLine(
            $"Received message {messageEnvelope.Message.Greeting} from
{messageEnvelope.Message.SenderName}");
        return Task.FromResult(MessageProcessStatus.Success());
    }
}
```

5. 运行以下命令。这会启动一个长时间运行的轮询器。

```
dotnet run <queue URL created earlier>
```

启动后不久，应用程序将收到本教程第一部分中发送的消息并记录以下消息：

```
Received message {greeting} from {senderName}
```

6. 按 Ctrl+C 停止轮询器。

清理

使用 AWS CLI 或 AWS Tools for PowerShell 的以下命令之一删除队列。

AWS CLI

```
aws sqs delete-queue --queue-url "<queue URL created earlier>"
```

AWS Tools for PowerShell

```
Remove-SQSQueue -QueueUrl "<queue URL created earlier>"
```

使用 AWS Message Processing Framework for .NET 发布消息

AWS Message Processing Framework for .NET 支持发布一种或多种消息类型、处理一种或多种消息类型，或者在同一个应用程序中同时执行这两种操作。

以下代码显示了向不同 AWS 服务发布不同消息类型的应用程序的配置。

```
var builder = WebApplication.CreateBuilder(args);

// Register the AWS Message Processing Framework for .NET
builder.Services.AddAWSMessageBus(builder =>
{
    // Register that you'll send messages of type ChatMessage to an existing queue
    builder.AddSQSPublisher<ChatMessage>("https://sqs.us-west-2.amazonaws.com/012345678910/MyAppProd");

    // Register that you'll publish messages of type OrderInfo to an existing SNS topic
    builder.AddSNSPublisher<OrderInfo>("arn:aws:sns:us-west-2:012345678910:MyAppProd");

    // Register that you'll publish messages of type FoodItem to an existing
    EventBridge bus
    builder.AddEventBridgePublisher<FoodItem>("arn:aws:events:us-west-2:012345678910:event-bus/default");
});
```

在启动过程中注册框架后，将通用 `IMessagePublisher` 注入到代码中。调用其 `PublishAsync` 方法来发布上面配置的任何消息类型。通用发布者将根据消息类型确定要将消息路由到的目的地。

在以下示例中，ASP.NET MVC 控制器接收来自用户的 `ChatMessage` 消息和 `OrderInfo` 事件，然后分别将其发布到 Amazon SQS 和 Amazon SNS。两种消息类型都可以使用上面配置的通用发布者发布。

```
[ApiController]
[Route("[controller]")]
public class PublisherController : ControllerBase
{
    private readonly IMessagePublisher _messagePublisher;

    public PublisherController(IMessagePublisher messagePublisher)
    {
        _messagePublisher = messagePublisher;
    }

    [HttpPost("chatmessage", Name = "Chat Message")]
    public async Task<IActionResult> PublishChatMessage([FromBody] ChatMessage message)
    {
        // Perform business and validation logic on the ChatMessage here.
    }
}
```

```

        if (message == null)
        {
            return BadRequest("A chat message was not submitted. Unable to forward to
the message queue.");
        }
        if (string.IsNullOrEmpty(message.MessageDescription))
        {
            return BadRequest("The MessageDescription cannot be null or empty.");
        }

        // Send the ChatMessage to SQS, using the generic publisher.
        await _messagePublisher.PublishAsync(message);

        return Ok();
    }

    [HttpPost("order", Name = "Order")]
    public async Task<IActionResult> PublishOrder([FromBody] OrderInfo message)
    {
        if (message == null)
        {
            return BadRequest("An order was not submitted.");
        }

        // Publish the OrderInfo to SNS, using the generic publisher.
        await _messagePublisher.PublishAsync(message);

        return Ok();
    }
}

```

为了将消息路由到相应的处理逻辑，框架使用称为消息类型标识符的元数据。默认情况下，这是消息的 .NET 类型的完整名称，包括其程序集名称。如果既要发送消息，又要处理消息，那么当跨项目共享消息对象的定义时，这种机制能很好地发挥作用。但是，如果在不同的命名空间中重新定义消息，或者您要与其他框架或编程语言交换消息，则可能需要覆盖消息类型标识符。

```

var builder = Host.CreateDefaultBuilder(args);

builder.ConfigureServices(services =>
{
    // Register the AWS Message Processing Framework for .NET
    services.AddAWSMessageBus(builder =>
    {

```

```
// Register that you'll publish messages of type GreetingMessage to an existing
queue
builder.AddSQSPublisher<GreetingMessage>("https://sqs.us-
west-2.amazonaws.com/012345678910/MyAppProd", "greetingMessage");
});
});
```

特定于服务的发布者

上面显示的示例使用通用 `IMessagePublisher`，它可以根据配置的消息类型发布到任何支持的 AWS 服务。该框架还为 Amazon SQS、Amazon SNS 和 Amazon EventBridge 提供特定于服务的发布者。这些特定的发布者会显示仅适用于特定服务的选项，并且这些选项可以使用类型 `ISQSPublisher`、`ISNSPublisher` 和 `IEventBridgePublisher` 完成注入。

例如，向 SQS FIFO 队列发送消息时，您必须设置相应的[消息组 ID](#)。以下代码显示的还是 `ChatMessage` 示例，但这次使用 `ISQSPublisher` 来设置特定于 SQS 的选项。

```
public class PublisherController : ControllerBase
{
    private readonly ISQSPublisher _sqsPublisher;

    public PublisherController(ISQSPublisher sqsPublisher)
    {
        _sqsPublisher = sqsPublisher;
    }

    [HttpPost("chatmessage", Name = "Chat Message")]
    public async Task<IActionResult> PublishChatMessage([FromBody] ChatMessage message)
    {
        // Perform business and validation logic on the ChatMessage here
        if (message == null)
        {
            return BadRequest("A chat message was not submitted. Unable to forward to
the message queue.");
        }
        if (string.IsNullOrEmpty(message.MessageDescription))
        {
            return BadRequest("The MessageDescription cannot be null or empty.");
        }

        // Send the ChatMessage to SQS using the injected ISQSPublisher, with SQS-
specific options
        await _sqsPublisher.SendAsync(message, new SQSOptions
```

```

        {
            DelaySeconds = <delay-in-seconds>,
            MessageAttributes = <message-attributes>,
            MessageDeduplicationId = <message-deduplication-id>,
            MessageGroupId = <message-group-id>
        });

        return Ok();
    }
}

```

对于 SNS 和 EventBridge，也可以分别使用 `ISNSPublisher` 和 `IEventBridgePublisher` 来完成同样的操作。

```

await _snsPublisher.PublishAsync(message, new SNSOptions
{
    Subject = <subject>,
    MessageAttributes = <message-attributes>,
    MessageDeduplicationId = <message-deduplication-id>,
    MessageGroupId = <message-group-id>
});

```

```

await _eventBridgePublisher.PublishAsync(message, new EventBridgeOptions
{
    DetailType = <detail-type>,
    Resources = <resources>,
    Source = <source>,
    Time = <time>,
    TraceHeader = <trace-header>
});

```

默认情况下，给定类型的消息会发送到预先配置的目的地。但是，您可以使用特定于消息的发布者来覆盖单条消息的目的地。您还可以覆盖用于发布消息的底层 适用于 .NET 的 AWS SDK 客户端，这在需要根据目的地更改角色或凭证的多租户应用程序中非常有用。

```

await _sqsPublisher.SendAsync(message, new SQSOptions
{
    OverrideClient = <override IAmazonSQS client>,
    QueueUrl = <override queue URL>
});

```

借助 AWS Message Processing Framework for .NET 来使用消息

AWS Message Processing Framework for .NET 使您能够使用通过该框架或其中一个消息收发服务[发布的](#)消息。这些消息可以通过多种方式使用，其中一些方式如下所述。

消息处理程序

要使用消息，请使用 `IMessageHandler` 接口为要处理的每种消息类型实施消息处理程序。消息类型和消息处理程序之间的映射是在项目启动时配置的。

```
await Host.CreateDefaultBuilder(args)
    .ConfigureServices(services =>
    {
        // Register the AWS Message Processing Framework for .NET
        services.AddAWSMessageBus(builder =>
        {
            // Register an SQS Queue that the framework will poll for messages.
            // NOTE: The URL given below is an example. Use the appropriate URL for
            // your SQS Queue.
            builder.AddSQSPoller("https://sqs.us-west-2.amazonaws.com/012345678910/
MyAppProd");

            // Register all IMessageHandler implementations with the message type they
            // should process.
            // Here messages that match our ChatMessage .NET type will be handled by
            // our ChatMessageHandler
            builder.AddMessageHandler<ChatMessageHandler, ChatMessage>();
        });
    })
    .Build()
    .RunAsync();
```

以下代码显示了 `ChatMessage` 消息的示例消息处理程序。

```
public class ChatMessageHandler : IMessageHandler<ChatMessage>
{
    public Task<MessageProcessStatus> HandleAsync(MessageEnvelope<ChatMessage>
messageEnvelope, CancellationToken token = default)
    {
        // Add business and validation logic here.
        if (messageEnvelope == null)
        {
```

```

        return Task.FromResult(MessageProcessStatus.Failed());
    }

    if (messageEnvelope.Message == null)
    {
        return Task.FromResult(MessageProcessStatus.Failed());
    }

    ChatMessage message = messageEnvelope.Message;

    Console.WriteLine($"Message Description: {message.MessageDescription}");

    // Return success so the framework will delete the message from the queue.
    return Task.FromResult(MessageProcessStatus.Success());
}
}

```

外部 `MessageEnvelope` 包含框架使用的元数据。它的 `message` 属性是消息类型（在本例中为 `ChatMessage`）。

您可以返回 `MessageProcessStatus.Success()` 以表明消息已成功处理，框架将从 Amazon SQS 队列中删除该消息。返回 `MessageProcessStatus.Failed()` 时，消息将保留在队列中，以便再次得到处理或移至[死信队列](#)（如果已配置）。

在长时间运行的进程中处理消息

您可以使用 SQS 队列 URL 调用 `AddSQSPoller` 以启动一个长时间运行的 [BackgroundService](#)，该服务将持续轮询队列并处理消息。

```

await Host.CreateDefaultBuilder(args)
    .ConfigureServices(services =>
    {
        // Register the AWS Message Processing Framework for .NET
        services.AddAWSMessageBus(builder =>
        {
            // Register an SQS Queue that the framework will poll for messages.
            // NOTE: The URL given below is an example. Use the appropriate URL for
            your SQS Queue.
            builder.AddSQSPoller("https://sqs.us-west-2.amazonaws.com/012345678910/
MyAppProd", options =>
            {
                // The maximum number of messages from this queue that the framework
                will process concurrently on this client.
            }
        )
    }
    )
    .Build()
    .Run();

```

```
options.MaxNumberOfConcurrentMessages = 10;

// The duration each call to SQS will wait for new messages.
options.WaitTimeSeconds = 20;
});

// Register all IMessageHandler implementations with the message type they
should process.
builder.AddMessageHandler<ChatMessageHandler, ChatMessage>();
});
})
.Build()
.RunAsync();
```

配置 SQS 消息轮询器

SQS 消息轮询器可在调用 `AddSQSPoller` 时通过 `SQSMessagePollerOptions` 进行配置。

- `MaxNumberOfConcurrentMessages` - 队列中可同时处理的最大消息数量。默认值是 10。
- `WaitTimeSeconds` - `ReceiveMessage` SQS 调用在返回前等待队列中消息到达的时间（以秒为单位）。如果消息可用，则调用会早于 `WaitTimeSeconds` 返回。默认值为 20。

消息可见性超时处理

SQS 消息有[可见性超时](#)时段。当一个使用者开始处理给定消息时，该消息仍会保留在队列中，但对其他使用者不可见，以避免重复处理。如果消息在再次可见之前未被处理和删除，则其他使用者可能会尝试处理同一条消息。

该框架将跟踪并尝试延长其当前正在处理的消息的可见性超时时间。您可以在调用 `AddSQSPoller` 时在 `SQSMessagePollerOptions` 上配置此行为。

- `VisibilityTimeout` - 接收到的消息对后续检索请求不可见的时长（以秒为单位）。默认值为 30。
- `VisibilityTimeoutExtensionThreshold` - 当消息的可见性超时时间距离到期剩余此秒数时，框架将延长可见性超时时间（再增加 `VisibilityTimeout` 秒）。默认值是 5。
- `VisibilityTimeoutExtensionHeartbeatInterval` - 框架检查距离过期时间不足 `VisibilityTimeoutExtensionThreshold` 秒的消息并延长其可见性超时时间的频率（以秒为单位）。默认值是 1。

在以下示例中，框架将每 1 秒检查一次仍在处理中的消息。对于在 5 秒内会再次可见的消息，框架会自动将每条消息的可见性超时时间再延长 30 秒。

```
// NOTE: The URL given below is an example. Use the appropriate URL for your SQS Queue.
builder.AddSQSPoller("https://sqs.us-west-2.amazonaws.com/012345678910/MyAppProd",
    options =>
    {
        options.VisibilityTimeout = 30;
        options.VisibilityTimeoutExtensionThreshold = 5;
        options.VisibilityTimeoutExtensionHeartbeatInterval = 1;
    });
```

在 AWS Lambda 函数中处理消息

您可以将 AWS Message Processing Framework for .NET 和 [SQS 与 Lambda 的集成](#) 结合使用。这是由 AWS.Messaging.Lambda 软件包提供的。请参阅其[自述文件](#)开始使用。

将 FIFO 与 AWS Message Processing Framework for .NET 结合使用

对于消息排序和消息重复数据删除至关重要的使用案例，AWS Message Processing Framework for .NET 支持先进先出 (FIFO) [Amazon SQS 队列](#)和 [Amazon SNS 主题](#)。

发布

向 FIFO 队列或主题发布消息时，您必须设置消息组 ID，该 ID 指定消息所属的组。组内的消息按顺序处理。您可以在特定于 SQS 和 SNS 的消息发布者上进行此设置。

```
await _sqsPublisher.PublishAsync(message, new SQSOptions
{
    MessageDeduplicationId = <message-deduplication-id>,
    MessageGroupId = <message-group-id>
});
```

订阅

处理来自 FIFO 队列的消息时，框架会按照每次 ReceiveMessages 调用的接收顺序处理给定消息组中的消息。当配置以 .fifo 结尾的队列时，框架会自动进入此操作模式。

```
await Host.CreateDefaultBuilder(args)
    .ConfigureServices(services =>
    {
        // Register the AWS Message Processing Framework for .NET.
```



```
services.AddAWSMessageBus(builder =>
{
    // Because this is a FIFO queue, the framework automatically handles these
    messages in order.
    builder.AddSQSPoller("https://sqs.us-west-2.amazonaws.com/012345678910/
MPF.fifo");
    builder.AddMessageHandler<OrderMessageHandler, OrderMessage>();
});
}))
.Build()
.RunAsync();
```

AWS Message Processing Framework for .NET 的日志记录和 OpenTelemetry

AWS Message Processing Framework for .NET 已集成 OpenTelemetry，可记录该框架发布或处理的每条消息的[追踪信息](#)。这是由 [AWS.Messaging.Telemetry.OpenTelemetry](#) 软件包提供的。请参阅其[自述文件](#)开始使用。

Note

有关日志记录的安全性信息，请参阅[AWS Message Processing Framework for .NET 的安全性](#)。

自定义 AWS Message Processing Framework for .NET

AWS Message Processing Framework for .NET 在三个不同的“层”中构建、发送和处理消息：

1. 在最外层，框架构建特定于服务的 AWS 原生请求或响应。例如，在 Amazon SQS 中，它生成 [SendMessage](#) 请求并处理该服务定义的 [Message](#) 对象。
2. 在 SQS 请求和响应中，框架将 MessageBody 元素（对于 Amazon SNS，为 Message，对于 Amazon EventBridge，为 Detail）设置为 [JSON 格式的 CloudEvent](#)。它包含框架设置的元数据，在处理消息时可在 MessageEnvelope 对象上访问。
3. 在最内层，CloudEvent JSON 对象内的 data 属性包含一个 JSON 序列化表示的 .NET 对象，该对象作为消息发送或接收。

```
{
    "id": "b02f156b-0f02-48cf-ae54-4fbbe05cffba",
    "source": "/aws/messaging",
    "specversion": "1.0",
```

```

    "type": "Publisher.Models.ChatMessage",
    "time": "2023-11-21T16:36:02.8957126+00:00",
    "data": "<the ChatMessage object serialized as JSON>"
  }

```

您可以自定义消息信封的配置方式和读取方式：

- "id" 是消息的唯一标识符。它默认设置为新的 GUID，但是您可以实施自己的 `IMessageIdGenerator` 并将其注入 DI 容器来覆盖此设置。
- "type" 控制消息路由到处理程序的方式。默认情况下，此设置使用与消息对应的 .NET 类型的完整名称。当通过 `AddSQSPublisher`、`AddSNSPublisher` 或 `AddEventBridgePublisher` 将消息类型映射到目的地时，您可以通过 `messageTypeIdentifier` 参数覆盖此设置。
- "source" 表示发送消息的系统或服务器。
 - 如果从 AWS Lambda 发布，则该值是函数名称；如果在 Amazon ECS 上，则该值为集群名称和任务 ARN；如果在 Amazon EC2 上，则该值为实例 ID，否则为 `/aws/messaging` 的回退值。
 - 您可以在 `MessageBusBuilder` 上通过 `AddMessageSource` 或 `AddMessageSourceSuffix` 覆盖此设置。
- "time" 设置为当前的日期时间（UTC）。您可以通过实施自己的 `IDateTimeHandler` 并将其注入 DI 容器来覆盖此设置。
- "data" 包含作为消息发送或接收的 .NET 对象的 JSON 表示：
 - `MessageBusBuilder` 上的 `ConfigureSerializationOptions` 让您能够配置序列化和反序列化消息时将使用的 [System.Text.Json.JsonSerializerOptions](#)。
 - 要注入其他属性或在框架构建消息信封后对其进行转换，您可以实施 `ISerializationCallback` 并通过 `MessageBusBuilder` 上的 `AddSerializationCallback` 注册它。

AWS Message Processing Framework for .NET 的安全性

AWS Message Processing Framework for .NET 依赖适用于 .NET 的 AWS SDK 与 AWS 进行通信。有关适用于 .NET 的 AWS SDK 中安全性的更多信息，请参阅[本 AWS 产品或服务的安全性](#)。

出于安全考虑，该框架不记录用户发送的数据消息。如果要出于调试目的启用此功能，则需要在 Message Bus 中调用 `EnableDataMessageLogging()`，如下所示：

```

builder.Services.AddAWSMessageBus(bus =>
{

```

```
builder.EnableDataMessageLogging();  
});
```

如果您发现潜在的安全问题，请参阅[安全策略](#)以获取报告信息。

在适用于 .NET 的 AWS SDK 中将 AWS 与 .NET Aspire 集成

.NET Aspire 是一种构建云就绪型应用程序的新方法。它专门为本地环境提供了一种编排工具，用于运行、连接和调试分布式应用程序的组件。为了改善云就绪型应用程序的内部开发循环，我们构建了与 .NET Aspire 的集成，用于将 .NET 应用程序连接到 AWS 资源。这些集成可通过 [Aspire.Hosting.AWS](#) NuGet 软件包获取。

以下 .NET Aspire 集成可用：

- 通过 [CloudFormation](#) 预置 AWS 资源的功能。这种集成可用于 .NET Aspire AppHost 项目。

有关更多信息，请参阅博客文章 [Integrating AWS with .NET Aspire](#)。

- 安装和配置 适用于 .NET 的 AWS SDK 并将其连接到 [Amazon DynamoDB local](#)。这种集成可用于 .NET Aspire AppHost 项目。

有关更多信息，请参阅博客文章 [Integrating AWS with .NET Aspire](#)。

- 为 [AWS Lambda](#) 函数启用本地开发环境。这种集成可用于 .NET Aspire AppHost 项目。

有关更多信息，请参阅博客文章 [Building and Debugging .NET Lambda applications with .NET Aspire \(Part 1\)](#) 和 [Building and Debugging .NET Lambda applications with .NET Aspire \(Part 2\)](#)。

Note

这是适用于预览版中特征的预发文档。本文档随时可能更改。

由于此功能为预览版，因此您需要选择加入来启用预览功能。有关此预览功能以及如何选择加入的更多信息，请参阅 [GitHub 上的开发跟踪器问题](#)。

其他信息

有关 [Aspire.Hosting.AWS](#) 中提供的集成的更多信息以及详细使用说明，请参阅以下资源。

- 博客文章 [Integrating AWS with .NET Aspire](#)。

- 博客文章 [Building and Debugging .NET Lambda applications with .NET Aspire \(Part 1\)](#) 和 [Building and Debugging .NET Lambda applications with .NET Aspire \(Part 2\)](#)。
- GitHub 上的 [integrations-on-dotnet-aspire-for-aws](#) 存储库。
- [Aspire.Hosting.AWS](#) NuGet 软件包的详细[自述文件](#)。

对其它 AWS 服务和配置的支持

除前面各部分中描述的服务外，适用于 .NET 的 AWS SDK还支持 AWS 服务。有关所有支持服务的 API 的信息，请参阅[适用于 .NET 的 AWS SDK API 参考](#)。

除了各个 AWS 服务的命名空间之外，适用于 .NET 的 AWS SDK还提供了以下 API：

区域图	描述	资源
AWS Support	以编程方式访问 AWS Support 案例和 Trusted Advisor 功能。	请参阅 Amazon.AWSSupport 和 Amazon.AWSSupport.Model 。
常规	帮助程序类和枚举。	请参阅 Amazon 和 Amazon.Util 。

适用于 .NET 的 SDK 代码示例

本主题中的代码示例向您展示了如何使用适用于 .NET 的 AWS SDK 与 AWS。

基本功能是向您展示如何在服务中执行基本操作的代码示例。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您展示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

某些服务包含其他示例类别，这些类别说明如何利用特定于服务的库或函数。

Services

- [使用的 ACM 示例 适用于 .NET 的 SDK](#)
- [使用 API Gateway 示例 适用于 .NET 的 SDK](#)
- [使用 Aurora 的示例 适用于 .NET 的 SDK](#)
- [使用的 Auto Scaling 示例 适用于 .NET 的 SDK](#)
- [使用 Amazon Bedrock 运行时示例 适用于 .NET 的 SDK](#)
- [CloudWatch 使用记录示例 适用于 .NET 的 SDK](#)
- [使用 Amazon Cognito 身份提供商示例 适用于 .NET 的 SDK](#)
- [使用 Amazon Comprehend 示例 适用于 .NET 的 SDK](#)
- [使用 Amazon DocumentDB 示例 适用于 .NET 的 SDK](#)
- [使用的 DynamoDB 示例 适用于 .NET 的 SDK](#)
- [使用亚马逊的 EC2 示例 适用于 .NET 的 SDK](#)
- [使用的 Amazon ECS 示例 适用于 .NET 的 SDK](#)
- [Elastic Load Balancing-版本 2 示例使用 适用于 .NET 的 SDK](#)
- [EventBridge 使用示例 适用于 .NET 的 SDK](#)
- [EventBridge 使用调度器示例 适用于 .NET 的 SDK](#)
- [使用 Amazon Glacier 的示例 适用于 .NET 的 SDK](#)
- [AWS Glue 使用示例 适用于 .NET 的 SDK](#)
- [使用的 IAM 示例 适用于 .NET 的 SDK](#)
- [使用 Amazon Keyspaces 的示例 适用于 .NET 的 SDK](#)

- [使用的 Kinesis 示例 适用于 .NET 的 SDK](#)
- [AWS KMS 使用示例 适用于 .NET 的 SDK](#)
- [使用 Lambda 示例 适用于 .NET 的 SDK](#)
- [MediaConvert 使用示例 适用于 .NET 的 SDK](#)
- [使用 Amazon MSK 示例 适用于 .NET 的 SDK](#)
- [使用 Organizati 适用于 .NET 的 SDK](#)
- [使用“合作伙伴中心”示例 适用于 .NET 的 SDK](#)
- [使用 Amazon Pinpoint 示例 适用于 .NET 的 SDK](#)
- [使用 Amazon Polly 的示例 适用于 .NET 的 SDK](#)
- [使用 Amazon RDS 示例 适用于 .NET 的 SDK](#)
- [使用 Amazon RDS 数据服务示例 适用于 .NET 的 SDK](#)
- [使用 Amazon Rekognition 的示例 适用于 .NET 的 SDK](#)
- [使用 Route 53 的域名注册示例 适用于 .NET 的 SDK](#)
- [使用 Amazon S3 的示例 适用于 .NET 的 SDK](#)
- [SageMaker 使用的 AI 示例 适用于 .NET 的 SDK](#)
- [使用的 Secrets Manager 示例 适用于 .NET 的 SDK](#)
- [使用 Amazon SES 示例 适用于 .NET 的 SDK](#)
- [使用 Amazon SES API v2 的示例 适用于 .NET 的 SDK](#)
- [使用 Amazon SNS 示例 适用于 .NET 的 SDK](#)
- [使用 Amazon SQS 示例 适用于 .NET 的 SDK](#)
- [使用 Step Functions 示例 适用于 .NET 的 SDK](#)
- [AWS STS 使用示例 适用于 .NET 的 SDK](#)
- [支持 使用示例 适用于 .NET 的 SDK](#)
- [使用 Amazon Textract 的示例 适用于 .NET 的 SDK](#)
- [使用 Amazon Transcribe 示例 适用于 .NET 的 SDK](#)
- [Amazon Translate 示例使用 适用于 .NET 的 SDK](#)

使用的 ACM 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 ACM 配合使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)

操作

DescribeCertificate

以下代码示例演示了如何使用 DescribeCertificate。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon;
using Amazon.CertificateManager;
using Amazon.CertificateManager.Model;

namespace DescribeCertificate
{
    class DescribeCertificate
    {
        // The following example retrieves and displays the metadata for a
        // certificate using the AWS Certificate Manager (ACM) service.

        // Specify your AWS Region (an example Region is shown).
        private static readonly RegionEndpoint ACMRegion = RegionEndpoint.USEast1;
        private static AmazonCertificateManagerClient _client;

        static void Main(string[] args)
```

```

    {
        _client = new
Amazon.CertificateManager.AmazonCertificateManagerClient(ACMRegion);

        var describeCertificateReq = new DescribeCertificateRequest();
        // The ARN used here is just an example. Replace it with the ARN of
        // a certificate that exists on your account.
        describeCertificateReq.CertificateArn =
            "arn:aws:acm:us-
east-1:123456789012:certificate/8cfd7dae-9b6a-2d07-92bc-1c309EXAMPLE";

        var certificateDetailResp =
            DescribeCertificateResponseAsync(client: _client, request:
describeCertificateReq);
        var certificateDetail = certificateDetailResp.Result.Certificate;

        if (certificateDetail is not null)
        {
            DisplayCertificateDetails(certificateDetail);
        }
    }

    /// <summary>
    /// Displays detailed metadata about a certificate retrieved
    /// using the ACM service.
    /// </summary>
    /// <param name="certificateDetail">The object that contains details
    /// returned from the call to DescribeCertificateAsync.</param>
    static void DisplayCertificateDetails(CertificateDetail certificateDetail)
    {
        Console.WriteLine("\nCertificate Details: ");
        Console.WriteLine($"Certificate Domain:
{certificateDetail.DomainName}");
        Console.WriteLine($"Certificate Arn:
{certificateDetail.CertificateArn}");
        Console.WriteLine($"Certificate Subject: {certificateDetail.Subject}");
        Console.WriteLine($"Certificate Status: {certificateDetail.Status}");
        foreach (var san in certificateDetail.SubjectAlternativeNames)
        {
            Console.WriteLine($"Certificate SubjectAlternativeName: {san}");
        }
    }

    /// <summary>

```



```

    /// Retrieves the metadata associated with the ACM service certificate.
    /// </summary>
    /// <param name="client">An AmazonCertificateManagerClient object
    /// used to call DescribeCertificateResponse.</param>
    /// <param name="request">The DescribeCertificateRequest object that
    /// will be passed to the method call.</param>
    /// <returns></returns>
    static async Task<DescribeCertificateResponse>
DescribeCertificateResponseAsync(
    AmazonCertificateManagerClient client, DescribeCertificateRequest
request)
    {
        var response = new DescribeCertificateResponse();

        try
        {
            response = await client.DescribeCertificateAsync(request);
        }
        catch (InvalidArnException)
        {
            Console.WriteLine($"Error: The ARN specified is invalid.");
        }
        catch (ResourceNotFoundException)
        {
            Console.WriteLine($"Error: The specified certificate could not be
found.");
        }

        return response;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeCertificate](#)中的。

ListCertificates

以下代码示例演示了如何使用 ListCertificates。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon;
using Amazon.CertificateManager;
using Amazon.CertificateManager.Model;

namespace ListCertificates
{
    // The following example retrieves and displays a list of the
    // certificates defined for the default account using the AWS
    // Certificate Manager (ACM) service.
    class ListCertificates
    {
        // Specify your AWS Region (an example Region is shown).

        private static readonly RegionEndpoint ACMRegion = RegionEndpoint.USEast1;
        private static AmazonCertificateManagerClient _client;

        static void Main(string[] args)
        {
            _client = new AmazonCertificateManagerClient(ACMRegion);
            var certificateList = ListCertificatesResponseAsync(client: _client);

            Console.WriteLine("Certificate Summary List\n");

            foreach (var certificate in
certificateList.Result.CertificateSummaryList)
            {
                Console.WriteLine($"Certificate Domain: {certificate.DomainName}");
                Console.WriteLine($"Certificate ARN:
{certificate.CertificateArn}\n");
            }
        }
    }
}
```

```

    /// <summary>
    /// Retrieves a list of the certificates defined in this Region.
    /// </summary>
    /// <param name="client">The ACM client object passed to the
    /// ListCertificateResAsync method call.</param>
    /// <param name="request"></param>
    /// <returns>The ListCertificatesResponse.</returns>
    static async Task<ListCertificatesResponse> ListCertificatesResponseAsync(
        AmazonCertificateManagerClient client)
    {
        var request = new ListCertificatesRequest();

        var response = await client.ListCertificatesAsync(request);
        return response;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListCertificates](#)中的。

使用 API Gateway 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 with API Gateway 来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

场景是向您展示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

AWS 社区贡献就是由多个团队创建和维护的示例 AWS。要提供反馈，请使用链接存储库中提供的机制。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [场景](#)
- [AWS 社区捐款](#)

场景

创建无服务器应用程序来管理照片

以下代码示例演示如何创建无服务器应用程序，让用户能够使用标签管理照片。

适用于 .NET 的 SDK

演示如何开发照片资产管理应用程序，该应用程序使用 Amazon Rekognition 检测图像中的标签并将其存储以供日后检索。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例 [GitHub](#)。

要深入了解这个例子的起源，请参阅 [AWS 社区](#)上的博文。

本示例中使用的服务

- API Gateway
- DynamoDB
- Lambda
- Amazon Rekognition
- Amazon S3
- Amazon SNS

AWS 社区捐款

构建和测试无服务器应用程序

以下代码示例演示如何使用 API Gateway 与 Lambda 和 DynamoDB 构建和测试无服务器应用程序

适用于 .NET 的 SDK

演示如何使用 .NET SDK 构建和测试包含 API Gateway 以及 Lambda 和 DynamoDB 的无服务器应用程序。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例 [GitHub](#)。

本示例中使用的服务

- API Gateway
- DynamoDB

- Lambda

使用 Aurora 的示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Aurora 一起使用来执行操作和实现常见场景。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [场景](#)

场景

创建 Aurora Serverless 工作项跟踪器

以下代码示例演示如何创建 Web 应用程序，来跟踪 Amazon Aurora Serverless 数据库中的工作项，以及使用 Amazon Simple Email Service (Amazon SES) 发送报告。

适用于 .NET 的 SDK

演示如何使用创建一个 Web 应用程序，该 适用于 .NET 的 AWS SDK 应用程序可跟踪 Amazon Aurora 数据库中的工作项目，并使用亚马逊简单电子邮件服务 (Amazon SES) 通过电子邮件发送报告。此示例使用使用 React.js 构建的前端与 RESTful .NET 后端进行交互。

- 将 React Web 应用程序与 AWS 服务集成。
- 列出、添加、更新和删除 Aurora 表中的项目。
- 使用 Amazon SES 以电子邮件形式发送已筛选工作项的报告。
- 使用随附的 AWS CloudFormation 脚本部署和管理示例资源。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- Aurora
- Amazon RDS

- Amazon RDS 数据服务
- Amazon SES

使用的 Auto Scaling 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用与 Auto Scaling 适用于 .NET 的 AWS SDK 配合使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [场景](#)

操作

AttachLoadBalancerTargetGroups

以下代码示例演示了如何使用 AttachLoadBalancerTargetGroups。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Attaches an Elastic Load Balancing (ELB) target group to this EC2 Auto
Scaling group.
/// The
```

```

    /// </summary>
    /// <param name="autoScalingGroupName">The name of the Auto Scaling group.</param>
    public async Task AttachLoadBalancerToGroup(string autoScalingGroupName, string
    targetGroupArn)
    {
        await _amazonAutoScaling.AttachLoadBalancerTargetGroupsAsync(
            new AttachLoadBalancerTargetGroupsRequest()
            {
                AutoScalingGroupName = autoScalingGroupName,
                TargetGroupARNs = new List<string>() { targetGroupArn }
            });
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AttachLoadBalancerTargetGroups](#) 中的。

DeleteAutoScalingGroup

以下代码示例演示了如何使用 DeleteAutoScalingGroup。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

将自动扩缩组的最小大小更新为零，终止该组中的所有实例，然后删除该组。

```

    /// <summary>
    /// Try to terminate an instance by its Id.
    /// </summary>
    /// <param name="instanceId">The Id of the instance to terminate.</param>
    /// <returns>Async task.</returns>
    public async Task TryTerminateInstanceById(string instanceId)
    {
        var stopping = false;

```

```

        Console.WriteLine($"Stopping {instanceId}...");
        while (!stopping)
        {
            try
            {
                await _amazonAutoScaling.TerminateInstanceInAutoScalingGroupAsync(
                    new TerminateInstanceInAutoScalingGroupRequest()
                    {
                        InstanceId = instanceId,
                        ShouldDecrementDesiredCapacity = false
                    });
                stopping = true;
            }
            catch (ScalingActivityInProgressException)
            {
                Console.WriteLine($"Scaling activity in progress for {instanceId}.
Waiting...");
                Thread.Sleep(10000);
            }
        }
    }

    /// <summary>
    /// Tries to delete the EC2 Auto Scaling group. If the group is in use or in
    progress,
    /// waits and retries until the group is successfully deleted.
    /// </summary>
    /// <param name="groupName">The name of the group to try to delete.</param>
    /// <returns>Async task.</returns>
    public async Task TryDeleteGroupByName(string groupName)
    {
        var stopped = false;
        while (!stopped)
        {
            try
            {
                await _amazonAutoScaling.DeleteAutoScalingGroupAsync(
                    new DeleteAutoScalingGroupRequest()
                    {
                        AutoScalingGroupName = groupName
                    });
                stopped = true;
            }
            catch (Exception e)

```



```

        when ((e is ScalingActivityInProgressException)
            || (e is Amazon.AutoScaling.Model.ResourceInUseException))
        {
            Console.WriteLine($"Some instances are still running. Waiting...");
            Thread.Sleep(10000);
        }
    }
}

/// <summary>
/// Terminate instances and delete the Auto Scaling group by name.
/// </summary>
/// <param name="groupName">The name of the group to delete.</param>
/// <returns>Async task.</returns>
public async Task TerminateAndDeleteAutoScalingGroupWithName(string groupName)
{
    var describeGroupsResponse = await
        _amazonAutoScaling.DescribeAutoScalingGroupsAsync(
            new DescribeAutoScalingGroupsRequest()
            {
                AutoScalingGroupNames = new List<string>() { groupName }
            });
    if (describeGroupsResponse.AutoScalingGroups.Any())
    {
        // Update the size to 0.
        await _amazonAutoScaling.UpdateAutoScalingGroupAsync(
            new UpdateAutoScalingGroupRequest()
            {
                AutoScalingGroupName = groupName,
                MinSize = 0
            });
        var group = describeGroupsResponse.AutoScalingGroups[0];
        foreach (var instance in group.Instances)
        {
            await TryTerminateInstanceById(instance.InstanceId);
        }

        await TryDeleteGroupByName(groupName);
    }
    else
    {
        Console.WriteLine($"No groups found with name {groupName}.");
    }
}

```

```
/// <summary>
/// Delete an Auto Scaling group.
/// </summary>
/// <param name="groupName">The name of the Amazon EC2 Auto Scaling group.</
param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteAutoScalingGroupAsync(
    string groupName)
{
    var deleteAutoScalingGroupRequest = new DeleteAutoScalingGroupRequest
    {
        AutoScalingGroupName = groupName,
        ForceDelete = true,
    };

    var response = await
        _amazonAutoScaling.DeleteAutoScalingGroupAsync(deleteAutoScalingGroupRequest);
    if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
    {
        Console.WriteLine($"You successfully deleted {groupName}");
        return true;
    }

    Console.WriteLine($"Couldn't delete {groupName}.");
    return false;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteAutoScalingGroup](#)中的。

场景

构建和管理弹性服务

以下代码示例演示了如何创建可返回书籍、电影和歌曲推荐的负载均衡的 Web 服务。该示例演示服务如何响应故障，以及如何重组服务以提高故障发生时的弹性。

- 使用 Amazon A EC2 uto Scaling 组根据启动模板创建亚马逊弹性计算云 (Amazon EC2) 实例，并将实例数量保持在指定范围内。
- 使用弹性负载均衡处理和分发 HTTP 请求。
- 监控自动扩缩组中实例的运行状况，并仅将请求转发到运行状况良好的实例。
- 在每个 EC2 实例上运行 Python 网络服务器来处理 HTTP 请求。Web 服务器以建议和运行状况检查作为响应。
- 使用 Amazon DynamoDB 表模拟推荐服务。
- 通过更新 AWS Systems Manager 参数来控制 Web 服务器对请求和运行状况检查的响应。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```
static async Task Main(string[] args)
{
    _configuration = new ConfigurationBuilder()
        .SetBasePath(Directory.GetCurrentDirectory())
        .AddJsonFile("settings.json") // Load settings from .json file.
        .AddJsonFile("settings.local.json",
            true) // Optionally, load local settings.
        .Build();

    // Set up dependency injection for the AWS services.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
            logging.AddFilter("System", LogLevel.Debug)
                .AddFilter<DebugLoggerProvider>("Microsoft",
                    LogLevel.Information)
                .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
        .ConfigureServices((_, services) =>
            services.AddAWSService<IAmazonIdentityManagementService>()
                .AddAWSService<IAmazonDynamoDB>())
```

```

        .AddAWSService<IAmazonElasticLoadBalancingV2>()
        .AddAWSService<IAmazonSimpleSystemsManagement>()
        .AddAWSService<IAmazonAutoScaling>()
        .AddAWSService<IAmazonEC2>()
        .AddTransient<AutoScalerWrapper>()
        .AddTransient<ElasticLoadBalancerWrapper>()
        .AddTransient<SmParameterWrapper>()
        .AddTransient<Recommendations>()
        .AddSingleton<IConfiguration>(_configuration)
    )
    .Build();

ServicesSetup(host);
ResourcesSetup();

try
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Welcome to the Resilient Architecture Example
Scenario.");
    Console.WriteLine(new string('-', 80));
    await Deploy(true);

    Console.WriteLine("Now let's begin the scenario.");
    Console.WriteLine(new string('-', 80));
    await Demo(true);

    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Finally, let's clean up our resources.");
    Console.WriteLine(new string('-', 80));

    await DestroyResources(true);

    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Resilient Architecture Example Scenario is
complete.");
    Console.WriteLine(new string('-', 80));
}
catch (Exception ex)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"There was a problem running the scenario:
{ex.Message}");
    await DestroyResources(true);
}

```

```

        Console.WriteLine(new string('-', 80));
    }
}

/// <summary>
/// Setup any common resources, also used for integration testing.
/// </summary>
public static void ResourcesSetup()
{
    _httpClient = new HttpClient();
}

/// <summary>
/// Populate the services for use within the console application.
/// </summary>
/// <param name="host">The services host.</param>
private static void ServicesSetup(IHost host)
{
    _elasticLoadBalancerWrapper =
host.Services.GetRequiredService<ElasticLoadBalancerWrapper>();
    _iamClient =
host.Services.GetRequiredService<IAmazonIdentityManagementService>();
    _recommendations = host.Services.GetRequiredService<Recommendations>();
    _autoScalerWrapper = host.Services.GetRequiredService<AutoScalerWrapper>();
    _smParameterWrapper =
host.Services.GetRequiredService<SmParameterWrapper>();
}

/// <summary>
/// Deploy necessary resources for the scenario.
/// </summary>
/// <param name="interactive">True to run as interactive.</param>
/// <returns>True if successful.</returns>
public static async Task<bool> Deploy(bool interactive)
{
    var protocol = "HTTP";
    var port = 80;
    var sshPort = 22;

    Console.WriteLine(
        "\nFor this demo, we'll use the AWS SDK for .NET to create several AWS
resources\n" +
        "to set up a load-balanced web service endpoint and explore some ways to
make it resilient\n" +

```

```

        "against various kinds of failures.\n\n" +
        "Some of the resources create by this demo are:\n");

    Console.WriteLine(
        "\t* A DynamoDB table that the web service depends on to provide book,
movie, and song recommendations.");
    Console.WriteLine(
        "\t* An EC2 launch template that defines EC2 instances that each contain
a Python web server.");
    Console.WriteLine(
        "\t* An EC2 Auto Scaling group that manages EC2 instances across several
Availability Zones.");
    Console.WriteLine(
        "\t* An Elastic Load Balancing (ELB) load balancer that targets the Auto
Scaling group to distribute requests.");
    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Press Enter when you're ready to start deploying
resources.");
    if (interactive)
        Console.ReadLine();

    // Create and populate the DynamoDB table.
    var databaseTableName = _configuration["databaseName"];
    var recommendationsPath = Path.Join(_configuration["resourcePath"],
        "recommendations_objects.json");
    Console.WriteLine($"Creating and populating a DynamoDB table named
{databaseTableName}.");
    await _recommendations.CreateDatabaseWithName(databaseTableName);
    await _recommendations.PopulateDatabase(databaseTableName,
recommendationsPath);
    Console.WriteLine(new string('-', 80));

    // Create the EC2 Launch Template.

    Console.WriteLine(
        $"Creating an EC2 launch template that runs 'server_startup_script.sh'
when an instance starts.\n"
        + "\nThis script starts a Python web server defined in the `server.py`
script. The web server\n"
        + "listens to HTTP requests on port 80 and responds to requests to '/'
and to '/healthcheck'.\n"
        + "For demo purposes, this server is run as the root user. In
production, the best practice is to\n");

```

```

        + "run a web server, such as Apache, with least-privileged
credentials.");
        Console.WriteLine(
            "\nThe template also defines an IAM policy that each instance uses to
assume a role that grants\n"
            + "permissions to access the DynamoDB recommendation table and Systems
Manager parameters\n"
            + "that control the flow of the demo.");

        var startupScriptPath = Path.Join(_configuration["resourcePath"],
            "server_startup_script.sh");
        var instancePolicyPath = Path.Join(_configuration["resourcePath"],
            "instance_policy.json");
        await _autoScalerWrapper.CreateTemplate(startupScriptPath,
instancePolicyPath);
        Console.WriteLine(new string('-', 80));

        Console.WriteLine(
            "Creating an EC2 Auto Scaling group that maintains three EC2 instances,
each in a different\n"
            + "Availability Zone.\n");
        var zones = await _autoScalerWrapper.DescribeAvailabilityZones();
        await _autoScalerWrapper.CreateGroupOfSize(3, _autoScalerWrapper.GroupName,
zones);
        Console.WriteLine(new string('-', 80));

        Console.WriteLine(
            "At this point, you have EC2 instances created. Once each instance
starts, it listens for\n"
            + "HTTP requests. You can see these instances in the console or continue
with the demo.\n");

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Press Enter when you're ready to continue.");
        if (interactive)
            Console.ReadLine();

        Console.WriteLine("Creating variables that control the flow of the demo.");
        await _smParameterWrapper.Reset();

        Console.WriteLine(
            "\nCreating an Elastic Load Balancing target group and load balancer.
The target group\n"

```

```

        + "defines how the load balancer connects to instances. The load
balancer provides a\n"
        + "single endpoint where clients connect and dispatches requests to
instances in the group.");

        var defaultVpc = await _autoScalerWrapper.GetDefaultVpc();
        var subnets = await
_autoScalerWrapper.GetAllVpcSubnetsForZones(defaultVpc.VpcId, zones);
        var subnetIds = subnets.Select(s => s.SubnetId).ToList();
        var targetGroup = await
_elasticLoadBalancerWrapper.CreateTargetGroupOnVpc(_elasticLoadBalancerWrapper.TargetGroupM
protocol, port, defaultVpc.VpcId);

        await
_elasticLoadBalancerWrapper.CreateLoadBalancerAndListener(_elasticLoadBalancerWrapper.LoadB
subnetIds, targetGroup);
        await
_autoScalerWrapper.AttachLoadBalancerToGroup(_autoScalerWrapper.GroupName,
targetGroup.TargetGroupArn);
        Console.WriteLine("\nVerifying access to the load balancer endpoint...");
        var endPoint = await
_elasticLoadBalancerWrapper.GetEndpointForLoadBalancerByName(_elasticLoadBalancerWrapper.Lo
        var loadBalancerAccess = await
_elasticLoadBalancerWrapper.VerifyLoadBalancerEndpoint(endPoint);

        if (!loadBalancerAccess)
        {
            Console.WriteLine("\nCouldn't connect to the load balancer, verifying
that the port is open...");

            var ipString = await _httpClient.GetStringAsync("https://
checkip.amazonaws.com");
            ipString = ipString.Trim();

            var defaultSecurityGroup = await
_autoScalerWrapper.GetDefaultSecurityGroupForVpc(defaultVpc);
            var portIsOpen =
_autoScalerWrapper.VerifyInboundPortForGroup(defaultSecurityGroup, port, ipString);
            var sshPortIsOpen =
_autoScalerWrapper.VerifyInboundPortForGroup(defaultSecurityGroup, sshPort,
ipString);

            if (!portIsOpen)
            {

```



```

        Console.WriteLine(
            "\nFor this example to work, the default security group for your
default VPC must\n"
            + "allows access from this computer. You can either add it
automatically from this\n"
            + "example or add it yourself using the AWS Management Console.
\n");

        if (!interactive || GetYesNoResponse(
            "Do you want to add a rule to the security group to allow
inbound traffic from your computer's IP address?"))
        {
            await
            _autoScalerWrapper.OpenInboundPort(defaultSecurityGroup.GroupId, port, ipString);
        }

        if (!sshPortIsOpen)
        {
            if (!interactive || GetYesNoResponse(
                "Do you want to add a rule to the security group to allow
inbound SSH traffic for debugging from your computer's IP address?"))
            {
                await
                _autoScalerWrapper.OpenInboundPort(defaultSecurityGroup.GroupId, sshPort,
                ipString);
            }
            loadBalancerAccess = await
            _elasticLoadBalancerWrapper.VerifyLoadBalancerEndpoint(endPoint);
        }

        if (loadBalancerAccess)
        {
            Console.WriteLine("Your load balancer is ready. You can access it by
browsing to:");
            Console.WriteLine($"http://{endPoint}\n");
        }
        else
        {
            Console.WriteLine(
                "\nCouldn't get a successful response from the load balancer
endpoint. Troubleshoot by\n"

```

```

        + "manually verifying that your VPC and security group are
configured correctly and that\n"
        + "you can successfully make a GET request to the load balancer
endpoint:\n");
        Console.WriteLine($"http://{endPoint}\n");
    }
    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Press Enter when you're ready to continue with the
demo.");
    if (interactive)
        Console.ReadLine();
    return true;
}

/// <summary>
/// Demonstrate the steps of the scenario.
/// </summary>
/// <param name="interactive">True to run as an interactive scenario.</param>
/// <returns>Async task.</returns>
public static async Task<bool> Demo(bool interactive)
{
    var ssmOnlyPolicy = Path.Join(_configuration["resourcePath"],
        "ssm_only_policy.json");

    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Resetting parameters to starting values for demo.");
    await _smParameterWrapper.Reset();

    Console.WriteLine("\nThis part of the demonstration shows how to toggle
different parts of the system\n" +
        "to create situations where the web service fails, and
shows how using a resilient\n" +
        "architecture can keep the web service running in spite of
these failures.");
    Console.WriteLine(new string('-', 88));
    Console.WriteLine("At the start, the load balancer endpoint returns
recommendations and reports that all targets are healthy.");
    if (interactive)
        await DemoActionChoices();

    Console.WriteLine($"The web service running on the EC2 instances gets
recommendations by querying a DynamoDB table.\n" +
        $"The table name is contained in a Systems Manager
parameter named '{_smParameterWrapper.TableParameter}'.\n" +

```

```

        $"To simulate a failure of the recommendation service,
let's set this parameter to name a non-existent table.\n");
        await
        _smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter, "this-
is-not-a-table");
        Console.WriteLine("\nNow, sending a GET request to the load balancer
endpoint returns a failure code. But, the service reports as\n" +
        "healthy to the load balancer because shallow health
checks don't check for failure of the recommendation service.");
        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("Instead of failing when the recommendation service fails,
the web service can return a static response.");
        Console.WriteLine("While this is not a perfect solution, it presents the
customer with a somewhat better experience than failure.");

        await
        _smParameterWrapper.PutParameterByName(_smParameterWrapper.FailureResponseParameter,
"static");

        Console.WriteLine("\nNow, sending a GET request to the load balancer
endpoint returns a static response.");
        Console.WriteLine("The service still reports as healthy because health
checks are still shallow.");
        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("Let's reinstate the recommendation service.\n");
        await
        _smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter,
_smParameterWrapper.TableName);
        Console.WriteLine(
            "\nLet's also substitute bad credentials for one of the instances in the
target group so that it can't\n" +
            "access the DynamoDB recommendation table.\n"
        );
        await _autoScalerWrapper.CreateInstanceProfileWithName(
            _autoScalerWrapper.BadCredsPolicyName,
            _autoScalerWrapper.BadCredsRoleName,
            _autoScalerWrapper.BadCredsProfileName,
            ssmOnlyPolicy,
            new List<string> { "AmazonSSMManagedInstanceCore" }
        );

```

```

        var instances = await
_autoScalerWrapper.GetInstancesByGroupName(_autoScalerWrapper.GroupName);
        var badInstanceId = instances.First();
        var instanceProfile = await
_autoScalerWrapper.GetInstanceProfile(badInstanceId);
        Console.WriteLine(
            $"Replacing the profile for instance {badInstanceId} with a profile that
contains\n" +
            "bad credentials...\n"
        );
        await _autoScalerWrapper.ReplaceInstanceProfile(
            badInstanceId,
            _autoScalerWrapper.BadCredsProfileName,
            instanceProfile.AssociationId
        );
        Console.WriteLine(
            "Now, sending a GET request to the load balancer endpoint returns either
a recommendation or a static response,\n" +
            "depending on which instance is selected by the load balancer.\n"
        );
        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("\nLet's implement a deep health check. For this demo, a
deep health check tests whether");
        Console.WriteLine("the web service can access the DynamoDB table that it
depends on for recommendations. Note that");
        Console.WriteLine("the deep health check is only for ELB routing and not for
Auto Scaling instance health.");
        Console.WriteLine("This kind of deep health check is not recommended for
Auto Scaling instance health, because it");
        Console.WriteLine("risks accidental termination of all instances in the Auto
Scaling group when a dependent service fails.");

        Console.WriteLine("\nBy implementing deep health checks, the load balancer
can detect when one of the instances is failing");
        Console.WriteLine("and take that instance out of rotation.");

        await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.HealthCheckParameter,
"deep");

        Console.WriteLine($"Now, checking target health indicates that the
instance with bad credentials ({badInstanceId})");

```

```
        Console.WriteLine("is unhealthy. Note that it might take a minute or two for  
the load balancer to detect the unhealthy");  
        Console.WriteLine("instance. Sending a GET request to the load balancer  
endpoint always returns a recommendation, because");  
        Console.WriteLine("the load balancer takes unhealthy instances out of its  
rotation.");  
  
        if (interactive)  
            await DemoActionChoices();  
  
        Console.WriteLine("\nBecause the instances in this demo are controlled by an  
auto scaler, the simplest way to fix an unhealthy");  
        Console.WriteLine("instance is to terminate it and let the auto scaler start  
a new instance to replace it.");  
  
        await _autoScalerWrapper.TryTerminateInstanceById(badInstanceId);  
  
        Console.WriteLine($"Even while the instance is terminating and the new  
instance is starting, sending a GET");  
        Console.WriteLine("request to the web service continues to get a successful  
recommendation response because");  
        Console.WriteLine("starts and reports as healthy, it is included in the load  
balancing rotation.");  
        Console.WriteLine("Note that terminating and replacing an instance typically  
takes several minutes, during which time you");  
        Console.WriteLine("can see the changing health check status until the new  
instance is running and healthy.");  
  
        if (interactive)  
            await DemoActionChoices();  
  
        Console.WriteLine("\nIf the recommendation service fails now, deep health  
checks mean all instances report as unhealthy.");  
  
        await  
_smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter, "this-  
is-not-a-table");  
  
        Console.WriteLine($"When all instances are unhealthy, the load balancer  
continues to route requests even to");  
        Console.WriteLine("unhealthy instances, allowing them to fail open and  
return a static response rather than fail");  
        Console.WriteLine("closed and report failure to the customer.");
```

```

        if (interactive)
            await DemoActionChoices();
        await _smParameterWrapper.Reset();

        Console.WriteLine(new string('-', 80));
        return true;
    }

    /// <summary>
    /// Clean up the resources from the scenario.
    /// </summary>
    /// <param name="interactive">True to ask the user for cleanup.</param>
    /// <returns>Async task.</returns>
    public static async Task<bool> DestroyResources(bool interactive)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine(
            "To keep things tidy and to avoid unwanted charges on your account, we
            can clean up all AWS resources\n" +
            "that were created for this demo."
        );

        if (!interactive || GetYesNoResponse("Do you want to clean up all demo
        resources? (y/n) "))
        {
            await
            _elasticLoadBalancerWrapper.DeleteLoadBalancerByName(_elasticLoadBalancerWrapper.LoadBalancerName);
            await
            _elasticLoadBalancerWrapper.DeleteTargetGroupByName(_elasticLoadBalancerWrapper.TargetGroupName);
            await
            _autoScalerWrapper.TerminateAndDeleteAutoScalingGroupWithName(_autoScalerWrapper.GroupName);
            await
            _autoScalerWrapper.DeleteKeyPairByName(_autoScalerWrapper.KeyPairName);
            await
            _autoScalerWrapper.DeleteTemplateByName(_autoScalerWrapper.LaunchTemplateName);
            await _autoScalerWrapper.DeleteInstanceProfile(
                _autoScalerWrapper.BadCredsProfileName,
                _autoScalerWrapper.BadCredsRoleName
            );
            await
            _recommendations.DestroyDatabaseByName(_recommendations.TableName);
        }
        else
        {

```

```

        Console.WriteLine(
            "Ok, we'll leave the resources intact.\n" +
            "Don't forget to delete them when you're done with them or you might"
            "incur unexpected charges."
        );
    }

    Console.WriteLine(new string('-', 80));
    return true;
}

```

创建一个包含 Auto Scaling 和 Amazon EC2 操作的类。

```

/// <summary>
/// Encapsulates Amazon EC2 Auto Scaling and EC2 management methods.
/// </summary>
public class AutoScalerWrapper
{
    private readonly IAmazonAutoScaling _amazonAutoScaling;
    private readonly IAmazonEC2 _amazonEc2;
    private readonly IAmazonSimpleSystemsManagement _amazonSsm;
    private readonly IAmazonIdentityManagementService _amazonIam;
    private readonly ILogger<AutoScalerWrapper> _logger;

    private readonly string _instanceType = "";
    private readonly string _amiParam = "";
    private readonly string _launchTemplateName = "";
    private readonly string _groupName = "";
    private readonly string _instancePolicyName = "";
    private readonly string _instanceRoleName = "";
    private readonly string _instanceProfileName = "";
    private readonly string _badCredsProfileName = "";
    private readonly string _badCredsRoleName = "";
    private readonly string _badCredsPolicyName = "";
    private readonly string _keyPairName = "";

    public string GroupName => _groupName;
    public string KeyPairName => _keyPairName;
    public string LaunchTemplateName => _launchTemplateName;
    public string InstancePolicyName => _instancePolicyName;
    public string BadCredsProfileName => _badCredsProfileName;
    public string BadCredsRoleName => _badCredsRoleName;
}

```

```

public string BadCredsPolicyName => _badCredsPolicyName;

/// <summary>
/// Constructor for the AutoScalerWrapper.
/// </summary>
/// <param name="amazonAutoScaling">The injected AutoScaling client.</param>
/// <param name="amazonEc2">The injected EC2 client.</param>
/// <param name="amazonIam">The injected IAM client.</param>
/// <param name="amazonSsm">The injected SSM client.</param>
public AutoScalerWrapper(
    IAmazonAutoScaling amazonAutoScaling,
    IAmazonEC2 amazonEc2,
    IAmazonSimpleSystemsManagement amazonSsm,
    IAmazonIdentityManagementService amazonIam,
    IConfiguration configuration,
    ILogger<AutoScalerWrapper> logger)
{
    _amazonAutoScaling = amazonAutoScaling;
    _amazonEc2 = amazonEc2;
    _amazonSsm = amazonSsm;
    _amazonIam = amazonIam;
    _logger = logger;

    var prefix = configuration["resourcePrefix"];
    _instanceType = configuration["instanceType"];
    _amiParam = configuration["amiParam"];

    _launchTemplateName = prefix + "-template";
    _groupName = prefix + "-group";
    _instancePolicyName = prefix + "-pol";
    _instanceRoleName = prefix + "-role";
    _instanceProfileName = prefix + "-prof";
    _badCredsPolicyName = prefix + "-bc-pol";
    _badCredsRoleName = prefix + "-bc-role";
    _badCredsProfileName = prefix + "-bc-prof";
    _keyPairName = prefix + "-key-pair";
}

/// <summary>
/// Create a policy, role, and profile that is associated with instances with a
specified name.
/// An instance's associated profile defines a role that is assumed by the
/// instance. The role has attached policies that specify the AWS permissions
granted to

```



```

    /// clients that run on the instance.
    /// </summary>
    /// <param name="policyName">Name to use for the policy.</param>
    /// <param name="roleName">Name to use for the role.</param>
    /// <param name="profileName">Name to use for the profile.</param>
    /// <param name="ssmOnlyPolicyFile">Path to a policy file for SSM.</param>
    /// <param name="awsManagedPolicies">AWS Managed policies to be attached to the
role.</param>
    /// <returns>The Arn of the profile.</returns>
    public async Task<string> CreateInstanceProfileWithName(
        string policyName,
        string roleName,
        string profileName,
        string ssmOnlyPolicyFile,
        List<string>? awsManagedPolicies = null)
    {

        var assumeRoleDoc = "{" +
            "\"Version\": \"2012-10-17\", " +
            "\"Statement\": [{" +
                "\"Effect\": \"Allow\", " +
                "\"Principal\": {" +
                "\"Service\": [" +
                    "\"ec2.amazonaws.com\"" +
                "]" +
                "}, " +
                "\"Action\": \"sts:AssumeRole\"" +
            "}]}" +
            "};

        var policyDocument = await File.ReadAllTextAsync(ssmOnlyPolicyFile);

        var policyArn = "";

        try
        {
            var createPolicyResult = await _amazonIam.CreatePolicyAsync(
                new CreatePolicyRequest
                {
                    PolicyName = policyName,
                    PolicyDocument = policyDocument
                });
            policyArn = createPolicyResult.Policy.Arn;
        }
    }

```

```
catch (EntityAlreadyExistsException)
{
    // The policy already exists, so we look it up to get the Arn.
    var policiesPaginator = _amazonIam.Paginators.ListPolicies(
        new ListPoliciesRequest()
        {
            Scope = PolicyScopeType.Local
        });
    // Get the entire list using the paginator.
    await foreach (var policy in policiesPaginator.Policies)
    {
        if (policy.PolicyName.Equals(policyName))
        {
            policyArn = policy.Arn;
        }
    }

    if (policyArn == null)
    {
        throw new InvalidOperationException("Policy not found");
    }
}

try
{
    await _amazonIam.CreateRoleAsync(new CreateRoleRequest()
    {
        RoleName = roleName,
        AssumeRolePolicyDocument = assumeRoleDoc,
    });
    await _amazonIam.AttachRolePolicyAsync(new AttachRolePolicyRequest()
    {
        RoleName = roleName,
        PolicyArn = policyArn
    });
    if (awsManagedPolicies != null)
    {
        foreach (var awsPolicy in awsManagedPolicies)
        {
            await _amazonIam.AttachRolePolicyAsync(new
AttachRolePolicyRequest()
            {
                PolicyArn = $"arn:aws:iam::aws:policy/{awsPolicy}",
                RoleName = roleName
            });
        }
    }
}
```

```

        });
    }
}
}
catch (EntityAlreadyExistsException)
{
    Console.WriteLine("Role already exists.");
}

string profileArn = "";
try
{
    var profileCreateResponse = await _amazonIam.CreateInstanceProfileAsync(
        new CreateInstanceProfileRequest()
        {
            InstanceProfileName = profileName
        });
    // Allow time for the profile to be ready.
    profileArn = profileCreateResponse.InstanceProfile.Arn;
    Thread.Sleep(10000);
    await _amazonIam.AddRoleToInstanceProfileAsync(
        new AddRoleToInstanceProfileRequest()
        {
            InstanceProfileName = profileName,
            RoleName = roleName
        });
}
catch (EntityAlreadyExistsException)
{
    Console.WriteLine("Policy already exists.");
    var profileGetResponse = await _amazonIam.GetInstanceProfileAsync(
        new GetInstanceProfileRequest()
        {
            InstanceProfileName = profileName
        });
    profileArn = profileGetResponse.InstanceProfile.Arn;
}
return profileArn;
}

/// <summary>
/// Create a new key pair and save the file.
/// </summary>

```

```

/// <param name="newKeyPairName">The name of the new key pair.</param>
/// <returns>Async task.</returns>
public async Task CreateKeyPair(string newKeyPairName)
{
    try
    {
        var keyResponse = await _amazonEc2.CreateKeyPairAsync(
            new CreateKeyPairRequest() { KeyName = newKeyPairName });
        await File.WriteAllTextAsync($"{newKeyPairName}.pem",
            keyResponse.KeyPair.KeyMaterial);
        Console.WriteLine($"Created key pair {newKeyPairName}.");
    }
    catch (AlreadyExistsException)
    {
        Console.WriteLine("Key pair already exists.");
    }
}

/// <summary>
/// Delete the key pair and file by name.
/// </summary>
/// <param name="deleteKeyPairName">The key pair to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteKeyPairByName(string deleteKeyPairName)
{
    try
    {
        await _amazonEc2.DeleteKeyPairAsync(
            new DeleteKeyPairRequest() { KeyName = deleteKeyPairName });
        File.Delete($"{deleteKeyPairName}.pem");
    }
    catch (FileNotFoundException)
    {
        Console.WriteLine($"Key pair {deleteKeyPairName} not found.");
    }
}

/// <summary>
/// Creates an Amazon EC2 launch template to use with Amazon EC2 Auto Scaling.
/// The launch template specifies a Bash script in its user data field that runs
after
    /// the instance is started. This script installs the Python packages and starts
a Python
    /// web server on the instance.

```

```

    /// </summary>
    /// <param name="startupScriptPath">The path to a Bash script file that is
run.</param>
    /// <param name="instancePolicyPath">The path to a permissions policy to create
and attach to the profile.</param>
    /// <returns>The template object.</returns>
    public async Task<Amazon.EC2.Model.LaunchTemplate> CreateTemplate(string
startupScriptPath, string instancePolicyPath)
    {
        try
        {
            await CreateKeyPair(_keyPairName);
            await CreateInstanceProfileWithName(_instancePolicyName,
_instanceRoleName,
            _instanceProfileName, instancePolicyPath);

            var startServerText = await File.ReadAllTextAsync(startupScriptPath);
            var plainTextBytes =
System.Text.Encoding.UTF8.GetBytes(startServerText);

            var amiLatest = await _amazonSsm.GetParameterAsync(
                new GetParameterRequest() { Name = _amiParam });
            var amiId = amiLatest.Parameter.Value;
            var launchTemplateResponse = await _amazonEc2.CreateLaunchTemplateAsync(
                new CreateLaunchTemplateRequest()
                {
                    LaunchTemplateName = _launchTemplateName,
                    LaunchTemplateData = new RequestLaunchTemplateData()
                    {
                        InstanceType = _instanceType,
                        ImageId = amiId,
                        IamInstanceProfile =
                            new
LaunchTemplateIamInstanceProfileSpecificationRequest()
                            {
                                Name = _instanceProfileName
                            },
                        KeyName = _keyPairName,
                        UserData = System.Convert.ToBase64String(plainTextBytes)
                    }
                }
            ));
            return launchTemplateResponse.LaunchTemplate;
        }
    }

```

```

        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode ==
                "InvalidLaunchTemplateName.AlreadyExistsException")
            {
                _logger.LogError($"Could not create the template, the name
{_launchTemplateName} already exists. " +
                                $"Please try again with a unique name.");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError($"An error occurred while creating the template.:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Get a list of Availability Zones in the AWS Region of the Amazon EC2 Client.
    /// </summary>
    /// <returns>A list of availability zones.</returns>
    public async Task<List<string>> DescribeAvailabilityZones()
    {
        try
        {
            var zoneResponse = await _amazonEc2.DescribeAvailabilityZonesAsync(
                new DescribeAvailabilityZonesRequest());
            return zoneResponse.AvailabilityZones.Select(z => z.ZoneName).ToList();
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            _logger.LogError($"An Amazon EC2 error occurred while listing
availability zones.: {ec2Exception.Message}");
            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError($"An error occurred while listing availability zones.:
{ex.Message}");
            throw;
        }
    }

```

```

    }

    /// <summary>
    /// Create an EC2 Auto Scaling group of a specified size and name.
    /// </summary>
    /// <param name="groupSize">The size for the group.</param>
    /// <param name="groupName">The name for the group.</param>
    /// <param name="availabilityZones">The availability zones for the group.</
param>
    /// <returns>Async task.</returns>
    public async Task CreateGroupOfSize(int groupSize, string groupName,
    List<string> availabilityZones)
    {
        try
        {
            await _amazonAutoScaling.CreateAutoScalingGroupAsync(
                new CreateAutoScalingGroupRequest()
                {
                    AutoScalingGroupName = groupName,
                    AvailabilityZones = availabilityZones,
                    LaunchTemplate =
                        new Amazon.AutoScaling.Model.LaunchTemplateSpecification()
                        {
                            LaunchTemplateName = _launchTemplateName,
                            Version = "$Default"
                        },
                    MaxSize = groupSize,
                    MinSize = groupSize
                });
            Console.WriteLine($"Created EC2 Auto Scaling group {groupName} with size
{groupSize}.");
        }
        catch (EntityAlreadyExistsException)
        {
            Console.WriteLine($"EC2 Auto Scaling group {groupName} already
exists.");
        }
    }

    /// <summary>
    /// Get the default VPC for the account.
    /// </summary>
    /// <returns>The default VPC object.</returns>
    public async Task<Vpc> GetDefaultVpc()

```

```

{
    try
    {
        var vpcResponse = await _amazonEc2.DescribeVpcsAsync(
            new DescribeVpcsRequest()
            {
                Filters = new List<Amazon.EC2.Model.Filter>()
                {
                    new("is-default", new List<string>() { "true" })
                }
            });
        return vpcResponse.Vpcs[0];
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "UnauthorizedOperation")
        {
            _logger.LogError(ec2Exception, $"You do not have the necessary
permissions to describe VPCs.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while describing the vpcs.:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Get all the subnets for a Vpc in a set of availability zones.
/// </summary>
/// <param name="vpcId">The Id of the Vpc.</param>
/// <param name="availabilityZones">The list of availability zones.</param>
/// <returns>The collection of subnet objects.</returns>
public async Task<List<Subnet>> GetAllVpcSubnetsForZones(string vpcId,
List<string> availabilityZones)
{
    try
    {
        var subnets = new List<Subnet>();
        var subnetPaginator = _amazonEc2.Paginators.DescribeSubnets(

```



```

        new DescribeSubnetsRequest()
        {
            Filters = new List<Amazon.EC2.Model.Filter>()
            {
                new("vpc-id", new List<string>() { vpcId }),
                new("availability-zone", availabilityZones),
                new("default-for-az", new List<string>() { "true" })
            }
        });

        // Get the entire list using the paginator.
        await foreach (var subnet in subnetPaginator.Subnets)
        {
            subnets.Add(subnet);
        }

        return subnets;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidVpcID.NotFound")
        {
            _logger.LogError(ec2Exception, $"The specified VPC ID {vpcId} does
not exist.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while describing the subnets.:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Delete a launch template by name.
/// </summary>
/// <param name="templateName">The name of the template to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteTemplateByName(string templateName)
{
    try

```

```

        {
            await _amazonEc2.DeleteLaunchTemplateAsync(
                new DeleteLaunchTemplateRequest()
                {
                    LaunchTemplateName = templateName
                });
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode ==
                "InvalidLaunchTemplateName.NotFoundException")
            {
                _logger.LogError(
                    $"Could not delete the template, the name {_launchTemplateName}
was not found.");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError($"An error occurred while deleting the template.:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Detaches a role from an instance profile, detaches policies from the role,
    /// and deletes all the resources.
    /// </summary>
    /// <param name="profileName">The name of the profile to delete.</param>
    /// <param name="roleName">The name of the role to delete.</param>
    /// <returns>Async task.</returns>
    public async Task DeleteInstanceProfile(string profileName, string roleName)
    {
        try
        {
            await _amazonIam.RemoveRoleFromInstanceProfileAsync(
                new RemoveRoleFromInstanceProfileRequest()
                {
                    InstanceProfileName = profileName,
                    RoleName = roleName
                });
        }
    }

```

```

        await _amazonIam.DeleteInstanceProfileAsync(
            new DeleteInstanceProfileRequest() { InstanceProfileName =
profileName });
        var attachedPolicies = await _amazonIam.ListAttachedRolePoliciesAsync(
            new ListAttachedRolePoliciesRequest() { RoleName = roleName });
        foreach (var policy in attachedPolicies.AttachedPolicies)
        {
            await _amazonIam.DetachRolePolicyAsync(
                new DetachRolePolicyRequest()
                {
                    RoleName = roleName,
                    PolicyArn = policy.PolicyArn
                });
            // Delete the custom policies only.
            if (!policy.PolicyArn.StartsWith("arn:aws:iam::aws"))
            {
                await _amazonIam.DeletePolicyAsync(
                    new Amazon.IdentityManagement.Model.DeletePolicyRequest()
                    {
                        PolicyArn = policy.PolicyArn
                    });
            }
        }

        await _amazonIam.DeleteRoleAsync(
            new DeleteRoleRequest() { RoleName = roleName });
    }
    catch (NoSuchEntityException)
    {
        Console.WriteLine($"Instance profile {profileName} does not exist.");
    }
}

/// <summary>
/// Gets data about the instances in an EC2 Auto Scaling group by its group
name.
/// </summary>
/// <param name="group">The name of the auto scaling group.</param>
/// <returns>A collection of instance Ids.</returns>
public async Task<IEnumerable<string>> GetInstancesByGroupName(string group)
{
    var instanceResponse = await
_amazonAutoScaling.DescribeAutoScalingGroupsAsync(
        new DescribeAutoScalingGroupsRequest()

```

```

        {
            AutoScalingGroupNames = new List<string>() { group }
        });
        var instanceIds = instanceResponse.AutoScalingGroups.SelectMany(
            g => g.Instances.Select(i => i.InstanceId));
        return instanceIds;
    }

    /// <summary>
    /// Get the instance profile association data for an instance.
    /// </summary>
    /// <param name="instanceId">The Id of the instance.</param>
    /// <returns>Instance profile associations data.</returns>
    public async Task<IamInstanceProfileAssociation> GetInstanceProfile(string
instanceId)
    {
        try
        {
            var response = await
            _amazonEc2.DescribeIamInstanceProfileAssociationsAsync(
                new DescribeIamInstanceProfileAssociationsRequest()
                {
                    Filters = new List<Amazon.EC2.Model.Filter>()
                    {
                        new("instance-id", new List<string>() { instanceId })
                    },
                });
            return response.IamInstanceProfileAssociations[0];
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceID.NotFound")
            {
                _logger.LogError(ec2Exception, $"Instance {instanceId} not found");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(ex, $"An error occurred while creating the template.:
{ex.Message}");
            throw;
        }
    }

```

```

    }

    /// <summary>
    /// Replace the profile associated with a running instance. After the profile is
    /// replaced, the instance
    /// is rebooted to ensure that it uses the new profile. When the instance is
    /// ready, Systems Manager is
    /// used to restart the Python web server.
    /// </summary>
    /// <param name="instanceId">The Id of the instance to update.</param>
    /// <param name="credsProfileName">The name of the new profile to associate with
    the specified instance.</param>
    /// <param name="associationId">The Id of the existing profile association for
    the instance.</param>
    /// <returns>Async task.</returns>
    public async Task ReplaceInstanceProfile(string instanceId, string
    credsProfileName, string associationId)
    {
        try
        {
            await _amazonEc2.ReplaceIamInstanceProfileAssociationAsync(
                new ReplaceIamInstanceProfileAssociationRequest()
                {
                    AssociationId = associationId,
                    IamInstanceProfile = new IamInstanceProfileSpecification()
                    {
                        Name = credsProfileName
                    }
                });
            // Allow time before resetting.
            Thread.Sleep(25000);

            await _amazonEc2.RebootInstancesAsync(
                new RebootInstancesRequest(new List<string>() { instanceId }));
            Thread.Sleep(25000);
            var instanceReady = false;
            var retries = 5;
            while (retries-- > 0 && !instanceReady)
            {
                var instancesPaginator =
                    _amazonSsm.Paginators.DescribeInstanceInformation(
                        new DescribeInstanceInformationRequest());
                // Get the entire list using the paginator.
            }
        }
    }

```

```

        await foreach (var instance in
instancesPaginator.InstanceInformationList)
        {
            instanceReady = instance.InstanceId == instanceId;
            if (instanceReady)
            {
                break;
            }
        }
    }
    Console.WriteLine("Waiting for instance to be running.");
    await WaitForInstanceState(instanceId, InstanceStateName.Running);
    Console.WriteLine("Instance ready.");
    Console.WriteLine($"Sending restart command to instance {instanceId}");
    await _amazonSsm.SendCommandAsync(
        new SendCommandRequest()
        {
            InstanceIds = new List<string>() { instanceId },
            DocumentName = "AWS-RunShellScript",
            Parameters = new Dictionary<string, List<string>>()
            {
                {
                    "commands",
                    new List<string>() { "cd / && sudo python3 server.py
80" }
                }
            }
        });
    Console.WriteLine($"Restarted the web server on instance {instanceId}");
}
catch (AmazonEC2Exception ec2Exception)
{
    if (ec2Exception.ErrorCode == "InvalidInstanceID.NotFound")
    {
        _logger.LogError(ec2Exception, $"Instance {instanceId} not found");
    }

    throw;
}
catch (Exception ex)
{
    _logger.LogError(ex, $"An error occurred while replacing the template.:
{ex.Message}");
    throw;
}

```

```

    }
}

/// <summary>
/// Try to terminate an instance by its Id.
/// </summary>
/// <param name="instanceId">The Id of the instance to terminate.</param>
/// <returns>Async task.</returns>
public async Task TryTerminateInstanceById(string instanceId)
{
    var stopping = false;
    Console.WriteLine($"Stopping {instanceId}...");
    while (!stopping)
    {
        try
        {
            await _amazonAutoScaling.TerminateInstanceInAutoScalingGroupAsync(
                new TerminateInstanceInAutoScalingGroupRequest()
                {
                    InstanceId = instanceId,
                    ShouldDecrementDesiredCapacity = false
                });
            stopping = true;
        }
        catch (ScalingActivityInProgressException)
        {
            Console.WriteLine($"Scaling activity in progress for {instanceId}.
Waiting...");
            Thread.Sleep(10000);
        }
    }
}

/// <summary>
/// Tries to delete the EC2 Auto Scaling group. If the group is in use or in
progress,
/// waits and retries until the group is successfully deleted.
/// </summary>
/// <param name="groupName">The name of the group to try to delete.</param>
/// <returns>Async task.</returns>
public async Task TryDeleteGroupByName(string groupName)
{
    var stopped = false;
    while (!stopped)

```

```

    {
        try
        {
            await _amazonAutoScaling.DeleteAutoScalingGroupAsync(
                new DeleteAutoScalingGroupRequest()
                {
                    AutoScalingGroupName = groupName
                });
            stopped = true;
        }
        catch (Exception e)
            when ((e is ScalingActivityInProgressException)
                || (e is Amazon.AutoScaling.Model.ResourceInUseException))
        {
            Console.WriteLine($"Some instances are still running. Waiting...");
            Thread.Sleep(10000);
        }
    }
}

/// <summary>
/// Terminate instances and delete the Auto Scaling group by name.
/// </summary>
/// <param name="groupName">The name of the group to delete.</param>
/// <returns>Async task.</returns>
public async Task TerminateAndDeleteAutoScalingGroupWithName(string groupName)
{
    var describeGroupsResponse = await
        _amazonAutoScaling.DescribeAutoScalingGroupsAsync(
            new DescribeAutoScalingGroupsRequest()
            {
                AutoScalingGroupNames = new List<string>() { groupName }
            });
    if (describeGroupsResponse.AutoScalingGroups.Any())
    {
        // Update the size to 0.
        await _amazonAutoScaling.UpdateAutoScalingGroupAsync(
            new UpdateAutoScalingGroupRequest()
            {
                AutoScalingGroupName = groupName,
                MinSize = 0
            });
        var group = describeGroupsResponse.AutoScalingGroups[0];
        foreach (var instance in group.Instances)

```



```

        {
            await TryTerminateInstanceById(instance.InstanceId);
        }

        await TryDeleteGroupByName(groupName);
    }
    else
    {
        Console.WriteLine($"No groups found with name {groupName}.");
    }
}

/// <summary>
/// Get the default security group for a specified Vpc.
/// </summary>
/// <param name="vpc">The Vpc to search.</param>
/// <returns>The default security group.</returns>
public async Task<SecurityGroup> GetDefaultSecurityGroupForVpc(Vpc vpc)
{
    var groupResponse = await _amazonEc2.DescribeSecurityGroupsAsync(
        new DescribeSecurityGroupsRequest()
        {
            Filters = new List<Amazon.EC2.Model.Filter>()
            {
                new ("group-name", new List<string>() { "default" }),
                new ("vpc-id", new List<string>() { vpc.VpcId })
            }
        });
    return groupResponse.SecurityGroups[0];
}

/// <summary>
/// Verify the default security group of a Vpc allows ingress from the calling
computer.
/// This can be done by allowing ingress from this computer's IP address.
/// In some situations, such as connecting from a corporate network, you must
instead specify
/// a prefix list Id. You can also temporarily open the port to any IP address
while running this example.
/// If you do, be sure to remove public access when you're done.
/// </summary>
/// <param name="vpc">The group to check.</param>
/// <param name="port">The port to verify.</param>

```

```

    /// <param name="ipAddress">This computer's IP address.</param>
    /// <returns>True if the ip address is allowed on the group.</returns>
    public bool VerifyInboundPortForGroup(SecurityGroup group, int port, string
ipAddress)
    {
        var portIsOpen = false;
        foreach (var ipPermission in group.IpPermissions)
        {
            if (ipPermission.FromPort == port)
            {
                foreach (var ipRange in ipPermission.Ipv4Ranges)
                {
                    var cidr = ipRange.CidrIp;
                    if (cidr.StartsWith(ipAddress) || cidr == "0.0.0.0/0")
                    {
                        portIsOpen = true;
                    }
                }

                if (ipPermission.PrefixListIds.Any())
                {
                    portIsOpen = true;
                }

                if (!portIsOpen)
                {
                    Console.WriteLine("The inbound rule does not appear to be open
to either this computer's IP\n" +
                                     "address, to all IP addresses (0.0.0.0/0), or
to a prefix list ID.");
                }
                else
                {
                    break;
                }
            }
        }

        return portIsOpen;
    }

    /// <summary>
    /// Add an ingress rule to the specified security group that allows access on
the

```

```

    /// specified port from the specified IP address.
    /// </summary>
    /// <param name="groupId">The Id of the security group to modify.</param>
    /// <param name="port">The port to open.</param>
    /// <param name="ipAddress">The IP address to allow access.</param>
    /// <returns>Async task.</returns>
    public async Task OpenInboundPort(string groupId, int port, string ipAddress)
    {
        await _amazonEc2.AuthorizeSecurityGroupIngressAsync(
            new AuthorizeSecurityGroupIngressRequest()
            {
                GroupId = groupId,
                IpPermissions = new List<IpPermission>()
                {
                    new IpPermission()
                    {
                        FromPort = port,
                        ToPort = port,
                        IpProtocol = "tcp",
                        Ipv4Ranges = new List<IpRange>()
                        {
                            new IpRange() { CidrIp = $"{ipAddress}/32" }
                        }
                    }
                }
            });
    }

    /// <summary>
    /// Attaches an Elastic Load Balancing (ELB) target group to this EC2 Auto
    Scaling group.
    /// The
    /// </summary>
    /// <param name="autoScalingGroupName">The name of the Auto Scaling group.</
    param>
    /// <param name="targetGroupArn">The Arn for the target group.</param>
    /// <returns>Async task.</returns>
    public async Task AttachLoadBalancerToGroup(string autoScalingGroupName, string
    targetGroupArn)
    {
        await _amazonAutoScaling.AttachLoadBalancerTargetGroupsAsync(
            new AttachLoadBalancerTargetGroupsRequest()
            {
                AutoScalingGroupName = autoScalingGroupName,

```

```

        TargetGroupARNs = new List<string>() { targetGroupArn }
    });
}

/// <summary>
/// Wait until an EC2 instance is in a specified state.
/// </summary>
/// <param name="instanceId">The instance Id.</param>
/// <param name="stateName">The state to wait for.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> WaitForInstanceState(string instanceId,
InstanceStateName stateName)
{
    var request = new DescribeInstancesRequest
    {
        InstanceIds = new List<string> { instanceId }
    };

    // Wait until the instance is in the specified state.
    var hasState = false;
    do
    {
        // Wait 5 seconds.
        Thread.Sleep(5000);

        // Check for the desired state.
        var response = await _amazonEc2.DescribeInstancesAsync(request);
        var instance = response.Reservations[0].Instances[0];
        hasState = instance.State.Name == stateName;
        Console.WriteLine(". ");
    } while (!hasState);

    return hasState;
}
}

```

创建一个包含弹性负载均衡操作的类。

```

/// <summary>
/// Encapsulates Elastic Load Balancer actions.
/// </summary>

```

```

public class ElasticLoadBalancerWrapper
{
    private readonly IAmazonElasticLoadBalancingV2 _amazonElasticLoadBalancingV2;
    private string? _endpoint = null;
    private readonly string _targetGroupName = "";
    private readonly string _loadBalancerName = "";
    HttpClient _httpClient = new();

    public string TargetGroupName => _targetGroupName;
    public string LoadBalancerName => _loadBalancerName;

    /// <summary>
    /// Constructor for the Elastic Load Balancer wrapper.
    /// </summary>
    /// <param name="amazonElasticLoadBalancingV2">The injected load balancing v2
client.</param>
    /// <param name="configuration">The injected configuration.</param>
    public ElasticLoadBalancerWrapper(
        IAmazonElasticLoadBalancingV2 amazonElasticLoadBalancingV2,
        IConfiguration configuration)
    {
        _amazonElasticLoadBalancingV2 = amazonElasticLoadBalancingV2;
        var prefix = configuration["resourcePrefix"];
        _targetGroupName = prefix + "-tg";
        _loadBalancerName = prefix + "-lb";
    }

    /// <summary>
    /// Get the HTTP Endpoint of a load balancer by its name.
    /// </summary>
    /// <param name="loadBalancerName">The name of the load balancer.</param>
    /// <returns>The HTTP endpoint.</returns>
    public async Task<string> GetEndpointForLoadBalancerByName(string
loadBalancerName)
    {
        if (_endpoint == null)
        {
            var endpointResponse =
                await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                    new DescribeLoadBalancersRequest()
                    {
                        Names = new List<string>() { loadBalancerName }
                    });
            _endpoint = endpointResponse.LoadBalancers[0].DNSName;
        }
    }
}

```

```

    }

    return _endpoint;
}

/// <summary>
/// Return the GET response for an endpoint as text.
/// </summary>
/// <param name="endpoint">The endpoint for the request.</param>
/// <returns>The request response.</returns>
public async Task<string> GetEndPointResponse(string endpoint)
{
    var endpointResponse = await _httpClient.GetAsync($"http://{endpoint}");
    var textResponse = await endpointResponse.Content.ReadAsStringAsync();
    return textResponse!;
}

/// <summary>
/// Get the target health for a group by name.
/// </summary>
/// <param name="groupName">The name of the group.</param>
/// <returns>The collection of health descriptions.</returns>
public async Task<List<TargetHealthDescription>>
CheckTargetHealthForGroup(string groupName)
{
    List<TargetHealthDescription> result = null!;
    try
    {
        var groupResponse =
            await _amazonElasticLoadBalancingV2.DescribeTargetGroupsAsync(
                new DescribeTargetGroupsRequest()
                {
                    Names = new List<string>() { groupName }
                });
        var healthResponse =
            await _amazonElasticLoadBalancingV2.DescribeTargetHealthAsync(
                new DescribeTargetHealthRequest()
                {
                    TargetGroupArn =
groupResponse.TargetGroups[0].TargetGroupArn
                });
        ;
        result = healthResponse.TargetHealthDescriptions;
    }
}

```

```

        catch (TargetGroupNotFoundException)
        {
            Console.WriteLine($"Target group {groupName} not found.");
        }
        return result;
    }

    /// <summary>
    /// Create an Elastic Load Balancing target group. The target group specifies
    how the load balancer forwards
    /// requests to instances in the group and how instance health is checked.
    ///
    /// To speed up this demo, the health check is configured with shortened times
    and lower thresholds. In production,
    /// you might want to decrease the sensitivity of your health checks to avoid
    unwanted failures.
    /// </summary>
    /// <param name="groupName">The name for the group.</param>
    /// <param name="protocol">The protocol, such as HTTP.</param>
    /// <param name="port">The port to use to forward requests, such as 80.</param>
    /// <param name="vpcId">The Id of the Vpc in which the load balancer exists.</
param>
    /// <returns>The new TargetGroup object.</returns>
    public async Task<TargetGroup> CreateTargetGroupOnVpc(string groupName,
        ProtocolEnum protocol, int port, string vpcId)
    {
        var createResponse = await
        _amazonElasticLoadBalancingV2.CreateTargetGroupAsync(
            new CreateTargetGroupRequest()
            {
                Name = groupName,
                Protocol = protocol,
                Port = port,
                HealthCheckPath = "/healthcheck",
                HealthCheckIntervalSeconds = 10,
                HealthCheckTimeoutSeconds = 5,
                HealthyThresholdCount = 2,
                UnhealthyThresholdCount = 2,
                VpcId = vpcId
            });
        var targetGroup = createResponse.TargetGroups[0];
        return targetGroup;
    }

```

```

    /// <summary>
    /// Create an Elastic Load Balancing load balancer that uses the specified
subnets
    /// and forwards requests to the specified target group.
    /// </summary>
    /// <param name="name">The name for the new load balancer.</param>
    /// <param name="subnetIds">Subnets for the load balancer.</param>
    /// <param name="targetGroup">Target group for forwarded requests.</param>
    /// <returns>The new LoadBalancer object.</returns>
    public async Task<LoadBalancer> CreateLoadBalancerAndListener(string name,
List<string> subnetIds, TargetGroup targetGroup)
    {
        var createLbResponse = await
_amazonElasticLoadBalancingV2.CreateLoadBalancerAsync(
            new CreateLoadBalancerRequest()
            {
                Name = name,
                Subnets = subnetIds
            });
        var loadBalancerArn = createLbResponse.LoadBalancers[0].LoadBalancerArn;

        // Wait for load balancer to be available.
        var loadBalancerReady = false;
        while (!loadBalancerReady)
        {
            try
            {
                var describeResponse =
                    await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                        new DescribeLoadBalancersRequest()
                        {
                            Names = new List<string>() { name }
                        });

                var loadBalancerState =
describeResponse.LoadBalancers[0].State.Code;

                loadBalancerReady = loadBalancerState ==
LoadBalancerStateEnum.Active;
            }
            catch (LoadBalancerNotFoundException)
            {
                loadBalancerReady = false;
            }
        }
    }

```



```

        Thread.Sleep(10000);
    }
    // Create the listener.
    await _amazonElasticLoadBalancingV2.CreateListenerAsync(
        new CreateListenerRequest()
        {
            LoadBalancerArn = loadBalancerArn,
            Protocol = targetGroup.Protocol,
            Port = targetGroup.Port,
            DefaultActions = new List<Action>()
            {
                new Action()
                {
                    Type = ActionTypeEnum.Forward,
                    TargetGroupArn = targetGroup.TargetGroupArn
                }
            }
        });
    return createLbResponse.LoadBalancers[0];
}

/// <summary>
/// Verify this computer can successfully send a GET request to the
/// load balancer endpoint.
/// </summary>
/// <param name="endpoint">The endpoint to check.</param>
/// <returns>True if successful.</returns>
public async Task<bool> VerifyLoadBalancerEndpoint(string endpoint)
{
    var success = false;
    var retries = 3;
    while (!success && retries > 0)
    {
        try
        {
            var endpointResponse = await _httpClient.GetAsync($"http://{
{endpoint}");

            Console.WriteLine($"Response: {endpointResponse.StatusCode}.");

            if (endpointResponse.IsSuccessStatusCode)
            {
                success = true;
            }
            else

```

```

        {
            retries = 0;
        }
    }
    catch (HttpRequestException)
    {
        Console.WriteLine("Connection error, retrying...");
        retries--;
        Thread.Sleep(10000);
    }
}

return success;
}

/// <summary>
/// Delete a load balancer by its specified name.
/// </summary>
/// <param name="name">The name of the load balancer to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteLoadBalancerByName(string name)
{
    try
    {
        var describeLoadBalancerResponse =
            await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                new DescribeLoadBalancersRequest()
                {
                    Names = new List<string>() { name }
                });
        var lbArn =
            describeLoadBalancerResponse.LoadBalancers[0].LoadBalancerArn;
        await _amazonElasticLoadBalancingV2.DeleteLoadBalancerAsync(
            new DeleteLoadBalancerRequest()
            {
                LoadBalancerArn = lbArn
            }
        );
    }
    catch (LoadBalancerNotFoundException)
    {
        Console.WriteLine($"Load balancer {name} not found.");
    }
}
}

```

```

    /// <summary>
    /// Delete a TargetGroup by its specified name.
    /// </summary>
    /// <param name="groupName">Name of the group to delete.</param>
    /// <returns>Async task.</returns>
    public async Task DeleteTargetGroupByName(string groupName)
    {
        var done = false;
        while (!done)
        {
            try
            {
                var groupResponse =
                    await _amazonElasticLoadBalancingV2.DescribeTargetGroupsAsync(
                        new DescribeTargetGroupsRequest()
                        {
                            Names = new List<string>() { groupName }
                        });

                var targetArn = groupResponse.TargetGroups[0].TargetGroupArn;
                await _amazonElasticLoadBalancingV2.DeleteTargetGroupAsync(
                    new DeleteTargetGroupRequest() { TargetGroupArn = targetArn });
                Console.WriteLine($"Deleted load balancing target group
{groupName}.");
                done = true;
            }
            catch (TargetGroupNotFoundException)
            {
                Console.WriteLine(
                    $"Target group {groupName} not found, could not delete.");
                done = true;
            }
            catch (ResourceInUseException)
            {
                Console.WriteLine("Target group not yet released, waiting...");
                Thread.Sleep(10000);
            }
        }
    }
}

```

创建一个使用 DynamoDB 模拟推荐服务的类。

```

/// <summary>
/// Encapsulates a DynamoDB table to use as a service that recommends books, movies,
/// and songs.
/// </summary>
public class Recommendations
{
    private readonly IAmazonDynamoDB _amazonDynamoDb;
    private readonly DynamoDBContext _context;
    private readonly string _tableName;

    public string TableName => _tableName;

    /// <summary>
    /// Constructor for the Recommendations service.
    /// </summary>
    /// <param name="amazonDynamoDb">The injected DynamoDb client.</param>
    /// <param name="configuration">The injected configuration.</param>
    public Recommendations(IAmazonDynamoDB amazonDynamoDb, IConfiguration
configuration)
    {
        _amazonDynamoDb = amazonDynamoDb;
        _context = new DynamoDBContext(_amazonDynamoDb);
        _tableName = configuration["databaseName"]!;
    }

    /// <summary>
    /// Create the DynamoDb table with a specified name.
    /// </summary>
    /// <param name="tableName">The name for the table.</param>
    /// <returns>True when ready.</returns>
    public async Task<bool> CreateDatabaseWithName(string tableName)
    {
        try
        {
            Console.WriteLine($"Creating table {tableName}...");
            var createRequest = new CreateTableRequest()
            {
                TableName = tableName,
                AttributeDefinitions = new List<AttributeDefinition>()
                {
                    new AttributeDefinition()
                    {

```

```

        AttributeName = "MediaType",
        AttributeType = ScalarAttributeType.S
    },
    new AttributeDefinition()
    {
        AttributeName = "ItemId",
        AttributeType = ScalarAttributeType.N
    }
},
KeySchema = new List<KeySchemaElement>()
{
    new KeySchemaElement()
    {
        AttributeName = "MediaType",
        KeyType = KeyType.HASH
    },
    new KeySchemaElement()
    {
        AttributeName = "ItemId",
        KeyType = KeyType.RANGE
    }
},
ProvisionedThroughput = new ProvisionedThroughput()
{
    ReadCapacityUnits = 5,
    WriteCapacityUnits = 5
}
};
await _amazonDynamoDb.CreateTableAsync(createRequest);

// Wait until the table is ACTIVE and then report success.
Console.WriteLine("\nWaiting for table to become active...");

var request = new DescribeTableRequest
{
    TableName = tableName
};

TableStatus status;
do
{
    Thread.Sleep(2000);

```

```

        var describeTableResponse = await
            _amazonDynamoDb.DescribeTableAsync(request);
        status = describeTableResponse.Table.TableStatus;

        Console.WriteLine(".");
    }
    while (status != "ACTIVE");

    return status == TableStatus.ACTIVE;
}
catch (ResourceInUseException)
{
    Console.WriteLine($"Table {tableName} already exists.");
    return false;
}
}

/// <summary>
/// Populate the database table with data from a specified path.
/// </summary>
/// <param name="databaseTableName">The name of the table.</param>
/// <param name="recommendationsPath">The path of the recommendations data.</
param>
/// <returns>Async task.</returns>
public async Task PopulateDatabase(string databaseTableName, string
recommendationsPath)
{
    var recommendationsText = await File.ReadAllTextAsync(recommendationsPath);
    var records =
        JsonSerializer.Deserialize<RecommendationModel[]>(recommendationsText);
    var batchWrite = _context.CreateBatchWrite<RecommendationModel>();

    foreach (var record in records!)
    {
        batchWrite.AddPutItem(record);
    }

    await batchWrite.ExecuteAsync();
}

/// <summary>
/// Delete the recommendation table by name.
/// </summary>
/// <param name="tableName">The name of the recommendation table.</param>

```

```

    /// <returns>Async task.</returns>
    public async Task DestroyDatabaseByName(string tableName)
    {
        try
        {
            await _amazonDynamoDb.DeleteTableAsync(
                new DeleteTableRequest() { TableName = tableName });
            Console.WriteLine($"Table {tableName} was deleted.");
        }
        catch (ResourceNotFoundException)
        {
            Console.WriteLine($"Table {tableName} not found");
        }
    }
}

```

创建一个包含 Systems Manager 操作的类。

```

    /// <summary>
    /// Encapsulates Systems Manager parameter operations. This example uses these
    /// parameters
    /// to drive the demonstration of resilient architecture, such as failure of a
    /// dependency or
    /// how the service responds to a health check.
    /// </summary>
    public class SmParameterWrapper
    {
        private readonly IAmazonSimpleSystemsManagement _amazonSimpleSystemsManagement;

        private readonly string _tableParameter = "doc-example-resilient-architecture-
table";
        private readonly string _failureResponseParameter = "doc-example-resilient-
architecture-failure-response";
        private readonly string _healthCheckParameter = "doc-example-resilient-
architecture-health-check";
        private readonly string _tableName = "";

        public string TableParameter => _tableParameter;
        public string TableName => _tableName;
        public string HealthCheckParameter => _healthCheckParameter;
        public string FailureResponseParameter => _failureResponseParameter;
    }

```

```

    /// <summary>
    /// Constructor for the SmParameterWrapper.
    /// </summary>
    /// <param name="amazonSimpleSystemsManagement">The injected Simple Systems
Management client.</param>
    /// <param name="configuration">The injected configuration.</param>
    public SmParameterWrapper(IAmazonSimpleSystemsManagement
amazonSimpleSystemsManagement, IConfiguration configuration)
    {
        _amazonSimpleSystemsManagement = amazonSimpleSystemsManagement;
        _tableName = configuration["databaseName"]!;
    }

    /// <summary>
    /// Reset the Systems Manager parameters to starting values for the demo.
    /// </summary>
    /// <returns>Async task.</returns>
    public async Task Reset()
    {
        await this.PutParameterByName(_tableParameter, _tableName);
        await this.PutParameterByName(_failureResponseParameter, "none");
        await this.PutParameterByName(_healthCheckParameter, "shallow");
    }

    /// <summary>
    /// Set the value of a named Systems Manager parameter.
    /// </summary>
    /// <param name="name">The name of the parameter.</param>
    /// <param name="value">The value to set.</param>
    /// <returns>Async task.</returns>
    public async Task PutParameterByName(string name, string value)
    {
        await _amazonSimpleSystemsManagement.PutParameterAsync(
            new PutParameterRequest() { Name = name, Value = value, Overwrite =
true });
    }
}

```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。
 - [AttachLoadBalancerTargetGroups](#)
 - [CreateAutoScalingGroup](#)

- [CreateInstanceProfile](#)
- [CreateLaunchTemplate](#)
- [CreateListener](#)
- [CreateLoadBalancer](#)
- [CreateTargetGroup](#)
- [DeleteAutoScalingGroup](#)
- [DeleteInstanceProfile](#)
- [DeleteLaunchTemplate](#)
- [DeleteLoadBalancer](#)
- [DeleteTargetGroup](#)
- [DescribeAutoScalingGroups](#)
- [DescribeAvailabilityZones](#)
- [DescribeIamInstanceProfileAssociations](#)
- [DescribeInstances](#)
- [DescribeLoadBalancers](#)
- [DescribeSubnets](#)
- [DescribeTargetGroups](#)
- [DescribeTargetHealth](#)
- [DescribeVpcs](#)
- [RebootInstances](#)
- [ReplaceIamInstanceProfileAssociation](#)
- [TerminateInstanceInAutoScalingGroup](#)
- [UpdateAutoScalingGroup](#)

使用 Amazon Bedrock 运行时示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Amazon Bedrock Runtime 配合使用来执行操作和实现常见场景。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [场景](#)
- [Amazon Nova](#)
- [Amazon Nova Canvas](#)
- [Anthropic Claude](#)
- [Cohere Command](#)
- [Meta Llama](#)
- [Mistral AI](#)

场景

创建用于与 Amazon Bedrock 基础模型进行交互的平台应用程序

以下代码示例展示了如何创建平台，通过不同的模式与 Amazon Bedrock 基础模型进行交互。

适用于 .NET 的 SDK

.NET Foundation Model (FM) Playground 是一个 .NET MAUI Blazor 示例应用程序，展示了如何通过 C# 代码使用 Amazon Bedrock。此示例展示了 .NET 和 C# 开发人员如何使用 Amazon Bedrock 来构建生成式人工智能赋能的应用程序。您可以使用以下四个平台测试 Amazon Bedrock 基础模型并与之交互：

- 文本平台。
- 聊天平台。
- 一个语音聊天平台。
- 图像平台。

该示例还列出并显示了您可以访问的基础模型及其特征。有关源代码和部署说明，请参阅中的项目 [GitHub](#)。

本示例中使用的服务

- Amazon Bedrock 运行时系统

将工具与 Converse API 结合使用

以下代码示例展示了如何在应用程序、生成式 AI 模型和互联工具之间建立典型的交互，或者 APIs 如何调解 AI 与外界之间的交互。该代码示例以将外部天气 API 连接到人工智能模型模型为例，它可以根据用户输入提供实时天气信息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

该场景流程的主要执行。该场景编排了用户、Amazon Bedrock Converse API 和天气工具之间的对话。

```
using Amazon;
using Amazon.BedrockRuntime;
using Amazon.BedrockRuntime.Model;
using Amazon.Runtime.Documents;
using Microsoft.Extensions.DependencyInjection;
using Microsoft.Extensions.DependencyInjection.Extensions;
using Microsoft.Extensions.Hosting;
using Microsoft.Extensions.Http;
using Microsoft.Extensions.Logging;
using Microsoft.Extensions.Logging.Console;

namespace ConverseToolScenario;

public static class ConverseToolScenario
{
    /*
        Before running this .NET code example, set up your development environment,
        including your credentials.

        This demo illustrates a tool use scenario using Amazon Bedrock's Converse API
        and a weather tool.

        The script interacts with a foundation model on Amazon Bedrock to provide
        weather information based on user
```

input. It uses the Open-Meteo API (<https://open-meteo.com>) to retrieve current weather data for a given location.

```
*/
```

```
public static BedrockActionsWrapper _bedrockActionsWrapper = null!;  
public static WeatherTool _weatherTool = null!;  
public static bool _interactive = true;
```

```
// Change this string to use a different model with Converse API.  
private static string model_id = "amazon.nova-lite-v1:0";
```

```
private static string system_prompt = @"
```

```
    You are a weather assistant that provides current weather data for user-  
specified locations using only
```

```
    the Weather_Tool, which expects latitude and longitude. Infer the  
coordinates from the location yourself.
```

```
    If the user specifies a state, country, or region, infer the locations of  
cities within that state.
```

```
    If the user provides coordinates, infer the approximate location and refer  
to it in your response.
```

```
    To use the tool, you strictly apply the provided tool specification.
```

```
    - Explain your step-by-step process, and give brief updates before each  
step.
```

```
    - Only use the Weather_Tool for data. Never guess or make up information.
```

```
    - Repeat the tool use for subsequent requests if necessary.
```

```
    - If the tool errors, apologize, explain weather is unavailable, and suggest  
other options.
```

```
    - Report temperatures in °C (°F) and wind in km/h (mph). Keep weather  
reports concise. Sparingly use  
    emojis where appropriate.
```

```
    - Only respond to weather queries. Remind off-topic users of your purpose.
```

```
    - Never claim to search online, access external data, or use tools besides  
Weather_Tool.
```

```
    - Complete the entire process until you have all required data before  
sending the complete response.
```

```
"
```

```
;
```

```
private static string default_prompt = "What is the weather like in Seattle?";
```

```
// The maximum number of recursive calls allowed in the tool use function.
```

```
// This helps prevent infinite loops and potential performance issues.
```

```
private static int max_recursions = 5;
```

```

public static async Task Main(string[] args)
{
    // Set up dependency injection for the Amazon service.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
            logging.AddFilter("System", LogLevel.Error)
                .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
        .ConfigureServices((_, services) =>
            services.AddHttpClient()
                .AddSingleton<IAmazonBedrockRuntime>(_ => new
AmazonBedrockRuntimeClient(RegionEndpoint.USEast1)) // Specify a region that has
access to the chosen model.
                .AddTransient<BedrockActionsWrapper>()
                .AddTransient<WeatherTool>()
                .RemoveAll<IHttpMessageHandlerBuilderFilter>()
            )
        .Build();

    ServicesSetup(host);

    try
    {
        await RunConversationAsync();
    }
    catch (Exception ex)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"There was a problem running the scenario:
{ex.Message}");
        Console.WriteLine(new string('-', 80));
    }
    finally
    {
        Console.WriteLine(
            "Amazon Bedrock Converse API with Tool Use Feature Scenario is
complete.");
        Console.WriteLine(new string('-', 80));
    }
}

/// <summary>
/// Populate the services for use within the console application.

```

```

    /// </summary>
    /// <param name="host">The services host.</param>
    private static void ServicesSetup(IHost host)
    {
        _bedrockActionsWrapper =
host.Services.GetRequiredService<BedrockActionsWrapper>();
        _weatherTool = host.Services.GetRequiredService<WeatherTool>();
    }

    /// <summary>
    /// Starts the conversation with the user and handles the interaction with
    Bedrock.
    /// </summary>
    /// <returns>The conversation array.</returns>
    public static async Task<List<Message>> RunConversationAsync()
    {
        // Print the greeting and a short user guide
        PrintHeader();

        // Start with an empty conversation
        var conversation = new List<Message>();

        // Get the first user input
        var userInput = await GetUserInputAsync();

        while (userInput != null)
        {
            // Create a new message with the user input and append it to the
            conversation
            var message = new Message { Role = ConversationRole.User, Content = new
            List<ContentBlock> { new ContentBlock { Text = userInput } } };
            conversation.Add(message);

            // Send the conversation to Amazon Bedrock
            var bedrockResponse = await SendConversationToBedrock(conversation);

            // Recursively handle the model's response until the model has returned
            its final response or the recursion counter has reached 0
            await ProcessModelResponseAsync(bedrockResponse, conversation,
            max_recursions);

            // Repeat the loop until the user decides to exit the application
            userInput = await GetUserInputAsync();
        }
    }

```

```

        PrintFooter();
        return conversation;
    }

    /// <summary>
    /// Sends the conversation, the system prompt, and the tool spec to Amazon
    Bedrock, and returns the response.
    /// </summary>
    /// <param name="conversation">The conversation history including the next
    message to send.</param>
    /// <returns>The response from Amazon Bedrock.</returns>
    private static async Task<ConverseResponse>
    SendConversationToBedrock(List<Message> conversation)
    {
        Console.WriteLine("\tCalling Bedrock...");

        // Send the conversation, system prompt, and tool configuration, and return
        the response
        return await _bedrockActionsWrapper.SendConverseRequestAsync(model_id,
            system_prompt, conversation, _weatherTool.GetToolSpec());
    }

    /// <summary>
    /// Processes the response received via Amazon Bedrock and performs the
    necessary actions based on the stop reason.
    /// </summary>
    /// <param name="modelResponse">The model's response returned via Amazon
    Bedrock.</param>
    /// <param name="conversation">The conversation history.</param>
    /// <param name="maxRecursion">The maximum number of recursive calls allowed.</
    param>
    private static async Task ProcessModelResponseAsync(ConverseResponse
    modelResponse, List<Message> conversation, int maxRecursion)
    {
        if (maxRecursion <= 0)
        {
            // Stop the process, the number of recursive calls could indicate an
            infinite loop
            Console.WriteLine("\tWarning: Maximum number of recursions reached.
            Please try again.");
        }

        // Append the model's response to the ongoing conversation
    }

```

```

        conversation.Add(modelResponse.Output.Message);

        if (modelResponse.StopReason == "tool_use")
        {
            // If the stop reason is "tool_use", forward everything to the tool use
handler
            await HandleToolUseAsync(modelResponse.Output, conversation,
maxRecursion - 1);
        }

        if (modelResponse.StopReason == "end_turn")
        {
            // If the stop reason is "end_turn", print the model's response text,
and finish the process
            PrintModelResponse(modelResponse.Output.Message.Content[0].Text);
            if (!_interactive)
            {
                default_prompt = "x";
            }
        }
    }

    /// <summary>
    /// Handles the tool use case by invoking the specified tool and sending the
tool's response back to Bedrock.
    /// The tool response is appended to the conversation, and the conversation is
sent back to Amazon Bedrock for further processing.
    /// </summary>
    /// <param name="modelResponse">The model's response containing the tool use
request.</param>
    /// <param name="conversation">The conversation history.</param>
    /// <param name="maxRecursion">The maximum number of recursive calls allowed.</
param>
    public static async Task HandleToolUseAsync(ConverseOutput modelResponse,
List<Message> conversation, int maxRecursion)
    {
        // Initialize an empty list of tool results
        var toolResults = new List<ContentBlock>();

        // The model's response can consist of multiple content blocks
        foreach (var contentBlock in modelResponse.Message.Content)
        {
            if (!String.IsNullOrEmpty(contentBlock.Text))
            {

```



```

        // If the content block contains text, print it to the console
        PrintModelResponse(contentBlock.Text);
    }

    if (contentBlock.ToolUse != null)
    {
        // If the content block is a tool use request, forward it to the
tool
        var toolResponse = await InvokeTool(contentBlock.ToolUse);

        // Add the tool use ID and the tool's response to the list of
results
        toolResults.Add(new ContentBlock
        {
            ToolResult = new ToolResultBlock()
            {
                ToolUseId = toolResponse.ToolUseId,
                Content = new List<ToolResultContentBlock>()
                { new ToolResultContentBlock { Json =
toolResponse.Content } }
            }
        });
    }
}

// Embed the tool results in a new user message
var message = new Message() { Role = ConversationRole.User, Content =
toolResults };

// Append the new message to the ongoing conversation
conversation.Add(message);

// Send the conversation to Amazon Bedrock
var response = await SendConversationToBedrock(conversation);

// Recursively handle the model's response until the model has returned its
final response or the recursion counter has reached 0
await ProcessModelResponseAsync(response, conversation, maxRecursion);
}

/// <summary>
/// Invokes the specified tool with the given payload and returns the tool's
response.
/// If the requested tool does not exist, an error message is returned.

```

```

    /// </summary>
    /// <param name="payload">The payload containing the tool name and input data.</param>
    /// <returns>The tool's response or an error message.</returns>
    public static async Task<ToolResponse> InvokeTool(ToolUseBlock payload)
    {
        var toolName = payload.Name;

        if (toolName == "Weather_Tool")
        {
            var inputData = payload.Input.AsDictionary();
            PrintToolUse(toolName, inputData);

            // Invoke the weather tool with the input data provided
            var weatherResponse = await
_weatherTool.FetchWeatherDataAsync(inputData["latitude"].ToString(),
inputData["longitude"].ToString());
            return new ToolResponse { ToolUseId = payload.ToolUseId, Content =
weatherResponse };
        }
        else
        {
            var errorMessage = $"\\tThe requested tool with name '{toolName}' does
not exist.";
            return new ToolResponse { ToolUseId = payload.ToolUseId, Content = new
{ error = true, message = errorMessage } };
        }
    }

    /// <summary>
    /// Prompts the user for input and returns the user's response.
    /// Returns null if the user enters 'x' to exit.
    /// </summary>
    /// <param name="prompt">The prompt to display to the user.</param>
    /// <returns>The user's input or null if the user chooses to exit.</returns>
    private static async Task<string?> GetUserInputAsync(string prompt = "\\tYour
weather info request:")
    {
        var userInput = default_prompt;
        if (_interactive)
        {
            Console.WriteLine(new string('*', 80));
            Console.WriteLine($"{prompt} (x to exit): \\n\\t");

```

```

        userInput = Console.ReadLine();
    }

    if (string.IsNullOrEmpty(userInput))
    {
        prompt = "\tPlease enter your weather info request, e.g. the name of a
city";
        return await GetUserInputAsync(prompt);
    }

    if (userInput.ToLowerInvariant() == "x")
    {
        return null;
    }

    return userInput;
}

/// <summary>
/// Logs the welcome message and usage guide for the tool use demo.
/// </summary>
public static void PrintHeader()
{
    Console.WriteLine(@"
=====
Welcome to the Amazon Bedrock Tool Use demo!
=====

This assistant provides current weather information for user-specified
locations.
You can ask for weather details by providing the location name or
coordinates. Weather information
will be provided using a custom Tool and open-meteo API.

Example queries:
- What's the weather like in New York?
- Current weather for latitude 40.70, longitude -74.01
- Is it warmer in Rome or Barcelona today?

To exit the program, simply type 'x' and press Enter.

P.S.: You're not limited to single locations, or even to using English!
Have fun and experiment with the app!
");

```

```

    }

    /// <summary>
    /// Logs the footer information for the tool use demo.
    /// </summary>
    public static void PrintFooter()
    {
        Console.WriteLine(@"
=====

Thank you for checking out the Amazon Bedrock Tool Use demo. We hope you
learned something new, or got some inspiration for your own apps today!

For more Bedrock examples in different programming languages, have a look
at:
    https://docs.aws.amazon.com/bedrock/latest/userguide/
service_code_examples.html
=====
");
    }

    /// <summary>
    /// Logs information about the tool use.
    /// </summary>
    /// <param name="toolName">The name of the tool being used.</param>
    /// <param name="inputData">The input data for the tool.</param>
    public static void PrintToolUse(string toolName, Dictionary<string, Document>
inputData)
    {
        Console.WriteLine($"\\n\\tInvoking tool: {toolName} with input:
{inputData["latitude"].ToString()}, {inputData["longitude"].ToString()}...\\n");
    }

    /// <summary>
    /// Logs the model's response.
    /// </summary>
    /// <param name="message">The model's response message.</param>
    public static void PrintModelResponse(string message)
    {
        Console.WriteLine("\\tThe model's response:\\n");
        Console.WriteLine(message);
        Console.WriteLine();
    }
}

```

演示使用的天气工具。该文件定义了工具规范，并实现了从 Open-Meteo API 中检索天气数据的逻辑。

```
using Amazon.BedrockRuntime.Model;
using Amazon.Runtime.Documents;
using Microsoft.Extensions.Logging;

namespace ConverseToolScenario;

/// <summary>
/// Weather tool that will be invoked when requested by the Bedrock response.
/// </summary>
public class WeatherTool
{
    private readonly ILogger<WeatherTool> _logger;
    private readonly IHttpClientFactory _httpClientFactory;

    public WeatherTool(ILogger<WeatherTool> logger, IHttpClientFactory
httpClientFactory)
    {
        _logger = logger;
        _httpClientFactory = httpClientFactory;
    }

    /// <summary>
    /// Returns the JSON Schema specification for the Weather tool. The tool
specification
    /// defines the input schema and describes the tool's functionality.
    /// For more information, see https://json-schema.org/understanding-json-schema/
reference.
    /// </summary>
    /// <returns>The tool specification for the Weather tool.</returns>
    public ToolSpecification GetToolSpec()
    {
        ToolSpecification toolSpecification = new ToolSpecification();

        toolSpecification.Name = "Weather_Tool";
        toolSpecification.Description = "Get the current weather for a given
location, based on its WGS84 coordinates.";
    }
}
```

```

        Document toolSpecDocument = Document.FromObject(
            new
            {
                type = "object",
                properties = new
                {
                    latitude = new
                    {
                        type = "string",
                        description = "Geographical WGS84 latitude of the location."
                    },
                    longitude = new
                    {
                        type = "string",
                        description = "Geographical WGS84 longitude of the
location."
                    }
                },
                required = new[] { "latitude", "longitude" }
            });

        toolSpecification.InputSchema = new ToolInputSchema() { Json =
toolSpecDocument };
        return toolSpecification;
    }

    /// <summary>
    /// Fetches weather data for the given latitude and longitude using the Open-
Meteo API.
    /// Returns the weather data or an error message if the request fails.
    /// </summary>
    /// <param name="latitude">The latitude of the location.</param>
    /// <param name="longitude">The longitude of the location.</param>
    /// <returns>The weather data or an error message.</returns>
    public async Task<Document> FetchWeatherDataAsync(string latitude, string
longitude)
    {
        string endpoint = "https://api.open-meteo.com/v1/forecast";

        try
        {
            var httpClient = _httpClientFactory.CreateClient();
            var response = await httpClient.GetAsync($"{endpoint}?
latitude={latitude}&longitude={longitude}&current_weather=True");

```

```

        response.EnsureSuccessStatusCode();
        var weatherData = await response.Content.ReadAsStringAsync();

        Document weatherDocument = Document.FromObject(
            new { weather_data = weatherData });

        return weatherDocument;
    }
    catch (HttpRequestException e)
    {
        _logger.LogError(e, "Error fetching weather data: {Message}",
            e.Message);
        throw;
    }
    catch (Exception e)
    {
        _logger.LogError(e, "Unexpected error fetching weather data: {Message}",
            e.Message);
        throw;
    }
}
}

```

Converse API 操作和工具配置。

```

/// <summary>
/// Wrapper class for interacting with the Amazon Bedrock Converse API.
/// </summary>
public class BedrockActionsWrapper
{
    private readonly IAmazonBedrockRuntime _bedrockClient;
    private readonly ILogger<BedrockActionsWrapper> _logger;

    /// <summary>
    /// Initializes a new instance of the <see cref="BedrockActionsWrapper"/> class.
    /// </summary>
    /// <param name="bedrockClient">The Bedrock Converse API client.</param>
    /// <param name="logger">The logger instance.</param>
    public BedrockActionsWrapper(IAmazonBedrockRuntime bedrockClient,
        ILogger<BedrockActionsWrapper> logger)
    {

```

```

        _bedrockClient = bedrockClient;
        _logger = logger;
    }

    /// <summary>
    /// Sends a Converse request to the Amazon Bedrock Converse API.
    /// </summary>
    /// <param name="modelId">The Bedrock Model Id.</param>
    /// <param name="systemPrompt">A system prompt instruction.</param>
    /// <param name="conversation">The array of messages in the conversation.</
param>
    /// <param name="toolSpec">The specification for a tool.</param>
    /// <returns>The response of the model.</returns>
    public async Task<ConverseResponse> SendConverseRequestAsync(string modelId,
string systemPrompt, List<Message> conversation, ToolSpecification toolSpec)
    {
        try
        {
            var request = new ConverseRequest()
            {
                ModelId = modelId,
                System = new List<SystemContentBlock>()
                {
                    new SystemContentBlock()
                    {
                        Text = systemPrompt
                    }
                },
                Messages = conversation,
                ToolConfig = new ToolConfiguration()
                {
                    Tools = new List<Tool>()
                    {
                        new Tool()
                        {
                            ToolSpec = toolSpec
                        }
                    }
                }
            };

            var response = await _bedrockClient.ConverseAsync(request);

            return response;
        }
    }

```



```
    }  
    catch (ModelNotReadyException ex)  
    {  
        _logger.LogError(ex, "Model not ready, please wait and try again.");  
        throw;  
    }  
    catch (AmazonBedrockRuntimeException ex)  
    {  
        _logger.LogError(ex, "Error occurred while sending Converse request.");  
        throw;  
    }  
}  
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的 [Converse](#)。

Amazon Nova

Converse

以下代码示例演示如何使用 Bedrock 的 Converse API 向 Amazon Nova 发送文本消息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用 Bedrock 的 Converse API 向 Amazon Nova 发送文本消息。

```
// Use the Converse API to send a text message to Amazon Nova.  
  
using System;  
using System.Collections.Generic;  
using Amazon;  
using Amazon.BedrockRuntime;  
using Amazon.BedrockRuntime.Model;  
  
// Create a Bedrock Runtime client in the AWS Region you want to use.
```

```

var client = new AmazonBedrockRuntimeClient(RegionEndpoint.USEast1);

// Set the model ID, e.g., Amazon Nova Lite.
var modelId = "amazon.nova-lite-v1:0";

// Define the user message.
var userMessage = "Describe the purpose of a 'hello world' program in one line.";

// Create a request with the model ID, the user message, and an inference
// configuration.
var request = new ConverseRequest
{
    ModelId = modelId,
    Messages = new List<Message>
    {
        new Message
        {
            Role = ConversationRole.User,
            Content = new List<ContentBlock> { new ContentBlock { Text =
userMessage } }
        }
    },
    InferenceConfig = new InferenceConfiguration()
    {
        MaxTokens = 512,
        Temperature = 0.5F,
        TopP = 0.9F
    }
};

try
{
    // Send the request to the Bedrock Runtime and wait for the result.
    var response = await client.ConverseAsync(request);

    // Extract and print the response text.
    string responseText = response?.Output?.Message?.Content?[0]?.Text ?? "";
    Console.WriteLine(responseText);
}
catch (AmazonBedrockRuntimeException e)
{
    Console.WriteLine($"ERROR: Can't invoke '{modelId}'. Reason: {e.Message}");
    throw;
}

```

使用 Bedrock 的 Converse API 和工具配置向 Amazon Nova 发送消息对话。

```

/// <summary>
/// Wrapper class for interacting with the Amazon Bedrock Converse API.
/// </summary>
public class BedrockActionsWrapper
{
    private readonly IAmazonBedrockRuntime _bedrockClient;
    private readonly ILogger<BedrockActionsWrapper> _logger;

    /// <summary>
    /// Initializes a new instance of the <see cref="BedrockActionsWrapper"/> class.
    /// </summary>
    /// <param name="bedrockClient">The Bedrock Converse API client.</param>
    /// <param name="logger">The logger instance.</param>
    public BedrockActionsWrapper(IAmazonBedrockRuntime bedrockClient,
    ILogger<BedrockActionsWrapper> logger)
    {
        _bedrockClient = bedrockClient;
        _logger = logger;
    }

    /// <summary>
    /// Sends a Converse request to the Amazon Bedrock Converse API.
    /// </summary>
    /// <param name="modelId">The Bedrock Model Id.</param>
    /// <param name="systemPrompt">A system prompt instruction.</param>
    /// <param name="conversation">The array of messages in the conversation.</
param>
    /// <param name="toolSpec">The specification for a tool.</param>
    /// <returns>The response of the model.</returns>
    public async Task<ConverseResponse> SendConverseRequestAsync(string modelId,
    string systemPrompt, List<Message> conversation, ToolSpecification toolSpec)
    {
        try
        {
            var request = new ConverseRequest()
            {
                ModelId = modelId,

```

```

        System = new List<SystemContentBlock>()
        {
            new SystemContentBlock()
            {
                Text = systemPrompt
            }
        },
        Messages = conversation,
        ToolConfig = new ToolConfiguration()
        {
            Tools = new List<Tool>()
            {
                new Tool()
                {
                    ToolSpec = toolSpec
                }
            }
        }
    };

    var response = await _bedrockClient.ConverseAsync(request);

    return response;
}
catch (ModelNotReadyException ex)
{
    _logger.LogError(ex, "Model not ready, please wait and try again.");
    throw;
}
catch (AmazonBedrockRuntimeException ex)
{
    _logger.LogError(ex, "Error occurred while sending Converse request.");
    throw;
}
}
}

```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的 [Converse](#)。

ConverseStream

以下代码示例演示如何使用 Bedrock 的 Converse API 向 Amazon Nova 发送文本消息并实时处理响应流。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用 Bedrock 的 Converse API 向 Amazon Nova 发送文本消息并实时处理回复流。

```
// Use the Converse API to send a text message to Amazon Nova
// and print the response stream.

using System;
using System.Collections.Generic;
using System.Linq;
using Amazon;
using Amazon.BedrockRuntime;
using Amazon.BedrockRuntime.Model;

// Create a Bedrock Runtime client in the AWS Region you want to use.
var client = new AmazonBedrockRuntimeClient(RegionEndpoint.USEast1);

// Set the model ID, e.g., Amazon Nova Lite.
var modelId = "amazon.nova-lite-v1:0";

// Define the user message.
var userMessage = "Describe the purpose of a 'hello world' program in one line.";

// Create a request with the model ID, the user message, and an inference
// configuration.
var request = new ConverseStreamRequest
{
    ModelId = modelId,
    Messages = new List<Message>
    {
        new Message
```

```

        {
            Role = ConversationRole.User,
            Content = new List<ContentBlock> { new ContentBlock { Text =
userMessage } }
        }
    },
    InferenceConfig = new InferenceConfiguration()
    {
        MaxTokens = 512,
        Temperature = 0.5F,
        TopP = 0.9F
    }
};

try
{
    // Send the request to the Bedrock Runtime and wait for the result.
    var response = await client.ConverseStreamAsync(request);

    // Extract and print the streamed response text in real-time.
    foreach (var chunk in response.Stream.AsEnumerable())
    {
        if (chunk is ContentBlockDeltaEvent)
        {
            Console.Write((chunk as ContentBlockDeltaEvent).Delta.Text);
        }
    }
}
catch (AmazonBedrockRuntimeException e)
{
    Console.WriteLine($"ERROR: Can't invoke '{modelId}'. Reason: {e.Message}");
    throw;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ConverseStream](#)中的。

场景：将工具与 Converse API 搭配使用

以下代码示例展示了如何在应用程序、生成式 AI 模型和互联工具之间建立典型的交互，或者 APIs 如何调解 AI 与外界之间的交互。该代码示例以将外部天气 API 连接到人工智能模型模型为例，它可以根据用户输入提供实时天气信息。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

该场景流程的主要执行。该场景编排了用户、Amazon Bedrock Converse API 和天气工具之间的对话。

```
using Amazon;
using Amazon.BedrockRuntime;
using Amazon.BedrockRuntime.Model;
using Amazon.Runtime.Documents;
using Microsoft.Extensions.DependencyInjection;
using Microsoft.Extensions.DependencyInjection.Extensions;
using Microsoft.Extensions.Hosting;
using Microsoft.Extensions.Http;
using Microsoft.Extensions.Logging;
using Microsoft.Extensions.Logging.Console;

namespace ConverseToolScenario;

public static class ConverseToolScenario
{
    /*
        Before running this .NET code example, set up your development environment,
        including your credentials.

        This demo illustrates a tool use scenario using Amazon Bedrock's Converse API
        and a weather tool.

        The script interacts with a foundation model on Amazon Bedrock to provide
        weather information based on user
        input. It uses the Open-Meteo API (https://open-meteo.com) to retrieve current
        weather data for a given location.
    */

    public static BedrockActionsWrapper _bedrockActionsWrapper = null!;
    public static WeatherTool _weatherTool = null!;
    public static bool _interactive = true;
```

```
// Change this string to use a different model with Converse API.
private static string model_id = "amazon.nova-lite-v1:0";

private static string system_prompt = @"
    You are a weather assistant that provides current weather data for user-
specified locations using only
    the Weather_Tool, which expects latitude and longitude. Infer the
coordinates from the location yourself.
    If the user specifies a state, country, or region, infer the locations of
cities within that state.
    If the user provides coordinates, infer the approximate location and refer
to it in your response.
    To use the tool, you strictly apply the provided tool specification.

    - Explain your step-by-step process, and give brief updates before each
step.
    - Only use the Weather_Tool for data. Never guess or make up information.
    - Repeat the tool use for subsequent requests if necessary.
    - If the tool errors, apologize, explain weather is unavailable, and suggest
other options.
    - Report temperatures in °C (°F) and wind in km/h (mph). Keep weather
reports concise. Sparingly use
    emojis where appropriate.
    - Only respond to weather queries. Remind off-topic users of your purpose.
    - Never claim to search online, access external data, or use tools besides
Weather_Tool.
    - Complete the entire process until you have all required data before
sending the complete response.
"
;

private static string default_prompt = "What is the weather like in Seattle?";

// The maximum number of recursive calls allowed in the tool use function.
// This helps prevent infinite loops and potential performance issues.
private static int max_recurions = 5;

public static async Task Main(string[] args)
{
    // Set up dependency injection for the Amazon service.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
            logging.AddFilter("System", LogLevel.Error)

```



```

        .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
    .ConfigureServices((_, services) =>
        services.AddHttpClient()
            .AddSingleton<IAmazonBedrockRuntime>(_ => new
AmazonBedrockRuntimeClient(RegionEndpoint.USEast1)) // Specify a region that has
access to the chosen model.
            .AddTransient<BedrockActionsWrapper>()
            .AddTransient<WeatherTool>()
            .RemoveAll<IHttpMessageHandlerBuilderFilter>()
    )
    .Build();

ServicesSetup(host);

try
{
    await RunConversationAsync();
}
catch (Exception ex)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"There was a problem running the scenario:
{ex.Message}");
    Console.WriteLine(new string('-', 80));
}
finally
{
    Console.WriteLine(
        "Amazon Bedrock Converse API with Tool Use Feature Scenario is
complete.");
    Console.WriteLine(new string('-', 80));
}
}

/// <summary>
/// Populate the services for use within the console application.
/// </summary>
/// <param name="host">The services host.</param>
private static void ServicesSetup(IHost host)
{
    _bedrockActionsWrapper =
host.Services.GetRequiredService<BedrockActionsWrapper>();
    _weatherTool = host.Services.GetRequiredService<WeatherTool>();
}

```

```

    }

    /// <summary>
    /// Starts the conversation with the user and handles the interaction with
    Bedrock.
    /// </summary>
    /// <returns>The conversation array.</returns>
    public static async Task<List<Message>> RunConversationAsync()
    {
        // Print the greeting and a short user guide
        PrintHeader();

        // Start with an empty conversation
        var conversation = new List<Message>();

        // Get the first user input
        var userInput = await GetUserInputAsync();

        while (userInput != null)
        {
            // Create a new message with the user input and append it to the
            conversation
            var message = new Message { Role = ConversationRole.User, Content = new
            List<ContentBlock> { new ContentBlock { Text = userInput } } };
            conversation.Add(message);

            // Send the conversation to Amazon Bedrock
            var bedrockResponse = await SendConversationToBedrock(conversation);

            // Recursively handle the model's response until the model has returned
            its final response or the recursion counter has reached 0
            await ProcessModelResponseAsync(bedrockResponse, conversation,
            max_recursions);

            // Repeat the loop until the user decides to exit the application
            userInput = await GetUserInputAsync();
        }

        PrintFooter();
        return conversation;
    }

    /// <summary>

```

```

    /// Sends the conversation, the system prompt, and the tool spec to Amazon
    Bedrock, and returns the response.
    /// </summary>
    /// <param name="conversation">The conversation history including the next
    message to send.</param>
    /// <returns>The response from Amazon Bedrock.</returns>
    private static async Task<ConverseResponse>
    SendConversationToBedrock(List<Message> conversation)
    {
        Console.WriteLine("\tCalling Bedrock...");

        // Send the conversation, system prompt, and tool configuration, and return
        the response
        return await _bedrockActionsWrapper.SendConverseRequestAsync(model_id,
        system_prompt, conversation, _weatherTool.GetToolSpec());
    }

    /// <summary>
    /// Processes the response received via Amazon Bedrock and performs the
    necessary actions based on the stop reason.
    /// </summary>
    /// <param name="modelResponse">The model's response returned via Amazon
    Bedrock.</param>
    /// <param name="conversation">The conversation history.</param>
    /// <param name="maxRecursion">The maximum number of recursive calls allowed.</
    param>
    private static async Task ProcessModelResponseAsync(ConverseResponse
    modelResponse, List<Message> conversation, int maxRecursion)
    {
        if (maxRecursion <= 0)
        {
            // Stop the process, the number of recursive calls could indicate an
            infinite loop
            Console.WriteLine("\tWarning: Maximum number of recursions reached.
            Please try again.");
        }

        // Append the model's response to the ongoing conversation
        conversation.Add(modelResponse.Output.Message);

        if (modelResponse.StopReason == "tool_use")
        {
            // If the stop reason is "tool_use", forward everything to the tool use
            handler

```

```

        await HandleToolUseAsync(modelResponse.Output, conversation,
maxRecursion - 1);
    }

    if (modelResponse.StopReason == "end_turn")
    {
        // If the stop reason is "end_turn", print the model's response text,
and finish the process
        PrintModelResponse(modelResponse.Output.Message.Content[0].Text);
        if (!_interactive)
        {
            default_prompt = "x";
        }
    }
}

/// <summary>
/// Handles the tool use case by invoking the specified tool and sending the
tool's response back to Bedrock.
/// The tool response is appended to the conversation, and the conversation is
sent back to Amazon Bedrock for further processing.
/// </summary>
/// <param name="modelResponse">The model's response containing the tool use
request.</param>
/// <param name="conversation">The conversation history.</param>
/// <param name="maxRecursion">The maximum number of recursive calls allowed.</
param>
public static async Task HandleToolUseAsync(ConverseOutput modelResponse,
List<Message> conversation, int maxRecursion)
{
    // Initialize an empty list of tool results
    var toolResults = new List<ContentBlock>();

    // The model's response can consist of multiple content blocks
    foreach (var contentBlock in modelResponse.Message.Content)
    {
        if (!String.IsNullOrEmpty(contentBlock.Text))
        {
            // If the content block contains text, print it to the console
            PrintModelResponse(contentBlock.Text);
        }

        if (contentBlock.ToolUse != null)
        {

```

```

        // If the content block is a tool use request, forward it to the
tool
        var toolResponse = await InvokeTool(contentBlock.ToolUse);

        // Add the tool use ID and the tool's response to the list of
results
        toolResults.Add(new ContentBlock
        {
            ToolResult = new ToolResultBlock()
            {
                ToolUseId = toolResponse.ToolUseId,
                Content = new List<ToolResultContentBlock>()
                { new ToolResultContentBlock { Json =
toolResponse.Content } }
            }
        });
    }
}

// Embed the tool results in a new user message
var message = new Message() { Role = ConversationRole.User, Content =
toolResults };

// Append the new message to the ongoing conversation
conversation.Add(message);

// Send the conversation to Amazon Bedrock
var response = await SendConversationToBedrock(conversation);

// Recursively handle the model's response until the model has returned its
final response or the recursion counter has reached 0
await ProcessModelResponseAsync(response, conversation, maxRecursion);
}

/// <summary>
/// Invokes the specified tool with the given payload and returns the tool's
response.
/// If the requested tool does not exist, an error message is returned.
/// </summary>
/// <param name="payload">The payload containing the tool name and input data.</
param>
/// <returns>The tool's response or an error message.</returns>
public static async Task<ToolResponse> InvokeTool(ToolUseBlock payload)
{

```

```

        var toolName = payload.Name;

        if (toolName == "Weather_Tool")
        {
            var inputData = payload.Input.AsDictionary();
            PrintToolUse(toolName, inputData);

            // Invoke the weather tool with the input data provided
            var weatherResponse = await
_weatherTool.FetchWeatherDataAsync(inputData["latitude"].ToString(),
inputData["longitude"].ToString());
            return new ToolResponse { ToolUseId = payload.ToolUseId, Content =
weatherResponse };
        }
        else
        {
            var errorMessage = $"{'\tThe requested tool with name '{toolName}' does
not exist.'";
            return new ToolResponse { ToolUseId = payload.ToolUseId, Content = new
{ error = true, message = errorMessage } };
        }
    }

    /// <summary>
    /// Prompts the user for input and returns the user's response.
    /// Returns null if the user enters 'x' to exit.
    /// </summary>
    /// <param name="prompt">The prompt to display to the user.</param>
    /// <returns>The user's input or null if the user chooses to exit.</returns>
    private static async Task<string?> Get userInputAsync(string prompt = "\tYour
weather info request:")
    {
        var userInput = default_prompt;
        if (_interactive)
        {
            Console.WriteLine(new string('*', 80));
            Console.WriteLine($"{prompt} (x to exit): \n\t");
            userInput = Console.ReadLine();
        }

        if (string.IsNullOrEmpty(userInput))
        {

```

```

        prompt = "\tPlease enter your weather info request, e.g. the name of a
city";
        return await Get userInputAsync(prompt);
    }

    if (userInput.ToLowerInvariant() == "x")
    {
        return null;
    }

    return userInput;
}

/// <summary>
/// Logs the welcome message and usage guide for the tool use demo.
/// </summary>
public static void PrintHeader()
{
    Console.WriteLine(@"
=====
Welcome to the Amazon Bedrock Tool Use demo!
=====

    This assistant provides current weather information for user-specified
locations.

    You can ask for weather details by providing the location name or
coordinates. Weather information
    will be provided using a custom Tool and open-meteo API.

    Example queries:
    - What's the weather like in New York?
    - Current weather for latitude 40.70, longitude -74.01
    - Is it warmer in Rome or Barcelona today?

    To exit the program, simply type 'x' and press Enter.

    P.S.: You're not limited to single locations, or even to using English!
    Have fun and experiment with the app!
    ");
}

/// <summary>
/// Logs the footer information for the tool use demo.
/// </summary>

```

```

public static void PrintFooter()
{
    Console.WriteLine(@"
=====
Thank you for checking out the Amazon Bedrock Tool Use demo. We hope you
learned something new, or got some inspiration for your own apps today!

For more Bedrock examples in different programming languages, have a look
at:
    https://docs.aws.amazon.com/bedrock/latest/userguide/
service_code_examples.html
=====
");
}

/// <summary>
/// Logs information about the tool use.
/// </summary>
/// <param name="toolName">The name of the tool being used.</param>
/// <param name="inputData">The input data for the tool.</param>
public static void PrintToolUse(string toolName, Dictionary<string, Document>
inputData)
{
    Console.WriteLine($"\\n\\tInvoking tool: {toolName} with input:
{inputData["latitude"].ToString()}, {inputData["longitude"].ToString()}...\\n");
}

/// <summary>
/// Logs the model's response.
/// </summary>
/// <param name="message">The model's response message.</param>
public static void PrintModelResponse(string message)
{
    Console.WriteLine("\\tThe model's response:\\n");
    Console.WriteLine(message);
    Console.WriteLine();
}
}

```

演示使用的天气工具。该文件定义了工具规范，并实现了从 Open-Meteo API 中检索天气数据的逻辑。


```

using Amazon.BedrockRuntime.Model;
using Amazon.Runtime.Documents;
using Microsoft.Extensions.Logging;

namespace ConverseToolScenario;

/// <summary>
/// Weather tool that will be invoked when requested by the Bedrock response.
/// </summary>
public class WeatherTool
{
    private readonly ILogger<WeatherTool> _logger;
    private readonly IHttpClientFactory _httpClientFactory;

    public WeatherTool(ILogger<WeatherTool> logger, IHttpClientFactory
httpClientFactory)
    {
        _logger = logger;
        _httpClientFactory = httpClientFactory;
    }

    /// <summary>
    /// Returns the JSON Schema specification for the Weather tool. The tool
specification
    /// defines the input schema and describes the tool's functionality.
    /// For more information, see https://json-schema.org/understanding-json-schema/
reference.
    /// </summary>
    /// <returns>The tool specification for the Weather tool.</returns>
    public ToolSpecification GetToolSpec()
    {
        ToolSpecification toolSpecification = new ToolSpecification();

        toolSpecification.Name = "Weather_Tool";
        toolSpecification.Description = "Get the current weather for a given
location, based on its WGS84 coordinates.";

        Document toolSpecDocument = Document.FromObject(
            new
            {
                type = "object",
                properties = new

```

```

        {
            latitude = new
            {
                type = "string",
                description = "Geographical WGS84 latitude of the location."
            },
            longitude = new
            {
                type = "string",
                description = "Geographical WGS84 longitude of the
location."
            }
        },
        required = new[] { "latitude", "longitude" }
    });

    toolSpecification.InputSchema = new ToolInputSchema() { Json =
toolSpecDocument };
    return toolSpecification;
}

/// <summary>
/// Fetches weather data for the given latitude and longitude using the Open-
Meteo API.
/// Returns the weather data or an error message if the request fails.
/// </summary>
/// <param name="latitude">The latitude of the location.</param>
/// <param name="longitude">The longitude of the location.</param>
/// <returns>The weather data or an error message.</returns>
public async Task<Document> FetchWeatherDataAsync(string latitude, string
longitude)
{
    string endpoint = "https://api.open-meteo.com/v1/forecast";

    try
    {
        var httpClient = _httpClientFactory.CreateClient();
        var response = await httpClient.GetAsync($"{endpoint}?
latitude={latitude}&longitude={longitude}&current_weather=True");
        response.EnsureSuccessStatusCode();
        var weatherData = await response.Content.ReadAsStringAsync();

        Document weatherDocument = Document.FromObject(
            new { weather_data = weatherData });
    }
}

```

```

        return weatherDocument;
    }
    catch (HttpRequestException e)
    {
        _logger.LogError(e, "Error fetching weather data: {Message}",
e.Message);
        throw;
    }
    catch (Exception e)
    {
        _logger.LogError(e, "Unexpected error fetching weather data: {Message}",
e.Message);
        throw;
    }
}
}

```

Converse API 操作和工具配置。

```

/// <summary>
/// Wrapper class for interacting with the Amazon Bedrock Converse API.
/// </summary>
public class BedrockActionsWrapper
{
    private readonly IAmazonBedrockRuntime _bedrockClient;
    private readonly ILogger<BedrockActionsWrapper> _logger;

    /// <summary>
    /// Initializes a new instance of the <see cref="BedrockActionsWrapper"/> class.
    /// </summary>
    /// <param name="bedrockClient">The Bedrock Converse API client.</param>
    /// <param name="logger">The logger instance.</param>
    public BedrockActionsWrapper(IAmazonBedrockRuntime bedrockClient,
    ILogger<BedrockActionsWrapper> logger)
    {
        _bedrockClient = bedrockClient;
        _logger = logger;
    }

    /// <summary>

```

```

    /// Sends a Converse request to the Amazon Bedrock Converse API.
    /// </summary>
    /// <param name="modelId">The Bedrock Model Id.</param>
    /// <param name="systemPrompt">A system prompt instruction.</param>
    /// <param name="conversation">The array of messages in the conversation.</
param>
    /// <param name="toolSpec">The specification for a tool.</param>
    /// <returns>The response of the model.</returns>
    public async Task<ConverseResponse> SendConverseRequestAsync(string modelId,
string systemPrompt, List<Message> conversation, ToolSpecification toolSpec)
    {
        try
        {
            var request = new ConverseRequest()
            {
                ModelId = modelId,
                System = new List<SystemContentBlock>()
                {
                    new SystemContentBlock()
                    {
                        Text = systemPrompt
                    }
                },
                Messages = conversation,
                ToolConfig = new ToolConfiguration()
                {
                    Tools = new List<Tool>()
                    {
                        new Tool()
                        {
                            ToolSpec = toolSpec
                        }
                    }
                }
            };

            var response = await _bedrockClient.ConverseAsync(request);

            return response;
        }
        catch (ModelNotReadyException ex)
        {
            _logger.LogError(ex, "Model not ready, please wait and try again.");
            throw;
        }
    }

```

```
    }  
    catch (AmazonBedrockRuntimeException ex)  
    {  
        _logger.LogError(ex, "Error occurred while sending Converse request.");  
        throw;  
    }  
}  
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的 [Converse](#)。

Amazon Nova Canvas

InvokeModel

以下代码示例演示如何在 Amazon Bedrock 上调用 Amazon Nova Canvas 来生成图像。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用 Amazon Nova Canvas 创建图像。

```
// Use the native inference API to create an image with Amazon Nova Canvas.  
  
using System;  
using System.IO;  
using System.Text.Json;  
using System.Text.Json.Nodes;  
using Amazon;  
using Amazon.BedrockRuntime;  
using Amazon.BedrockRuntime.Model;  
  
// Create a Bedrock Runtime client in the AWS Region you want to use.  
var client = new AmazonBedrockRuntimeClient(RegionEndpoint.USEast1);  
  
// Set the model ID.
```

```
var modelId = "amazon.nova-canvas-v1:0";

// Define the image generation prompt for the model.
var prompt = "A stylized picture of a cute old steampunk robot.";

// Create a random seed between 0 and 858,993,459
int seed = new Random().Next(0, 858993460);

//Format the request payload using the model's native structure.
var nativeRequest = JsonSerializer.Serialize(new
{
    taskType = "TEXT_IMAGE",
    textToImageParams = new
    {
        text = prompt
    },
    imageGenerationConfig = new
    {
        seed,
        quality = "standard",
        width = 512,
        height = 512,
        numberOfImages = 1
    }
});

// Create a request with the model ID and the model's native request payload.
var request = new InvokeModelRequest()
{
    ModelId = modelId,
    Body = new MemoryStream(System.Text.Encoding.UTF8.GetBytes(nativeRequest)),
    ContentType = "application/json"
};

try
{
    // Send the request to the Bedrock Runtime and wait for the response.
    var response = await client.InvokeModelAsync(request);

    // Decode the response body.
    var modelResponse = await JsonNode.ParseAsync(response.Body);

    // Extract the image data.
    var base64Image = modelResponse["images"]?[0].ToString() ?? "";
```

```
// Save the image in a local folder
string savedPath = AmazonNovaCanvas.InvokeModel.SaveBase64Image(base64Image);
Console.WriteLine($"Image saved to: {savedPath}");
}
catch (AmazonBedrockRuntimeException e)
{
    Console.WriteLine($"ERROR: Can't invoke '{modelId}'. Reason: {e.Message}");
    throw;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [InvokeModel](#) 中的。

Anthropic Claude

InvokeModelWithResponseStream

以下代码示例演示如何使用调用模型 API 向 Anthropic Claude 模型发送文本消息并打印响应流。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用调用模型 API 发送文本消息并实时处理响应流。

```
// Use the native inference API to send a text message to Anthropic Claude
// and print the response stream.

using System;
using System.IO;
using System.Text.Json;
using System.Text.Json.Nodes;
using Amazon;
using Amazon.BedrockRuntime;
using Amazon.BedrockRuntime.Model;
```

```
// Create a Bedrock Runtime client in the AWS Region you want to use.
var client = new AmazonBedrockRuntimeClient(RegionEndpoint.USEast1);

// Set the model ID, e.g., Claude 3 Haiku.
var modelId = "anthropic.claude-3-haiku-20240307-v1:0";

// Define the user message.
var userMessage = "Describe the purpose of a 'hello world' program in one line.";

//Format the request payload using the model's native structure.
var nativeRequest = JsonSerializer.Serialize(new
{
    anthropic_version = "bedrock-2023-05-31",
    max_tokens = 512,
    temperature = 0.5,
    messages = new[]
    {
        new { role = "user", content = userMessage }
    }
});

// Create a request with the model ID, the user message, and an inference
// configuration.
var request = new InvokeModelWithResponseStreamRequest()
{
    ModelId = modelId,
    Body = new MemoryStream(System.Text.Encoding.UTF8.GetBytes(nativeRequest)),
    ContentType = "application/json"
};

try
{
    // Send the request to the Bedrock Runtime and wait for the response.
    var streamingResponse = await
client.InvokeModelWithResponseStreamAsync(request);

    // Extract and print the streamed response text in real-time.
    foreach (var item in streamingResponse.Body)
    {
        var chunk = JsonSerializer.Deserialize<JsonObject>((item as
PayloadPart).Bytes);
        var text = chunk["delta"]?["text"] ?? "";
        Console.Write(text);
    }
}
```



```
}  
catch (AmazonBedrockRuntimeException e)  
{  
    Console.WriteLine($"ERROR: Can't invoke '{modelId}'. Reason: {e.Message}");  
    throw;  
}
```

- 有关 API 的详细信息，请参阅 [适用于 .NET 的 AWS SDK API 参考 `InvokeModelWithResponseStream`](#) 中的。

Cohere Command

InvokeModel: 命令 R 和 R+

以下代码示例演示如何使用调用模型 API 向 Cohere Command R 和 R+ 发送文本消息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用调用模型 API 发送文本消息。

```
// Use the native inference API to send a text message to Cohere Command R.  
  
using System;  
using System.IO;  
using System.Text.Json;  
using System.Text.Json.Nodes;  
using Amazon;  
using Amazon.BedrockRuntime;  
using Amazon.BedrockRuntime.Model;  
  
// Create a Bedrock Runtime client in the AWS Region you want to use.  
var client = new AmazonBedrockRuntimeClient(RegionEndpoint.USEast1);
```

```
// Set the model ID, e.g., Command R.
var modelId = "cohere.command-r-v1:0";

// Define the user message.
var userMessage = "Describe the purpose of a 'hello world' program in one line.";

//Format the request payload using the model's native structure.
var nativeRequest = JsonSerializer.Serialize(new
{
    message = userMessage,
    max_tokens = 512,
    temperature = 0.5
});

// Create a request with the model ID and the model's native request payload.
var request = new InvokeModelRequest()
{
    ModelId = modelId,
    Body = new MemoryStream(System.Text.Encoding.UTF8.GetBytes(nativeRequest)),
    ContentType = "application/json"
};

try
{
    // Send the request to the Bedrock Runtime and wait for the response.
    var response = await client.InvokeModelAsync(request);

    // Decode the response body.
    var modelResponse = await JsonNode.ParseAsync(response.Body);

    // Extract and print the response text.
    var responseText = modelResponse["text"] ?? "";
    Console.WriteLine(responseText);
}
catch (AmazonBedrockRuntimeException e)
{
    Console.WriteLine($"ERROR: Can't invoke '{modelId}'. Reason: {e.Message}");
    throw;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[InvokeModel](#)中的。

InvokeModelWithResponseStream: 命令 R 和 R+

以下代码示例演示如何通过将调用模型 API 与响应流结合使用，来向 Cohere Command 发送文本消息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用调用模型 API 发送文本消息并实时处理响应流。

```
// Use the native inference API to send a text message to Cohere Command R
// and print the response stream.

using System;
using System.IO;
using System.Text.Json;
using System.Text.Json.Nodes;
using Amazon;
using Amazon.BedrockRuntime;
using Amazon.BedrockRuntime.Model;

// Create a Bedrock Runtime client in the AWS Region you want to use.
var client = new AmazonBedrockRuntimeClient(RegionEndpoint.USEast1);

// Set the model ID, e.g., Command R.
var modelId = "cohere.command-r-v1:0";

// Define the user message.
var userMessage = "Describe the purpose of a 'hello world' program in one line.";

//Format the request payload using the model's native structure.
var nativeRequest = JsonSerializer.Serialize(new
{
    message = userMessage,
    max_tokens = 512,
    temperature = 0.5
});
```

```
// Create a request with the model ID and the model's native request payload.
var request = new InvokeModelWithResponseStreamRequest()
{
    ModelId = modelId,
    Body = new MemoryStream(System.Text.Encoding.UTF8.GetBytes(nativeRequest)),
    ContentType = "application/json"
};

try
{
    // Send the request to the Bedrock Runtime and wait for the response.
    var streamingResponse = await
        client.InvokeModelWithResponseStreamAsync(request);

    // Extract and print the streamed response text in real-time.
    foreach (var item in streamingResponse.Body)
    {
        var chunk = JsonSerializer.Deserialize<JsonObject>((item as
        PayloadPart).Bytes);
        var text = chunk["text"] ?? "";
        Console.Write(text);
    }
}
catch (AmazonBedrockRuntimeException e)
{
    Console.WriteLine($"ERROR: Can't invoke '{modelId}'. Reason: {e.Message}");
    throw;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[InvokeModel](#)中的。

Meta Llama

InvokeModel

以下代码示例演示如何使用调用模型 API 向 Meta Llama 发送文本消息。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用调用模型 API 发送文本消息。

```
// Use the native inference API to send a text message to Meta Llama 3.

using System;
using System.IO;
using System.Text.Json;
using System.Text.Json.Nodes;
using Amazon;
using Amazon.BedrockRuntime;
using Amazon.BedrockRuntime.Model;

// Create a Bedrock Runtime client in the AWS Region you want to use.
var client = new AmazonBedrockRuntimeClient(RegionEndpoint.USWest2);

// Set the model ID, e.g., Llama 3 70b Instruct.
var modelId = "meta.llama3-70b-instruct-v1:0";

// Define the prompt for the model.
var prompt = "Describe the purpose of a 'hello world' program in one line.";

// Embed the prompt in Llama 2's instruction format.
var formattedPrompt = $"
<|begin_of_text|><|start_header_id|>user<|end_header_id|>
{prompt}
<|eot_id|>
<|start_header_id|>assistant<|end_header_id|>
";

//Format the request payload using the model's native structure.
var nativeRequest = JsonSerializer.Serialize(new
{
    prompt = formattedPrompt,
    max_gen_len = 512,
    temperature = 0.5
});
```

```
});

// Create a request with the model ID and the model's native request payload.
var request = new InvokeModelRequest()
{
    ModelId = modelId,
    Body = new MemoryStream(System.Text.Encoding.UTF8.GetBytes(nativeRequest)),
    ContentType = "application/json"
};

try
{
    // Send the request to the Bedrock Runtime and wait for the response.
    var response = await client.InvokeModelAsync(request);

    // Decode the response body.
    var modelResponse = await JsonNode.ParseAsync(response.Body);

    // Extract and print the response text.
    var responseText = modelResponse["generation"] ?? "";
    Console.WriteLine(responseText);
}
catch (AmazonBedrockRuntimeException e)
{
    Console.WriteLine($"ERROR: Can't invoke '{modelId}'. Reason: {e.Message}");
    throw;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[InvokeModel](#)中的。

InvokeModelWithResponseStream

以下代码示例演示如何使用调用模型 API 向 Meta Llama 发送文本消息并打印响应流。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用调用模型 API 发送文本消息并实时处理响应流。

```
// Use the native inference API to send a text message to Meta Llama 3
// and print the response stream.

using System;
using System.IO;
using System.Text.Json;
using System.Text.Json.Nodes;
using Amazon;
using Amazon.BedrockRuntime;
using Amazon.BedrockRuntime.Model;

// Create a Bedrock Runtime client in the AWS Region you want to use.
var client = new AmazonBedrockRuntimeClient(RegionEndpoint.USWest2);

// Set the model ID, e.g., Llama 3 70b Instruct.
var modelId = "meta.llama3-70b-instruct-v1:0";

// Define the prompt for the model.
var prompt = "Describe the purpose of a 'hello world' program in one line.";

// Embed the prompt in Llama 2's instruction format.
var formattedPrompt = $"
<|begin_of_text|><|start_header_id|>user<|end_header_id|>
{prompt}
<|eot_id|>
<|start_header_id|>assistant<|end_header_id|>
";

//Format the request payload using the model's native structure.
var nativeRequest = JsonSerializer.Serialize(new
{
    prompt = formattedPrompt,
    max_gen_len = 512,
    temperature = 0.5
});

// Create a request with the model ID and the model's native request payload.
var request = new InvokeModelWithResponseStreamRequest()
{
    ModelId = modelId,
    Body = new MemoryStream(System.Text.Encoding.UTF8.GetBytes(nativeRequest)),
    ContentType = "application/json"
```

```
};

try
{
    // Send the request to the Bedrock Runtime and wait for the response.
    var streamingResponse = await
    client.InvokeModelWithResponseStreamAsync(request);

    // Extract and print the streamed response text in real-time.
    foreach (var item in streamingResponse.Body)
    {
        var chunk = JsonSerializer.Deserialize<JsonObject>((item as
        PayloadPart).Bytes);
        var text = chunk["generation"] ?? "";
        Console.Write(text);
    }
}
catch (AmazonBedrockRuntimeException e)
{
    Console.WriteLine($"ERROR: Can't invoke '{modelId}'. Reason: {e.Message}");
    throw;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [InvokeModelWithResponseStream](#) 中的。

Mistral AI

InvokeModel

以下代码示例演示如何使用调用模型 API 向 Mistral 模型发送文本消息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用调用模型 API 发送文本消息。

```
// Use the native inference API to send a text message to Mistral.

using System;
using System.IO;
using System.Text.Json;
using System.Text.Json.Nodes;
using Amazon;
using Amazon.BedrockRuntime;
using Amazon.BedrockRuntime.Model;

// Create a Bedrock Runtime client in the AWS Region you want to use.
var client = new AmazonBedrockRuntimeClient(RegionEndpoint.USEast1);

// Set the model ID, e.g., Mistral Large.
var modelId = "mistral.mistral-large-2402-v1:0";

// Define the prompt for the model.
var prompt = "Describe the purpose of a 'hello world' program in one line.";

// Embed the prompt in Mistral's instruction format.
var formattedPrompt = $"<s>[INST] {prompt} [/INST]";

//Format the request payload using the model's native structure.
var nativeRequest = JsonSerializer.Serialize(new
{
    prompt = formattedPrompt,
    max_tokens = 512,
    temperature = 0.5
});

// Create a request with the model ID and the model's native request payload.
var request = new InvokeModelRequest()
{
    ModelId = modelId,
    Body = new MemoryStream(System.Text.Encoding.UTF8.GetBytes(nativeRequest)),
    ContentType = "application/json"
};

try
{
    // Send the request to the Bedrock Runtime and wait for the response.
    var response = await client.InvokeModelAsync(request);
}
```

```
// Decode the response body.
var modelResponse = await JsonNode.ParseAsync(response.Body);

// Extract and print the response text.
var responseText = modelResponse["outputs"]?[0]?["text"] ?? "";
Console.WriteLine(responseText);
}
catch (AmazonBedrockRuntimeException e)
{
    Console.WriteLine($"ERROR: Can't invoke '{modelId}'. Reason: {e.Message}");
    throw;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [InvokeModel](#) 中的。

InvokeModelWithResponseStream

以下代码示例演示如何使用调用模型 API 向 Mistral AI 模型发送文本消息并打印响应流。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用调用模型 API 发送文本消息并实时处理响应流。

```
// Use the native inference API to send a text message to Mistral
// and print the response stream.

using System;
using System.IO;
using System.Text.Json;
using System.Text.Json.Nodes;
using Amazon;
using Amazon.BedrockRuntime;
using Amazon.BedrockRuntime.Model;
```

```
// Create a Bedrock Runtime client in the AWS Region you want to use.
var client = new AmazonBedrockRuntimeClient(RegionEndpoint.USEast1);

// Set the model ID, e.g., Mistral Large.
var modelId = "mistral.mistral-large-2402-v1:0";

// Define the prompt for the model.
var prompt = "Describe the purpose of a 'hello world' program in one line.";

// Embed the prompt in Mistral's instruction format.
var formattedPrompt = $"<s>[INST] {prompt} [/INST]";

//Format the request payload using the model's native structure.
var nativeRequest = JsonSerializer.Serialize(new
{
    prompt = formattedPrompt,
    max_tokens = 512,
    temperature = 0.5
});

// Create a request with the model ID and the model's native request payload.
var request = new InvokeModelWithResponseStreamRequest()
{
    ModelId = modelId,
    Body = new MemoryStream(System.Text.Encoding.UTF8.GetBytes(nativeRequest)),
    ContentType = "application/json"
};

try
{
    // Send the request to the Bedrock Runtime and wait for the response.
    var streamingResponse = await
        client.InvokeModelWithResponseStreamAsync(request);

    // Extract and print the streamed response text in real-time.
    foreach (var item in streamingResponse.Body)
    {
        var chunk = JsonSerializer.Deserialize<JsonObject>((item as
        PayloadPart).Bytes);
        var text = chunk["outputs"]?[0]?["text"] ?? "";
        Console.Write(text);
    }
}
```

```
catch (AmazonBedrockRuntimeException e)
{
    Console.WriteLine($"ERROR: Can't invoke '{modelId}'. Reason: {e.Message}");
    throw;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [InvokeModelWithResponseStream](#) 中的。

CloudWatch 使用记录示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 with Logs 来执行操作和实现常见场 CloudWatch 景。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)

操作

AssociateKmsKey

以下代码示例演示了如何使用 AssociateKmsKey。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.CloudWatchLogs;
using Amazon.CloudWatchLogs.Model;

/// <summary>
/// Shows how to associate an AWS Key Management Service (AWS KMS) key with
/// an Amazon CloudWatch Logs log group.
/// </summary>
public class AssociateKmsKey
{
    public static async Task Main()
    {
        // This client object will be associated with the same AWS Region
        // as the default user on this system. If you need to use a
        // different AWS Region, pass it as a parameter to the client
        // constructor.
        var client = new AmazonCloudWatchLogsClient();

        string kmsKeyId = "arn:aws:kms:us-west-2:<account-
number>:key/7c9eccc2-38cb-4c4f-9db3-766ee8dd3ad4";
        string groupName = "cloudwatchlogs-example-loggroup";

        var request = new AssociateKmsKeyRequest
        {
            KmsKeyId = kmsKeyId,
            LogGroupName = groupName,
        };

        var response = await client.AssociateKmsKeyAsync(request);

        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            Console.WriteLine($"Successfully associated KMS key ID: {kmsKeyId}
with log group: {groupName}.");
        }
        else
        {
            Console.WriteLine("Could not make the association between:
{kmsKeyId} and {groupName}.");
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AssociateKmsKey](#) 中的。

CancelExportTask

以下代码示例演示了如何使用 CancelExportTask。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.CloudWatchLogs;
using Amazon.CloudWatchLogs.Model;

/// <summary>
/// Shows how to cancel an Amazon CloudWatch Logs export task.
/// </summary>
public class CancelExportTask
{
    public static async Task Main()
    {
        // This client object will be associated with the same AWS Region
        // as the default user on this system. If you need to use a
        // different AWS Region, pass it as a parameter to the client
        // constructor.
        var client = new AmazonCloudWatchLogsClient();
        string taskId = "exampleTaskId";

        var request = new CancelExportTaskRequest
        {
            TaskId = taskId,
        };
    }
}
```

```
var response = await client.CancelExportTaskAsync(request);

if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
{
    Console.WriteLine($"{taskId} successfully canceled.");
}
else
{
    Console.WriteLine($"{taskId} could not be canceled.");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CancelExportTask](#)中的。

CreateExportTask

以下代码示例演示了如何使用 CreateExportTask。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.CloudWatchLogs;
using Amazon.CloudWatchLogs.Model;

/// <summary>
/// Shows how to create an Export Task to export the contents of the Amazon
/// CloudWatch Logs to the specified Amazon Simple Storage Service (Amazon S3)
/// bucket.
/// </summary>
public class CreateExportTask
{

```

```
public static async Task Main()
{
    // This client object will be associated with the same AWS Region
    // as the default user on this system. If you need to use a
    // different AWS Region, pass it as a parameter to the client
    // constructor.
    var client = new AmazonCloudWatchLogsClient();
    string taskName = "export-task-example";
    string logGroupName = "cloudwatchlogs-example-loggroup";
    string destination = "amzn-s3-demo-bucket";
    var fromTime = 1437584472382;
    var toTime = 1437584472833;

    var request = new CreateExportTaskRequest
    {
        From = fromTime,
        To = toTime,
        TaskName = taskName,
        LogGroupName = logGroupName,
        Destination = destination,
    };

    var response = await client.CreateExportTaskAsync(request);

    if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
    {
        Console.WriteLine($"The task, {taskName} with ID: " +
                           $"{response.TaskId} has been created
successfully.");
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateExportTask](#)中的。

CreateLogGroup

以下代码示例演示了如何使用 CreateLogGroup。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.CloudWatchLogs;
using Amazon.CloudWatchLogs.Model;

/// <summary>
/// Shows how to create an Amazon CloudWatch Logs log group.
/// </summary>
public class CreateLogGroup
{
    public static async Task Main()
    {
        // This client object will be associated with the same AWS Region
        // as the default user on this system. If you need to use a
        // different AWS Region, pass it as a parameter to the client
        // constructor.
        var client = new AmazonCloudWatchLogsClient();

        string logGroupName = "cloudwatchlogs-example-loggroup";

        var request = new CreateLogGroupRequest
        {
            LogGroupName = logGroupName,
        };

        var response = await client.CreateLogGroupAsync(request);

        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            Console.WriteLine($"Successfully create log group with ID:
{logGroupName}.");
        }
        else
        {

```

```
        Console.WriteLine("Could not create log group.");  
    }  
}  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateLogGroup](#) 中的。

CreateLogStream

以下代码示例演示了如何使用 CreateLogStream。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;  
using System.Threading.Tasks;  
using Amazon.CloudWatchLogs;  
using Amazon.CloudWatchLogs.Model;  
  
/// <summary>  
/// Shows how to create an Amazon CloudWatch Logs stream for a CloudWatch  
/// log group.  
/// </summary>  
public class CreateLogStream  
{  
    public static async Task Main()  
    {  
        // This client object will be associated with the same AWS Region  
        // as the default user on this system. If you need to use a  
        // different AWS Region, pass it as a parameter to the client  
        // constructor.  
        var client = new AmazonCloudWatchLogsClient();  
        string logGroupName = "cloudwatchlogs-example-loggroup";  
        string logStreamName = "cloudwatchlogs-example-logstream";  
    }  
}
```

```
var request = new CreateLogStreamRequest
{
    LogGroupName = logGroupName,
    LogStreamName = logStreamName,
};

var response = await client.CreateLogStreamAsync(request);

if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
{
    Console.WriteLine($"{logStreamName} successfully created for
{logGroupName}.");
}
else
{
    Console.WriteLine("Could not create stream.");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateLogStream](#)中的。

DeleteLogGroup

以下代码示例演示了如何使用 DeleteLogGroup。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.CloudWatchLogs;
using Amazon.CloudWatchLogs.Model;

///  
<summary>
```

```
/// Uses the Amazon CloudWatch Logs Service to delete an existing
/// CloudWatch Logs log group.
/// </summary>
public class DeleteLogGroup
{
    public static async Task Main()
    {
        var client = new AmazonCloudWatchLogsClient();
        string logGroupName = "cloudwatchlogs-example-loggroup";

        var request = new DeleteLogGroupRequest
        {
            LogGroupName = logGroupName,
        };

        var response = await client.DeleteLogGroupAsync(request);

        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            Console.WriteLine($"Successfully deleted CloudWatch log group,
{logGroupName}.");
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteLogGroup](#)中的。

DescribeExportTasks

以下代码示例演示了如何使用 DescribeExportTasks。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
```

```
using System.Threading.Tasks;
using Amazon.CloudWatchLogs;
using Amazon.CloudWatchLogs.Model;

/// <summary>
/// Shows how to retrieve a list of information about Amazon CloudWatch
/// Logs export tasks.
/// </summary>
public class DescribeExportTasks
{
    public static async Task Main()
    {
        // This client object will be associated with the same AWS Region
        // as the default user on this system. If you need to use a
        // different AWS Region, pass it as a parameter to the client
        // constructor.
        var client = new AmazonCloudWatchLogsClient();

        var request = new DescribeExportTasksRequest
        {
            Limit = 5,
        };

        var response = new DescribeExportTasksResponse();

        do
        {
            response = await client.DescribeExportTasksAsync(request);
            response.ExportTasks.ForEach(t =>
            {
                Console.WriteLine($"{t.TaskName} with ID: {t.TaskId} has status:
{t.Status}");
            });
        } while (response.NextToken is not null);
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeExportTasks](#)中的。

DescribeLogGroups

以下代码示例演示了如何使用 DescribeLogGroups。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.CloudWatchLogs;
using Amazon.CloudWatchLogs.Model;

/// <summary>
/// Retrieves information about existing Amazon CloudWatch Logs log groups
/// and displays the information on the console.
/// </summary>
public class DescribeLogGroups
{
    public static async Task Main()
    {
        // Creates a CloudWatch Logs client using the default
        // user. If you need to work with resources in another
        // AWS Region than the one defined for the default user,
        // pass the AWS Region as a parameter to the client constructor.
        var client = new AmazonCloudWatchLogsClient();

        bool done = false;
        string newToken = null;

        var request = new DescribeLogGroupsRequest
        {
            Limit = 5,
        };

        DescribeLogGroupsResponse response;

        do
        {
```

```
        if (newToken is not null)
        {
            request.NextToken = newToken;
        }

        response = await client.DescribeLogGroupsAsync(request);

        response.LogGroups.ForEach(lg =>
        {
            Console.WriteLine($"{lg.LogGroupName} is associated with the
key: {lg.KmsKeyId}.");
            Console.WriteLine($"Created on: {lg.CreationTime.Date.Date}");
            Console.WriteLine($"Date for this group will be stored for:
{lg.RetentionInDays} days.\n");
        });

        if (response.NextToken is null)
        {
            done = true;
        }
        else
        {
            newToken = response.NextToken;
        }
    }
    while (!done);
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeLogGroups](#)中的。

StartLiveTail

以下代码示例演示了如何使用 StartLiveTail。

适用于 .NET 的 SDK

包含所需的文件。

```
using Amazon;
using Amazon.CloudWatchLogs;
```

```
using Amazon.CloudWatchLogs.Model;
```

启动 Live Tail 会话

```
var client = new AmazonCloudWatchLogsClient();
var request = new StartLiveTailRequest
{
    LogGroupIdentifiers = logGroupIdentifiers,
    LogStreamNames = logStreamNames,
    LogEventFilterPattern = filterPattern,
};

var response = await client.StartLiveTailAsync(request);

// Catch if request fails
if (response.HttpStatusCode != System.Net.HttpStatusCode.OK)
{
    Console.WriteLine("Failed to start live tail session");
    return;
}
```

您可以通过两种方式处理 Live Tail 会话中的事件：

```
/* Method 1
 * 1). Asynchronously loop through the event stream
 * 2). Set a timer to dispose the stream and stop the Live Tail session
at the end.
*/
var eventStream = response.ResponseStream;
var task = Task.Run(() =>
{
    foreach (var item in eventStream)
    {
        if (item is LiveTailSessionUpdate liveTailSessionUpdate)
        {
            foreach (var sessionResult in
liveTailSessionUpdate.SessionResults)
            {
                Console.WriteLine("Message : {0}",
sessionResult.Message);
            }
        }
    }
});
```



```

    }
    if (item is LiveTailSessionStart)
    {
        Console.WriteLine("Live Tail session started");
    }
    // On-stream exceptions are processed here
    if (item is CloudWatchLogsEventStreamException)
    {
        Console.WriteLine($"ERROR: {item}");
    }
}
});
// Close the stream to stop the session after a timeout
if (!task.Wait(TimeSpan.FromSeconds(10))){
    eventStream.Dispose();
    Console.WriteLine("End of line");
}

```

```

/* Method 2
 * 1). Add event handlers to each event variable
 * 2). Start processing the stream and wait for a timeout using
AutoResetEvent
*/
AutoResetEvent endEvent = new AutoResetEvent(false);
var eventStream = response.ResponseStream;
using (eventStream) // automatically disposes the stream to stop the
session after execution finishes
{
    eventStream.SessionStartReceived += (sender, e) =>
    {
        Console.WriteLine("LiveTail session started");
    };
    eventStream.SessionUpdateReceived += (sender, e) =>
    {
        foreach (LiveTailSessionLogEvent logEvent in
e.EventStreamEvent.SessionResults){
            Console.WriteLine("Message: {0}", logEvent.Message);
        }
    };
    // On-stream exceptions are captured here
    eventStream.ExceptionReceived += (sender, e) =>
    {

```

```
        Console.WriteLine($"ERROR: {e.EventStreamException.Message}");
    };

    eventStream.StartProcessing();
    // Stream events for this amount of time.
    endEvent.WaitOne(TimeSpan.FromSeconds(10));
    Console.WriteLine("End of line");
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[StartLiveTail](#)中的。

使用 Amazon Cognito 身份提供商示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Amazon Cognito 身份提供商配合使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [场景](#)

操作

AdminGetUser

以下代码示例演示了如何使用 AdminGetUser。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get the specified user from an Amazon Cognito user pool with administrator
access.
/// </summary>
/// <param name="userName">The name of the user.</param>
/// <param name="poolId">The Id of the Amazon Cognito user pool.</param>
/// <returns>Async task.</returns>
public async Task<UserStatusType> GetAdminUserAsync(string userName, string
poolId)
{
    AdminGetUserRequest userRequest = new AdminGetUserRequest
    {
        Username = userName,
        UserPoolId = poolId,
    };

    var response = await _cognitoService.AdminGetUserAsync(userRequest);

    Console.WriteLine($"User status {response.UserStatus}");
    return response.UserStatus;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AdminGetUser](#) 中的。

AdminInitiateAuth

以下代码示例演示了如何使用 AdminInitiateAuth。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Initiate an admin auth request.
/// </summary>
/// <param name="clientId">The client ID to use.</param>
/// <param name="userPoolId">The ID of the user pool.</param>
/// <param name="userName">The username to authenticate.</param>
/// <param name="password">The user's password.</param>
/// <returns>The session to use in challenge-response.</returns>
public async Task<string> AdminInitiateAuthAsync(string clientId, string
userPoolId, string userName, string password)
{
    var authParameters = new Dictionary<string, string>();
    authParameters.Add("USERNAME", userName);
    authParameters.Add("PASSWORD", password);

    var request = new AdminInitiateAuthRequest
    {
        ClientId = clientId,
        UserPoolId = userPoolId,
        AuthParameters = authParameters,
        AuthFlow = AuthFlowType.ADMIN_USER_PASSWORD_AUTH,
    };

    var response = await _cognitoService.AdminInitiateAuthAsync(request);
    return response.Session;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AdminInitiateAuth](#) 中的。

AdminRespondToAuthChallenge

以下代码示例演示了如何使用 AdminRespondToAuthChallenge。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Respond to an admin authentication challenge.
/// </summary>
/// <param name="userName">The name of the user.</param>
/// <param name="clientId">The client ID.</param>
/// <param name="mfaCode">The multi-factor authentication code.</param>
/// <param name="session">The current application session.</param>
/// <param name="clientId">The user pool ID.</param>
/// <returns>The result of the authentication response.</returns>
public async Task<AuthenticationResultType> AdminRespondToAuthChallengeAsync(
    string userName,
    string clientId,
    string mfaCode,
    string session,
    string userPoolId)
{
    Console.WriteLine("SOFTWARE_TOKEN_MFA challenge is generated");

    var challengeResponses = new Dictionary<string, string>();
    challengeResponses.Add("USERNAME", userName);
    challengeResponses.Add("SOFTWARE_TOKEN_MFA_CODE", mfaCode);

    var respondToAuthChallengeRequest = new AdminRespondToAuthChallengeRequest
    {
        ChallengeName = ChallengeNameType.SOFTWARE_TOKEN_MFA,
        ClientId = clientId,
        ChallengeResponses = challengeResponses,
        Session = session,
        UserPoolId = userPoolId,
    };

    var response = await
        _cognitoService.AdminRespondToAuthChallengeAsync(respondToAuthChallengeRequest);
}
```

```
        Console.WriteLine($"Response to Authentication  
{response.AuthenticationResult.TokenType}");  
        return response.AuthenticationResult;  
    }
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AdminRespondToAuthChallenge](#) 中的。

AssociateSoftwareToken

以下代码示例演示了如何使用 AssociateSoftwareToken。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>  
/// Get an MFA token to authenticate the user with the authenticator.  
/// </summary>  
/// <param name="session">The session name.</param>  
/// <returns>The session name.</returns>  
public async Task<string> AssociateSoftwareTokenAsync(string session)  
{  
    var softwareTokenRequest = new AssociateSoftwareTokenRequest  
    {  
        Session = session,  
    };  
  
    var tokenResponse = await  
_cognitoService.AssociateSoftwareTokenAsync(softwareTokenRequest);  
    var secretCode = tokenResponse.SecretCode;  
  
    Console.WriteLine($"Use the following secret code to set up the  
authenticator: {secretCode}");  
}
```

```
        return tokenResponse.Session;
    }
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AssociateSoftwareToken](#) 中的。

ConfirmDevice

以下代码示例演示了如何使用 ConfirmDevice。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Initiates and confirms tracking of the device.
/// </summary>
/// <param name="accessToken">The user's access token.</param>
/// <param name="deviceKey">The key of the device from Amazon Cognito.</param>
/// <param name="deviceName">The device name.</param>
/// <returns></returns>
public async Task<bool> ConfirmDeviceAsync(string accessToken, string deviceKey,
string deviceName)
{
    var request = new ConfirmDeviceRequest
    {
        AccessToken = accessToken,
        DeviceKey = deviceKey,
        DeviceName = deviceName
    };

    var response = await _cognitoService.ConfirmDeviceAsync(request);
    return response.UserConfirmationNecessary;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ConfirmDevice](#) 中的。

ConfirmSignUp

以下代码示例演示了如何使用 ConfirmSignUp。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Confirm that the user has signed up.
/// </summary>
/// <param name="clientId">The Id of this application.</param>
/// <param name="code">The confirmation code sent to the user.</param>
/// <param name="userName">The username.</param>
/// <returns>True if successful.</returns>
public async Task<bool> ConfirmSignUpAsync(string clientId, string code, string
userName)
{
    var signUpRequest = new ConfirmSignUpRequest
    {
        ClientId = clientId,
        ConfirmationCode = code,
        Username = userName,
    };

    var response = await _cognitoService.ConfirmSignUpAsync(signUpRequest);
    if (response.HttpStatusCode == HttpStatusCode.OK)
    {
        Console.WriteLine($"{userName} was confirmed");
        return true;
    }
    return false;
}
```


- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ConfirmSignUp](#) 中的。

InitiateAuth

以下代码示例演示了如何使用 InitiateAuth。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Initiate authorization.
/// </summary>
/// <param name="clientId">The client Id of the application.</param>
/// <param name="userName">The name of the user who is authenticating.</param>
/// <param name="password">The password for the user who is authenticating.</
param>
/// <returns>The response from the initiate auth request.</returns>
public async Task<InitiateAuthResponse> InitiateAuthAsync(string clientId,
string userName, string password)
{
    var authParameters = new Dictionary<string, string>();
    authParameters.Add("USERNAME", userName);
    authParameters.Add("PASSWORD", password);

    var authRequest = new InitiateAuthRequest

    {
        ClientId = clientId,
        AuthParameters = authParameters,
        AuthFlow = AuthFlowType.USER_PASSWORD_AUTH,
    };

    var response = await _cognitoService.InitiateAuthAsync(authRequest);
```

```
        Console.WriteLine($"Result Challenge is : {response.ChallengeName}");

        return response;
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[InitiateAuth](#)中的。

ListUsers

以下代码示例演示了如何使用 ListUsers。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get a list of users for the Amazon Cognito user pool.
/// </summary>
/// <param name="userPoolId">The user pool ID.</param>
/// <returns>A list of users.</returns>
public async Task<List<UserType>> ListUsersAsync(string userPoolId)
{
    var request = new ListUsersRequest
    {
        UserPoolId = userPoolId
    };

    var users = new List<UserType>();

    var usersPaginator = _cognitoService.Paginators.ListUsers(request);
    await foreach (var response in usersPaginator.Responses)
    {
        users.AddRange(response.Users);
    }

    return users;
}
```

```
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListUsers](#)中的。

ResendConfirmationCode

以下代码示例演示了如何使用 ResendConfirmationCode。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Send a new confirmation code to a user.
/// </summary>
/// <param name="clientId">The Id of the client application.</param>
/// <param name="userName">The username of user who will receive the code.</
param>
/// <returns>The delivery details.</returns>
public async Task<CodeDeliveryDetailsType> ResendConfirmationCodeAsync(string
clientId, string userName)
{
    var codeRequest = new ResendConfirmationCodeRequest
    {
        ClientId = clientId,
        Username = userName,
    };

    var response = await
_cognitoService.ResendConfirmationCodeAsync(codeRequest);

    Console.WriteLine($"Method of delivery is
{response.CodeDeliveryDetails.DeliveryMedium}");

    return response.CodeDeliveryDetails;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ResendConfirmationCode](#) 中的。

SignUp

以下代码示例演示了如何使用 SignUp。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Sign up a new user.
/// </summary>
/// <param name="clientId">The client Id of the application.</param>
/// <param name="userName">The username to use.</param>
/// <param name="password">The user's password.</param>
/// <param name="email">The email address of the user.</param>
/// <returns>A Boolean value indicating whether the user was confirmed.</
returns>
public async Task<bool> SignUpAsync(string clientId, string userName, string
password, string email)
{
    var userAttrs = new AttributeType
    {
        Name = "email",
        Value = email,
    };

    var userAttrsList = new List<AttributeType>();

    userAttrsList.Add(userAttrs);

    var signUpRequest = new SignUpRequest
```

```

    {
        UserAttributes = userAttrsList,
        Username = userName,
        ClientId = clientId,
        Password = password
    };

    var response = await _cognitoService.SignUpAsync(signUpRequest);
    return response.HttpStatusCode == HttpStatusCode.OK;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [SignUp](#) 中的。

VerifySoftwareToken

以下代码示例演示了如何使用 VerifySoftwareToken。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Verify the TOTP and register for MFA.
/// </summary>
/// <param name="session">The name of the session.</param>
/// <param name="code">The MFA code.</param>
/// <returns>The status of the software token.</returns>
public async Task<VerifySoftwareTokenResponseType>
VerifySoftwareTokenAsync(string session, string code)
{
    var tokenRequest = new VerifySoftwareTokenRequest
    {
        UserCode = code,
        Session = session,
    };
}

```

```
var verifyResponse = await
_cognitoService.VerifySoftwareTokenAsync(tokenRequest);

return verifyResponse.Status;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[VerifySoftwareToken](#)中的。

场景

向需要 MFA 的用户池注册用户

以下代码示例展示了如何：

- 使用用户名、密码和电子邮件地址注册和确认用户。
- 通过将 MFA 应用程序与用户关联来设置多重身份验证。
- 使用密码和 MFA 代码登录。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
namespace CognitoBasics;

public class CognitoBasics
{
    private static ILogger logger = null!;

    static async Task Main(string[] args)
    {
        // Set up dependency injection for Amazon Cognito.
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
```

```

        .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
        .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
        .ConfigureServices((_, services) =>
services.AddAWSService<IAmazonCognitoIdentityProvider>()
        .AddTransient<CognitoWrapper>()
        )
        .Build();

logger = LoggerFactory.Create(builder => { builder.AddConsole(); })
        .CreateLogger<CognitoBasics>();

var configuration = new ConfigurationBuilder()
        .SetBasePath(Directory.GetCurrentDirectory())
        .AddJsonFile("settings.json") // Load settings from .json file.
        .AddJsonFile("settings.local.json",
            true) // Optionally load local settings.
        .Build();

var cognitoWrapper = host.Services.GetRequiredService<CognitoWrapper>();

Console.WriteLine(new string('-', 80));
UiMethods.DisplayOverview();
Console.WriteLine(new string('-', 80));

// clientId - The app client Id value that you get from the AWS CDK script.
var clientId = configuration["ClientId"]; // **** REPLACE WITH CLIENT ID
VALUE FROM CDK SCRIPT";

// poolId - The pool Id that you get from the AWS CDK script.
var poolId = configuration["PoolId"]!; // **** REPLACE WITH POOL ID VALUE
FROM CDK SCRIPT";
var userName = configuration["UserName"];
var password = configuration["Password"];
var email = configuration["Email"];

// If the username wasn't set in the configuration file,
// get it from the user now.
if (userName is null)
{
    do
    {
        Console.Write("Username: ");
        userName = Console.ReadLine();
    }
}

```

```
    }
    while (string.IsNullOrEmpty(userName));
}
Console.WriteLine($"\\nUsername: {userName}");

// If the password wasn't set in the configuration file,
// get it from the user now.
if (password is null)
{
    do
    {
        Console.Write("Password: ");
        password = Console.ReadLine();
    }
    while (string.IsNullOrEmpty(password));
}

// If the email address wasn't set in the configuration file,
// get it from the user now.
if (email is null)
{
    do
    {
        Console.Write("Email: ");
        email = Console.ReadLine();
    } while (string.IsNullOrEmpty(email));
}

// Now sign up the user.
Console.WriteLine($"\\nSigning up {userName} with email address: {email}");
await cognitoWrapper.SignUpAsync(clientId, userName, password, email);

// Add the user to the user pool.
Console.WriteLine($"Adding {userName} to the user pool");
await cognitoWrapper.GetAdminUserAsync(userName, poolId);

UiMethods.DisplayTitle("Get confirmation code");
Console.WriteLine($"Conformation code sent to {userName}.");
Console.Write("Would you like to send a new code? (Y/N) ");
var answer = Console.ReadLine();

if (answer!.ToLower() == "y")
{
    await cognitoWrapper.ResendConfirmationCodeAsync(clientId, userName);
}
```



```
        Console.WriteLine("Sending a new confirmation code");
    }

    Console.Write("Enter confirmation code (from Email): ");
    var code = Console.ReadLine();

    await cognitoWrapper.ConfirmSignupAsync(clientId, code, userName);

    UiMethods.DisplayTitle("Checking status");
    Console.WriteLine($"Rechecking the status of {userName} in the user pool");
    await cognitoWrapper.GetAdminUserAsync(userName, poolId);

    Console.WriteLine($"Setting up authenticator for {userName} in the user pool");
    var setupResponse = await cognitoWrapper.InitiateAuthAsync(clientId,
        userName, password);

    var setupSession = await
cognitoWrapper.AssociateSoftwareTokenAsync(setupResponse.Session);
    Console.Write("Enter the 6-digit code displayed in Google Authenticator: ");
    var setupCode = Console.ReadLine();

    var setupResult = await
cognitoWrapper.VerifySoftwareTokenAsync(setupSession, setupCode);
    Console.WriteLine($"Setup status: {setupResult}");

    Console.WriteLine($"Now logging in {userName} in the user pool");
    var authSession = await cognitoWrapper.AdminInitiateAuthAsync(clientId,
        poolId, userName, password);

    Console.Write("Enter a new 6-digit code displayed in Google Authenticator: ");
    var authCode = Console.ReadLine();

    var authResult = await
cognitoWrapper.AdminRespondToAuthChallengeAsync(userName, clientId, authCode,
        authSession, poolId);
    Console.WriteLine($"Authenticated and received access token: {authResult.AccessToken}");

    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Cognito scenario is complete.");
    Console.WriteLine(new string('-', 80));
}
```

```
}

using System.Net;

namespace CognitoActions;

/// <summary>
/// Methods to perform Amazon Cognito Identity Provider actions.
/// </summary>
public class CognitoWrapper
{
    private readonly IAmazonCognitoIdentityProvider _cognitoService;

    /// <summary>
    /// Constructor for the wrapper class containing Amazon Cognito actions.
    /// </summary>
    /// <param name="cognitoService">The Amazon Cognito client object.</param>
    public CognitoWrapper(IAmazonCognitoIdentityProvider cognitoService)
    {
        _cognitoService = cognitoService;
    }

    /// <summary>
    /// List the Amazon Cognito user pools for an account.
    /// </summary>
    /// <returns>A list of UserPoolDescriptionType objects.</returns>
    public async Task<List<UserPoolDescriptionType>> ListUserPoolsAsync()
    {
        var userPools = new List<UserPoolDescriptionType>();

        var userPoolsPaginator = _cognitoService.Paginators.ListUserPools(new
ListUserPoolsRequest());

        await foreach (var response in userPoolsPaginator.Responses)
        {
            userPools.AddRange(response.UserPools);
        }

        return userPools;
    }

    /// <summary>
```

```

/// Get a list of users for the Amazon Cognito user pool.
/// </summary>
/// <param name="userPoolId">The user pool ID.</param>
/// <returns>A list of users.</returns>
public async Task<List<UserType>> ListUsersAsync(string userPoolId)
{
    var request = new ListUsersRequest
    {
        UserPoolId = userPoolId
    };

    var users = new List<UserType>();

    var usersPaginator = _cognitoService.Paginators.ListUsers(request);
    await foreach (var response in usersPaginator.Responses)
    {
        users.AddRange(response.Users);
    }

    return users;
}

/// <summary>
/// Respond to an admin authentication challenge.
/// </summary>
/// <param name="userName">The name of the user.</param>
/// <param name="clientId">The client ID.</param>
/// <param name="mfaCode">The multi-factor authentication code.</param>
/// <param name="session">The current application session.</param>
/// <param name="clientId">The user pool ID.</param>
/// <returns>The result of the authentication response.</returns>
public async Task<AuthenticationResultType> AdminRespondToAuthChallengeAsync(
    string userName,
    string clientId,
    string mfaCode,
    string session,
    string userPoolId)
{
    Console.WriteLine("SOFTWARE_TOKEN_MFA challenge is generated");

    var challengeResponses = new Dictionary<string, string>();
    challengeResponses.Add("USERNAME", userName);
    challengeResponses.Add("SOFTWARE_TOKEN_MFA_CODE", mfaCode);
}

```

```

        var respondToAuthChallengeRequest = new AdminRespondToAuthChallengeRequest
        {
            ChallengeName = ChallengeNameType.SOFTWARE_TOKEN_MFA,
            ClientId = clientId,
            ChallengeResponses = challengeResponses,
            Session = session,
            UserPoolId = userPoolId,
        };

        var response = await
_cognitoService.AdminRespondToAuthChallengeAsync(respondToAuthChallengeRequest);
        Console.WriteLine($"Response to Authentication
{response.AuthenticationResult.TokenType}");
        return response.AuthenticationResult;
    }

    /// <summary>
    /// Verify the TOTP and register for MFA.
    /// </summary>
    /// <param name="session">The name of the session.</param>
    /// <param name="code">The MFA code.</param>
    /// <returns>The status of the software token.</returns>
    public async Task<VerifySoftwareTokenResponseType>
VerifySoftwareTokenAsync(string session, string code)
    {
        var tokenRequest = new VerifySoftwareTokenRequest
        {
            UserCode = code,
            Session = session,
        };

        var verifyResponse = await
_cognitoService.VerifySoftwareTokenAsync(tokenRequest);

        return verifyResponse.Status;
    }

    /// <summary>
    /// Get an MFA token to authenticate the user with the authenticator.
    /// </summary>
    /// <param name="session">The session name.</param>

```

```

    /// <returns>The session name.</returns>
    public async Task<string> AssociateSoftwareTokenAsync(string session)
    {
        var softwareTokenRequest = new AssociateSoftwareTokenRequest
        {
            Session = session,
        };

        var tokenResponse = await
_cognitoService.AssociateSoftwareTokenAsync(softwareTokenRequest);
        var secretCode = tokenResponse.SecretCode;

        Console.WriteLine($"Use the following secret code to set up the
authenticator: {secretCode}");

        return tokenResponse.Session;
    }

    /// <summary>
    /// Initiate an admin auth request.
    /// </summary>
    /// <param name="clientId">The client ID to use.</param>
    /// <param name="userPoolId">The ID of the user pool.</param>
    /// <param name="userName">The username to authenticate.</param>
    /// <param name="password">The user's password.</param>
    /// <returns>The session to use in challenge-response.</returns>
    public async Task<string> AdminInitiateAuthAsync(string clientId, string
userPoolId, string userName, string password)
    {
        var authParameters = new Dictionary<string, string>();
        authParameters.Add("USERNAME", userName);
        authParameters.Add("PASSWORD", password);

        var request = new AdminInitiateAuthRequest
        {
            ClientId = clientId,
            UserPoolId = userPoolId,
            AuthParameters = authParameters,
            AuthFlow = AuthFlowType.ADMIN_USER_PASSWORD_AUTH,
        };

        var response = await _cognitoService.AdminInitiateAuthAsync(request);
        return response.Session;
    }

```

```

    }

    /// <summary>
    /// Initiate authorization.
    /// </summary>
    /// <param name="clientId">The client Id of the application.</param>
    /// <param name="userName">The name of the user who is authenticating.</param>
    /// <param name="password">The password for the user who is authenticating.</
param>
    /// <returns>The response from the initiate auth request.</returns>
    public async Task<InitiateAuthResponse> InitiateAuthAsync(string clientId,
string userName, string password)
    {
        var authParameters = new Dictionary<string, string>();
        authParameters.Add("USERNAME", userName);
        authParameters.Add("PASSWORD", password);

        var authRequest = new InitiateAuthRequest

        {
            ClientId = clientId,
            AuthParameters = authParameters,
            AuthFlow = AuthFlowType.USER_PASSWORD_AUTH,
        };

        var response = await _cognitoService.InitiateAuthAsync(authRequest);
        Console.WriteLine($"Result Challenge is : {response.ChallengeName}");

        return response;
    }

    /// <summary>
    /// Confirm that the user has signed up.
    /// </summary>
    /// <param name="clientId">The Id of this application.</param>
    /// <param name="code">The confirmation code sent to the user.</param>
    /// <param name="userName">The username.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> ConfirmSignUpAsync(string clientId, string code, string
userName)
    {
        var signUpRequest = new ConfirmSignUpRequest
        {
            ClientId = clientId,

```

```

        ConfirmationCode = code,
        Username = userName,
    };

    var response = await _cognitoService.ConfirmSignUpAsync(signUpRequest);
    if (response.HttpStatusCode == HttpStatusCode.OK)
    {
        Console.WriteLine($"{userName} was confirmed");
        return true;
    }
    return false;
}

/// <summary>
/// Initiates and confirms tracking of the device.
/// </summary>
/// <param name="accessToken">The user's access token.</param>
/// <param name="deviceKey">The key of the device from Amazon Cognito.</param>
/// <param name="deviceName">The device name.</param>
/// <returns></returns>
public async Task<bool> ConfirmDeviceAsync(string accessToken, string deviceKey,
string deviceName)
{
    var request = new ConfirmDeviceRequest
    {
        AccessToken = accessToken,
        DeviceKey = deviceKey,
        DeviceName = deviceName
    };

    var response = await _cognitoService.ConfirmDeviceAsync(request);
    return response.UserConfirmationNecessary;
}

/// <summary>
/// Send a new confirmation code to a user.
/// </summary>
/// <param name="clientId">The Id of the client application.</param>
/// <param name="userName">The username of user who will receive the code.</
param>
/// <returns>The delivery details.</returns>

```

```

    public async Task<CodeDeliveryDetailsType> ResendConfirmationCodeAsync(string
clientId, string userName)
    {
        var codeRequest = new ResendConfirmationCodeRequest
        {
            ClientId = clientId,
            Username = userName,
        };

        var response = await
_cognitoService.ResendConfirmationCodeAsync(codeRequest);

        Console.WriteLine($"Method of delivery is
{response.CodeDeliveryDetails.DeliveryMedium}");

        return response.CodeDeliveryDetails;
    }

    /// <summary>
    /// Get the specified user from an Amazon Cognito user pool with administrator
access.
    /// </summary>
    /// <param name="userName">The name of the user.</param>
    /// <param name="poolId">The Id of the Amazon Cognito user pool.</param>
    /// <returns>Async task.</returns>
    public async Task<UserStatusType> GetAdminUserAsync(string userName, string
poolId)
    {
        AdminGetUserRequest userRequest = new AdminGetUserRequest
        {
            Username = userName,
            UserPoolId = poolId,
        };

        var response = await _cognitoService.AdminGetUserAsync(userRequest);

        Console.WriteLine($"User status {response.UserStatus}");
        return response.UserStatus;
    }

    /// <summary>
    /// Sign up a new user.

```



```

    /// </summary>
    /// <param name="clientId">The client Id of the application.</param>
    /// <param name="userName">The username to use.</param>
    /// <param name="password">The user's password.</param>
    /// <param name="email">The email address of the user.</param>
    /// <returns>A Boolean value indicating whether the user was confirmed.</
returns>
    public async Task<bool> SignUpAsync(string clientId, string userName, string
password, string email)
    {
        var userAttrs = new AttributeType
        {
            Name = "email",
            Value = email,
        };

        var userAttrsList = new List<AttributeType>();

        userAttrsList.Add(userAttrs);

        var signUpRequest = new SignUpRequest
        {
            UserAttributes = userAttrsList,
            Username = userName,
            ClientId = clientId,
            Password = password
        };

        var response = await _cognitoService.SignUpAsync(signUpRequest);
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
}

```

• 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [AdminGetUser](#)
- [AdminInitiateAuth](#)
- [AdminRespondToAuthChallenge](#)
- [AssociateSoftwareToken](#)

- [ConfirmDevice](#)
- [ConfirmSignUp](#)
- [InitiateAuth](#)
- [ListUsers](#)
- [ResendConfirmationCode](#)
- [RespondToAuthChallenge](#)
- [SignUp](#)
- [VerifySoftwareToken](#)

使用 Amazon Comprehend 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Amazon Comprehend 配合使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [场景](#)

操作

DetectDominantLanguage

以下代码示例演示了如何使用 DetectDominantLanguage。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Comprehend;
using Amazon.Comprehend.Model;

/// <summary>
/// This example calls the Amazon Comprehend service to determine the
/// dominant language.
/// </summary>
public static class DetectDominantLanguage
{
    /// <summary>
    /// Calls Amazon Comprehend to determine the dominant language used in
    /// the sample text.
    /// </summary>
    public static async Task Main()
    {
        string text = "It is raining today in Seattle.";

        var comprehendClient = new
AmazonComprehendClient(Amazon.RegionEndpoint.USWest2);

        Console.WriteLine("Calling DetectDominantLanguage\n");
        var detectDominantLanguageRequest = new DetectDominantLanguageRequest()
        {
            Text = text,
        };

        var detectDominantLanguageResponse = await
comprehendClient.DetectDominantLanguageAsync(detectDominantLanguageRequest);
        foreach (var dl in detectDominantLanguageResponse.Languages)
        {
            Console.WriteLine($"Language Code: {dl.LanguageCode}, Score:
{dl.Score}");
        }
    }
}
```

```
    }  
  
    Console.WriteLine("Done");  
}  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DetectDominantLanguage](#) 中的。

DetectEntities

以下代码示例演示了如何使用 DetectEntities。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;  
using System.Threading.Tasks;  
using Amazon.Comprehend;  
using Amazon.Comprehend.Model;  
  
/// <summary>  
/// This example shows how to use the AmazonComprehend service detect any  
/// entities in submitted text.  
/// </summary>  
public static class DetectEntities  
{  
    /// <summary>  
    /// The main method calls the DetectEntitiesAsync method to find any  
    /// entities in the sample code.  
    /// </summary>  
    public static async Task Main()  
    {  
        string text = "It is raining today in Seattle";
```

```
var comprehendClient = new AmazonComprehendClient();

Console.WriteLine("Calling DetectEntities\n");
var detectEntitiesRequest = new DetectEntitiesRequest()
{
    Text = text,
    LanguageCode = "en",
};
var detectEntitiesResponse = await
comprehendClient.DetectEntitiesAsync(detectEntitiesRequest);

foreach (var e in detectEntitiesResponse.Entities)
{
    Console.WriteLine($"Text: {e.Text}, Type: {e.Type}, Score:
{e.Score}, BeginOffset: {e.BeginOffset}, EndOffset: {e.EndOffset}");
}

Console.WriteLine("Done");
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DetectEntities](#)中的。

DetectKeyPhrases

以下代码示例演示了如何使用 DetectKeyPhrases。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Comprehend;
```

```
using Amazon.Comprehend.Model;

/// <summary>
/// This example shows how to use the Amazon Comprehend service to
/// search text for key phrases.
/// </summary>
public static class DetectKeyPhrase
{
    /// <summary>
    /// This method calls the Amazon Comprehend method DetectKeyPhrasesAsync
    /// to detect any key phrases in the sample text.
    /// </summary>
    public static async Task Main()
    {
        string text = "It is raining today in Seattle";

        var comprehendClient = new
AmazonComprehendClient(Amazon.RegionEndpoint.USWest2);

        // Call DetectKeyPhrases API
        Console.WriteLine("Calling DetectKeyPhrases");
        var detectKeyPhrasesRequest = new DetectKeyPhrasesRequest()
        {
            Text = text,
            LanguageCode = "en",
        };
        var detectKeyPhrasesResponse = await
comprehendClient.DetectKeyPhrasesAsync(detectKeyPhrasesRequest);
        foreach (var kp in detectKeyPhrasesResponse.KeyPhrases)
        {
            Console.WriteLine($"Text: {kp.Text}, Score: {kp.Score}, BeginOffset:
{kp.BeginOffset}, EndOffset: {kp.EndOffset}");
        }

        Console.WriteLine("Done");
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DetectKeyPhrases](#)中的。

DetectPiiEntities

以下代码示例演示了如何使用 DetectPiiEntities。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Comprehend;
using Amazon.Comprehend.Model;

/// <summary>
/// This example shows how to use the Amazon Comprehend service to find
/// personally identifiable information (PII) within text submitted to the
/// DetectPiiEntitiesAsync method.
/// </summary>
public class DetectingPII
{
    /// <summary>
    /// This method calls the DetectPiiEntitiesAsync method to locate any
    /// personally identifiable information within the supplied text.
    /// </summary>
    public static async Task Main()
    {
        var comprehendClient = new AmazonComprehendClient();
        var text = @"Hello Paul Santos. The latest statement for your
                    credit card account 1111-0000-1111-0000 was
                    mailed to 123 Any Street, Seattle, WA 98109.";

        var request = new DetectPiiEntitiesRequest
        {
            Text = text,
            LanguageCode = "EN",
        };

        var response = await comprehendClient.DetectPiiEntitiesAsync(request);
```

```

        if (response.Entities.Count > 0)
        {
            foreach (var entity in response.Entities)
            {
                var entityValue = text.Substring(entity.BeginOffset,
entity.EndOffset - entity.BeginOffset);
                Console.WriteLine($"{entity.Type}: {entityValue}");
            }
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DetectPiiEntities](#) 中的。

DetectSentiment

以下代码示例演示了如何使用 DetectSentiment。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

using System;
using System.Threading.Tasks;
using Amazon.Comprehend;
using Amazon.Comprehend.Model;

/// <summary>
/// This example shows how to detect the overall sentiment of the supplied
/// text using the Amazon Comprehend service.
/// </summary>
public static class DetectSentiment
{
    /// <summary>
    /// This method calls the DetectSentimentAsync method to analyze the
    /// supplied text and determine the overall sentiment.

```



```
/// </summary>
public static async Task Main()
{
    string text = "It is raining today in Seattle";

    var comprehendClient = new
AmazonComprehendClient(Amazon.RegionEndpoint.USSouth2);

    // Call DetectKeyPhrases API
    Console.WriteLine("Calling DetectSentiment");
    var detectSentimentRequest = new DetectSentimentRequest()
    {
        Text = text,
        LanguageCode = "en",
    };
    var detectSentimentResponse = await
comprehendClient.DetectSentimentAsync(detectSentimentRequest);
    Console.WriteLine($"Sentiment: {detectSentimentResponse.Sentiment}");
    Console.WriteLine("Done");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DetectSentiment](#)中的。

DetectSyntax

以下代码示例演示了如何使用 DetectSyntax。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Comprehend;
using Amazon.Comprehend.Model;
```

```

    /// <summary>
    /// This example shows how to use Amazon Comprehend to detect syntax
    /// elements by calling the DetectSyntaxAsync method.
    /// </summary>
    public class DetectingSyntax
    {
        /// <summary>
        /// This method calls DetectSynaxAsync to identify the syntax elements
        /// in the sample text.
        /// </summary>
        public static async Task Main()
        {
            string text = "It is raining today in Seattle";

            var comprehendClient = new AmazonComprehendClient();

            // Call DetectSyntax API
            Console.WriteLine("Calling DetectSyntaxAsync\n");
            var detectSyntaxRequest = new DetectSyntaxRequest()
            {
                Text = text,
                LanguageCode = "en",
            };
            DetectSyntaxResponse detectSyntaxResponse = await
comprehendClient.DetectSyntaxAsync(detectSyntaxRequest);
            foreach (SyntaxToken s in detectSyntaxResponse.SyntaxTokens)
            {
                Console.WriteLine($"Text: {s.Text}, PartOfSpeech:
{s.PartOfSpeech.Tag}, BeginOffset: {s.BeginOffset}, EndOffset: {s.EndOffset}");
            }

            Console.WriteLine("Done");
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DetectSyntax](#)中的。

StartTopicsDetectionJob

以下代码示例演示了如何使用 StartTopicsDetectionJob。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Comprehend;
using Amazon.Comprehend.Model;

/// <summary>
/// This example scans the documents in an Amazon Simple Storage Service
/// (Amazon S3) bucket and analyzes it for topics. The results are stored
/// in another bucket and then the resulting job properties are displayed
/// on the screen. This example was created using the AWS SDK for .NET
/// version 3.7 and .NET Core version 5.0.
/// </summary>
public static class TopicModeling
{
    /// <summary>
    /// This methos calls a topic detection job by calling the Amazon
    /// Comprehend StartTopicsDetectionJobRequest.
    /// </summary>
    public static async Task Main()
    {
        var comprehendClient = new AmazonComprehendClient();

        string inputS3Uri = "s3://input bucket/input path";
        InputFormat inputDocFormat = InputFormat.ONE_DOC_PER_FILE;
        string outputS3Uri = "s3://output bucket/output path";
        string dataAccessRoleArn = "arn:aws:iam::account ID:role/data access
role";

        int numberOfTopics = 10;

        var startTopicsDetectionJobRequest = new
StartTopicsDetectionJobRequest()
        {
            InputDataConfig = new InputDataConfig()
            {
```

```

        S3Uri = inputS3Uri,
        InputFormat = inputDocFormat,
    },
    OutputDataConfig = new OutputDataConfig()
    {
        S3Uri = outputS3Uri,
    },
    DataAccessRoleArn = dataAccessRoleArn,
    NumberOfTopics = numberOfTopics,
};

var startTopicsDetectionJobResponse = await
comprehendClient.StartTopicsDetectionJobAsync(startTopicsDetectionJobRequest);

var jobId = startTopicsDetectionJobResponse.JobId;
Console.WriteLine("JobId: " + jobId);

var describeTopicsDetectionJobRequest = new
DescribeTopicsDetectionJobRequest()
{
    JobId = jobId,
};

var describeTopicsDetectionJobResponse = await
comprehendClient.DescribeTopicsDetectionJobAsync(describeTopicsDetectionJobRequest);

PrintJobProperties(describeTopicsDetectionJobResponse.TopicsDetectionJobProperties);

var listTopicsDetectionJobsResponse = await
comprehendClient.ListTopicsDetectionJobsAsync(new
ListTopicsDetectionJobsRequest());
foreach (var props in
listTopicsDetectionJobsResponse.TopicsDetectionJobPropertiesList)
{
    PrintJobProperties(props);
}

}

/// <summary>
/// This method is a helper method that displays the job properties
/// from the call to StartTopicsDetectionJobRequest.
/// </summary>
/// <param name="props">A list of properties from the call to
/// StartTopicsDetectionJobRequest.</param>

```

```
private static void PrintJobProperties(TopicsDetectionJobProperties props)
{
    Console.WriteLine($"JobId: {props.JobId}, JobName: {props.JobName},
JobStatus: {props.JobStatus}");
    Console.WriteLine($"NumberOfTopics: {props.NumberOfTopics}\nInputS3Uri:
{props.InputDataConfig.S3Uri}");
    Console.WriteLine($"InputFormat: {props.InputDataConfig.InputFormat},
OutputS3Uri: {props.OutputDataConfig.S3Uri}");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[StartTopicsDetectionJob](#)中的。

场景

创建用于分析客户反馈的应用程序

以下代码示例说明如何创建应用程序来分析客户意见卡、翻译其母语、确定其情绪并根据译后的文本生成音频文件。

适用于 .NET 的 SDK

此示例应用程序可分析并存储客户反馈卡。具体来说，它满足了纽约市一家虚构酒店的需求。酒店以实体意见卡的形式收集来自不同语种的客人的反馈。该反馈通过 Web 客户端上传到应用程序中。意见卡图片上传后，将执行以下步骤：

- 使用 Amazon Textract 从图片中提取文本。
- Amazon Comprehend 确定所提取文本的情绪及其语言。
- 使用 Amazon Translate 将所提取文本翻译为英语。
- Amazon Polly 根据所提取文本合成音频文件。

完整的应用程序可使用 AWS CDK 进行部署。有关源代码和部署说明，请参阅中的项目 [GitHub](#)。

本示例中使用的服务

- Amazon Comprehend
- Lambda
- Amazon Polly

- Amazon Textract
- Amazon Translate

使用 Amazon DocumentDB 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Amazon DocumentDB 中 适用于 .NET 的 AWS SDK 使用来执行操作和实现常见场景。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [无服务器示例](#)

无服务器示例

通过 Amazon DocumentDB 触发器调用 Lambda 函数

以下代码示例演示如何实现一个 Lambda 函数，该函数接收通过接收来自 DocumentDB 更改流的记录而触发的事件。该函数检索 DocumentDB 有效负载，并记录下记录内容。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

使用 .NET 将 Amazon DocumentDB 事件与 Lambda 结合使用。

```
using Amazon.Lambda.Core;
using System.Text.Json;
using System;
using System.Collections.Generic;
using System.Text.Json.Serialization;
//Assembly attribute to enable the Lambda function's JSON input to be converted into
a .NET class.
```

```
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace LambdaDocDb;

public class Function
{
    /// <summary>
    /// Lambda function entry point to process Amazon DocumentDB events.
    /// </summary>
    /// <param name="event">The Amazon DocumentDB event.</param>
    /// <param name="context">The Lambda context object.</param>
    /// <returns>A string to indicate successful processing.</returns>
    public string FunctionHandler(Event evnt, ILambdaContext context)
    {
        foreach (var record in evnt.Events)
        {
            ProcessDocumentDBEvent(record, context);
        }

        return "OK";
    }

    private void ProcessDocumentDBEvent(DocumentDBEventRecord record,
    ILambdaContext context)
    {
        var eventData = record.Event;
        var operationType = eventData.OperationType;
        var databaseName = eventData.Ns.Db;
        var collectionName = eventData.Ns.Coll;
        var fullDocument = JsonSerializer.Serialize(eventData.FullDocument, new
        JsonSerializerOptions { WriteIndented = true });

        context.Logger.LogLine($"Operation type: {operationType}");
        context.Logger.LogLine($"Database: {databaseName}");
        context.Logger.LogLine($"Collection: {collectionName}");
        context.Logger.LogLine($"Full document:\n{fullDocument}");
    }
}
```

```
public class Event
{
    [JsonPropertyName("eventSourceArn")]
    public string EventSourceArn { get; set; }

    [JsonPropertyName("events")]
    public List<DocumentDBEventRecord> Events { get; set; }

    [JsonPropertyName("eventSource")]
    public string EventSource { get; set; }
}

public class DocumentDBEventRecord
{
    [JsonPropertyName("event")]
    public EventData Event { get; set; }
}

public class EventData
{
    [JsonPropertyName("_id")]
    public IdData Id { get; set; }

    [JsonPropertyName("clusterTime")]
    public ClusterTime ClusterTime { get; set; }

    [JsonPropertyName("documentKey")]
    public DocumentKey DocumentKey { get; set; }

    [JsonPropertyName("fullDocument")]
    public Dictionary<string, object> FullDocument { get; set; }

    [JsonPropertyName("ns")]
    public Namespace Namespace { get; set; }

    [JsonPropertyName("operationType")]
    public string OperationType { get; set; }
}

public class IdData
{
    [JsonPropertyName("_data")]
    public string Data { get; set; }
}
```



```
public class ClusterTime
{
    [JsonPropertyName("$timestamp")]
    public Timestamp Timestamp { get; set; }
}

public class Timestamp
{
    [JsonPropertyName("t")]
    public long T { get; set; }

    [JsonPropertyName("i")]
    public int I { get; set; }
}

public class DocumentKey
{
    [JsonPropertyName("_id")]
    public Id Id { get; set; }
}

public class Id
{
    [JsonPropertyName("$oid")]
    public string Oid { get; set; }
}

public class Namespace
{
    [JsonPropertyName("db")]
    public string Db { get; set; }

    [JsonPropertyName("coll")]
    public string Coll { get; set; }
}
}
```

使用的 DynamoDB 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 DynamoDB 中使用来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您展示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

AWS 社区贡献就是由多个团队创建和维护的示例 AWS。要提供反馈，请使用链接存储库中提供的机制。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [场景](#)
- [无服务器示例](#)
- [AWS 社区捐款](#)

操作

BatchExecuteStatement

以下代码示例演示了如何使用 BatchExecuteStatement。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用批量 INSERT 语句添加项目。

```

    /// <summary>
    /// Inserts movies imported from a JSON file into the movie table by
    /// using an Amazon DynamoDB PartiQL INSERT statement.
    /// </summary>
    /// <param name="tableName">The name of the table into which the movie
    /// information will be inserted.</param>
    /// <param name="movieFileName">The name of the JSON file that contains
    /// movie information.</param>
    /// <returns>A Boolean value that indicates the success or failure of
    /// the insert operation.</returns>
    public static async Task<bool> InsertMovies(string tableName, string
movieFileName)
    {
        // Get the list of movies from the JSON file.
        var movies = ImportMovies(movieFileName);

        var success = false;

        if (movies is not null)
        {
            // Insert the movies in a batch using PartiQL. Because the
            // batch can contain a maximum of 25 items, insert 25 movies
            // at a time.
            string insertBatch = $"INSERT INTO {tableName} VALUE {{'title': ?,
'year': ?}}";
            var statements = new List<BatchStatementRequest>();

            try
            {
                for (var indexOffset = 0; indexOffset < 250; indexOffset += 25)
                {
                    for (var i = indexOffset; i < indexOffset + 25; i++)
                    {
                        statements.Add(new BatchStatementRequest
                        {
                            Statement = insertBatch,
                            Parameters = new List<AttributeValue>
                            {
                                new AttributeValue { S = movies[i].Title },
                                new AttributeValue { N =
movies[i].Year.ToString() },
                            },
                        });
                    }
                }
            }
        }
    }

```

```

        }

        var response = await Client.BatchExecuteStatementAsync(new
BatchExecuteStatementRequest
        {
            Statements = statements,
        });

        // Wait between batches for movies to be successfully added.
        System.Threading.Thread.Sleep(3000);

        success = response.HttpStatusCode ==
System.Net.HttpStatusCode.OK;

        // Clear the list of statements for the next batch.
        statements.Clear();
    }
}
catch (AmazonDynamoDBException ex)
{
    Console.WriteLine(ex.Message);
}
}

return success;
}

/// <summary>
/// Loads the contents of a JSON file into a list of movies to be
/// added to the DynamoDB table.
/// </summary>
/// <param name="movieFileName">The full path to the JSON file.</param>
/// <returns>A generic list of movie objects.</returns>
public static List<Movie> ImportMovies(string movieFileName)
{
    if (!File.Exists(movieFileName))
    {
        return null!;
    }

    using var sr = new StreamReader(movieFileName);
    string json = sr.ReadToEnd();
    var allMovies = JsonConvert.DeserializeObject<List<Movie>>(json);

```

```

        if (allMovies is not null)
        {
            // Return the first 250 entries.
            return allMovies.GetRange(0, 250);
        }
        else
        {
            return null!;
        }
    }
}

```

使用批量 SELECT 语句获取项目。

```

/// <summary>
/// Gets movies from the movie table by
/// using an Amazon DynamoDB PartiQL SELECT statement.
/// </summary>
/// <param name="tableName">The name of the table.</param>
/// <param name="title1">The title of the first movie.</param>
/// <param name="title2">The title of the second movie.</param>
/// <param name="year1">The year of the first movie.</param>
/// <param name="year2">The year of the second movie.</param>
/// <returns>True if successful.</returns>
public static async Task<bool> GetBatch(
    string tableName,
    string title1,
    string title2,
    int year1,
    int year2)
{
    var getBatch = $"SELECT * FROM {tableName} WHERE title = ? AND year
= ?";

    var statements = new List<BatchStatementRequest>
    {
        new BatchStatementRequest
        {
            Statement = getBatch,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = title1 },
                new AttributeValue { N = year1.ToString() },
            },
        },
    }
}

```

```

        },

        new BatchStatementRequest
        {
            Statement = getBatch,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = title2 },
                new AttributeValue { N = year2.ToString() },
            },
        }
    };

    var response = await Client.BatchExecuteStatementAsync(new
BatchExecuteStatementRequest
    {
        Statements = statements,
    });

    if (response.Responses.Count > 0)
    {
        response.Responses.ForEach(r =>
        {
            if (r.Item.Any())
            {
                Console.WriteLine($"{r.Item["title"]}\t{r.Item["year"]}");
            }
        });
        return true;
    }
    else
    {
        Console.WriteLine($"Couldn't find either {title1} or {title2}.");
        return false;
    }
}

```

使用批量 UPDATE 语句更新项目。

```

/// <summary>
/// Updates information for multiple movies.

```

```

    /// </summary>
    /// <param name="tableName">The name of the table containing the
    /// movies to be updated.</param>
    /// <param name="producer1">The producer name for the first movie
    /// to update.</param>
    /// <param name="title1">The title of the first movie.</param>
    /// <param name="year1">The year that the first movie was released.</param>
    /// <param name="producer2">The producer name for the second
    /// movie to update.</param>
    /// <param name="title2">The title of the second movie.</param>
    /// <param name="year2">The year that the second movie was released.</param>
    /// <returns>A Boolean value that indicates the success of the update.</
returns>
    public static async Task<bool> UpdateBatch(
        string tableName,
        string producer1,
        string title1,
        int year1,
        string producer2,
        string title2,
        int year2)
    {
        string updateBatch = $"UPDATE {tableName} SET Producer=? WHERE title = ?
AND year = ?";
        var statements = new List<BatchStatementRequest>
        {
            new BatchStatementRequest
            {
                Statement = updateBatch,
                Parameters = new List<AttributeValue>
                {
                    new AttributeValue { S = producer1 },
                    new AttributeValue { S = title1 },
                    new AttributeValue { N = year1.ToString() },
                },
            },
            new BatchStatementRequest
            {
                Statement = updateBatch,
                Parameters = new List<AttributeValue>
                {
                    new AttributeValue { S = producer2 },

```

```

        new AttributeValue { S = title2 },
        new AttributeValue { N = year2.ToString() },
    },
}
};

var response = await Client.BatchExecuteStatementAsync(new
BatchExecuteStatementRequest
{
    Statements = statements,
});

return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}

```

使用批量 DELETE 语句删除项目。

```

/// <summary>
/// Deletes multiple movies using a PartiQL BatchExecuteAsync
/// statement.
/// </summary>
/// <param name="tableName">The name of the table containing the
/// moves that will be deleted.</param>
/// <param name="title1">The title of the first movie.</param>
/// <param name="year1">The year the first movie was released.</param>
/// <param name="title2">The title of the second movie.</param>
/// <param name="year2">The year the second movie was released.</param>
/// <returns>A Boolean value indicating the success of the operation.</
returns>
public static async Task<bool> DeleteBatch(
    string tableName,
    string title1,
    int year1,
    string title2,
    int year2)
{
    string updateBatch = $"DELETE FROM {tableName} WHERE title = ? AND year
= ?";

    var statements = new List<BatchStatementRequest>
    {
        new BatchStatementRequest

```



```
        {
            Statement = updateBatch,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = title1 },
                new AttributeValue { N = year1.ToString() },
            },
        },

        new BatchStatementRequest
        {
            Statement = updateBatch,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = title2 },
                new AttributeValue { N = year2.ToString() },
            },
        }
    };

    var response = await Client.BatchExecuteStatementAsync(new
BatchExecuteStatementRequest
    {
        Statements = statements,
    });

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[BatchExecuteStatement](#)中的。

BatchGetItem

以下代码示例演示了如何使用 BatchGetItem。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using Amazon.DynamoDBv2;
using Amazon.DynamoDBv2.Model;

namespace LowLevelBatchGet
{
    public class LowLevelBatchGet
    {
        private static readonly string _table1Name = "Forum";
        private static readonly string _table2Name = "Thread";

        public static async void RetrieveMultipleItemsBatchGet(AmazonDynamoDBClient
client)
        {
            var request = new BatchGetItemRequest
            {
                RequestItems = new Dictionary<string, KeysAndAttributes>()
                {
                    { _table1Name,
                        new KeysAndAttributes
                        {
                            Keys = new List<Dictionary<string, AttributeValue> >()
                            {
                                new Dictionary<string, AttributeValue>()
                                {
                                    { "Name", new AttributeValue {
                                        S = "Amazon DynamoDB"
                                    } }
                                },
                                new Dictionary<string, AttributeValue>()
                                {
                                    { "Name", new AttributeValue {
                                        S = "Amazon S3"
                                    } }
                                }
                            }
                        }
                    }
                }
            }
        }
    }
}
```

```

        } }
    }
}

}},
{
    _table2Name,
    new KeysAndAttributes
    {
        Keys = new List<Dictionary<string, AttributeValue> >()
        {
            new Dictionary<string, AttributeValue>()
            {
                { "ForumName", new AttributeValue {
                    S = "Amazon DynamoDB"
                } },
                { "Subject", new AttributeValue {
                    S = "DynamoDB Thread 1"
                } }
            },
            new Dictionary<string, AttributeValue>()
            {
                { "ForumName", new AttributeValue {
                    S = "Amazon DynamoDB"
                } },
                { "Subject", new AttributeValue {
                    S = "DynamoDB Thread 2"
                } }
            },
            new Dictionary<string, AttributeValue>()
            {
                { "ForumName", new AttributeValue {
                    S = "Amazon S3"
                } },
                { "Subject", new AttributeValue {
                    S = "S3 Thread 1"
                } }
            }
        }
    }
}

};

```

```
BatchGetItemResponse response;
```

```

        do
        {
            Console.WriteLine("Making request");
            response = await client.BatchGetItemAsync(request);

            // Check the response.
            var responses = response.Responses; // Attribute list in the
response.

            foreach (var tableResponse in responses)
            {
                var tableResults = tableResponse.Value;
                Console.WriteLine("Items retrieved from table {0}",
tableResponse.Key);
                foreach (var item1 in tableResults)
                {
                    PrintItem(item1);
                }
            }

            // Any unprocessed keys? could happen if you exceed
ProvisionedThroughput or some other error.
            Dictionary<string, KeysAndAttributes> unprocessedKeys =
response.UnprocessedKeys;
            foreach (var unprocessedTableKeys in unprocessedKeys)
            {
                // Print table name.
                Console.WriteLine(unprocessedTableKeys.Key);
                // Print unprocessed primary keys.
                foreach (var key in unprocessedTableKeys.Value.Keys)
                {
                    PrintItem(key);
                }
            }

            request.RequestItems = unprocessedKeys;
        } while (response.UnprocessedKeys.Count > 0);
    }

    private static void PrintItem(Dictionary<string, AttributeValue>
attributeList)
    {
        foreach (KeyValuePair<string, AttributeValue> kvp in attributeList)
        {

```

```

        string attributeName = kvp.Key;
        AttributeValue value = kvp.Value;

        Console.WriteLine(
            attributeName + " " +
            (value.S == null ? "" : "S=[" + value.S + "]") +
            (value.N == null ? "" : "N=[" + value.N + "]") +
            (value.SS == null ? "" : "SS=[" + string.Join(",",
value.SS.ToArray()) + "]") +
            (value.NS == null ? "" : "NS=[" + string.Join(",",
value.NS.ToArray()) + "]")
            );
    }
    Console.WriteLine("*****");
}

static void Main()
{
    var client = new AmazonDynamoDBClient();

    RetrieveMultipleItemsBatchGet(client);
}
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [BatchGetItem](#) 中的。

DescribeTable

以下代码示例演示了如何使用 DescribeTable。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

private static async Task GetTableInformation()
{

```

```

        Console.WriteLine("\n*** Retrieving table information ***");

        var response = await Client.DescribeTableAsync(new DescribeTableRequest
        {
            TableName = ExampleTableName
        });

        var table = response.Table;
        Console.WriteLine($"Name: {table.TableName}");
        Console.WriteLine($"# of items: {table.ItemCount}");
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeTable](#) 中的。

ExecuteStatement

以下代码示例演示了如何使用 ExecuteStatement。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用 INSERT 语句添加项目。

```

    /// <summary>
    /// Inserts a single movie into the movies table.
    /// </summary>
    /// <param name="tableName">The name of the table.</param>
    /// <param name="movieTitle">The title of the movie to insert.</param>
    /// <param name="year">The year that the movie was released.</param>
    /// <returns>A Boolean value that indicates the success or failure of
    /// the INSERT operation.</returns>
    public static async Task<bool> InsertSingleMovie(string tableName, string
movieTitle, int year)
    {

```

```

        string insertBatch = $"INSERT INTO {tableName} VALUE {{'title': ?,
'year': ?}}";

        var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
        {
            Statement = insertBatch,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = movieTitle },
                new AttributeValue { N = year.ToString() },
            },
        });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

```

使用 SELECT 语句获取项目。

```

/// <summary>
/// Uses a PartiQL SELECT statement to retrieve a single movie from the
/// movie database.
/// </summary>
/// <param name="tableName">The name of the movie table.</param>
/// <param name="movieTitle">The title of the movie to retrieve.</param>
/// <returns>A list of movie data. If no movie matches the supplied
/// title, the list is empty.</returns>
public static async Task<List<Dictionary<string, AttributeValue>>>
GetSingleMovie(string tableName, string movieTitle)
{
    string selectSingle = $"SELECT * FROM {tableName} WHERE title = ?";
    var parameters = new List<AttributeValue>
    {
        new AttributeValue { S = movieTitle },
    };

    var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
    {
        Statement = selectSingle,

```

```

        Parameters = parameters,
    });

    return response.Items;
}

```

使用 SELECT 语句获取项目列表。

```

/// <summary>
/// Retrieve multiple movies by year using a SELECT statement.
/// </summary>
/// <param name="tableName">The name of the movie table.</param>
/// <param name="year">The year the movies were released.</param>
/// <returns></returns>
public static async Task<List<Dictionary<string, AttributeValue>>>
GetMovies(string tableName, int year)
{
    string selectSingle = $"SELECT * FROM {tableName} WHERE year = ?";
    var parameters = new List<AttributeValue>
    {
        new AttributeValue { N = year.ToString() },
    };

    var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
    {
        Statement = selectSingle,
        Parameters = parameters,
    });

    return response.Items;
}

```

使用 UPDATE 语句更新项目。

```

/// <summary>
/// Updates a single movie in the table, adding information for the
/// producer.

```



```

    /// </summary>
    /// <param name="tableName">the name of the table.</param>
    /// <param name="producer">The name of the producer.</param>
    /// <param name="movieTitle">The movie title.</param>
    /// <param name="year">The year the movie was released.</param>
    /// <returns>A Boolean value that indicates the success of the
    /// UPDATE operation.</returns>
    public static async Task<bool> UpdateSingleMovie(string tableName, string
producer, string movieTitle, int year)
    {
        string insertSingle = $"UPDATE {tableName} SET Producer=? WHERE title
= ? AND year = ?";

        var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
        {
            Statement = insertSingle,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = producer },
                new AttributeValue { S = movieTitle },
                new AttributeValue { N = year.ToString() },
            },
        });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

```

使用 DELETE 语句删除单个电影。

```

    /// <summary>
    /// Deletes a single movie from the table.
    /// </summary>
    /// <param name="tableName">The name of the table.</param>
    /// <param name="movieTitle">The title of the movie to delete.</param>
    /// <param name="year">The year that the movie was released.</param>
    /// <returns>A Boolean value that indicates the success of the
    /// DELETE operation.</returns>
    public static async Task<bool> DeleteSingleMovie(string tableName, string
movieTitle, int year)

```

```
{
    var deleteSingle = $"DELETE FROM {tableName} WHERE title = ? AND year
= ?";

    var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
    {
        Statement = deleteSingle,
        Parameters = new List<AttributeValue>
        {
            new AttributeValue { S = movieTitle },
            new AttributeValue { N = year.ToString() },
        },
    });

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ExecuteStatement](#)中的。

ListTables

以下代码示例演示了如何使用 ListTables。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
private static async Task ListMyTables()
{
    Console.WriteLine("\n*** Listing tables ***");

    string lastTableNameEvaluated = null;
    do
    {
        var response = await Client.ListTablesAsync(new ListTablesRequest
```

```
    {
        Limit = 2,
        ExclusiveStartTableName = lastTableNameEvaluated
    });

    foreach (var name in response.TableNames)
    {
        Console.WriteLine(name);
    }

    lastTableNameEvaluated = response.LastEvaluatedTableName;
} while (lastTableNameEvaluated != null);
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListTables](#)中的。

场景

创建无服务器应用程序来管理照片

以下代码示例演示如何创建无服务器应用程序，让用户能够使用标签管理照片。

适用于 .NET 的 SDK

演示如何开发照片资产管理应用程序，该应用程序使用 Amazon Rekognition 检测图像中的标签并将其存储以供日后检索。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例 [GitHub](#)。

要深入了解这个例子的起源，请参阅 [AWS 社区](#)上的博文。

本示例中使用的服务

- API Gateway
- DynamoDB
- Lambda
- Amazon Rekognition
- Amazon S3
- Amazon SNS

创建 Web 应用程序来跟踪 DynamoDB 数据

以下代码示例演示如何创建一个 Web 应用程序，来跟踪 Amazon DynamoDB 表中的工作项，并使用 Amazon Simple Email Service (Amazon SES) 来发送报告。

适用于 .NET 的 SDK

展示如何使用 Amazon DynamoDB .NET API 创建用于跟踪 DynamoDB 工作数据的动态 Web 应用程序。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- DynamoDB
- Amazon SES

使用批量 PartiQL 语句查询表

以下代码示例展示了如何：

- 通过运行多个 SELECT 语句来获取一批项目。
- 通过运行多个 INSERT 语句来添加一批项目。
- 通过运行多个 UPDATE 语句来更新一批项目。
- 通过运行多个 DELETE 语句来删除一批项目。

适用于 .NET 的 SDK

Note

还有更多相关信息 [GitHub](#)。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
// Before you run this example, download 'movies.json' from
// https://docs.aws.amazon.com/amazondynamodb/latest/developerguide/
// GettingStarted.Js.02.html,
// and put it in the same folder as the example.
```

```
// Separator for the console display.
var SepBar = new string('-', 80);
const string tableName = "movie_table";
const string movieFileName = @"..\..\..\..\..\resources\sample_files\movies.json";

DisplayInstructions();

// Create the table and wait for it to be active.
Console.WriteLine($"Creating the movie table: {tableName}");

var success = await DynamoDBMethods.CreateMovieTableAsync(tableName);
if (success)
{
    Console.WriteLine($"Successfully created table: {tableName}.");
}

WaitForEnter();

// Add movie information to the table from moviedata.json. See the
// instructions at the top of this file to download the JSON file.
Console.WriteLine($"Inserting movies into the new table. Please wait...");
success = await PartiQLBatchMethods.InsertMovies(tableName, movieFileName);
if (success)
{
    Console.WriteLine("Movies successfully added to the table.");
}
else
{
    Console.WriteLine("Movies could not be added to the table.");
}

WaitForEnter();

// Update multiple movies by using the BatchExecute statement.
var title1 = "Star Wars";
var year1 = 1977;
var title2 = "Wizard of Oz";
var year2 = 1939;

Console.WriteLine($"Updating two movies with producer information: {title1} and {title2}.");
success = await PartiQLBatchMethods.GetBatch(tableName, title1, title2, year1, year2);
```

```
if (success)
{
    Console.WriteLine($"Successfully retrieved {title1} and {title2}.");
}
else
{
    Console.WriteLine("Select statement failed.");
}

WaitForEnter();

// Update multiple movies by using the BatchExecute statement.
var producer1 = "LucasFilm";
var producer2 = "MGM";

Console.WriteLine($"Updating two movies with producer information: {title1} and {title2}.");
success = await PartiQLBatchMethods.UpdateBatch(tableName, producer1, title1, year1, producer2, title2, year2);
if (success)
{
    Console.WriteLine($"Successfully updated {title1} and {title2}.");
}
else
{
    Console.WriteLine("Update failed.");
}

WaitForEnter();

// Delete multiple movies by using the BatchExecute statement.
Console.WriteLine($"Now we will delete {title1} and {title2} from the table.");
success = await PartiQLBatchMethods.DeleteBatch(tableName, title1, year1, title2, year2);

if (success)
{
    Console.WriteLine($"Deleted {title1} and {title2}");
}
else
{
    Console.WriteLine($"could not delete {title1} or {title2}");
}
```

```

WaitForEnter();

// DNow that the PartiQL Batch scenario is complete, delete the movie table.
success = await DynamoDBMethods.DeleteTableAsync(tableName);

if (success)
{
    Console.WriteLine($"Successfully deleted {tableName}");
}
else
{
    Console.WriteLine($"Could not delete {tableName}");
}

/// <summary>
/// Displays the description of the application on the console.
/// </summary>
void DisplayInstructions()
{
    Console.Clear();
    Console.WriteLine();
    Console.Write(new string(' ', 24));
    Console.WriteLine("DynamoDB PartiQL Basics Example");
    Console.WriteLine(SepBar);
    Console.WriteLine("This demo application shows the basics of using Amazon
DynamoDB with the AWS SDK for");
    Console.WriteLine(".NET version 3.7 and .NET 6.");
    Console.WriteLine(SepBar);
    Console.WriteLine("Creates a table by using the CreateTable method.");
    Console.WriteLine("Gets multiple movies by using a PartiQL SELECT statement.");
    Console.WriteLine("Updates multiple movies by using the ExecuteBatch method.");
    Console.WriteLine("Deletes multiple movies by using a PartiQL DELETE
statement.");
    Console.WriteLine("Cleans up the resources created for the demo by deleting the
table.");
    Console.WriteLine(SepBar);

    WaitForEnter();
}

/// <summary>
/// Simple method to wait for the <Enter> key to be pressed.
/// </summary>
void WaitForEnter()

```

```

{
    Console.WriteLine("\nPress <Enter> to continue.");
    Console.Write(SepBar);
    _ = Console.ReadLine();
}

/// <summary>
/// Gets movies from the movie table by
/// using an Amazon DynamoDB PartiQL SELECT statement.
/// </summary>
/// <param name="tableName">The name of the table.</param>
/// <param name="title1">The title of the first movie.</param>
/// <param name="title2">The title of the second movie.</param>
/// <param name="year1">The year of the first movie.</param>
/// <param name="year2">The year of the second movie.</param>
/// <returns>True if successful.</returns>
public static async Task<bool> GetBatch(
    string tableName,
    string title1,
    string title2,
    int year1,
    int year2)
{
    var getBatch = $"SELECT * FROM {tableName} WHERE title = ? AND year
= ?";

    var statements = new List<BatchStatementRequest>
    {
        new BatchStatementRequest
        {
            Statement = getBatch,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = title1 },
                new AttributeValue { N = year1.ToString() },
            },
        },

        new BatchStatementRequest
        {
            Statement = getBatch,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = title2 },
            },
        },
    };
}

```



```

        new AttributeValue { N = year2.ToString() },
    },
}
};

var response = await Client.BatchExecuteStatementAsync(new
BatchExecuteStatementRequest
{
    Statements = statements,
});

if (response.Responses.Count > 0)
{
    response.Responses.ForEach(r =>
    {
        if (r.Item.Any())
        {
            Console.WriteLine($"{r.Item["title"]}\t{r.Item["year"]}");
        }
    });
    return true;
}
else
{
    Console.WriteLine($"Couldn't find either {title1} or {title2}.");
    return false;
}

}

/// <summary>
/// Inserts movies imported from a JSON file into the movie table by
/// using an Amazon DynamoDB PartiQL INSERT statement.
/// </summary>
/// <param name="tableName">The name of the table into which the movie
/// information will be inserted.</param>
/// <param name="movieFileName">The name of the JSON file that contains
/// movie information.</param>
/// <returns>A Boolean value that indicates the success or failure of
/// the insert operation.</returns>
public static async Task<bool> InsertMovies(string tableName, string
movieFileName)
{
    // Get the list of movies from the JSON file.

```

```

var movies = ImportMovies(movieFileName);

var success = false;

if (movies is not null)
{
    // Insert the movies in a batch using PartiQL. Because the
    // batch can contain a maximum of 25 items, insert 25 movies
    // at a time.
    string insertBatch = $"INSERT INTO {tableName} VALUE {{'title': ?,
'year': ?}}";
    var statements = new List<BatchStatementRequest>();

    try
    {
        for (var indexOffset = 0; indexOffset < 250; indexOffset += 25)
        {
            for (var i = indexOffset; i < indexOffset + 25; i++)
            {
                statements.Add(new BatchStatementRequest
                {
                    Statement = insertBatch,
                    Parameters = new List<AttributeValue>
                    {
                        new AttributeValue { S = movies[i].Title },
                        new AttributeValue { N =
movies[i].Year.ToString() },
                    },
                });
            }

            var response = await Client.BatchExecuteStatementAsync(new
BatchExecuteStatementRequest
            {
                Statements = statements,
            });

            // Wait between batches for movies to be successfully added.
            System.Threading.Thread.Sleep(3000);

            success = response.HttpStatusCode ==
System.Net.HttpStatusCode.OK;

            // Clear the list of statements for the next batch.

```

```

        statements.Clear();
    }
}
catch (AmazonDynamoDBException ex)
{
    Console.WriteLine(ex.Message);
}
}

return success;
}

/// <summary>
/// Loads the contents of a JSON file into a list of movies to be
/// added to the DynamoDB table.
/// </summary>
/// <param name="movieFileName">The full path to the JSON file.</param>
/// <returns>A generic list of movie objects.</returns>
public static List<Movie> ImportMovies(string movieFileName)
{
    if (!File.Exists(movieFileName))
    {
        return null!;
    }

    using var sr = new StreamReader(movieFileName);
    string json = sr.ReadToEnd();
    var allMovies = JsonConvert.DeserializeObject<List<Movie>>(json);

    if (allMovies is not null)
    {
        // Return the first 250 entries.
        return allMovies.GetRange(0, 250);
    }
    else
    {
        return null!;
    }
}

/// <summary>
/// Updates information for multiple movies.
/// </summary>
/// <param name="tableName">The name of the table containing the

```

```

    /// movies to be updated.</param>
    /// <param name="producer1">The producer name for the first movie
    /// to update.</param>
    /// <param name="title1">The title of the first movie.</param>
    /// <param name="year1">The year that the first movie was released.</param>
    /// <param name="producer2">The producer name for the second
    /// movie to update.</param>
    /// <param name="title2">The title of the second movie.</param>
    /// <param name="year2">The year that the second movie was released.</param>
    /// <returns>A Boolean value that indicates the success of the update.</
returns>
    public static async Task<bool> UpdateBatch(
        string tableName,
        string producer1,
        string title1,
        int year1,
        string producer2,
        string title2,
        int year2)
    {
        string updateBatch = $"UPDATE {tableName} SET Producer=? WHERE title = ?
AND year = ?";
        var statements = new List<BatchStatementRequest>
        {
            new BatchStatementRequest
            {
                Statement = updateBatch,
                Parameters = new List<AttributeValue>
                {
                    new AttributeValue { S = producer1 },
                    new AttributeValue { S = title1 },
                    new AttributeValue { N = year1.ToString() },
                },
            },
            new BatchStatementRequest
            {
                Statement = updateBatch,
                Parameters = new List<AttributeValue>
                {
                    new AttributeValue { S = producer2 },
                    new AttributeValue { S = title2 },
                    new AttributeValue { N = year2.ToString() },
                },
            },
        };
    }
}

```

```

        },
    }
};

var response = await Client.BatchExecuteStatementAsync(new
BatchExecuteStatementRequest
{
    Statements = statements,
});

return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}

/// <summary>
/// Deletes multiple movies using a PartiQL BatchExecuteAsync
/// statement.
/// </summary>
/// <param name="tableName">The name of the table containing the
/// moves that will be deleted.</param>
/// <param name="title1">The title of the first movie.</param>
/// <param name="year1">The year the first movie was released.</param>
/// <param name="title2">The title of the second movie.</param>
/// <param name="year2">The year the second movie was released.</param>
/// <returns>A Boolean value indicating the success of the operation.</
returns>
public static async Task<bool> DeleteBatch(
    string tableName,
    string title1,
    int year1,
    string title2,
    int year2)
{
    string updateBatch = $"DELETE FROM {tableName} WHERE title = ? AND year
= ?";

    var statements = new List<BatchStatementRequest>
    {
        new BatchStatementRequest
        {
            Statement = updateBatch,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = title1 },
                new AttributeValue { N = year1.ToString() },
            }
        }
    }
};

```

```
        },
    },

    new BatchStatementRequest
    {
        Statement = updateBatch,
        Parameters = new List<AttributeValue>
        {
            new AttributeValue { S = title2 },
            new AttributeValue { N = year2.ToString() },
        },
    }
};

var response = await Client.BatchExecuteStatementAsync(new
BatchExecuteStatementRequest
{
    Statements = statements,
});

return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[BatchExecuteStatement](#)中的。

使用 PartiQL 来查询表

以下代码示例展示了如何：

- 通过运行 SELECT 语句来获取项目。
- 通过运行 INSERT 语句来添加项目。
- 通过运行 UPDATE 语句来更新项目。
- 通过运行 DELETE 语句来删除项目。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
namespace PartiQL_Basics_Scenario
{
    public class PartiQLMethods
    {
        private static readonly AmazonDynamoDBClient Client = new
AmazonDynamoDBClient();

        /// <summary>
        /// Inserts movies imported from a JSON file into the movie table by
        /// using an Amazon DynamoDB PartiQL INSERT statement.
        /// </summary>
        /// <param name="tableName">The name of the table where the movie
        /// information will be inserted.</param>
        /// <param name="movieFileName">The name of the JSON file that contains
        /// movie information.</param>
        /// <returns>A Boolean value that indicates the success or failure of
        /// the insert operation.</returns>
        public static async Task<bool> InsertMovies(string tableName, string
movieFileName)
        {
            // Get the list of movies from the JSON file.
            var movies = ImportMovies(movieFileName);

            var success = false;

            if (movies is not null)
            {
                // Insert the movies in a batch using PartiQL. Because the
                // batch can contain a maximum of 25 items, insert 25 movies
                // at a time.
                string insertBatch = $"INSERT INTO {tableName} VALUE {{'title': ?,
'year': ?}}";
                var statements = new List<BatchStatementRequest>();
```

```

        try
        {
            for (var indexOffset = 0; indexOffset < 250; indexOffset += 25)
            {
                for (var i = indexOffset; i < indexOffset + 25; i++)
                {
                    statements.Add(new BatchStatementRequest
                    {
                        Statement = insertBatch,
                        Parameters = new List<AttributeValue>
                        {
                            new AttributeValue { S = movies[i].Title },
                            new AttributeValue { N =
movies[i].Year.ToString() },
                        },
                    });
                }

                var response = await Client.BatchExecuteStatementAsync(new
BatchExecuteStatementRequest
                {
                    Statements = statements,
                });

                // Wait between batches for movies to be successfully added.
                System.Threading.Thread.Sleep(3000);

                success = response.HttpStatusCode ==
System.Net.HttpStatusCode.OK;

                // Clear the list of statements for the next batch.
                statements.Clear();
            }
        }
        catch (AmazonDynamoDBException ex)
        {
            Console.WriteLine(ex.Message);
        }
    }

    return success;
}

```



```

    /// <summary>
    /// Loads the contents of a JSON file into a list of movies to be
    /// added to the DynamoDB table.
    /// </summary>
    /// <param name="movieFileName">The full path to the JSON file.</param>
    /// <returns>A generic list of movie objects.</returns>
    public static List<Movie> ImportMovies(string movieFileName)
    {
        if (!File.Exists(movieFileName))
        {
            return null!;
        }

        using var sr = new StreamReader(movieFileName);
        string json = sr.ReadToEnd();
        var allMovies = JsonConvert.DeserializeObject<List<Movie>>(json);

        if (allMovies is not null)
        {
            // Return the first 250 entries.
            return allMovies.GetRange(0, 250);
        }
        else
        {
            return null!;
        }
    }

    /// <summary>
    /// Uses a PartiQL SELECT statement to retrieve a single movie from the
    /// movie database.
    /// </summary>
    /// <param name="tableName">The name of the movie table.</param>
    /// <param name="movieTitle">The title of the movie to retrieve.</param>
    /// <returns>A list of movie data. If no movie matches the supplied
    /// title, the list is empty.</returns>
    public static async Task<List<Dictionary<string, AttributeValue>>>
    GetSingleMovie(string tableName, string movieTitle)
    {
        string selectSingle = $"SELECT * FROM {tableName} WHERE title = ?";
        var parameters = new List<AttributeValue>
        {

```

```

        new AttributeValue { S = movieTitle },
    };

    var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
    {
        Statement = selectSingle,
        Parameters = parameters,
    });

    return response.Items;
}

/// <summary>
/// Retrieve multiple movies by year using a SELECT statement.
/// </summary>
/// <param name="tableName">The name of the movie table.</param>
/// <param name="year">The year the movies were released.</param>
/// <returns></returns>
public static async Task<List<Dictionary<string, AttributeValue>>>
GetMovies(string tableName, int year)
{
    string selectSingle = $"SELECT * FROM {tableName} WHERE year = ?";
    var parameters = new List<AttributeValue>
    {
        new AttributeValue { N = year.ToString() },
    };

    var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
    {
        Statement = selectSingle,
        Parameters = parameters,
    });

    return response.Items;
}

/// <summary>
/// Inserts a single movie into the movies table.
/// </summary>

```

```

    /// <param name="tableName">The name of the table.</param>
    /// <param name="movieTitle">The title of the movie to insert.</param>
    /// <param name="year">The year that the movie was released.</param>
    /// <returns>A Boolean value that indicates the success or failure of
    /// the INSERT operation.</returns>
    public static async Task<bool> InsertSingleMovie(string tableName, string
movieTitle, int year)
    {
        string insertBatch = $"INSERT INTO {tableName} VALUE {{'title': ?,
'year': ?}}";

        var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
        {
            Statement = insertBatch,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = movieTitle },
                new AttributeValue { N = year.ToString() },
            },
        });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Updates a single movie in the table, adding information for the
    /// producer.
    /// </summary>
    /// <param name="tableName">the name of the table.</param>
    /// <param name="producer">The name of the producer.</param>
    /// <param name="movieTitle">The movie title.</param>
    /// <param name="year">The year the movie was released.</param>
    /// <returns>A Boolean value that indicates the success of the
    /// UPDATE operation.</returns>
    public static async Task<bool> UpdateSingleMovie(string tableName, string
producer, string movieTitle, int year)
    {
        string insertSingle = $"UPDATE {tableName} SET Producer=? WHERE title
= ? AND year = ?";

```

```

        var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
    {
        Statement = insertSingle,
        Parameters = new List<AttributeValue>
        {
            new AttributeValue { S = producer },
            new AttributeValue { S = movieTitle },
            new AttributeValue { N = year.ToString() },
        },
    });

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}

/// <summary>
/// Deletes a single movie from the table.
/// </summary>
/// <param name="tableName">The name of the table.</param>
/// <param name="movieTitle">The title of the movie to delete.</param>
/// <param name="year">The year that the movie was released.</param>
/// <returns>A Boolean value that indicates the success of the
/// DELETE operation.</returns>
public static async Task<bool> DeleteSingleMovie(string tableName, string
movieTitle, int year)
{
    var deleteSingle = $"DELETE FROM {tableName} WHERE title = ? AND year
= ?";

    var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
    {
        Statement = deleteSingle,
        Parameters = new List<AttributeValue>
        {
            new AttributeValue { S = movieTitle },
            new AttributeValue { N = year.ToString() },
        },
    });

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}

```

```

    /// <summary>
    /// Displays the list of movies returned from a database query.
    /// </summary>
    /// <param name="items">The list of movie information to display.</param>
    private static void DisplayMovies(List<Dictionary<string, AttributeValue>>
items)
    {
        if (items.Count > 0)
        {
            Console.WriteLine($"Found {items.Count} movies.");
            items.ForEach(item =>
Console.WriteLine($"{item["year"].N}\t{item["title"].S}"));
        }
        else
        {
            Console.WriteLine($"Didn't find a movie that matched the supplied
criteria.");
        }
    }

}

}

    /// <summary>
    /// Uses a PartiQL SELECT statement to retrieve a single movie from the
    /// movie database.
    /// </summary>
    /// <param name="tableName">The name of the movie table.</param>
    /// <param name="movieTitle">The title of the movie to retrieve.</param>
    /// <returns>A list of movie data. If no movie matches the supplied
    /// title, the list is empty.</returns>
    public static async Task<List<Dictionary<string, AttributeValue>>>
GetSingleMovie(string tableName, string movieTitle)
    {
        string selectSingle = $"SELECT * FROM {tableName} WHERE title = ?";
        var parameters = new List<AttributeValue>
        {
            new AttributeValue { S = movieTitle },
        };
    }

```

```

        var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
        {
            Statement = selectSingle,
            Parameters = parameters,
        });

        return response.Items;
    }

    /// <summary>
    /// Inserts a single movie into the movies table.
    /// </summary>
    /// <param name="tableName">The name of the table.</param>
    /// <param name="movieTitle">The title of the movie to insert.</param>
    /// <param name="year">The year that the movie was released.</param>
    /// <returns>A Boolean value that indicates the success or failure of
    /// the INSERT operation.</returns>
    public static async Task<bool> InsertSingleMovie(string tableName, string
movieTitle, int year)
    {
        string insertBatch = $"INSERT INTO {tableName} VALUE {{'title': ?,
'year': ?}}";

        var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
        {
            Statement = insertBatch,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = movieTitle },
                new AttributeValue { N = year.ToString() },
            },
        });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>

```

```

    /// Updates a single movie in the table, adding information for the
    /// producer.
    /// </summary>
    /// <param name="tableName">the name of the table.</param>
    /// <param name="producer">The name of the producer.</param>
    /// <param name="movieTitle">The movie title.</param>
    /// <param name="year">The year the movie was released.</param>
    /// <returns>A Boolean value that indicates the success of the
    /// UPDATE operation.</returns>
    public static async Task<bool> UpdateSingleMovie(string tableName, string
producer, string movieTitle, int year)
    {
        string insertSingle = $"UPDATE {tableName} SET Producer=? WHERE title
= ? AND year = ?";

        var response = await Client.ExecuteStatementAsync(new
ExecuteStatementRequest
        {
            Statement = insertSingle,
            Parameters = new List<AttributeValue>
            {
                new AttributeValue { S = producer },
                new AttributeValue { S = movieTitle },
                new AttributeValue { N = year.ToString() },
            },
        });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Deletes a single movie from the table.
    /// </summary>
    /// <param name="tableName">The name of the table.</param>
    /// <param name="movieTitle">The title of the movie to delete.</param>
    /// <param name="year">The year that the movie was released.</param>
    /// <returns>A Boolean value that indicates the success of the
    /// DELETE operation.</returns>
    public static async Task<bool> DeleteSingleMovie(string tableName, string
movieTitle, int year)
    {

```

```
var deleteSingle = $"DELETE FROM {tableName} WHERE title = ? AND year  
= ?";  
  
var response = await Client.ExecuteStatementAsync(new  
ExecuteStatementRequest  
{  
    Statement = deleteSingle,  
    Parameters = new List<AttributeValue>  
    {  
        new AttributeValue { S = movieTitle },  
        new AttributeValue { N = year.ToString() },  
    },  
});  
  
return response.HttpStatusCode == System.Net.HttpStatusCode.OK;  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ExecuteStatement](#)中的。

使用文档模型

以下代码示例展示了如何使用适用于 DynamoDB 的文档模型和 SDK 执行创建、读取、更新和删除 (CRUD) 以及批量操作。AWS

有关更多信息，请参阅[文档模型](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用文档模型执行 CRUD 操作。

```
/// <summary>  
/// Performs CRUD operations on an Amazon DynamoDB table.  
/// </summary>
```



```

public class MidlevelItemCRUD
{
    public static async Task Main()
    {
        var tableName = "ProductCatalog";
        var sampleBookId = 555;

        var client = new AmazonDynamoDBClient();
        var productCatalog = LoadTable(client, tableName);

        await CreateBookItem(productCatalog, sampleBookId);
        RetrieveBook(productCatalog, sampleBookId);

        // Couple of sample updates.
        UpdateMultipleAttributes(productCatalog, sampleBookId);
        UpdateBookPriceConditionally(productCatalog, sampleBookId);

        // Delete.
        await DeleteBook(productCatalog, sampleBookId);
    }

    /// <summary>
    /// Loads the contents of a DynamoDB table.
    /// </summary>
    /// <param name="client">An initialized DynamoDB client object.</param>
    /// <param name="tableName">The name of the table to load.</param>
    /// <returns>A DynamoDB table object.</returns>
    public static Table LoadTable(IAmazonDynamoDB client, string tableName)
    {
        Table productCatalog = Table.LoadTable(client, tableName);
        return productCatalog;
    }

    /// <summary>
    /// Creates an example book item and adds it to the DynamoDB table
    /// ProductCatalog.
    /// </summary>
    /// <param name="productCatalog">A DynamoDB table object.</param>
    /// <param name="sampleBookId">An integer value representing the book's
ID.</param>
    public static async Task CreateBookItem(Table productCatalog, int
sampleBookId)
    {
        Console.WriteLine("\n*** Executing CreateBookItem() ***");
    }
}

```

```

        var book = new Document
        {
            ["Id"] = sampleBookId,
            ["Title"] = "Book " + sampleBookId,
            ["Price"] = 19.99,
            ["ISBN"] = "111-1111111111",
            ["Authors"] = new List<string> { "Author 1", "Author 2", "Author
3" },

            ["PageCount"] = 500,
            ["Dimensions"] = "8.5x11x.5",
            ["InPublication"] = new DynamoDBBool(true),
            ["InStock"] = new DynamoDBBool(false),
            ["QuantityOnHand"] = 0,
        };

        // Adds the book to the ProductCatalog table.
        await productCatalog.PutItemAsync(book);
    }

    /// <summary>
    /// Retrieves an item, a book, from the DynamoDB ProductCatalog table.
    /// </summary>
    /// <param name="productCatalog">A DynamoDB table object.</param>
    /// <param name="sampleBookId">An integer value representing the book's
ID.</param>
    public static async void RetrieveBook(
        Table productCatalog,
        int sampleBookId)
    {
        Console.WriteLine("\n*** Executing RetrieveBook() ***");

        // Optional configuration.
        var config = new GetItemOperationConfig
        {
            AttributesToGet = new List<string> { "Id", "ISBN", "Title",
"Authors", "Price" },
            ConsistentRead = true,
        };

        Document document = await productCatalog.GetItemAsync(sampleBookId,
config);

        Console.WriteLine("RetrieveBook: Printing book retrieved...");
        PrintDocument(document);
    }

```

```

    /// <summary>
    /// Updates multiple attributes for a book and writes the changes to the
    /// DynamoDB table ProductCatalog.
    /// </summary>
    /// <param name="productCatalog">A DynamoDB table object.</param>
    /// <param name="sampleBookId">An integer value representing the book's
ID.</param>
    public static async void UpdateMultipleAttributes(
        Table productCatalog,
        int sampleBookId)
    {
        Console.WriteLine("\nUpdating multiple attributes....");
        int partitionKey = sampleBookId;

        var book = new Document
        {
            ["Id"] = partitionKey,

            // List of attribute updates.
            // The following replaces the existing authors list.
            ["Authors"] = new List<string> { "Author x", "Author y" },
            ["newAttribute"] = "New Value",
            ["ISBN"] = null, // Remove it.
        };

        // Optional parameters.
        var config = new UpdateItemOperationConfig
        {
            // Gets updated item in response.
            ReturnValues = ReturnValues.AllNewAttributes,
        };

        Document updatedBook = await productCatalog.UpdateItemAsync(book,
config);
        Console.WriteLine("UpdateMultipleAttributes: Printing item after
updates ...");
        PrintDocument(updatedBook);
    }

    /// <summary>
    /// Updates a book item if it meets the specified criteria.
    /// </summary>
    /// <param name="productCatalog">A DynamoDB table object.</param>

```

```

    /// <param name="sampleBookId">An integer value representing the book's
ID.</param>
    public static async void UpdateBookPriceConditionally(
        Table productCatalog,
        int sampleBookId)
    {
        Console.WriteLine("\n*** Executing UpdateBookPriceConditionally() ***");

        int partitionKey = sampleBookId;

        var book = new Document
        {
            ["Id"] = partitionKey,
            ["Price"] = 29.99,
        };

        // For conditional price update, creating a condition expression.
        var expr = new Expression
        {
            ExpressionStatement = "Price = :val",
        };
        expr.ExpressionAttributeValues[":val"] = 19.00;

        // Optional parameters.
        var config = new UpdateItemOperationConfig
        {
            ConditionalExpression = expr,
            ReturnValues = ReturnValues.AllNewAttributes,
        };

        Document updatedBook = await productCatalog.UpdateItemAsync(book,
config);
        Console.WriteLine("UpdateBookPriceConditionally: Printing item whose
price was conditionally updated");
        PrintDocument(updatedBook);
    }

    /// <summary>
    /// Deletes the book with the supplied Id value from the DynamoDB table
    /// ProductCatalog.
    /// </summary>
    /// <param name="productCatalog">A DynamoDB table object.</param>
    /// <param name="sampleBookId">An integer value representing the book's
ID.</param>

```

```

public static async Task DeleteBook(
    Table productCatalog,
    int sampleBookId)
{
    Console.WriteLine("\n*** Executing DeleteBook() ***");

    // Optional configuration.
    var config = new DeleteItemOperationConfig
    {
        // Returns the deleted item.
        ReturnValues = ReturnValues.AllOldAttributes,
    };
    Document document = await productCatalog.DeleteItemAsync(sampleBookId,
config);
    Console.WriteLine("DeleteBook: Printing deleted just deleted...");

    PrintDocument(document);
}

/// <summary>
/// Prints the information for the supplied DynamoDB document.
/// </summary>
/// <param name="updatedDocument">A DynamoDB document object.</param>
public static void PrintDocument(Document updatedDocument)
{
    if (updatedDocument is null)
    {
        return;
    }

    foreach (var attribute in updatedDocument.GetAttributeNames())
    {
        string stringValue = null;
        var value = updatedDocument[attribute];

        if (value is null)
        {
            continue;
        }

        if (value is Primitive)
        {
            stringValue = value.AsPrimitive().Value.ToString();
        }
    }
}

```

```

        else if (value is PrimitiveList)
        {
            stringValue = string.Join(",", (from primitive
                                             in value.AsPrimitiveList().Entries
                                             select
primitive.Value).ToArray());
        }

        Console.WriteLine($"{attribute} - {stringValue}", attribute,
stringValue);
    }
}
}

```

使用文档模型执行批量写入操作。

```

/// <summary>
/// Shows how to use mid-level Amazon DynamoDB API calls to perform batch
/// operations.
/// </summary>
public class MidLevelBatchWriteItem
{
    public static async Task Main()
    {
        IAmazonDynamoDB client = new AmazonDynamoDBClient();

        await SingleTableBatchWrite(client);
        await MultiTableBatchWrite(client);
    }

    /// <summary>
    /// Perform a batch operation on a single DynamoDB table.
    /// </summary>
    /// <param name="client">An initialized DynamoDB object.</param>
    public static async Task SingleTableBatchWrite(IAmazonDynamoDB client)
    {
        Table productCatalog = Table.LoadTable(client, "ProductCatalog");
        var batchWrite = productCatalog.CreateBatchWrite();

        var book1 = new Document

```

```

        {
            ["Id"] = 902,
            ["Title"] = "My book1 in batch write using .NET helper classes",
            ["ISBN"] = "902-11-11-1111",
            ["Price"] = 10,
            ["ProductCategory"] = "Book",
            ["Authors"] = new List<string> { "Author 1", "Author 2", "Author
3" },

            ["Dimensions"] = "8.5x11x.5",
            ["InStock"] = new DynamoDBBool(true),
            ["QuantityOnHand"] = new DynamoDBNull(), // Quantity is unknown at
this time.
        };

        batchWrite.AddDocumentToPut(book1);

        // Specify delete item using overload that takes PK.
        batchWrite.AddKeyToDelete(12345);
        Console.WriteLine("Performing batch write in SingleTableBatchWrite()");
        await batchWrite.ExecuteAsync();
    }

    /// <summary>
    /// Perform a batch operation involving multiple DynamoDB tables.
    /// </summary>
    /// <param name="client">An initialized DynamoDB client object.</param>
    public static async Task MultiTableBatchWrite(IAmazonDynamoDB client)
    {
        // Specify item to add in the Forum table.
        Table forum = Table.LoadTable(client, "Forum");
        var forumBatchWrite = forum.CreateBatchWrite();

        var forum1 = new Document
        {
            ["Name"] = "Test BatchWrite Forum",
            ["Threads"] = 0,
        };
        forumBatchWrite.AddDocumentToPut(forum1);

        // Specify item to add in the Thread table.
        Table thread = Table.LoadTable(client, "Thread");
        var threadBatchWrite = thread.CreateBatchWrite();

        var thread1 = new Document

```

```

    {
        ["ForumName"] = "S3 forum",
        ["Subject"] = "My sample question",
        ["Message"] = "Message text",
        ["KeywordTags"] = new List<string> { "S3", "Bucket" },
    };
    threadBatchWrite.AddDocumentToPut(thread1);

    // Specify item to delete from the Thread table.
    threadBatchWrite.AddKeyToDelete("someForumName", "someSubject");

    // Create multi-table batch.
    var superBatch = new MultiTableDocumentBatchWrite();
    superBatch.AddBatch(forumBatchWrite);
    superBatch.AddBatch(threadBatchWrite);
    Console.WriteLine("Performing batch write in MultiTableBatchWrite()");

    // Execute the batch.
    await superBatch.ExecuteAsync();
}
}

```

使用文档模型扫描表。

```

/// <summary>
/// Shows how to use mid-level Amazon DynamoDB API calls to scan a DynamoDB
/// table for values.
/// </summary>
public class MidLevelScanOnly
{
    public static async Task Main()
    {
        IAmazonDynamoDB client = new AmazonDynamoDBClient();

        Table productCatalogTable = Table.LoadTable(client, "ProductCatalog");

        await FindProductsWithNegativePrice(productCatalogTable);
        await FindProductsWithNegativePriceWithConfig(productCatalogTable);
    }
}

```



```

    /// <summary>
    /// Retrieves any products that have a negative price in a DynamoDB table.
    /// </summary>
    /// <param name="productCatalogTable">A DynamoDB table object.</param>
    public static async Task FindProductsWithNegativePrice(
        Table productCatalogTable)
    {
        // Assume there is a price error. So we scan to find items priced < 0.
        var scanFilter = new ScanFilter();
        scanFilter.AddCondition("Price", ScanOperator.LessThan, 0);

        Search search = productCatalogTable.Scan(scanFilter);

        do
        {
            var documentList = await search.GetNextSetAsync();
            Console.WriteLine("\nFindProductsWithNegativePrice:
printing .....");

            foreach (var document in documentList)
            {
                PrintDocument(document);
            }
        } while (!search.IsDone);
    }

    /// <summary>
    /// Finds any items in the ProductCatalog table using a DynamoDB
    /// configuration object.
    /// </summary>
    /// <param name="productCatalogTable">A DynamoDB table object.</param>
    public static async Task FindProductsWithNegativePriceWithConfig(
        Table productCatalogTable)
    {
        // Assume there is a price error. So we scan to find items priced < 0.
        var scanFilter = new ScanFilter();
        scanFilter.AddCondition("Price", ScanOperator.LessThan, 0);

        var config = new ScanOperationConfig()
        {
            Filter = scanFilter,
            Select = SelectValues.SpecificAttributes,
            AttributesToGet = new List<string> { "Title", "Id" },

```

```

    };

    Search search = productCatalogTable.Scan(config);

    do
    {
        var documentList = await search.GetNextSetAsync();
        Console.WriteLine("\nFindProductsWithNegativePriceWithConfig:
printing .....");

        foreach (var document in documentList)
        {
            PrintDocument(document);
        }
    }
    while (!search.IsDone);
}

/// <summary>
/// Displays the details of the passed DynamoDB document object on the
/// console.
/// </summary>
/// <param name="document">A DynamoDB document object.</param>
public static void PrintDocument(Document document)
{
    Console.WriteLine();
    foreach (var attribute in document.GetAttributeNames())
    {
        string stringValue = null;
        var value = document[attribute];
        if (value is Primitive)
        {
            stringValue = value.AsPrimitive().Value.ToString();
        }
        else if (value is PrimitiveList)
        {
            stringValue = string.Join(",", (from primitive
                                             in value.AsPrimitiveList().Entries
                                             select
primitive.Value).ToArray());
        }

        Console.WriteLine($"{attribute} - {stringValue}");
    }
}

```

```
}  
}
```

使用文档模型查询和扫描表。

```
/// <summary>  
/// Shows how to perform mid-level query procedures on an Amazon DynamoDB  
/// table.  
/// </summary>  
public class MidLevelQueryAndScan  
{  
    public static async Task Main()  
    {  
        IAmazonDynamoDB client = new AmazonDynamoDBClient();  
  
        // Query examples.  
        Table replyTable = Table.LoadTable(client, "Reply");  
        string forumName = "Amazon DynamoDB";  
        string threadSubject = "DynamoDB Thread 2";  
  
        await FindRepliesInLast15Days(replyTable);  
        await FindRepliesInLast15DaysWithConfig(replyTable, forumName,  
threadSubject);  
        await FindRepliesPostedWithinTimePeriod(replyTable, forumName,  
threadSubject);  
  
        // Get Example.  
        Table productCatalogTable = Table.LoadTable(client, "ProductCatalog");  
        int productId = 101;  
  
        await GetProduct(productCatalogTable, productId);  
    }  
  
    /// <summary>  
    /// Retrieves information about a product from the DynamoDB table  
    /// ProductCatalog based on the product ID and displays the information  
    /// on the console.  
    /// </summary>  
    /// <param name="tableName">The name of the table from which to retrieve  
    /// product information.</param>
```

```

    /// <param name="productId">The ID of the product to retrieve.</param>
    public static async Task GetProduct(Table tableName, int productId)
    {
        Console.WriteLine("*** Executing GetProduct() ***");
        Document productDocument = await tableName.GetItemAsync(productId);
        if (productDocument != null)
        {
            PrintDocument(productDocument);
        }
        else
        {
            Console.WriteLine("Error: product " + productId + " does not
exist");
        }
    }

    /// <summary>
    /// Retrieves replies from the passed DynamoDB table object.
    /// </summary>
    /// <param name="table">The table we want to query.</param>
    public static async Task FindRepliesInLast15Days(
        Table table)
    {
        DateTime twoWeeksAgoDate = DateTime.UtcNow - TimeSpan.FromDays(15);
        var filter = new QueryFilter("Id", QueryOperator.Equal, "Id");
        filter.AddCondition("ReplyDateTime", QueryOperator.GreaterThan,
twoWeeksAgoDate);

        // Use Query overloads that take the minimum required query parameters.
        Search search = table.Query(filter);

        do
        {
            var documentSet = await search.GetNextSetAsync();
            Console.WriteLine("\nFindRepliesInLast15Days:
printing .....");

            foreach (var document in documentSet)
            {
                PrintDocument(document);
            }
        }
        while (!search.IsDone);
    }

```

```

    /// <summary>
    /// Retrieve replies made during a specific time period.
    /// </summary>
    /// <param name="table">The table we want to query.</param>
    /// <param name="forumName">The name of the forum that we're interested
in.</param>
    /// <param name="threadSubject">The subject of the thread, which we are
    /// searching for replies.</param>
    public static async Task FindRepliesPostedWithinTimePeriod(
        Table table,
        string forumName,
        string threadSubject)
    {
        DateTime startDate = DateTime.UtcNow.Subtract(new TimeSpan(21, 0, 0,
0));
        DateTime endDate = DateTime.UtcNow.Subtract(new TimeSpan(1, 0, 0, 0));

        var filter = new QueryFilter("Id", QueryOperator.Equal, forumName + "#"
+ threadSubject);
        filter.AddCondition("ReplyDateTime", QueryOperator.Between, startDate,
endDate);

        var config = new QueryOperationConfig()
        {
            Limit = 2, // 2 items/page.
            Select = SelectValues.SpecificAttributes,
            AttributesToGet = new List<string>
        {
            "Message",
            "ReplyDateTime",
            "PostedBy",
        },
            ConsistentRead = true,
            Filter = filter,
        };

        Search search = table.Query(config);

        do
        {
            var documentList = await search.GetNextSetAsync();
            Console.WriteLine("\nFindRepliesPostedWithinTimePeriod: printing
replies posted within dates: {0} and {1} .....", startDate, endDate);

```

```

        foreach (var document in documentList)
        {
            PrintDocument(document);
        }
    }
    while (!search.IsDone);
}

/// <summary>
/// Perform a query for replies made in the last 15 days using a DynamoDB
/// QueryOperationConfig object.
/// </summary>
/// <param name="table">The table we want to query.</param>
/// <param name="forumName">The name of the forum that we're interested
in.</param>
/// <param name="threadName">The bane of the thread that we are searching
/// for replies.</param>
public static async Task FindRepliesInLast15DaysWithConfig(
    Table table,
    string forumName,
    string threadName)
{
    DateTime twoWeeksAgoDate = DateTime.UtcNow - TimeSpan.FromDays(15);
    var filter = new QueryFilter("Id", QueryOperator.Equal, forumName + "#"
+ threadName);
    filter.AddCondition("ReplyDateTime", QueryOperator.GreaterThan,
twoWeeksAgoDate);

    var config = new QueryOperationConfig()
    {
        Filter = filter,

        // Optional parameters.
        Select = SelectValues.SpecificAttributes,
        AttributesToGet = new List<string>
        {
            "Message",
            "ReplyDateTime",
            "PostedBy",
        },
        ConsistentRead = true,
    };

```

```

        Search search = table.Query(config);

        do
        {
            var documentSet = await search.GetNextSetAsync();
            Console.WriteLine("\nFindRepliesInLast15DaysWithConfig:
printing .....");

            foreach (var document in documentSet)
            {
                PrintDocument(document);
            }
        }
        while (!search.IsDone);
    }

    /// <summary>
    /// Displays the contents of the passed DynamoDB document on the console.
    /// </summary>
    /// <param name="document">A DynamoDB document to display.</param>
    public static void PrintDocument(Document document)
    {
        Console.WriteLine();
        foreach (var attribute in document.GetAttributeNames())
        {
            string stringValue = null;
            var value = document[attribute];

            if (value is Primitive)
            {
                stringValue = value.AsPrimitive().Value.ToString();
            }
            else if (value is PrimitiveList)
            {
                stringValue = string.Join(",", (from primitive
                                                in value.AsPrimitiveList().Entries
                                                select
primitive.Value).ToArray());
            }

            Console.WriteLine($"{attribute} - {stringValue}");
        }
    }
}

```

使用高级对象持久化模型

以下代码示例展示了如何使用适用于 DynamoDB 的对象持久化模型和 SDK 执行创建、读取、更新和删除 (CRUD) 以及批量操作。AWS

有关更多信息，请参阅[对象持久化模型](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用高级对象持久化模型执行 CRUD 操作。

```
/// <summary>
/// Shows how to perform high-level CRUD operations on an Amazon DynamoDB
/// table.
/// </summary>
public class HighLevelItemCrud
{
    public static async Task Main()
    {
        var client = new AmazonDynamoDBClient();
        DynamoDBContext context = new DynamoDBContext(client);
        await PerformCRUDOperations(context);
    }

    public static async Task PerformCRUDOperations(IDynamoDBContext context)
    {
        int bookId = 1001; // Some unique value.
        Book myBook = new Book
        {
            Id = bookId,
            Title = "object persistence-AWS SDK for .NET SDK-Book 1001",
            Isbn = "111-1111111001",
        }
    }
}
```



```

        BookAuthors = new List<string> { "Author 1", "Author 2" },
    };

    // Save the book to the ProductCatalog table.
    await context.SaveChangesAsync();

    // Retrieve the book from the ProductCatalog table.
    Book bookRetrieved = await context.LoadAsync<Book>(bookId);

    // Update some properties.
    bookRetrieved.Isbn = "222-2222221001";

    // Update existing authors list with the following values.
    bookRetrieved.BookAuthors = new List<string> { " Author 1", "Author
x" };

    await context.SaveChangesAsync();

    // Retrieve the updated book. This time, add the optional
    // ConsistentRead parameter using DynamoDBContextConfig object.
    await context.LoadAsync<Book>(bookId, new DynamoDBContextConfig
    {
        ConsistentRead = true,
    });

    // Delete the book.
    await context.DeleteAsync<Book>(bookId);

    // Try to retrieve deleted book. It should return null.
    Book deletedBook = await context.LoadAsync<Book>(bookId, new
DynamoDBContextConfig
    {
        ConsistentRead = true,
    });

    if (deletedBook == null)
    {
        Console.WriteLine("Book is deleted");
    }
}
}

```

使用高级对象持久化模型执行批量写入操作。

```
/// <summary>
/// Performs high-level batch write operations to an Amazon DynamoDB table.
/// This example was written using the AWS SDK for .NET version 3.7 and .NET
/// Core 5.0.
/// </summary>
public class HighLevelBatchWriteItem
{
    public static async Task SingleTableBatchWrite(IDynamoDBContext context)
    {
        Book book1 = new Book
        {
            Id = 902,
            InPublication = true,
            Isbn = "902-11-11-1111",
            PageCount = "100",
            Price = 10,
            ProductCategory = "Book",
            Title = "My book3 in batch write",
        };

        Book book2 = new Book
        {
            Id = 903,
            InPublication = true,
            Isbn = "903-11-11-1111",
            PageCount = "200",
            Price = 10,
            ProductCategory = "Book",
            Title = "My book4 in batch write",
        };

        var bookBatch = context.CreateBatchWrite<Book>();
        bookBatch.AddPutItems(new List<Book> { book1, book2 });

        Console.WriteLine("Adding two books to ProductCatalog table.");
        await bookBatch.ExecuteAsync();
    }

    public static async Task MultiTableBatchWrite(IDynamoDBContext context)
    {
        // New Forum item.
```

```

        Forum newForum = new Forum
        {
            Name = "Test BatchWrite Forum",
            Threads = 0,
        };
        var forumBatch = context.CreateBatchWrite<Forum>();
        forumBatch.AddPutItem(newForum);

        // New Thread item.
        Thread newThread = new Thread
        {
            ForumName = "S3 forum",
            Subject = "My sample question",
            KeywordTags = new List<string> { "S3", "Bucket" },
            Message = "Message text",
        };

        DynamoDBOperationConfig config = new DynamoDBOperationConfig();
        config.SkipVersionCheck = true;
        var threadBatch = context.CreateBatchWrite<Thread>(config);
        threadBatch.AddPutItem(newThread);
        threadBatch.AddDeleteKey("some partition key value", "some sort key
value");

        var superBatch = new MultiTableBatchWrite(forumBatch, threadBatch);

        Console.WriteLine("Performing batch write in MultiTableBatchWrite().");
        await superBatch.ExecuteAsync();
    }

    public static async Task Main()
    {
        AmazonDynamoDBClient client = new AmazonDynamoDBClient();
        DynamoDBContext context = new DynamoDBContext(client);

        await SingleTableBatchWrite(context);
        await MultiTableBatchWrite(context);
    }
}

```

使用高级对象持久化模型将任意数据映射为表。

```
/// <summary>
/// Shows how to map arbitrary data to an Amazon DynamoDB table.
/// </summary>
public class HighLevelMappingArbitraryData
{
    /// <summary>
    /// Creates a book, adds it to the DynamoDB ProductCatalog table, retrieves
    /// the new book from the table, updates the dimensions and writes the
    /// changed item back to the table.
    /// </summary>
    /// <param name="context">The DynamoDB context object used to write and
    /// read data from the table.</param>
    public static async Task AddRetrieveUpdateBook(IDynamoDBContext context)
    {
        // Create a book.
        DimensionType myBookDimensions = new DimensionType()
        {
            Length = 8M,
            Height = 11M,
            Thickness = 0.5M,
        };

        Book myBook = new Book
        {
            Id = 501,
            Title = "AWS SDK for .NET Object Persistence Model Handling
Arbitrary Data",
            Isbn = "999-9999999999",
            BookAuthors = new List<string> { "Author 1", "Author 2" },
            Dimensions = myBookDimensions,
        };

        // Add the book to the DynamoDB table ProductCatalog.
        await context.SaveAsync(myBook);

        // Retrieve the book.
        Book bookRetrieved = await context.LoadAsync<Book>(501);

        // Update the book dimensions property.
        bookRetrieved.Dimensions.Height += 1;
        bookRetrieved.Dimensions.Length += 1;
        bookRetrieved.Dimensions.Thickness += 0.2M;
    }
}
```

```
        // Write the changed item to the table.
        await context.SaveAsync(bookRetrieved);
    }

    public static async Task Main()
    {
        var client = new AmazonDynamoDBClient();
        DynamoDBContext context = new DynamoDBContext(client);
        await AddRetrieveUpdateBook(context);
    }
}
```

使用高级对象持久化模型查询和扫描表。

```
/// <summary>
/// Shows how to perform high-level query and scan operations to Amazon
/// DynamoDB tables.
/// </summary>
public class HighLevelQueryAndScan
{
    public static async Task Main()
    {
        var client = new AmazonDynamoDBClient();

        DynamoDBContext context = new DynamoDBContext(client);

        // Get an item.
        await GetBook(context, 101);

        // Sample forum and thread to test queries.
        string forumName = "Amazon DynamoDB";
        string threadSubject = "DynamoDB Thread 1";

        // Sample queries.
        await FindRepliesInLast15Days(context, forumName, threadSubject);
        await FindRepliesPostedWithinTimePeriod(context, forumName,
threadSubject);

        // Scan table.
```

```

        await FindProductsPricedLessThanZero(context);
    }

    public static async Task GetBook(IDynamoDBContext context, int productId)
    {
        Book bookItem = await context.LoadAsync<Book>(productId);

        Console.WriteLine("\nGetBook: Printing result.....");
        Console.WriteLine($"Title: {bookItem.Title} \n ISBN:{bookItem.Isbn} \n
No. of pages: {bookItem.PageCount}");
    }

    /// <summary>
    /// Queries a DynamoDB table to find replies posted within the last 15 days.
    /// </summary>
    /// <param name="context">The DynamoDB context used to perform the query.</
param>
    /// <param name="forumName">The name of the forum that we're interested
in.</param>
    /// <param name="threadSubject">The thread object containing the query
parameters.</param>
    public static async Task FindRepliesInLast15Days(
        IDynamoDBContext context,
        string forumName,
        string threadSubject)
    {
        string replyId = $"{forumName} #{threadSubject}";
        DateTime twoWeeksAgoDate = DateTime.UtcNow - TimeSpan.FromDays(15);

        List<object> times = new List<object>();
        times.Add(twoWeeksAgoDate);

        List<ScanCondition> scs = new List<ScanCondition>();
        var sc = new ScanCondition("PostedBy", ScanOperator.GreaterThan,
times.ToArray());
        scs.Add(sc);

        var cfg = new DynamoDBOperationConfig
        {
            QueryFilter = scs,
        };

        AsyncSearch<Reply> response = context.QueryAsync<Reply>(replyId, cfg);
        IEnumerable<Reply> latestReplies = await response.GetRemainingAsync();
    }

```

```

        Console.WriteLine("\nReplies in last 15 days:");

        foreach (Reply r in latestReplies)
        {
            Console.WriteLine($"{r.Id}\t{r.PostedBy}\t{r.Message}\t{r.ReplyDateTime}");
        }

        /// <summary>
        /// Queries for replies posted within a specific time period.
        /// </summary>
        /// <param name="context">The DynamoDB context used to perform the query.</
param>
        /// <param name="forumName">The name of the forum that we're interested
in.</param>
        /// <param name="threadSubject">Information about the subject that we're
        /// interested in.</param>
        public static async Task FindRepliesPostedWithinTimePeriod(
            IDynamoDBContext context,
            string forumName,
            string threadSubject)
        {
            string forumId = forumName + "#" + threadSubject;
            Console.WriteLine("\nReplies posted within time period:");

            DateTime startDate = DateTime.UtcNow - TimeSpan.FromDays(30);
            DateTime endDate = DateTime.UtcNow - TimeSpan.FromDays(1);

            List<object> times = new List<object>();
            times.Add(startDate);
            times.Add(endDate);

            List<ScanCondition> scs = new List<ScanCondition>();
            var sc = new ScanCondition("LastPostedBy", ScanOperator.Between,
times.ToArray());
            scs.Add(sc);

            var cfg = new DynamoDBOperationConfig
            {
                QueryFilter = scs,
            };

```

```

        AsyncSearch<Reply> response = context.QueryAsync<Reply>(forumId, cfg);
        IEnumerable<Reply> repliesInAPeriod = await
response.GetRemainingAsync();

        foreach (Reply r in repliesInAPeriod)
        {

Console.WriteLine("{r.Id}\t{r.PostedBy}\t{r.Message}\t{r.ReplyDateTime}");
        }
    }

    /// <summary>
    /// Queries the DynamoDB ProductCatalog table for products costing less
    /// than zero.
    /// </summary>
    /// <param name="context">The DynamoDB context object used to perform the
    /// query.</param>
    public static async Task FindProductsPricedLessThanZero(IDynamoDBContext
context)
    {
        int price = 0;

        List<ScanCondition> scs = new List<ScanCondition>();
        var sc1 = new ScanCondition("Price", ScanOperator.LessThan, price);
        var sc2 = new ScanCondition("ProductCategory", ScanOperator.Equal,
"Book");
        scs.Add(sc1);
        scs.Add(sc2);

        AsyncSearch<Book> response = context.ScanAsync<Book>(scs);

        IEnumerable<Book> itemsWithWrongPrice = await
response.GetRemainingAsync();

        Console.WriteLine("\nFindProductsPricedLessThanZero: Printing
result.....");

        foreach (Book r in itemsWithWrongPrice)
        {
            Console.WriteLine($"{r.Id}\t{r.Title}\t{r.Price}\t{r.Isbn}");
        }
    }
}

```


无服务器示例

通过 DynamoDB 触发器调用 Lambda 函数

以下代码示例演示如何实现一个 Lambda 函数，该函数接收通过接收来自 DynamoDB 流的记录而触发的事件。该函数检索 DynamoDB 有效负载，并记录下记录内容。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

通过 .NET 将 DynamoDB 事件与 Lambda 结合使用。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using System.Text.Json;
using System.Text;
using Amazon.Lambda.Core;
using Amazon.Lambda.DynamoDBEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace AWSLambda_DDB;

public class Function
{
    public void FunctionHandler(DynamoDBEvent dynamoEvent, ILambdaContext context)
    {
        context.Logger.LogInformation($"Beginning to process
        {dynamoEvent.Records.Count} records...");

        foreach (var record in dynamoEvent.Records)
```

```

    {
        context.Logger.LogInformation($"Event ID: {record.EventID}");
        context.Logger.LogInformation($"Event Name: {record.EventName}");

        context.Logger.LogInformation(JsonSerializer.Serialize(record));
    }

    context.Logger.LogInformation("Stream processing complete.");
}
}

```

通过 DynamoDB 触发器报告 Lambda 函数批处理项目失败

以下代码示例演示如何为接收来自 DynamoDB 流的事件的 Lambda 函数实现部分批处理响应。该函数在响应中报告批处理项目失败，并指示 Lambda 稍后重试这些消息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

报告使用 .NET 通过 Lambda 进行 DynamoDB 批处理项目失败。

```

// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using System.Text.Json;
using System.Text;
using Amazon.Lambda.Core;
using Amazon.Lambda.DynamoDBEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace AWSLambda_DDB;

```

```
public class Function
{
    public StreamsEventResponse FunctionHandler(DynamoDBEvent dynamoEvent,
        ILambdaContext context)

    {
        context.Logger.LogInformation($"Beginning to process
        {dynamoEvent.Records.Count} records...");
        List<StreamsEventResponse.BatchItemFailure> batchItemFailures = new
        List<StreamsEventResponse.BatchItemFailure>();
        StreamsEventResponse streamsEventResponse = new StreamsEventResponse();

        foreach (var record in dynamoEvent.Records)
        {
            try
            {
                var sequenceNumber = record.Dynamodb.SequenceNumber;
                context.Logger.LogInformation(sequenceNumber);
            }
            catch (Exception ex)
            {
                context.Logger.LogError(ex.Message);
                batchItemFailures.Add(new StreamsEventResponse.BatchItemFailure()
                { ItemIdentifier = record.Dynamodb.SequenceNumber });
            }
        }

        if (batchItemFailures.Count > 0)
        {
            streamsEventResponse.BatchItemFailures = batchItemFailures;
        }

        context.Logger.LogInformation("Stream processing complete.");
        return streamsEventResponse;
    }
}
```

AWS 社区捐款

构建和测试无服务器应用程序

以下代码示例演示如何使用 API Gateway 与 Lambda 和 DynamoDB 构建和测试无服务器应用程序

适用于 .NET 的 SDK

演示如何使用 .NET SDK 构建和测试包含 API Gateway 以及 Lambda 和 DynamoDB 的无服务器应用程序。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- API Gateway
- DynamoDB
- Lambda

使用亚马逊的 EC2 示例 适用于 .NET 的 SDK

以下代码示例向您展示如何在 Amazon 中使用来执行操作和实现常见场景 EC2。适用于 .NET 的 AWS SDK

基本功能是向您展示如何在服务中执行基本操作的代码示例。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [基本功能](#)
- [操作](#)
- [场景](#)

基本功能

了解基本功能

以下代码示例展示了如何：

- 创建密钥对和安全组。
- 选择 Amazon 机器映像 (AMI) 和兼容的实例类型，然后创建实例。
- 停止实例，然后再重启。
- 将弹性 IP 地址与您的实例相关联。
- 使用 SSH 连接到您的实例，然后清理资源。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行场景。

```
/// <summary>
/// Show Amazon Elastic Compute Cloud (Amazon EC2) Basics actions.
/// </summary>
public class EC2Basics
{
    public static ILogger<EC2Basics> _logger = null!;
    public static EC2Wrapper _ec2Wrapper = null!;
    public static SsmWrapper _ssmWrapper = null!;
    public static UiMethods _uiMethods = null!;

    public static string associationId = null!;
    public static string allocationId = null!;
    public static string instanceId = null!;
    public static string keyPairName = null!;
    public static string groupName = null!;
    public static string tempFileName = null!;
    public static string secGroupId = null!;
    public static bool isInteractive = true;

    /// <summary>
    /// Perform the actions defined for the Amazon EC2 Basics scenario.
    /// </summary>
    /// <param name="args">Command line arguments.</param>
    /// <returns>A Task object.</returns>
```

```

public static async Task Main(string[] args)
{
    // Set up dependency injection for Amazon EC2 and Amazon Simple Systems
    // Management (Amazon SSM) Service.
    using var host =
        Microsoft.Extensions.Hosting.Host.CreateDefaultBuilder(args)
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonEC2>()
                    .AddAWSService<IAmazonSimpleSystemsManagement>()
                    .AddTransient<EC2Wrapper>()
                    .AddTransient<SsmWrapper>()
            )
            .Build();

    SetUpServices(host);

    var uniqueName = Guid.NewGuid().ToString();
    keyPairName = "mvp-example-key-pair" + uniqueName;
    groupName = "ec2-scenario-group" + uniqueName;
    var groupDescription = "A security group created for the EC2 Basics
scenario.";

    try
    {
        // Start the scenario.
        _uiMethods.DisplayOverview();
        _uiMethods.PressEnter(isInteractive);

        // Create the key pair.
        _uiMethods.DisplayTitle("Create RSA key pair");
        Console.Write("Let's create an RSA key pair that you can be use to ");
        Console.WriteLine("securely connect to your EC2 instance.");
        var keyPair = await _ec2Wrapper.CreateKeyPair(keyPairName);

        // Save key pair information to a temporary file.
        tempFileName = _ec2Wrapper.SaveKeyPair(keyPair);

        Console.WriteLine(
            $"Created the key pair: {keyPair.KeyName} and saved it to:
{tempFileName}");
        string? answer = "";
        if (isInteractive)
        {
            do

```

```

        {
            Console.Write("Would you like to list your existing key pairs?
");
            answer = Console.ReadLine();
        } while (answer!.ToLower() != "y" && answer.ToLower() != "n");
    }

    if (!isInteractive || answer == "y")
    {
        // List existing key pairs.
        _uiMethods.DisplayTitle("Existing key pairs");

        // Passing an empty string to the DescribeKeyPairs method will
return
        // a list of all existing key pairs.
        var keyPairs = await _ec2Wrapper.DescribeKeyPairs("");
        keyPairs.ForEach(kp =>
        {
            Console.WriteLine(
                $"{kp.KeyName} created at: {kp.CreateTime} Fingerprint:
{kp.KeyFingerprint}");
        });
    }

    _uiMethods.PressEnter(isInteractive);

    // Create the security group.
    Console.WriteLine(
        "Let's create a security group to manage access to your instance.");
    secGroupId = await _ec2Wrapper.CreateSecurityGroup(groupName,
groupDescription);
    Console.WriteLine(
        "Let's add rules to allow all HTTP and HTTPS inbound traffic and to
allow SSH only from your current IP address.");

    _uiMethods.DisplayTitle("Security group information");
    var secGroups = await _ec2Wrapper.DescribeSecurityGroups(secGroupId);

    Console.WriteLine($"Created security group {groupName} in your default
VPC.");
    secGroups.ForEach(group =>
    {
        _ec2Wrapper.DisplaySecurityGroupInfoAsync(group);
    });
}

```

```

        _uiMethods.PressEnter(isInteractive);

        Console.WriteLine(
            "Now we'll authorize the security group we just created so that it
can");

        Console.WriteLine("access the EC2 instances you create.");
        await _ec2Wrapper.AuthorizeSecurityGroupIngress(groupName);

        secGroups = await _ec2Wrapper.DescribeSecurityGroups(secGroupId);
        Console.WriteLine($"Now let's look at the permissions again.");
        secGroups.ForEach(group =>
        {
            _ec2Wrapper.DisplaySecurityGroupInfoAsync(group);
        });
        _uiMethods.PressEnter(isInteractive);

        // Get list of available Amazon Linux 2 Amazon Machine Images (AMIs).
        var parameters =
            await _ssmWrapper.GetParametersByPath(
                "/aws/service/ami-amazon-linux-latest");

        List<string> imageIds = parameters.Select(param =>
param.Value).ToList();

        var images = await _ec2Wrapper.DescribeImages(imageIds);

        var i = 1;
        images.ForEach(image =>
        {
            Console.WriteLine($"\\t{i++}\\t{image.Description}");
        });

        int choice = 1;
        bool validNumber = false;
        if (isInteractive)
        {
            do
            {
                Console.Write("Please select an image: ");
                var selImage = Console.ReadLine();
                validNumber = int.TryParse(selImage, out choice);
            } while (!validNumber);
        }
    }

```



```

var selectedImage = images[choice - 1];

// Display available instance types.
_uiMethods.DisplayTitle("Instance Types");
var instanceTypes =
    await _ec2Wrapper.DescribeInstanceTypes(selectedImage.Architecture);

i = 1;
instanceTypes.ForEach(instanceType =>
{
    Console.WriteLine($"{i++}\t{instanceType.InstanceType}");
});
if (isInteractive)
{
    do
    {
        Console.Write("Please select an instance type: ");
        var selImage = Console.ReadLine();
        validNumber = int.TryParse(selImage, out choice);
    } while (!validNumber);
}

var selectedInstanceType = instanceTypes[choice - 1].InstanceType;

// Create an EC2 instance.
_uiMethods.DisplayTitle("Creating an EC2 Instance");
instanceId = await _ec2Wrapper.RunInstances(selectedImage.ImageId,
    selectedInstanceType, keyPairName, secGroupId);

_uiMethods.PressEnter(isInteractive);

var instance = await _ec2Wrapper.DescribeInstance(instanceId);
_uiMethods.DisplayTitle("New Instance Information");
_ec2Wrapper.DisplayInstanceInformation(instance);

Console.WriteLine(
    "\nYou can use SSH to connect to your instance. For example:");
Console.WriteLine(
    $"{i}\tssh -i {tempFileName} ec2-user@{instance.PublicIpAddress}");

_uiMethods.PressEnter(isInteractive);

Console.WriteLine(

```

```

        "Now we'll stop the instance and then start it again to see what's
changed.");

        await _ec2Wrapper.StopInstances(instanceId);

        Console.WriteLine("Now let's start it up again.");
        await _ec2Wrapper.StartInstances(instanceId);

        Console.WriteLine("\nLet's see what changed.");

        instance = await _ec2Wrapper.DescribeInstance(instanceId);
        _uiMethods.DisplayTitle("New Instance Information");
        _ec2Wrapper.DisplayInstanceInformation(instance);

        Console.WriteLine("\nNotice the change in the SSH information:");
        Console.WriteLine(
            $"\\tssh -i {tempFileName} ec2-user@{instance.PublicIpAddress}");

        _uiMethods.PressEnter(isInteractive);

        Console.WriteLine(
            "Now we will stop the instance again. Then we will create and
associate an");
        Console.WriteLine("Elastic IP address to use with our instance.");

        await _ec2Wrapper.StopInstances(instanceId);
        _uiMethods.PressEnter(isInteractive);

        _uiMethods.DisplayTitle("Allocate Elastic IP address");
        Console.WriteLine(
            "You can allocate an Elastic IP address and associate it with your
instance\nto keep a consistent IP address even when your instance restarts.");
        var allocationResponse = await _ec2Wrapper.AllocateAddress();
        allocationId = allocationResponse.AllocationId;
        Console.WriteLine(
            "Now we will associate the Elastic IP address with our instance.");
        associationId = await _ec2Wrapper.AssociateAddress(allocationId,
instanceId);

        // Start the instance again.
        Console.WriteLine("Now let's start the instance again.");
        await _ec2Wrapper.StartInstances(instanceId);

        Console.WriteLine("\nLet's see what changed.");

```

```

        instance = await _ec2Wrapper.DescribeInstance(instanceId);
        _uiMethods.DisplayTitle("Instance information");
        _ec2Wrapper.DisplayInstanceInformation(instance);

        Console.WriteLine("\nHere is the SSH information:");
        Console.WriteLine(
            $"\"tssh -i {tempFileName} ec2-user@{instance.PublicIpAddress}\"");

        Console.WriteLine("Let's stop and start the instance again.");
        _uiMethods.PressEnter(isInteractive);

        await _ec2Wrapper.StopInstances(instanceId);

        Console.WriteLine("\nThe instance has stopped.");

        Console.WriteLine("Now let's start it up again.");
        await _ec2Wrapper.StartInstances(instanceId);

        instance = await _ec2Wrapper.DescribeInstance(instanceId);
        _uiMethods.DisplayTitle("New Instance Information");
        _ec2Wrapper.DisplayInstanceInformation(instance);
        Console.WriteLine("Note that the IP address did not change this time.");
        _uiMethods.PressEnter(isInteractive);

        await Cleanup();
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, "There was a problem with the scenario, starting cleanup.");
        await Cleanup();
    }

    _uiMethods.DisplayTitle("EC2 Basics Scenario completed.");
    _uiMethods.PressEnter(isInteractive);
}

/// <summary>
/// Set up the services and logging.
/// </summary>
/// <param name="host"></param>
public static void SetUpServices(IHost host)
{

```

```

        var loggerFactory = LoggerFactory.Create(builder =>
        {
            builder.AddConsole();
        });
        _logger = new Logger<EC2Basics>(loggerFactory);

        // Now the client is available for injection.
        _ec2Wrapper = host.Services.GetRequiredService<EC2Wrapper>();
        _ssmWrapper = host.Services.GetRequiredService<SsmWrapper>();
        _uiMethods = new UiMethods();
    }

    /// <summary>
    /// Clean up any resources from the scenario.
    /// </summary>
    /// <returns></returns>
    public static async Task Cleanup()
    {
        _uiMethods.DisplayTitle("Clean up resources");
        Console.WriteLine("Now let's clean up the resources we created.");

        Console.WriteLine("Disassociate the Elastic IP address and release it.");
        // Disassociate the Elastic IP address.
        await _ec2Wrapper.DisassociateIp(associationId);

        // Delete the Elastic IP address.
        await _ec2Wrapper.ReleaseAddress(allocationId);

        // Terminate the instance.
        Console.WriteLine("Terminating the instance we created.");
        await _ec2Wrapper.TerminateInstances(instanceId);

        // Delete the security group.
        Console.WriteLine($"Deleting the Security Group: {groupName}.");
        await _ec2Wrapper.DeleteSecurityGroup(secGroupId);

        // Delete the RSA key pair.
        Console.WriteLine($"Deleting the key pair: {keyPairName}");
        await _ec2Wrapper.DeleteKeyPair(keyPairName);
        Console.WriteLine("Deleting the temporary file with the key information.");
        _ec2Wrapper.DeleteTempFile(tempFileName);
        _uiMethods.PressEnter(isInteractive);
    }
}

```

定义一个封装 EC2 动作的类。

```
/// <summary>
/// Methods of this class perform Amazon Elastic Compute Cloud (Amazon EC2).
/// </summary>
public class EC2Wrapper
{
    private readonly IAmazonEC2 _amazonEC2;
    private readonly ILogger<EC2Wrapper> _logger;

    /// <summary>
    /// Constructor for the EC2Wrapper class.
    /// </summary>
    /// <param name="amazonScheduler">The injected EC2 client.</param>
    /// <param name="logger">The injected logger.</param>
    public EC2Wrapper(IAmazonEC2 amazonService, ILogger<EC2Wrapper> logger)
    {
        _amazonEC2 = amazonService;
        _logger = logger;
    }

    /// <summary>
    /// Allocates an Elastic IP address that can be associated with an Amazon EC2
    // instance. By using an Elastic IP address, you can keep the public IP address
    // constant even when you restart the associated instance.
    /// </summary>
    /// <returns>The response object for the allocated address.</returns>
    public async Task<AllocateAddressResponse> AllocateAddress()
    {
        var request = new AllocateAddressRequest();

        try
        {
            var response = await _amazonEC2.AllocateAddressAsync(request);
            Console.WriteLine($"Allocated IP: {response.PublicIp} with allocation ID {response.AllocationId}.");
            return response;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "AddressLimitExceeded")
```

```

        {
            // For more information on Elastic IP address quotas, see:
            // https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/elastic-ip-
addresses-eip.html#using-instance-addressing-limit
            _logger.LogError($"Unable to allocate Elastic IP, address limit
exceeded. {ec2Exception.Message}");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError($"An error occurred while allocating Elastic IP.:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Associates an Elastic IP address with an instance. When this association is
/// created, the Elastic IP's public IP address is immediately used as the
public
/// IP address of the associated instance.
/// </summary>
/// <param name="allocationId">The allocation Id of an Elastic IP address.</
param>
/// <param name="instanceId">The instance Id of the EC2 instance to
/// associate the address with.</param>
/// <returns>The association Id that represents
/// the association of the Elastic IP address with an instance.</returns>
public async Task<string> AssociateAddress(string allocationId, string
instanceId)
{
    try
    {
        var request = new AssociateAddressRequest
        {
            AllocationId = allocationId,
            InstanceId = instanceId
        };

        var response = await _amazonEC2.AssociateAddressAsync(request);
        return response.AssociationId;
    }
}

```

```

        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceId")
            {
                _logger.LogError(
                    $"InstanceId is invalid, unable to associate address.
{ec2Exception.Message}");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while associating the Elastic IP.:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Authorize the local computer ingress to EC2 instances associated
    /// with the virtual private cloud (VPC) security group.
    /// </summary>
    /// <param name="groupName">The name of the security group.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> AuthorizeSecurityGroupIngress(string groupName)
    {
        try
        {
            // Get the IP address for the local computer.
            var ipAddress = await GetIpAddress();
            Console.WriteLine($"Your IP address is: {ipAddress}");
            var ipRanges =
                new List<IpRange> { new IpRange { CidrIp = $"{ipAddress}/32" } };
            var permission = new IpPermission
            {
                Ipv4Ranges = ipRanges,
                IpProtocol = "tcp",
                FromPort = 22,
                ToPort = 22
            };
            var permissions = new List<IpPermission> { permission };
            var response = await _amazonEC2.AuthorizeSecurityGroupIngressAsync(

```

```

        new AuthorizeSecurityGroupIngressRequest(groupName, permissions));
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidPermission.Duplicate")
        {
            _logger.LogError(
                $"The ingress rule already exists. {ec2Exception.Message}");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while authorizing ingress.: {ex.Message}");
        throw;
    }
}

/// <summary>
/// Authorize the local computer for ingress to
/// the Amazon EC2 SecurityGroup.
/// </summary>
/// <returns>The IPv4 address of the computer running the scenario.</returns>
private static async Task<string> GetIpAddress()
{
    var httpClient = new HttpClient();
    var ipString = await httpClient.GetStringAsync("https://
checkip.amazonaws.com");

    // The IP address is returned with a new line
    // character on the end. Trim off the whitespace and
    // return the value to the caller.
    return ipString.Trim();
}

/// <summary>
/// Create an Amazon EC2 key pair with a specified name.
/// </summary>
/// <param name="keyPairName">The name for the new key pair.</param>
/// <returns>The Amazon EC2 key pair created.</returns>
public async Task<KeyPair?> CreateKeyPair(string keyPairName)

```



```
{
    try
    {
        var request = new CreateKeyPairRequest { KeyName = keyPairName, };

        var response = await _amazonEC2.CreateKeyPairAsync(request);

        var kp = response.KeyPair;
        // Return the key pair so it can be saved if needed.

        // Wait until the key pair exists.
        int retries = 5;
        while (retries-- > 0)
        {
            Console.WriteLine($"Checking for new KeyPair {keyPairName}...");
            var keyPairs = await DescribeKeyPairs(keyPairName);
            if (keyPairs.Any())
            {
                return kp;
            }

            Thread.Sleep(5000);
            retries--;
        }
        _logger.LogError($"Unable to find newly created KeyPair {keyPairName}.");
        throw new DoesNotExistException("KeyPair not found");
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidKeyPair.Duplicate")
        {
            _logger.LogError(
                $"A key pair called {keyPairName} already exists.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while creating the key pair.: {ex.Message}");
        throw;
    }
}
```

```

    }

    /// <summary>
    /// Save KeyPair information to a temporary file.
    /// </summary>
    /// <param name="keyPair">The name of the key pair.</param>
    /// <returns>The full path to the temporary file.</returns>
    public string SaveKeyPair(KeyPair keyPair)
    {
        var tempPath = Path.GetTempPath();
        var tempFileName = $"{tempPath}\\{Path.GetRandomFileName()}";
        var pemFileName = Path.ChangeExtension(tempFileName, "pem");

        // Save the key pair to a file in a temporary folder.
        using var stream = new FileStream(pemFileName, FileMode.Create);
        using var writer = new StreamWriter(stream);
        writer.WriteLine(keyPair.KeyMaterial);

        return pemFileName;
    }

    /// <summary>
    /// Create an Amazon EC2 security group with a specified name and description.
    /// </summary>
    /// <param name="groupName">The name for the new security group.</param>
    /// <param name="groupDescription">A description of the new security group.</
param>
    /// <returns>The group Id of the new security group.</returns>
    public async Task<string> CreateSecurityGroup(string groupName, string
groupDescription)
    {
        try
        {
            var response = await _amazonEC2.CreateSecurityGroupAsync(
                new CreateSecurityGroupRequest(groupName, groupDescription));

            // Wait until the security group exists.
            int retries = 5;
            while (retries-- > 0)
            {
                var groups = await DescribeSecurityGroups(response.GroupId);
                if (groups.Any())
                {
                    return response.GroupId;
                }
            }
        }
        catch { }
    }

```

```

        }

        Thread.Sleep(5000);
        retries--;
    }
    _logger.LogError($"Unable to find newly created group {groupName}.");
    throw new DoesNotExistException("security group not found");
}
catch (AmazonEC2Exception ec2Exception)
{
    if (ec2Exception.ErrorCode == "ResourceAlreadyExists")
    {
        _logger.LogError(
            $"A security group with the name {groupName} already exists.
{ec2Exception.Message}");
    }
    throw;
}
catch (Exception ex)
{
    _logger.LogError(
        $"An error occurred while creating the security group.:
{ex.Message}");
    throw;
}
}

}

/// <summary>
/// Create a new Amazon EC2 VPC.
/// </summary>
/// <param name="cidrBlock">The CIDR block for the new security group.</param>
/// <returns>The VPC Id of the new VPC.</returns>
public async Task<string?> CreateVPC(string cidrBlock)
{
    try
    {
        var response = await _amazonEC2.CreateVpcAsync(new CreateVpcRequest
        {
            CidrBlock = cidrBlock,
        });

        Vpc vpc = response.Vpc;
    }
}

```

```

        Console.WriteLine($"Created VPC with ID: {vpc.VpcId}.");
        return vpc.VpcId;
    }
    catch (AmazonEC2Exception ex)
    {
        Console.WriteLine($"Couldn't create VPC because: {ex.Message}");
        return null;
    }
}

/// <summary>
/// Delete an Amazon EC2 key pair.
/// </summary>
/// <param name="keyPairName">The name of the key pair to delete.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteKeyPair(string keyPairName)
{
    try
    {
        await _amazonEC2.DeleteKeyPairAsync(new
DeleteKeyPairRequest(keyPairName)).ConfigureAwait(false);
        return true;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidKeyPair.NotFound")
        {
            _logger.LogError($"KeyPair {keyPairName} does not exist and cannot
be deleted. Please verify the key pair name and try again.");
        }

        return false;
    }
    catch (Exception ex)
    {
        Console.WriteLine($"Couldn't delete the key pair because:
{ex.Message}");
        return false;
    }
}

/// <summary>
/// Delete the temporary file where the key pair information was saved.
/// </summary>

```

```

    /// <param name="tempFileName">The path to the temporary file.</param>
    public void DeleteTempFile(string tempFileName)
    {
        if (File.Exists(tempFileName))
        {
            File.Delete(tempFileName);
        }
    }

    /// <summary>
    /// Delete an Amazon EC2 security group.
    /// </summary>
    /// <param name="groupName">The name of the group to delete.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteSecurityGroup(string groupId)
    {
        try
        {
            var response =
                await _amazonEC2.DeleteSecurityGroupAsync(
                    new DeleteSecurityGroupRequest { GroupId = groupId });
            return response.HttpStatusCode == HttpStatusCode.OK;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidGroup.NotFound")
            {
                _logger.LogError(
                    $"Security Group {groupId} does not exist and cannot be deleted.
Please verify the ID and try again.");
            }

            return false;
        }
        catch (Exception ex)
        {
            Console.WriteLine($"Couldn't delete the security group because:
{ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Delete an Amazon EC2 VPC.

```

```
/// </summary>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteVpc(string vpcId)
{
    var request = new DeleteVpcRequest
    {
        VpcId = vpcId,
    };

    var response = await _amazonEC2.DeleteVpcAsync(request);

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}

/// <summary>
/// Get information about existing Amazon EC2 images.
/// </summary>
/// <returns>A list of image information.</returns>
public async Task<List<Image>> DescribeImages(List<string>? imageIds)
{
    var request = new DescribeImagesRequest();
    if (imageIds is not null)
    {
        // If the imageIds list is not null, add the list
        // to the request object.
        request.ImageIds = imageIds;
    }

    var response = await _amazonEC2.DescribeImagesAsync(request);
    return response.Images;
}

/// <summary>
/// Display the information returned by DescribeImages.
/// </summary>
/// <param name="images">The list of image information to display.</param>
public void DisplayImageInfo(List<Image> images)
{
    images.ForEach(image =>
    {
        Console.WriteLine($"{image.Name} Created on: {image.CreationDate}");
    });
}
```

```

    /// <summary>
    /// Get information about an Amazon EC2 instance.
    /// </summary>
    /// <param name="instanceId">The instance Id of the EC2 instance.</param>
    /// <returns>An EC2 instance.</returns>
    public async Task<Instance> DescribeInstance(string instanceId)
    {
        var response = await _amazonEC2.DescribeInstancesAsync(
            new DescribeInstancesRequest { InstanceIds = new List<string>
{ instanceId } });
        return response.Reservations[0].Instances[0];
    }

    /// <summary>
    /// Display EC2 instance information.
    /// </summary>
    /// <param name="instance">The instance Id of the EC2 instance.</param>
    public void DisplayInstanceInformation(Instance instance)
    {
        Console.WriteLine($"ID: {instance.InstanceId}");
        Console.WriteLine($"Image ID: {instance.ImageId}");
        Console.WriteLine($"{{instance.InstanceType}}");
        Console.WriteLine($"Key Name: {instance.KeyName}");
        Console.WriteLine($"VPC ID: {instance.VpcId}");
        Console.WriteLine($"Public IP: {instance.PublicIpAddress}");
        Console.WriteLine($"State: {instance.State.Name}");
    }

    /// <summary>
    /// Get information about EC2 instances with a particular state.
    /// </summary>
    /// <param name="tagName">The name of the tag to filter on.</param>
    /// <param name="tagValue">The value of the tag to look for.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> GetInstancesWithState(string state)
    {
        try
        {
            // Filters the results of the instance list.
            var filters = new List<Filter>
            {
                new Filter
                {

```

```

        Name = $"instance-state-name",
        Values = new List<string> { state, },
    },
};
var request = new DescribeInstancesRequest { Filters = filters, };

Console.WriteLine($"\\nShowing instances with state {state}");
var paginator = _amazonEC2.Paginators.DescribeInstances(request);

await foreach (var response in paginator.Responses)
{
    foreach (var reservation in response.Reservations)
    {
        foreach (var instance in reservation.Instances)
        {
            Console.Write($"Instance ID: {instance.InstanceId} ");
            Console.WriteLine($"\\tCurrent State:
{instance.State.Name}");
        }
    }
}

return true;
}
catch (AmazonEC2Exception ec2Exception)
{
    if (ec2Exception.ErrorCode == "InvalidParameterValue")
    {
        _logger.LogError(
            $"Invalid parameter value for filtering instances.");
    }

    return false;
}
catch (Exception ex)
{
    Console.WriteLine($"Couldn't list instances because: {ex.Message}");
    return false;
}
}

/// <summary>
/// Describe the instance types available.
/// </summary>

```



```

    /// <returns>A list of instance type information.</returns>
    public async Task<List<InstanceTypeInfo>>
DescribeInstanceTypes(ArchitectureValues architecture)
    {
        try
        {
            var request = new DescribeInstanceTypesRequest();

            var filters = new List<Filter>
            {
                new Filter("processor-info.supported-architecture",
                    new List<string> { architecture.ToString() })
            };
            filters.Add(new Filter("instance-type", new() { "*.micro",
                "*.small" }));

            request.Filters = filters;
            var instanceTypes = new List<InstanceTypeInfo>();

            var paginator = _amazonEC2.Paginators.DescribeInstanceTypes(request);
            await foreach (var instanceType in paginator.InstanceTypes)
            {
                instanceTypes.Add(instanceType);
            }

            return instanceTypes;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidParameterValue")
            {
                _logger.LogError(
                    $"Parameters are invalid. Ensure architecture and size strings
conform to DescribeInstanceTypes API reference.");
            }

            throw;
        }
        catch (Exception ex)
        {
            Console.WriteLine($"Couldn't delete the security group because:
{ex.Message}");
            throw;
        }
    }

```

```

    }

    /// <summary>
    /// Get information about an Amazon EC2 key pair.
    /// </summary>
    /// <param name="keyPairName">The name of the key pair.</param>
    /// <returns>A list of key pair information.</returns>
    public async Task<List<KeyPairInfo>> DescribeKeyPairs(string keyPairName)
    {
        try
        {
            var request = new DescribeKeyPairsRequest();
            if (!string.IsNullOrEmpty(keyPairName))
            {
                request = new DescribeKeyPairsRequest
                {
                    KeyNames = new List<string> { keyPairName }
                };
            }

            var response = await _amazonEC2.DescribeKeyPairsAsync(request);
            return response.KeyPairs.ToList();
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidKeyPair.NotFound")
            {
                _logger.LogError(
                    $"A key pair called {keyPairName} does not exist.");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while describing the key pair.: {ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Retrieve information for one or all Amazon EC2 security group.

```

```
/// </summary>
/// <param name="groupId">The optional Id of a specific Amazon EC2 security
group.</param>
/// <returns>A list of security group information.</returns>
public async Task<List<SecurityGroup>> DescribeSecurityGroups(string groupId)
{
    try
    {
        var securityGroups = new List<SecurityGroup>();
        var request = new DescribeSecurityGroupsRequest();

        if (!string.IsNullOrEmpty(groupId))
        {
            var groupIds = new List<string> { groupId };
            request.GroupIds = groupIds;
        }

        var paginatorForSecurityGroups =
            _amazonEC2.Paginators.DescribeSecurityGroups(request);

        await foreach (var securityGroup in
paginatorForSecurityGroups.SecurityGroups)
        {
            securityGroups.Add(securityGroup);
        }

        return securityGroups;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidGroup.NotFound")
        {
            _logger.LogError(
                $"A security group {groupId} does not exist.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while listing security groups. {ex.Message}");
        throw;
    }
}
```

```

    }
}

/// <summary>
/// Display the information returned by the call to
/// DescribeSecurityGroupsAsync.
/// </summary>
/// <param name="securityGroup">A list of security group information.</param>
public void DisplaySecurityGroupInfoAsync(SecurityGroup securityGroup)
{
    Console.WriteLine($"{securityGroup.GroupName}");
    Console.WriteLine("Ingress permissions:");
    securityGroup.IpPermissions.ForEach(permission =>
    {
        Console.WriteLine($"  \tFromPort: {permission.FromPort}");
        Console.WriteLine($"  \tIpProtocol: {permission.IpProtocol}");

        Console.WriteLine($"  \tIpv4Ranges: ");
        permission.Ipv4Ranges.ForEach(range => { Console.Write($"{range.CidrIp}

"); });

        Console.WriteLine($"  \n\tIpv6Ranges:");
        permission.Ipv6Ranges.ForEach(range =>
        { Console.Write($"{range.CidrIpv6} "); });

        Console.WriteLine($"  \n\tPrefixListIds: ");
        permission.PrefixListIds.ForEach(id => Console.Write($"{id.Id} "));

        Console.WriteLine($"  \n\tTo Port: {permission.ToPort}");
    });
    Console.WriteLine("Egress permissions:");
    securityGroup.IpPermissionsEgress.ForEach(permission =>
    {
        Console.WriteLine($"  \tFromPort: {permission.FromPort}");
        Console.WriteLine($"  \tIpProtocol: {permission.IpProtocol}");

        Console.WriteLine($"  \tIpv4Ranges: ");
        permission.Ipv4Ranges.ForEach(range => { Console.Write($"{range.CidrIp}

"); });

        Console.WriteLine($"  \n\tIpv6Ranges:");
        permission.Ipv6Ranges.ForEach(range =>
        { Console.Write($"{range.CidrIpv6} "); });
    });
}

```

```

        Console.WriteLine($"{Environment.NewLine}PrefixListIds: ");
        permission.PrefixListIds.ForEach(id => Console.WriteLine($"{id.Id} "));

        Console.WriteLine($"{Environment.NewLine}To Port: {permission.ToPort}");
    });
}

/// <summary>
/// Disassociate an Elastic IP address from an EC2 instance.
/// </summary>
/// <param name="associationId">The association Id.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DisassociateIp(string associationId)
{
    try
    {
        var response = await _amazonEC2.DisassociateAddressAsync(
            new DisassociateAddressRequest { AssociationId = associationId });
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidAssociationID.NotFound")
        {
            _logger.LogError(
                $"{ec2Exception.Message}AssociationId is invalid, unable to disassociate address. {ec2Exception.Message}");
        }

        return false;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"{ex.Message}An error occurred while disassociating the Elastic IP.: {ex.Message}");
        return false;
    }
}

/// <summary>
/// Reboot a specific EC2 instance.
/// </summary>

```

```

    /// <param name="ec2InstanceId">The instance Id of the instance that will be
    rebooted.</param>
    /// <returns>Async Task.</returns>
    public async Task<bool> RebootInstances(string ec2InstanceId)
    {
        try
        {
            var request = new RebootInstancesRequest
            {
                InstanceIds = new List<string> { ec2InstanceId },
            };

            await _amazonEC2.RebootInstancesAsync(request);

            // Wait for the instance to be running.
            Console.WriteLine("Waiting for the instance to start.");
            await WaitForInstanceState(ec2InstanceId, InstanceStateName.Running);

            return true;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceId")
            {
                _logger.LogError(
                    $"InstanceId {ec2InstanceId} is invalid, unable to reboot.
{ec2Exception.Message}");
            }
            return false;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while rebooting the instance {ec2InstanceId}.:
{ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Release an Elastic IP address. After the Elastic IP address is released,
    /// it can no longer be used.
    /// </summary>

```

```

    /// <param name="allocationId">The allocation Id of the Elastic IP address.</
param>
    /// <returns>True if successful.</returns>
    public async Task<bool> ReleaseAddress(string allocationId)
    {
        try
        {
            var request = new ReleaseAddressRequest { AllocationId = allocationId };

            var response = await _amazonEC2.ReleaseAddressAsync(request);
            return response.HttpStatusCode == HttpStatusCode.OK;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidAllocationID.NotFound")
            {
                _logger.LogError(
                    $"AllocationId {allocationId} was not found.
{ec2Exception.Message}");
            }

            return false;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while releasing the AllocationId
{allocationId}.: {ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Create and run an EC2 instance.
    /// </summary>
    /// <param name="ImageId">The image Id of the image used as a basis for the
    /// EC2 instance.</param>
    /// <param name="instanceType">The instance type of the EC2 instance to
create.</param>
    /// <param name="keyName">The name of the key pair to associate with the
    /// instance.</param>
    /// <param name="groupId">The Id of the Amazon EC2 security group that will be
    /// allowed to interact with the new EC2 instance.</param>
    /// <returns>The instance Id of the new EC2 instance.</returns>

```

```

    public async Task<string> RunInstances(string imageId, string instanceType,
string keyName, string groupId)
    {
        try
        {
            var request = new RunInstancesRequest
            {
                ImageId = imageId,
                InstanceType = instanceType,
                KeyName = keyName,
                MinCount = 1,
                MaxCount = 1,
                SecurityGroupIds = new List<string> { groupId }
            };
            var response = await _amazonEC2.RunInstancesAsync(request);
            var instanceId = response.Reservation.Instances[0].InstanceId;

            Console.WriteLine("Waiting for the instance to start.");
            await WaitForInstanceState(instanceId, InstanceStateName.Running);

            return instanceId;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidGroupId.NotFound")
            {
                _logger.LogError(
                    $"GroupId {groupId} was not found. {ec2Exception.Message}");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while running the instance.: {ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Start an EC2 instance.
    /// </summary>

```



```

    /// <param name="ec2InstanceId">The instance Id of the Amazon EC2 instance
    /// to start.</param>
    /// <returns>Async task.</returns>
    public async Task StartInstances(string ec2InstanceId)
    {
        try
        {
            var request = new StartInstancesRequest
            {
                InstanceIds = new List<string> { ec2InstanceId },
            };

            await _amazonEC2.StartInstancesAsync(request);

            Console.WriteLine("Waiting for instance to start. ");
            await WaitForInstanceState(ec2InstanceId, InstanceStateName.Running);
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceId")
            {
                _logger.LogError(
                    $"InstanceId is invalid, unable to start.
{ec2Exception.Message}");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while starting the instance.: {ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Stop an EC2 instance.
    /// </summary>
    /// <param name="ec2InstanceId">The instance Id of the EC2 instance to
    /// stop.</param>
    /// <returns>Async task.</returns>
    public async Task StopInstances(string ec2InstanceId)
    {

```

```

        try
        {
            var request = new StopInstancesRequest
            {
                InstanceIds = new List<string> { ec2InstanceId },
            };

            await _amazonEC2.StopInstancesAsync(request);
            Console.WriteLine("Waiting for the instance to stop.");
            await WaitForInstanceState(ec2InstanceId, InstanceStateName.Stopped);

            Console.WriteLine("\nThe instance has stopped.");
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceId")
            {
                _logger.LogError(
                    $"InstanceId is invalid, unable to stop. {ec2Exception.Message}");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while stopping the instance.: {ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Terminate an EC2 instance.
    /// </summary>
    /// <param name="ec2InstanceId">The instance Id of the EC2 instance
    /// to terminate.</param>
    /// <returns>Async task.</returns>
    public async Task<List<InstanceStateChange>> TerminateInstances(string
ec2InstanceId)
    {
        try
        {
            var request = new TerminateInstancesRequest

```

```

        {
            InstanceIds = new List<string> { ec2InstanceId }
        };

        var response = await _amazonEC2.TerminateInstancesAsync(request);
        Console.WriteLine("Waiting for the instance to terminate.");
        await WaitForInstanceState(ec2InstanceId, InstanceStateName.Terminated);

        Console.WriteLine($"\\nThe instance {ec2InstanceId} has been
terminated.");
        return response.TerminatingInstances;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidInstanceId")
        {
            _logger.LogError(
                $"InstanceId is invalid, unable to terminate.
{ec2Exception.Message}");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while terminating the instance.: {ex.Message}");
        throw;
    }
}

/// <summary>
/// Wait until an EC2 instance is in a specified state.
/// </summary>
/// <param name="instanceId">The instance Id.</param>
/// <param name="stateName">The state to wait for.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> WaitForInstanceState(string instanceId,
InstanceStateName stateName)
{
    var request = new DescribeInstancesRequest
    {
        InstanceIds = new List<string> { instanceId }
    };
};

```

```
// Wait until the instance is in the specified state.
var hasState = false;
do
{
    // Wait 5 seconds.
    Thread.Sleep(5000);

    // Check for the desired state.
    var response = await _amazonEC2.DescribeInstancesAsync(request);
    var instance = response.Reservations[0].Instances[0];
    hasState = instance.State.Name == stateName;
    Console.WriteLine(". ");
} while (!hasState);

return hasState;
}
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [AllocateAddress](#)
- [AssociateAddress](#)
- [AuthorizeSecurityGroupIngress](#)
- [CreateKeyPair](#)
- [CreateSecurityGroup](#)
- [DeleteKeyPair](#)
- [DeleteSecurityGroup](#)
- [DescribeImages](#)
- [DescribeInstanceTypes](#)
- [DescribeInstances](#)
- [DescribeKeyPairs](#)
- [DescribeSecurityGroups](#)
- [DisassociateAddress](#)
- [ReleaseAddress](#)

- [StartInstances](#)
- [StopInstances](#)
- [TerminateInstances](#)
- [UnmonitorInstances](#)

操作

AllocateAddress

以下代码示例演示了如何使用 AllocateAddress。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Allocates an Elastic IP address that can be associated with an Amazon EC2
/// instance. By using an Elastic IP address, you can keep the public IP address
/// constant even when you restart the associated instance.
/// </summary>
/// <returns>The response object for the allocated address.</returns>
public async Task<AllocateAddressResponse> AllocateAddress()
{
    var request = new AllocateAddressRequest();

    try
    {
        var response = await _amazonEC2.AllocateAddressAsync(request);
        Console.WriteLine($"Allocated IP: {response.PublicIp} with allocation ID
{response.AllocationId}.");
        return response;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "AddressLimitExceeded")
        {

```

```

        // For more information on Elastic IP address quotas, see:
        // https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/elastic-ip-
addresses-eip.html#using-instance-addressing-limit
        _logger.LogError($"Unable to allocate Elastic IP, address limit
exceeded. {ec2Exception.Message}");
    }

    throw;
}
catch (Exception ex)
{
    _logger.LogError($"An error occurred while allocating Elastic IP.:
{ex.Message}");
    throw;
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AllocateAddress](#) 中的。

AssociateAddress

以下代码示例演示了如何使用 AssociateAddress。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Associates an Elastic IP address with an instance. When this association is
/// created, the Elastic IP's public IP address is immediately used as the
public
/// IP address of the associated instance.
/// </summary>
/// <param name="allocationId">The allocation Id of an Elastic IP address.</
param>
/// <param name="instanceId">The instance Id of the EC2 instance to

```

```

    /// associate the address with.</param>
    /// <returns>The association Id that represents
    /// the association of the Elastic IP address with an instance.</returns>
    public async Task<string> AssociateAddress(string allocationId, string
instanceId)
    {
        try
        {
            var request = new AssociateAddressRequest
            {
                AllocationId = allocationId,
                InstanceId = instanceId
            };

            var response = await _amazonEC2.AssociateAddressAsync(request);
            return response.AssociationId;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceId")
            {
                _logger.LogError(
                    $"InstanceId is invalid, unable to associate address.
{ec2Exception.Message}");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while associating the Elastic IP.:
{ex.Message}");
            throw;
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[AssociateAddress](#)中的。

AuthorizeSecurityGroupIngress

以下代码示例演示了如何使用 AuthorizeSecurityGroupIngress。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Authorize the local computer ingress to EC2 instances associated
/// with the virtual private cloud (VPC) security group.
/// </summary>
/// <param name="groupName">The name of the security group.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> AuthorizeSecurityGroupIngress(string groupName)
{
    try
    {
        // Get the IP address for the local computer.
        var ipAddress = await GetIpAddress();
        Console.WriteLine($"Your IP address is: {ipAddress}");
        var ipRanges =
            new List<IpRange> { new IpRange { CidrIp = $"{ipAddress}/32" } };
        var permission = new IpPermission
        {
            Ipv4Ranges = ipRanges,
            IpProtocol = "tcp",
            FromPort = 22,
            ToPort = 22
        };
        var permissions = new List<IpPermission> { permission };
        var response = await _amazonEC2.AuthorizeSecurityGroupIngressAsync(
            new AuthorizeSecurityGroupIngressRequest(groupName, permissions));
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidPermission.Duplicate")
        {
            _logger.LogError(
                $"The ingress rule already exists. {ec2Exception.Message}");
        }
    }
}
```



```

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while authorizing ingress.: {ex.Message}");
        throw;
    }
}

/// <summary>
/// Authorize the local computer for ingress to
/// the Amazon EC2 SecurityGroup.
/// </summary>
/// <returns>The IPv4 address of the computer running the scenario.</returns>
private static async Task<string> GetIpAddress()
{
    var httpClient = new HttpClient();
    var ipString = await httpClient.GetStringAsync("https://
checkip.amazonaws.com");

    // The IP address is returned with a new line
    // character on the end. Trim off the whitespace and
    // return the value to the caller.
    return ipString.Trim();
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AuthorizeSecurityGroupIngress](#) 中的。

CreateKeyPair

以下代码示例演示了如何使用 CreateKeyPair。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create an Amazon EC2 key pair with a specified name.
/// </summary>
/// <param name="keyPairName">The name for the new key pair.</param>
/// <returns>The Amazon EC2 key pair created.</returns>
public async Task<KeyPair?> CreateKeyPair(string keyPairName)
{
    try
    {
        var request = new CreateKeyPairRequest { KeyName = keyPairName, };

        var response = await _amazonEC2.CreateKeyPairAsync(request);

        var kp = response.KeyPair;
        // Return the key pair so it can be saved if needed.

        // Wait until the key pair exists.
        int retries = 5;
        while (retries-- > 0)
        {
            Console.WriteLine($"Checking for new KeyPair {keyPairName}...");
            var keyPairs = await DescribeKeyPairs(keyPairName);
            if (keyPairs.Any())
            {
                return kp;
            }

            Thread.Sleep(5000);
            retries--;
        }
        _logger.LogError($"Unable to find newly created KeyPair {keyPairName}.");
        throw new DoesNotExistException("KeyPair not found");
    }
}
```

```

        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidKeyPair.Duplicate")
            {
                _logger.LogError(
                    $"A key pair called {keyPairName} already exists.");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while creating the key pair.: {ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Save KeyPair information to a temporary file.
    /// </summary>
    /// <param name="keyPair">The name of the key pair.</param>
    /// <returns>The full path to the temporary file.</returns>
    public string SaveKeyPair(KeyPair keyPair)
    {
        var tempPath = Path.GetTempPath();
        var tempFileName = $"{tempPath}\\{Path.GetRandomFileName()}";
        var pemFileName = Path.ChangeExtension(tempFileName, "pem");

        // Save the key pair to a file in a temporary folder.
        using var stream = new FileStream(pemFileName, FileMode.Create);
        using var writer = new StreamWriter(stream);
        writer.WriteLine(keyPair.KeyMaterial);

        return pemFileName;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateKeyPair](#)中的。

CreateLaunchTemplate

以下代码示例演示了如何使用 CreateLaunchTemplate。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Creates an Amazon EC2 launch template to use with Amazon EC2 Auto Scaling.
    /// The launch template specifies a Bash script in its user data field that runs
    after
    /// the instance is started. This script installs the Python packages and starts
    a Python
    /// web server on the instance.
    /// </summary>
    /// <param name="startupScriptPath">The path to a Bash script file that is
    run.</param>
    /// <param name="instancePolicyPath">The path to a permissions policy to create
    and attach to the profile.</param>
    /// <returns>The template object.</returns>
    public async Task<Amazon.EC2.Model.LaunchTemplate> CreateTemplate(string
    startupScriptPath, string instancePolicyPath)
    {
        try
        {
            await CreateKeyPair(_keyPairName);
            await CreateInstanceProfileWithName(_instancePolicyName,
            _instanceRoleName,
                _instanceProfileName, instancePolicyPath);

            var startServerText = await File.ReadAllTextAsync(startupScriptPath);
            var plainTextBytes =
            System.Text.Encoding.UTF8.GetBytes(startServerText);

            var amiLatest = await _amazonSsm.GetParameterAsync(
                new GetParameterRequest() { Name = _amiParam });
            var amiId = amiLatest.Parameter.Value;
            var launchTemplateResponse = await _amazonEc2.CreateLaunchTemplateAsync(
                new CreateLaunchTemplateRequest()
                {
                    LaunchTemplateName = _launchTemplateName,

```

```

        LaunchTemplateData = new RequestLaunchTemplateData()
        {
            InstanceType = _instanceType,
            ImageId = amiId,
            IamInstanceProfile =
                new

LaunchTemplateIamInstanceProfileSpecificationRequest()
            {
                Name = _instanceProfileName
            },
            KeyName = _keyPairName,
            UserData = System.Convert.ToBase64String(plainTextBytes)
        }
    });
    return launchTemplateResponse.LaunchTemplate;
}
catch (AmazonEC2Exception ec2Exception)
{
    if (ec2Exception.ErrorCode ==
        "InvalidLaunchTemplateName.AlreadyExistsException")
    {
        _logger.LogError($"Could not create the template, the name
{_launchTemplateName} already exists. " +
            $"Please try again with a unique name.");
    }

    throw;
}
catch (Exception ex)
{
    _logger.LogError($"An error occurred while creating the template.:
{ex.Message}");
    throw;
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateLaunchTemplate](#)中的。

CreateSecurityGroup

以下代码示例演示了如何使用 CreateSecurityGroup。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create an Amazon EC2 security group with a specified name and description.
/// </summary>
/// <param name="groupName">The name for the new security group.</param>
/// <param name="groupDescription">A description of the new security group.</
param>
/// <returns>The group Id of the new security group.</returns>
public async Task<string> CreateSecurityGroup(string groupName, string
groupDescription)
{
    try
    {
        var response = await _amazonEC2.CreateSecurityGroupAsync(
            new CreateSecurityGroupRequest(groupName, groupDescription));

        // Wait until the security group exists.
        int retries = 5;
        while (retries-- > 0)
        {
            var groups = await DescribeSecurityGroups(response.GroupId);
            if (groups.Any())
            {
                return response.GroupId;
            }

            Thread.Sleep(5000);
            retries--;
        }
        _logger.LogError($"Unable to find newly created group {groupName}.");
        throw new DoesNotExistException("security group not found");
    }
}
```

```
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "ResourceAlreadyExists")
            {
                _logger.LogError(
                    $"A security group with the name {groupName} already exists.
{ec2Exception.Message}");
            }
            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while creating the security group.:
{ex.Message}");
            throw;
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateSecurityGroup](#)中的。

DeleteKeyPair

以下代码示例演示了如何使用 DeleteKeyPair。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an Amazon EC2 key pair.
/// </summary>
/// <param name="keyPairName">The name of the key pair to delete.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteKeyPair(string keyPairName)
```

```

    {
        try
        {
            await _amazonEC2.DeleteKeyPairAsync(new
DeleteKeyPairRequest(keyPairName)).ConfigureAwait(false);
            return true;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidKeyPair.NotFound")
            {
                _logger.LogError($"KeyPair {keyPairName} does not exist and cannot
be deleted. Please verify the key pair name and try again.");
            }

            return false;
        }
        catch (Exception ex)
        {
            Console.WriteLine($"Couldn't delete the key pair because:
{ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Delete the temporary file where the key pair information was saved.
    /// </summary>
    /// <param name="tempFileName">The path to the temporary file.</param>
    public void DeleteTempFile(string tempFileName)
    {
        if (File.Exists(tempFileName))
        {
            File.Delete(tempFileName);
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteKeyPair](#)中的。

DeleteLaunchTemplate

以下代码示例演示了如何使用 DeleteLaunchTemplate。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete a launch template by name.
/// </summary>
/// <param name="templateName">The name of the template to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteTemplateByName(string templateName)
{
    try
    {
        await _amazonEc2.DeleteLaunchTemplateAsync(
            new DeleteLaunchTemplateRequest()
            {
                LaunchTemplateName = templateName
            });
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode ==
            "InvalidLaunchTemplateName.NotFoundException")
        {
            _logger.LogError(
                $"Could not delete the template, the name {_launchTemplateName}
was not found.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError($"An error occurred while deleting the template.:
{ex.Message}");
        throw;
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteLaunchTemplate](#) 中的。

DeleteSecurityGroup

以下代码示例演示了如何使用 DeleteSecurityGroup。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an Amazon EC2 security group.
/// </summary>
/// <param name="groupName">The name of the group to delete.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteSecurityGroup(string groupId)
{
    try
    {
        var response =
            await _amazonEC2.DeleteSecurityGroupAsync(
                new DeleteSecurityGroupRequest { GroupId = groupId });
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidGroup.NotFound")
        {
            _logger.LogError(
                $"Security Group {groupId} does not exist and cannot be deleted.
Please verify the ID and try again.");
        }

        return false;
    }
}
```

```

    }
    catch (Exception ex)
    {
        Console.WriteLine($"Couldn't delete the security group because:
{ex.Message}");
        return false;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteSecurityGroup](#) 中的。

DescribeAvailabilityZones

以下代码示例演示了如何使用 DescribeAvailabilityZones。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Get a list of Availability Zones in the AWS Region of the Amazon EC2 Client.
/// </summary>
/// <returns>A list of availability zones.</returns>
public async Task<List<string>> DescribeAvailabilityZones()
{
    try
    {
        var zoneResponse = await _amazonEc2.DescribeAvailabilityZonesAsync(
            new DescribeAvailabilityZonesRequest());
        return zoneResponse.AvailabilityZones.Select(z => z.ZoneName).ToList();
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        _logger.LogError($"An Amazon EC2 error occurred while listing
availability zones.: {ec2Exception.Message}");
        throw;
    }
}

```

```

        catch (Exception ex)
        {
            _logger.LogError($"An error occurred while listing availability zones.:
{ex.Message}");
            throw;
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeAvailabilityZones](#) 中的。

DescribeIamInstanceProfileAssociations

以下代码示例演示了如何使用 DescribeIamInstanceProfileAssociations。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Get the instance profile association data for an instance.
/// </summary>
/// <param name="instanceId">The Id of the instance.</param>
/// <returns>Instance profile associations data.</returns>
public async Task<IamInstanceProfileAssociation> GetInstanceProfile(string
instanceId)
{
    try
    {
        var response = await
        _amazonEc2.DescribeIamInstanceProfileAssociationsAsync(
            new DescribeIamInstanceProfileAssociationsRequest()
            {
                Filters = new List<Amazon.EC2.Model.Filter>()
                {
                    new("instance-id", new List<string>() { instanceId })
                }
            }
        );
    }
    catch { }
}

```

```

        },
    });
    return response.IamInstanceProfileAssociations[0];
}
catch (AmazonEC2Exception ec2Exception)
{
    if (ec2Exception.ErrorCode == "InvalidInstanceID.NotFound")
    {
        _logger.LogError(ec2Exception, $"Instance {instanceId} not found");
    }

    throw;
}
catch (Exception ex)
{
    _logger.LogError(ex, $"An error occurred while creating the template.: {ex.Message}");
    throw;
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeIamInstanceProfileAssociations](#) 中的。

DescribeInstanceTypes

以下代码示例演示了如何使用 DescribeInstanceTypes。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Describe the instance types available.
/// </summary>
/// <returns>A list of instance type information.</returns>

```

```

    public async Task<List<InstanceTypeInfo>>
DescribeInstanceTypes(ArchitectureValues architecture)
    {
        try
        {
            var request = new DescribeInstanceTypesRequest();

            var filters = new List<Filter>
            {
                new Filter("processor-info.supported-architecture",
                    new List<string> { architecture.ToString() })
            };
            filters.Add(new Filter("instance-type", new() { "*.micro",
                "*.small" }));

            request.Filters = filters;
            var instanceTypes = new List<InstanceTypeInfo>();

            var paginator = _amazonEC2.Paginators.DescribeInstanceTypes(request);
            await foreach (var instanceType in paginator.InstanceTypes)
            {
                instanceTypes.Add(instanceType);
            }

            return instanceTypes;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidParameterValue")
            {
                _logger.LogError(
                    $"Parameters are invalid. Ensure architecture and size strings
conform to DescribeInstanceTypes API reference.");
            }

            throw;
        }
        catch (Exception ex)
        {
            Console.WriteLine($"Couldn't delete the security group because:
{ex.Message}");
            throw;
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeInstanceTypes](#) 中的。

DescribeInstances

以下代码示例演示了如何使用 DescribeInstances。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information about EC2 instances with a particular state.
/// </summary>
/// <param name="tagName">The name of the tag to filter on.</param>
/// <param name="tagValue">The value of the tag to look for.</param>
/// <returns>True if successful.</returns>
public async Task<bool> GetInstancesWithState(string state)
{
    try
    {
        // Filters the results of the instance list.
        var filters = new List<Filter>
        {
            new Filter
            {
                Name = $"instance-state-name",
                Values = new List<string> { state, },
            },
        };
        var request = new DescribeInstancesRequest { Filters = filters, };

        Console.WriteLine($"\\nShowing instances with state {state}");
        var paginator = _amazonEC2.Paginators.DescribeInstances(request);
    }
}
```

```

        await foreach (var response in paginator.Responses)
        {
            foreach (var reservation in response.Reservations)
            {
                foreach (var instance in reservation.Instances)
                {
                    Console.Write($"Instance ID: {instance.InstanceId} ");
                    Console.WriteLine($"\\tCurrent State:
{instance.State.Name}");
                }
            }
        }

        return true;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidParameterValue")
        {
            _logger.LogError(
                $"Invalid parameter value for filtering instances.");
        }

        return false;
    }
    catch (Exception ex)
    {
        Console.WriteLine($"Couldn't list instances because: {ex.Message}");
        return false;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeInstances](#) 中的。

DescribeKeyPairs

以下代码示例演示了如何使用 DescribeKeyPairs。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information about an Amazon EC2 key pair.
/// </summary>
/// <param name="keyPairName">The name of the key pair.</param>
/// <returns>A list of key pair information.</returns>
public async Task<List<KeyPairInfo>> DescribeKeyPairs(string keyPairName)
{
    try
    {
        var request = new DescribeKeyPairsRequest();
        if (!string.IsNullOrEmpty(keyPairName))
        {
            request = new DescribeKeyPairsRequest
            {
                KeyNames = new List<string> { keyPairName }
            };
        }

        var response = await _amazonEC2.DescribeKeyPairsAsync(request);
        return response.KeyPairs.ToList();
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidKeyPair.NotFound")
        {
            _logger.LogError(
                $"A key pair called {keyPairName} does not exist.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(
```

```

        $"An error occurred while describing the key pair.: {ex.Message}");
        throw;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeKeyPairs](#) 中的。

DescribeSecurityGroups

以下代码示例演示了如何使用 DescribeSecurityGroups。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Retrieve information for one or all Amazon EC2 security group.
/// </summary>
/// <param name="groupId">The optional Id of a specific Amazon EC2 security
group.</param>
/// <returns>A list of security group information.</returns>
public async Task<List<SecurityGroup>> DescribeSecurityGroups(string groupId)
{
    try
    {
        var securityGroups = new List<SecurityGroup>();
        var request = new DescribeSecurityGroupsRequest();

        if (!string.IsNullOrEmpty(groupId))
        {
            var groupIds = new List<string> { groupId };
            request.GroupIds = groupIds;
        }

        var paginatorForSecurityGroups =
            _amazonEC2.Paginators.DescribeSecurityGroups(request);
    }
}

```

```

        await foreach (var securityGroup in
paginatorForSecurityGroups.SecurityGroups)
        {
            securityGroups.Add(securityGroup);
        }

        return securityGroups;

    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidGroup.NotFound")
        {
            _logger.LogError(
                $"A security group {groupId} does not exist.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while listing security groups. {ex.Message}");
        throw;
    }
}

/// <summary>
/// Display the information returned by the call to
/// DescribeSecurityGroupsAsync.
/// </summary>
/// <param name="securityGroup">A list of security group information.</param>
public void DisplaySecurityGroupInfoAsync(SecurityGroup securityGroup)
{
    Console.WriteLine($"{securityGroup.GroupName}");
    Console.WriteLine("Ingress permissions:");
    securityGroup.IpPermissions.ForEach(permission =>
    {
        Console.WriteLine($"    \tFromPort: {permission.FromPort}");
        Console.WriteLine($"    \tIpProtocol: {permission.IpProtocol}");

        Console.WriteLine($"    \tIpv4Ranges: ");
    });
}

```

```

        permission.Ipv4Ranges.ForEach(range => { Console.Write($"{range.CidrIp}
"); });

        Console.WriteLine($"\\n\\tIpv6Ranges:");
        permission.Ipv6Ranges.ForEach(range =>
{ Console.Write($"{range.CidrIpv6} "); });

        Console.WriteLine($"\\n\\tPrefixListIds: ");
        permission.PrefixListIds.ForEach(id => Console.Write($"{id.Id} "));

        Console.WriteLine($"\\n\\tTo Port: {permission.ToPort}");
    });
    Console.WriteLine("Egress permissions:");
    securityGroup.IpPermissionsEgress.ForEach(permission =>
    {
        Console.WriteLine($"\\tFromPort: {permission.FromPort}");
        Console.WriteLine($"\\tIpProtocol: {permission.IpProtocol}");

        Console.WriteLine($"\\tIpv4Ranges: ");
        permission.Ipv4Ranges.ForEach(range => { Console.Write($"{range.CidrIp}
"); });

        Console.WriteLine($"\\n\\tIpv6Ranges:");
        permission.Ipv6Ranges.ForEach(range =>
{ Console.Write($"{range.CidrIpv6} "); });

        Console.WriteLine($"\\n\\tPrefixListIds: ");
        permission.PrefixListIds.ForEach(id => Console.Write($"{id.Id} "));

        Console.WriteLine($"\\n\\tTo Port: {permission.ToPort}");
    });
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeSecurityGroups](#)中的。

DescribeSubnets

以下代码示例演示了如何使用 DescribeSubnets。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get all the subnets for a Vpc in a set of availability zones.
/// </summary>
/// <param name="vpcId">The Id of the Vpc.</param>
/// <param name="availabilityZones">The list of availability zones.</param>
/// <returns>The collection of subnet objects.</returns>
public async Task<List<Subnet>> GetAllVpcSubnetsForZones(string vpcId,
List<string> availabilityZones)
{
    try
    {
        var subnets = new List<Subnet>();
        var subnetPaginator = _amazonEc2.Paginators.DescribeSubnets(
            new DescribeSubnetsRequest()
            {
                Filters = new List<Amazon.EC2.Model.Filter>()
                {
                    new("vpc-id", new List<string>() { vpcId }),
                    new("availability-zone", availabilityZones),
                    new("default-for-az", new List<string>() { "true" })
                }
            });

        // Get the entire list using the paginator.
        await foreach (var subnet in subnetPaginator.Subnets)
        {
            subnets.Add(subnet);
        }

        return subnets;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidVpcID.NotFound")
    }
```

```

        {
            _logger.LogError(ec2Exception, $"The specified VPC ID {vpcId} does
not exist.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while describing the subnets.:
{ex.Message}");
        throw;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeSubnets](#) 中的。

DescribeVpcs

以下代码示例演示了如何使用 DescribeVpcs。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Get the default VPC for the account.
/// </summary>
/// <returns>The default VPC object.</returns>
public async Task<Vpc> GetDefaultVpc()
{
    try
    {
        var vpcResponse = await _amazonEc2.DescribeVpcsAsync(
            new DescribeVpcsRequest()
            {

```

```

        Filters = new List<Amazon.EC2.Model.Filter>()
        {
            new("is-default", new List<string>() { "true" })
        }
    });
    return vpcResponse.Vpcs[0];
}
catch (AmazonEC2Exception ec2Exception)
{
    if (ec2Exception.ErrorCode == "UnauthorizedOperation")
    {
        _logger.LogError(ec2Exception, $"You do not have the necessary
permissions to describe VPCs.");
    }

    throw;
}
catch (Exception ex)
{
    _logger.LogError(ex, $"An error occurred while describing the vpcs.:
{ex.Message}");
    throw;
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeVpcs](#) 中的。

DisassociateAddress

以下代码示例演示了如何使用 DisassociateAddress。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
```

```

    /// Disassociate an Elastic IP address from an EC2 instance.
    /// </summary>
    /// <param name="associationId">The association Id.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DisassociateIp(string associationId)
    {
        try
        {
            var response = await _amazonEC2.DisassociateAddressAsync(
                new DisassociateAddressRequest { AssociationId = associationId });
            return response.HttpStatusCode == HttpStatusCode.OK;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidAssociationID.NotFound")
            {
                _logger.LogError(
                    $"AssociationId is invalid, unable to disassociate address.
{ec2Exception.Message}");
            }

            return false;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while disassociating the Elastic IP.:
{ex.Message}");
            return false;
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DisassociateAddress](#)中的。

RebootInstances

以下代码示例演示了如何使用 RebootInstances。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

按实例的 ID 重启实例。

```
/// <summary>
/// Reboot a specific EC2 instance.
/// </summary>
/// <param name="ec2InstanceId">The instance Id of the instance that will be
rebooted.</param>
/// <returns>Async Task.</returns>
public async Task<bool> RebootInstances(string ec2InstanceId)
{
    try
    {
        var request = new RebootInstancesRequest
        {
            InstanceIds = new List<string> { ec2InstanceId },
        };

        await _amazonEC2.RebootInstancesAsync(request);

        // Wait for the instance to be running.
        Console.WriteLine("Waiting for the instance to start.");
        await WaitForInstanceState(ec2InstanceId, InstanceStateName.Running);

        return true;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidInstanceId")
        {
            _logger.LogError(
                $"InstanceId {ec2InstanceId} is invalid, unable to reboot.
{ec2Exception.Message}");
        }
        return false;
    }
}
```

```

        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while rebooting the instance {ec2InstanceId}.:
{ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Wait until an EC2 instance is in a specified state.
    /// </summary>
    /// <param name="instanceId">The instance Id.</param>
    /// <param name="stateName">The state to wait for.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> WaitForInstanceState(string instanceId,
InstanceStateName stateName)
    {
        var request = new DescribeInstancesRequest
        {
            InstanceIds = new List<string> { instanceId }
        };

        // Wait until the instance is in the specified state.
        var hasState = false;
        do
        {
            // Wait 5 seconds.
            Thread.Sleep(5000);

            // Check for the desired state.
            var response = await _amazonEC2.DescribeInstancesAsync(request);
            var instance = response.Reservations[0].Instances[0];
            hasState = instance.State.Name == stateName;
            Console.Write(". ");
        } while (!hasState);

        return hasState;
    }
}

```

替换实例的配置文件、重启并重新启动 Web 服务器。

```

    /// <summary>
    /// Replace the profile associated with a running instance. After the profile is
    replaced, the instance
    /// is rebooted to ensure that it uses the new profile. When the instance is
    ready, Systems Manager is
    /// used to restart the Python web server.
    /// </summary>
    /// <param name="instanceId">The Id of the instance to update.</param>
    /// <param name="credsProfileName">The name of the new profile to associate with
    the specified instance.</param>
    /// <param name="associationId">The Id of the existing profile association for
    the instance.</param>
    /// <returns>Async task.</returns>
    public async Task ReplaceInstanceProfile(string instanceId, string
    credsProfileName, string associationId)
    {
        try
        {
            await _amazonEc2.ReplaceIamInstanceProfileAssociationAsync(
                new ReplaceIamInstanceProfileAssociationRequest()
                {
                    AssociationId = associationId,
                    IamInstanceProfile = new IamInstanceProfileSpecification()
                    {
                        Name = credsProfileName
                    }
                });
            // Allow time before resetting.
            Thread.Sleep(25000);

            await _amazonEc2.RebootInstancesAsync(
                new RebootInstancesRequest(new List<string>() { instanceId }));
            Thread.Sleep(25000);
            var instanceReady = false;
            var retries = 5;
            while (retries-- > 0 && !instanceReady)
            {
                var instancesPaginator =
                    _amazonSsm.Paginators.DescribeInstanceInformation(
                        new DescribeInstanceInformationRequest());
                // Get the entire list using the paginator.
                await foreach (var instance in
                    instancesPaginator.InstanceInformationList)

```

```

        {
            instanceReady = instance.InstanceId == instanceId;
            if (instanceReady)
            {
                break;
            }
        }
    }
    Console.WriteLine("Waiting for instance to be running.");
    await WaitForInstanceState(instanceId, InstanceStateName.Running);
    Console.WriteLine("Instance ready.");
    Console.WriteLine($"Sending restart command to instance {instanceId}");
    await _amazonSsm.SendCommandAsync(
        new SendCommandRequest()
        {
            InstanceIds = new List<string>() { instanceId },
            DocumentName = "AWS-RunShellScript",
            Parameters = new Dictionary<string, List<string>>()
            {
                {
                    "commands",
                    new List<string>() { "cd / && sudo python3 server.py"
80" }
                }
            }
        });
    Console.WriteLine($"Restarted the web server on instance {instanceId}");
}
catch (AmazonEC2Exception ec2Exception)
{
    if (ec2Exception.ErrorCode == "InvalidInstanceID.NotFound")
    {
        _logger.LogError(ec2Exception, $"Instance {instanceId} not found");
    }

    throw;
}
catch (Exception ex)
{
    _logger.LogError(ex, $"An error occurred while replacing the template.:
{ex.Message}");
    throw;
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [RebootInstances](#) 中的。

ReleaseAddress

以下代码示例演示了如何使用 ReleaseAddress。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Release an Elastic IP address. After the Elastic IP address is released,
/// it can no longer be used.
/// </summary>
/// <param name="allocationId">The allocation Id of the Elastic IP address.</
param>
/// <returns>True if successful.</returns>
public async Task<bool> ReleaseAddress(string allocationId)
{
    try
    {
        var request = new ReleaseAddressRequest { AllocationId = allocationId };

        var response = await _amazonEC2.ReleaseAddressAsync(request);
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidAllocationID.NotFound")
        {
            _logger.LogError(
                $"AllocationId {allocationId} was not found.
{ec2Exception.Message}");
        }

        return false;
    }
}
```

```

    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while releasing the AllocationId
{allocationId}.: {ex.Message}");
        return false;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ReleaseAddress](#)中的。

ReplaceIamInstanceProfileAssociation

以下代码示例演示了如何使用 ReplaceIamInstanceProfileAssociation。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Replace the profile associated with a running instance. After the profile is
    replaced, the instance
    /// is rebooted to ensure that it uses the new profile. When the instance is
    ready, Systems Manager is
    /// used to restart the Python web server.
    /// </summary>
    /// <param name="instanceId">The Id of the instance to update.</param>
    /// <param name="credsProfileName">The name of the new profile to associate with
    the specified instance.</param>
    /// <param name="associationId">The Id of the existing profile association for
    the instance.</param>
    /// <returns>Async task.</returns>
    public async Task ReplaceInstanceProfile(string instanceId, string
    credsProfileName, string associationId)
    {
        try

```

```

{
    await _amazonEc2.ReplaceIamInstanceProfileAssociationAsync(
        new ReplaceIamInstanceProfileAssociationRequest()
        {
            AssociationId = associationId,
            IamInstanceProfile = new IamInstanceProfileSpecification()
            {
                Name = credsProfileName
            }
        });
    // Allow time before resetting.
    Thread.Sleep(25000);

    await _amazonEc2.RebootInstancesAsync(
        new RebootInstancesRequest(new List<string>() { instanceId }));
    Thread.Sleep(25000);
    var instanceReady = false;
    var retries = 5;
    while (retries-- > 0 && !instanceReady)
    {
        var instancesPaginator =
            _amazonSsm.Paginators.DescribeInstanceInformation(
                new DescribeInstanceInformationRequest());
        // Get the entire list using the paginator.
        await foreach (var instance in
instancesPaginator.InstanceInformationList)
        {
            instanceReady = instance.InstanceId == instanceId;
            if (instanceReady)
            {
                break;
            }
        }
    }
    Console.WriteLine("Waiting for instance to be running.");
    await WaitForInstanceState(instanceId, InstanceStateName.Running);
    Console.WriteLine("Instance ready.");
    Console.WriteLine($"Sending restart command to instance {instanceId}");
    await _amazonSsm.SendCommandAsync(
        new SendCommandRequest()
        {
            InstanceIds = new List<string>() { instanceId },
            DocumentName = "AWS-RunShellScript",
            Parameters = new Dictionary<string, List<string>>()

```

```

        {
            {
                "commands",
                new List<string>() { "cd / && sudo python3 server.py
80" }
            }
        }
    });
    Console.WriteLine($"Restarted the web server on instance {instanceId}");
}
catch (AmazonEC2Exception ec2Exception)
{
    if (ec2Exception.ErrorCode == "InvalidInstanceID.NotFound")
    {
        _logger.LogError(ec2Exception, $"Instance {instanceId} not found");
    }

    throw;
}
catch (Exception ex)
{
    _logger.LogError(ex, $"An error occurred while replacing the template.:
{ex.Message}");
    throw;
}
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ReplaceIamInstanceProfileAssociation](#) 中的。

RunInstances

以下代码示例演示了如何使用 RunInstances。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。


```

    /// <summary>
    /// Create and run an EC2 instance.
    /// </summary>
    /// <param name="ImageId">The image Id of the image used as a basis for the
    /// EC2 instance.</param>
    /// <param name="instanceType">The instance type of the EC2 instance to
create.</param>
    /// <param name="keyName">The name of the key pair to associate with the
    /// instance.</param>
    /// <param name="groupId">The Id of the Amazon EC2 security group that will be
    /// allowed to interact with the new EC2 instance.</param>
    /// <returns>The instance Id of the new EC2 instance.</returns>
    public async Task<string> RunInstances(string imageId, string instanceType,
string keyName, string groupId)
    {
        try
        {
            var request = new RunInstancesRequest
            {
                ImageId = imageId,
                InstanceType = instanceType,
                KeyName = keyName,
                MinCount = 1,
                MaxCount = 1,
                SecurityGroupIds = new List<string> { groupId }
            };
            var response = await _amazonEC2.RunInstancesAsync(request);
            var instanceId = response.Reservation.Instances[0].InstanceId;

            Console.WriteLine("Waiting for the instance to start.");
            await WaitForInstanceState(instanceId, InstanceStateName.Running);

            return instanceId;
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidGroupId.NotFound")
            {
                _logger.LogError(
                    $"GroupId {groupId} was not found. {ec2Exception.Message}");
            }

            throw;
        }
    }

```

```
    }  
    catch (Exception ex)  
    {  
        _logger.LogError(  
            $"An error occurred while running the instance.: {ex.Message}");  
        throw;  
    }  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[RunInstances](#)中的。

StartInstances

以下代码示例演示了如何使用 StartInstances。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>  
/// Start an EC2 instance.  
/// </summary>  
/// <param name="ec2InstanceId">The instance Id of the Amazon EC2 instance  
/// to start.</param>  
/// <returns>Async task.</returns>  
public async Task StartInstances(string ec2InstanceId)  
{  
    try  
    {  
        var request = new StartInstancesRequest  
        {  
            InstanceIds = new List<string> { ec2InstanceId },  
        };  
  
        await _amazonEC2.StartInstancesAsync(request);  
    }  
}
```

```

        Console.WriteLine("Waiting for instance to start. ");
        await WaitForInstanceState(ec2InstanceId, InstanceStateName.Running);
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidInstanceId")
        {
            _logger.LogError(
                $"InstanceId is invalid, unable to start.
{ec2Exception.Message}");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while starting the instance.: {ex.Message}");
        throw;
    }
}

/// <summary>
/// Wait until an EC2 instance is in a specified state.
/// </summary>
/// <param name="instanceId">The instance Id.</param>
/// <param name="stateName">The state to wait for.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> WaitForInstanceState(string instanceId,
InstanceStateName stateName)
{
    var request = new DescribeInstancesRequest
    {
        InstanceIds = new List<string> { instanceId }
    };

    // Wait until the instance is in the specified state.
    var hasState = false;
    do
    {
        // Wait 5 seconds.
        Thread.Sleep(5000);

        // Check for the desired state.

```

```

        var response = await _amazonEC2.DescribeInstancesAsync(request);
        var instance = response.Reservations[0].Instances[0];
        hasState = instance.State.Name == stateName;
        Console.WriteLine(". ");
    } while (!hasState);

    return hasState;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[StartInstances](#)中的。

StopInstances

以下代码示例演示了如何使用 StopInstances。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Stop an EC2 instance.
/// </summary>
/// <param name="ec2InstanceId">The instance Id of the EC2 instance to
/// stop.</param>
/// <returns>Async task.</returns>
public async Task StopInstances(string ec2InstanceId)
{
    try
    {
        var request = new StopInstancesRequest
        {
            InstanceIds = new List<string> { ec2InstanceId },
        };

        await _amazonEC2.StopInstancesAsync(request);
        Console.WriteLine("Waiting for the instance to stop.");
    }
}

```

```

        await WaitForInstanceState(ec2InstanceId, InstanceStateName.Stopped);

        Console.WriteLine("\nThe instance has stopped.");
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidInstanceId")
        {
            _logger.LogError(
                $"InstanceId is invalid, unable to stop.
{ec2Exception.Message}");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while stopping the instance.: {ex.Message}");
        throw;
    }
}

/// <summary>
/// Wait until an EC2 instance is in a specified state.
/// </summary>
/// <param name="instanceId">The instance Id.</param>
/// <param name="stateName">The state to wait for.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> WaitForInstanceState(string instanceId,
InstanceStateName stateName)
{
    var request = new DescribeInstancesRequest
    {
        InstanceIds = new List<string> { instanceId }
    };

    // Wait until the instance is in the specified state.
    var hasState = false;
    do
    {
        // Wait 5 seconds.
        Thread.Sleep(5000);
    }

```

```

        // Check for the desired state.
        var response = await _amazonEC2.DescribeInstancesAsync(request);
        var instance = response.Reservations[0].Instances[0];
        hasState = instance.State.Name == stateName;
        Console.WriteLine(". ");
    } while (!hasState);

    return hasState;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [StopInstances](#) 中的。

TerminateInstances

以下代码示例演示了如何使用 TerminateInstances。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Terminate an EC2 instance.
/// </summary>
/// <param name="ec2InstanceId">The instance Id of the EC2 instance
/// to terminate.</param>
/// <returns>Async task.</returns>
public async Task<List<InstanceStateChange>> TerminateInstances(string
ec2InstanceId)
{
    try
    {
        var request = new TerminateInstancesRequest
        {
            InstanceIds = new List<string> { ec2InstanceId }
        };
    }
}

```

```

        var response = await _amazonEC2.TerminateInstancesAsync(request);
        Console.WriteLine("Waiting for the instance to terminate.");
        await WaitForInstanceState(ec2InstanceId, InstanceStateName.Terminated);

        Console.WriteLine($"\\nThe instance {ec2InstanceId} has been
terminated.");
        return response.TerminatingInstances;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidInstanceId")
        {
            _logger.LogError(
                $"InstanceId is invalid, unable to terminate.
{ec2Exception.Message}");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while terminating the instance.: {ex.Message}");
        throw;
    }
}

/// <summary>
/// Wait until an EC2 instance is in a specified state.
/// </summary>
/// <param name="instanceId">The instance Id.</param>
/// <param name="stateName">The state to wait for.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> WaitForInstanceState(string instanceId,
InstanceStateName stateName)
{
    var request = new DescribeInstancesRequest
    {
        InstanceIds = new List<string> { instanceId }
    };

    // Wait until the instance is in the specified state.
    var hasState = false;
    do

```

```
{  
    // Wait 5 seconds.  
    Thread.Sleep(5000);  
  
    // Check for the desired state.  
    var response = await _amazonEC2.DescribeInstancesAsync(request);  
    var instance = response.Reservations[0].Instances[0];  
    hasState = instance.State.Name == stateName;  
    Console.Write(". ");  
} while (!hasState);  
  
return hasState;  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [TerminateInstances](#) 中的。

场景

构建和管理弹性服务

以下代码示例演示了如何创建可返回书籍、电影和歌曲推荐的负载均衡的 Web 服务。该示例演示服务如何响应故障，以及如何重组服务以提高故障发生时的弹性。

- 使用 Amazon A EC2 uto Scaling 组根据启动模板创建亚马逊弹性计算云 (Amazon EC2) 实例，并将实例数量保持在指定范围内。
- 使用弹性负载均衡处理和分发 HTTP 请求。
- 监控自动扩缩组中实例的运行状况，并仅将请求转发到运行状况良好的实例。
- 在每个 EC2 实例上运行 Python 网络服务器来处理 HTTP 请求。Web 服务器以建议和运行状况检查作为响应。
- 使用 Amazon DynamoDB 表模拟推荐服务。
- 通过更新 AWS Systems Manager 参数来控制 Web 服务器对请求和运行状况检查的响应。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```
static async Task Main(string[] args)
{
    _configuration = new ConfigurationBuilder()
        .SetBasePath(Directory.GetCurrentDirectory())
        .AddJsonFile("settings.json") // Load settings from .json file.
        .AddJsonFile("settings.local.json",
            true) // Optionally, load local settings.
        .Build();

    // Set up dependency injection for the AWS services.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
            logging.AddFilter("System", LogLevel.Debug)
                .AddFilter<DebugLoggerProvider>("Microsoft",
                    LogLevel.Information)
                .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
        .ConfigureServices((_, services) =>
            services.AddAWSService<IAmazonIdentityManagementService>()
                .AddAWSService<IAmazonDynamoDB>()
                .AddAWSService<IAmazonElasticLoadBalancingV2>()
                .AddAWSService<IAmazonSimpleSystemsManagement>()
                .AddAWSService<IAmazonAutoScaling>()
                .AddAWSService<IAmazonEC2>()
                .AddTransient<AutoScalerWrapper>()
                .AddTransient<ElasticLoadBalancerWrapper>()
                .AddTransient<SmParameterWrapper>()
                .AddTransient<Recommendations>()
                .AddSingleton<IConfiguration>(_configuration)
            )
        .Build();

    ServicesSetup(host);
}
```

```

        ResourcesSetup();

        try
        {
            Console.WriteLine(new string('-', 80));
            Console.WriteLine("Welcome to the Resilient Architecture Example
Scenario.");
            Console.WriteLine(new string('-', 80));
            await Deploy(true);

            Console.WriteLine("Now let's begin the scenario.");
            Console.WriteLine(new string('-', 80));
            await Demo(true);

            Console.WriteLine(new string('-', 80));
            Console.WriteLine("Finally, let's clean up our resources.");
            Console.WriteLine(new string('-', 80));

            await DestroyResources(true);

            Console.WriteLine(new string('-', 80));
            Console.WriteLine("Resilient Architecture Example Scenario is
complete.");
            Console.WriteLine(new string('-', 80));
        }
        catch (Exception ex)
        {
            Console.WriteLine(new string('-', 80));
            Console.WriteLine($"There was a problem running the scenario:
{ex.Message}");
            await DestroyResources(true);
            Console.WriteLine(new string('-', 80));
        }
    }

    /// <summary>
    /// Setup any common resources, also used for integration testing.
    /// </summary>
    public static void ResourcesSetup()
    {
        _httpClient = new HttpClient();
    }

    /// <summary>

```

```

    /// Populate the services for use within the console application.
    /// </summary>
    /// <param name="host">The services host.</param>
    private static void ServicesSetup(IHost host)
    {
        _elasticLoadBalancerWrapper =
host.Services.GetRequiredService<ElasticLoadBalancerWrapper>();
        _iamClient =
host.Services.GetRequiredService<IAmazonIdentityManagementService>();
        _recommendations = host.Services.GetRequiredService<Recommendations>();
        _autoScalerWrapper = host.Services.GetRequiredService<AutoScalerWrapper>();
        _smParameterWrapper =
host.Services.GetRequiredService<SmParameterWrapper>();
    }

    /// <summary>
    /// Deploy necessary resources for the scenario.
    /// </summary>
    /// <param name="interactive">True to run as interactive.</param>
    /// <returns>True if successful.</returns>
    public static async Task<bool> Deploy(bool interactive)
    {
        var protocol = "HTTP";
        var port = 80;
        var sshPort = 22;

        Console.WriteLine(
            "\nFor this demo, we'll use the AWS SDK for .NET to create several AWS
resources\n" +
            "to set up a load-balanced web service endpoint and explore some ways to
make it resilient\n" +
            "against various kinds of failures.\n\n" +
            "Some of the resources create by this demo are:\n");

        Console.WriteLine(
            "\t* A DynamoDB table that the web service depends on to provide book,
movie, and song recommendations.");
        Console.WriteLine(
            "\t* An EC2 launch template that defines EC2 instances that each contain
a Python web server.");
        Console.WriteLine(
            "\t* An EC2 Auto Scaling group that manages EC2 instances across several
Availability Zones.");
        Console.WriteLine(

```

```

        "\t* An Elastic Load Balancing (ELB) load balancer that targets the Auto
Scaling group to distribute requests.");
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Press Enter when you're ready to start deploying
resources.");
        if (interactive)
            Console.ReadLine();

        // Create and populate the DynamoDB table.
        var databaseTableName = _configuration["databaseName"];
        var recommendationsPath = Path.Join(_configuration["resourcePath"],
            "recommendations_objects.json");
        Console.WriteLine($"Creating and populating a DynamoDB table named
{databaseTableName}.");
        await _recommendations.CreateDatabaseWithName(databaseTableName);
        await _recommendations.PopulateDatabase(databaseTableName,
recommendationsPath);
        Console.WriteLine(new string('-', 80));

        // Create the EC2 Launch Template.

        Console.WriteLine(
            $"Creating an EC2 launch template that runs 'server_startup_script.sh'
when an instance starts.\n"
            + "\nThis script starts a Python web server defined in the `server.py`
script. The web server\n"
            + "listens to HTTP requests on port 80 and responds to requests to '/'
and to '/healthcheck'.\n"
            + "For demo purposes, this server is run as the root user. In
production, the best practice is to\n"
            + "run a web server, such as Apache, with least-privileged
credentials.");
        Console.WriteLine(
            "\nThe template also defines an IAM policy that each instance uses to
assume a role that grants\n"
            + "permissions to access the DynamoDB recommendation table and Systems
Manager parameters\n"
            + "that control the flow of the demo.");

        var startupScriptPath = Path.Join(_configuration["resourcePath"],
            "server_startup_script.sh");
        var instancePolicyPath = Path.Join(_configuration["resourcePath"],
            "instance_policy.json");

```

```

        await _autoScalerWrapper.CreateTemplate(startupScriptPath,
instancePolicyPath);
        Console.WriteLine(new string('-', 80));

        Console.WriteLine(
            "Creating an EC2 Auto Scaling group that maintains three EC2 instances,
each in a different\n"
            + "Availability Zone.\n");
        var zones = await _autoScalerWrapper.DescribeAvailabilityZones();
        await _autoScalerWrapper.CreateGroupOfSize(3, _autoScalerWrapper.GroupName,
zones);
        Console.WriteLine(new string('-', 80));

        Console.WriteLine(
            "At this point, you have EC2 instances created. Once each instance
starts, it listens for\n"
            + "HTTP requests. You can see these instances in the console or continue
with the demo.\n");

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Press Enter when you're ready to continue.");
        if (interactive)
            Console.ReadLine();

        Console.WriteLine("Creating variables that control the flow of the demo.");
        await _smParameterWrapper.Reset();

        Console.WriteLine(
            "\nCreating an Elastic Load Balancing target group and load balancer.
The target group\n"
            + "defines how the load balancer connects to instances. The load
balancer provides a\n"
            + "single endpoint where clients connect and dispatches requests to
instances in the group.");

        var defaultVpc = await _autoScalerWrapper.GetDefaultVpc();
        var subnets = await
_autoScalerWrapper.GetAllVpcSubnetsForZones(defaultVpc.VpcId, zones);
        var subnetIds = subnets.Select(s => s.SubnetId).ToList();
        var targetGroup = await
_elasticLoadBalancerWrapper.CreateTargetGroupOnVpc(_elasticLoadBalancerWrapper.TargetGroupN
protocol, port, defaultVpc.VpcId);

```

```

        await
        _elasticLoadBalancerWrapper.CreateLoadBalancerAndListener(_elasticLoadBalancerWrapper.LoadBalancerName,
        subnetIds, targetGroup);
        await
        _autoScalerWrapper.AttachLoadBalancerToGroup(_autoScalerWrapper.GroupName,
        targetGroup.TargetGroupArn);
        Console.WriteLine("\nVerifying access to the load balancer endpoint...");
        var endPoint = await
        _elasticLoadBalancerWrapper.GetEndpointForLoadBalancerByName(_elasticLoadBalancerWrapper.LoadBalancerName);
        var loadBalancerAccess = await
        _elasticLoadBalancerWrapper.VerifyLoadBalancerEndpoint(endPoint);

        if (!loadBalancerAccess)
        {
            Console.WriteLine("\nCouldn't connect to the load balancer, verifying
            that the port is open...");

            var ipString = await _httpClient.GetStringAsync("https://
            checkip.amazonaws.com");
            ipString = ipString.Trim();

            var defaultSecurityGroup = await
            _autoScalerWrapper.GetDefaultSecurityGroupForVpc(defaultVpc);
            var portIsOpen =
            _autoScalerWrapper.VerifyInboundPortForGroup(defaultSecurityGroup, port, ipString);
            var sshPortIsOpen =
            _autoScalerWrapper.VerifyInboundPortForGroup(defaultSecurityGroup, sshPort,
            ipString);

            if (!portIsOpen)
            {
                Console.WriteLine(
                    "\nFor this example to work, the default security group for your
                    default VPC must\n"
                    + "allows access from this computer. You can either add it
                    automatically from this\n"
                    + "example or add it yourself using the AWS Management Console.
                    \n");

                if (!interactive || GetYesNoResponse(
                    "Do you want to add a rule to the security group to allow
                    inbound traffic from your computer's IP address?"))
                {

```

```

        await
        _autoScalerWrapper.OpenInboundPort(defaultSecurityGroup.GroupId, port, ipString);
    }
}

if (!sshPortIsOpen)
{
    if (!interactive || GetYesNoResponse(
        "Do you want to add a rule to the security group to allow
inbound SSH traffic for debugging from your computer's IP address?"))
    {
        await
        _autoScalerWrapper.OpenInboundPort(defaultSecurityGroup.GroupId, sshPort,
ipString);
    }
}

loadBalancerAccess = await
_elasticLoadBalancerWrapper.VerifyLoadBalancerEndpoint(endPoint);
}

if (loadBalancerAccess)
{
    Console.WriteLine("Your load balancer is ready. You can access it by
browsing to:");
    Console.WriteLine($"http://{endPoint}\n");
}
else
{
    Console.WriteLine(
        "\nCouldn't get a successful response from the load balancer
endpoint. Troubleshoot by\n"
        + "manually verifying that your VPC and security group are
configured correctly and that\n"
        + "you can successfully make a GET request to the load balancer
endpoint:\n");
    Console.WriteLine($"http://{endPoint}\n");
}
Console.WriteLine(new string('-', 80));
Console.WriteLine("Press Enter when you're ready to continue with the
demo.");
if (interactive)
    Console.ReadLine();
return true;
}

```

```

    /// <summary>
    /// Demonstrate the steps of the scenario.
    /// </summary>
    /// <param name="interactive">True to run as an interactive scenario.</param>
    /// <returns>Async task.</returns>
    public static async Task<bool> Demo(bool interactive)
    {
        var ssmOnlyPolicy = Path.Join(_configuration["resourcePath"],
            "ssm_only_policy.json");

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Resetting parameters to starting values for demo.");
        await _smParameterWrapper.Reset();

        Console.WriteLine("\nThis part of the demonstration shows how to toggle
different parts of the system\n" +
            "to create situations where the web service fails, and
shows how using a resilient\n" +
            "architecture can keep the web service running in spite of
these failures.");
        Console.WriteLine(new string('-', 88));
        Console.WriteLine("At the start, the load balancer endpoint returns
recommendations and reports that all targets are healthy.");
        if (interactive)
            await DemoActionChoices();

        Console.WriteLine($"The web service running on the EC2 instances gets
recommendations by querying a DynamoDB table.\n" +
            $"The table name is contained in a Systems Manager
parameter named '{_smParameterWrapper.TableParameter}'.\n" +
            $"To simulate a failure of the recommendation service,
let's set this parameter to name a non-existent table.\n");
        await
            _smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter, "this-
is-not-a-table");
        Console.WriteLine("\nNow, sending a GET request to the load balancer
endpoint returns a failure code. But, the service reports as\n" +
            "healthy to the load balancer because shallow health
checks don't check for failure of the recommendation service.");
        if (interactive)
            await DemoActionChoices();
    }

```



```

        Console.WriteLine("Instead of failing when the recommendation service fails,
the web service can return a static response.");
        Console.WriteLine("While this is not a perfect solution, it presents the
customer with a somewhat better experience than failure.");

        await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.FailureResponseParameter,
"static");

        Console.WriteLine("\nNow, sending a GET request to the load balancer
endpoint returns a static response.");
        Console.WriteLine("The service still reports as healthy because health
checks are still shallow.");
        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("Let's reinstate the recommendation service.\n");
        await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter,
_smParameterWrapper.TableName);
        Console.WriteLine(
            "\nLet's also substitute bad credentials for one of the instances in the
target group so that it can't\n" +
            "access the DynamoDB recommendation table.\n"
        );
        await _autoScalerWrapper.CreateInstanceProfileWithName(
            _autoScalerWrapper.BadCredsPolicyName,
            _autoScalerWrapper.BadCredsRoleName,
            _autoScalerWrapper.BadCredsProfileName,
            ssmOnlyPolicy,
            new List<string> { "AmazonSSMManagedInstanceCore" }
        );
        var instances = await
_autoScalerWrapper.GetInstancesByGroupName(_autoScalerWrapper.GroupName);
        var badInstanceId = instances.First();
        var instanceProfile = await
_autoScalerWrapper.GetInstanceProfile(badInstanceId);
        Console.WriteLine(
            $"Replacing the profile for instance {badInstanceId} with a profile that
contains\n" +
            "bad credentials...\n"
        );
        await _autoScalerWrapper.ReplaceInstanceProfile(
            badInstanceId,

```

```

        _autoScalerWrapper.BadCredsProfileName,
        instanceProfile.AssociationId
    );
    Console.WriteLine(
        "Now, sending a GET request to the load balancer endpoint returns either
a recommendation or a static response,\n" +
        "depending on which instance is selected by the load balancer.\n"
    );
    if (interactive)
        await DemoActionChoices();

    Console.WriteLine("\nLet's implement a deep health check. For this demo, a
deep health check tests whether");
    Console.WriteLine("the web service can access the DynamoDB table that it
depends on for recommendations. Note that");
    Console.WriteLine("the deep health check is only for ELB routing and not for
Auto Scaling instance health.");
    Console.WriteLine("This kind of deep health check is not recommended for
Auto Scaling instance health, because it");
    Console.WriteLine("risks accidental termination of all instances in the Auto
Scaling group when a dependent service fails.");

    Console.WriteLine("\nBy implementing deep health checks, the load balancer
can detect when one of the instances is failing");
    Console.WriteLine("and take that instance out of rotation.");

    await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.HealthCheckParameter,
"deep");

    Console.WriteLine($"Now, checking target health indicates that the
instance with bad credentials ({badInstanceId})");
    Console.WriteLine("is unhealthy. Note that it might take a minute or two for
the load balancer to detect the unhealthy");
    Console.WriteLine("instance. Sending a GET request to the load balancer
endpoint always returns a recommendation, because");
    Console.WriteLine("the load balancer takes unhealthy instances out of its
rotation.");

    if (interactive)
        await DemoActionChoices();

    Console.WriteLine("\nBecause the instances in this demo are controlled by an
auto scaler, the simplest way to fix an unhealthy");

```

```

        Console.WriteLine("instance is to terminate it and let the auto scaler start
a new instance to replace it.");

        await _autoScalerWrapper.TryTerminateInstanceById(badInstanceId);

        Console.WriteLine($"\\nEven while the instance is terminating and the new
instance is starting, sending a GET");
        Console.WriteLine("request to the web service continues to get a successful
recommendation response because");
        Console.WriteLine("starts and reports as healthy, it is included in the load
balancing rotation.");
        Console.WriteLine("Note that terminating and replacing an instance typically
takes several minutes, during which time you");
        Console.WriteLine("can see the changing health check status until the new
instance is running and healthy.");

        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("\\nIf the recommendation service fails now, deep health
checks mean all instances report as unhealthy.");

        await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter, "this-
is-not-a-table");

        Console.WriteLine($"\\nWhen all instances are unhealthy, the load balancer
continues to route requests even to");
        Console.WriteLine("unhealthy instances, allowing them to fail open and
return a static response rather than fail");
        Console.WriteLine("closed and report failure to the customer.");

        if (interactive)
            await DemoActionChoices();
        await _smParameterWrapper.Reset();

        Console.WriteLine(new string('-', 80));
        return true;
    }

    /// <summary>
    /// Clean up the resources from the scenario.
    /// </summary>
    /// <param name="interactive">True to ask the user for cleanup.</param>

```

```

/// <returns>Async task.</returns>
public static async Task<bool> DestroyResources(bool interactive)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine(
        "To keep things tidy and to avoid unwanted charges on your account, we
can clean up all AWS resources\n" +
        "that were created for this demo."
    );

    if (!interactive || GetYesNoResponse("Do you want to clean up all demo
resources? (y/n) "))
    {
        await
_elasticLoadBalancerWrapper.DeleteLoadBalancerByName(_elasticLoadBalancerWrapper.LoadBalancerName);
        await
_elasticLoadBalancerWrapper.DeleteTargetGroupByName(_elasticLoadBalancerWrapper.TargetGroupName);
        await
_autoScalerWrapper.TerminateAndDeleteAutoScalingGroupWithName(_autoScalerWrapper.GroupName);
        await
_autoScalerWrapper.DeleteKeyPairByName(_autoScalerWrapper.KeyPairName);
        await
_autoScalerWrapper.DeleteTemplateByName(_autoScalerWrapper.LaunchTemplateName);
        await _autoScalerWrapper.DeleteInstanceProfile(
            _autoScalerWrapper.BadCredsProfileName,
            _autoScalerWrapper.BadCredsRoleName
        );
        await
_recommendations.DestroyDatabaseByName(_recommendations.TableName);
    }
    else
    {
        Console.WriteLine(
            "Ok, we'll leave the resources intact.\n" +
            "Don't forget to delete them when you're done with them or you might
incur unexpected charges."
        );
    }

    Console.WriteLine(new string('-', 80));
    return true;
}

```

创建一个包含 Auto Scaling 和 Amazon EC2 操作的类。

```

/// <summary>
/// Encapsulates Amazon EC2 Auto Scaling and EC2 management methods.
/// </summary>
public class AutoScalerWrapper
{
    private readonly IAmazonAutoScaling _amazonAutoScaling;
    private readonly IAmazonEC2 _amazonEc2;
    private readonly IAmazonSimpleSystemsManagement _amazonSsm;
    private readonly IAmazonIdentityManagementService _amazonIam;
    private readonly ILogger<AutoScalerWrapper> _logger;

    private readonly string _instanceType = "";
    private readonly string _amiParam = "";
    private readonly string _launchTemplateName = "";
    private readonly string _groupName = "";
    private readonly string _instancePolicyName = "";
    private readonly string _instanceRoleName = "";
    private readonly string _instanceProfileName = "";
    private readonly string _badCredsProfileName = "";
    private readonly string _badCredsRoleName = "";
    private readonly string _badCredsPolicyName = "";
    private readonly string _keyPairName = "";

    public string GroupName => _groupName;
    public string KeyPairName => _keyPairName;
    public string LaunchTemplateName => _launchTemplateName;
    public string InstancePolicyName => _instancePolicyName;
    public string BadCredsProfileName => _badCredsProfileName;
    public string BadCredsRoleName => _badCredsRoleName;
    public string BadCredsPolicyName => _badCredsPolicyName;

    /// <summary>
    /// Constructor for the AutoScalerWrapper.
    /// </summary>
    /// <param name="amazonAutoScaling">The injected AutoScaling client.</param>
    /// <param name="amazonEc2">The injected EC2 client.</param>
    /// <param name="amazonIam">The injected IAM client.</param>
    /// <param name="amazonSsm">The injected SSM client.</param>
    public AutoScalerWrapper(
        IAmazonAutoScaling amazonAutoScaling,
        IAmazonEC2 amazonEc2,
        IAmazonSimpleSystemsManagement amazonSsm,

```

```

        IAmazonIdentityManagementService amazonIam,
        IConfiguration configuration,
        ILogger<AutoScalerWrapper> logger)
    {
        _amazonAutoScaling = amazonAutoScaling;
        _amazonEc2 = amazonEc2;
        _amazonSsm = amazonSsm;
        _amazonIam = amazonIam;
        _logger = logger;

        var prefix = configuration["resourcePrefix"];
        _instanceType = configuration["instanceType"];
        _amiParam = configuration["amiParam"];

        _launchTemplateName = prefix + "-template";
        _groupName = prefix + "-group";
        _instancePolicyName = prefix + "-pol";
        _instanceRoleName = prefix + "-role";
        _instanceProfileName = prefix + "-prof";
        _badCredsPolicyName = prefix + "-bc-pol";
        _badCredsRoleName = prefix + "-bc-role";
        _badCredsProfileName = prefix + "-bc-prof";
        _keyPairName = prefix + "-key-pair";
    }

    /// <summary>
    /// Create a policy, role, and profile that is associated with instances with a
    specified name.
    /// An instance's associated profile defines a role that is assumed by the
    /// instance. The role has attached policies that specify the AWS permissions
    granted to
    /// clients that run on the instance.
    /// </summary>
    /// <param name="policyName">Name to use for the policy.</param>
    /// <param name="roleName">Name to use for the role.</param>
    /// <param name="profileName">Name to use for the profile.</param>
    /// <param name="ssmOnlyPolicyFile">Path to a policy file for SSM.</param>
    /// <param name="awsManagedPolicies">AWS Managed policies to be attached to the
    role.</param>
    /// <returns>The Arn of the profile.</returns>
    public async Task<string> CreateInstanceProfileWithName(
        string policyName,
        string roleName,
        string profileName,

```

```

string ssmOnlyPolicyFile,
List<string>? awsManagedPolicies = null)
{

    var assumeRoleDoc = "{" +
        "\"Version\": \"2012-10-17\", \" +
        "\"Statement\": [{\" +
            "\"Effect\": \"Allow\", \" +
            "\"Principal\": {\" +
            "\"Service\": [\" +
                \"ec2.amazonaws.com\"\" +
            "]" +
            \",\" +
            "\"Action\": \"sts:AssumeRole\"\" +
        "]" +
    "}";

    var policyDocument = await File.ReadAllTextAsync(ssmOnlyPolicyFile);

    var policyArn = "";

    try
    {
        var createPolicyResult = await _amazonIam.CreatePolicyAsync(
            new CreatePolicyRequest
            {
                PolicyName = policyName,
                PolicyDocument = policyDocument
            });
        policyArn = createPolicyResult.Policy.Arn;
    }
    catch (EntityAlreadyExistsException)
    {
        // The policy already exists, so we look it up to get the Arn.
        var policiesPaginator = _amazonIam.Paginators.ListPolicies(
            new ListPoliciesRequest()
            {
                Scope = PolicyScopeType.Local
            });
        // Get the entire list using the paginator.
        await foreach (var policy in policiesPaginator.Policies)
        {
            if (policy.PolicyName.Equals(policyName))
            {

```

```

        policyArn = policy.Arn;
    }
}

if (policyArn == null)
{
    throw new InvalidOperationException("Policy not found");
}

try
{
    await _amazonIam.CreateRoleAsync(new CreateRoleRequest()
    {
        RoleName = roleName,
        AssumeRolePolicyDocument = assumeRoleDoc,
    });
    await _amazonIam.AttachRolePolicyAsync(new AttachRolePolicyRequest()
    {
        RoleName = roleName,
        PolicyArn = policyArn
    });
    if (awsManagedPolicies != null)
    {
        foreach (var awsPolicy in awsManagedPolicies)
        {
            await _amazonIam.AttachRolePolicyAsync(new
AttachRolePolicyRequest()
            {
                PolicyArn = $"arn:aws:iam::aws:policy/{awsPolicy}",
                RoleName = roleName
            });
        }
    }
}
catch (EntityAlreadyExistsException)
{
    Console.WriteLine("Role already exists.");
}

string profileArn = "";
try
{
    var profileCreateResponse = await _amazonIam.CreateInstanceProfileAsync(

```



```

        new CreateInstanceProfileRequest()
        {
            InstanceProfileName = profileName
        });
    // Allow time for the profile to be ready.
    profileArn = profileCreateResponse.InstanceProfile.Arn;
    Thread.Sleep(10000);
    await _amazonIam.AddRoleToInstanceProfileAsync(
        new AddRoleToInstanceProfileRequest()
        {
            InstanceProfileName = profileName,
            RoleName = roleName
        });

    }
    catch (EntityAlreadyExistsException)
    {
        Console.WriteLine("Policy already exists.");
        var profileGetResponse = await _amazonIam.GetInstanceProfileAsync(
            new GetInstanceProfileRequest()
            {
                InstanceProfileName = profileName
            });
        profileArn = profileGetResponse.InstanceProfile.Arn;
    }
    return profileArn;
}

/// <summary>
/// Create a new key pair and save the file.
/// </summary>
/// <param name="newKeyPairName">The name of the new key pair.</param>
/// <returns>Async task.</returns>
public async Task CreateKeyPair(string newKeyPairName)
{
    try
    {
        var keyResponse = await _amazonEc2.CreateKeyPairAsync(
            new CreateKeyPairRequest() { KeyName = newKeyPairName });
        await File.WriteAllTextAsync($"{newKeyPairName}.pem",
            keyResponse.KeyPair.KeyMaterial);
        Console.WriteLine($"Created key pair {newKeyPairName}.");
    }
    catch (AlreadyExistsException)

```

```

        {
            Console.WriteLine("Key pair already exists.");
        }
    }

    /// <summary>
    /// Delete the key pair and file by name.
    /// </summary>
    /// <param name="deleteKeyPairName">The key pair to delete.</param>
    /// <returns>Async task.</returns>
    public async Task DeleteKeyPairByName(string deleteKeyPairName)
    {
        try
        {
            await _amazonEc2.DeleteKeyPairAsync(
                new DeleteKeyPairRequest() { KeyName = deleteKeyPairName });
            File.Delete($"{deleteKeyPairName}.pem");
        }
        catch (FileNotFoundException)
        {
            Console.WriteLine($"Key pair {deleteKeyPairName} not found.");
        }
    }

    /// <summary>
    /// Creates an Amazon EC2 launch template to use with Amazon EC2 Auto Scaling.
    /// The launch template specifies a Bash script in its user data field that runs
    after
    /// the instance is started. This script installs the Python packages and starts
    a Python
    /// web server on the instance.
    /// </summary>
    /// <param name="startupScriptPath">The path to a Bash script file that is
    run.</param>
    /// <param name="instancePolicyPath">The path to a permissions policy to create
    and attach to the profile.</param>
    /// <returns>The template object.</returns>
    public async Task<Amazon.EC2.Model.LaunchTemplate> CreateTemplate(string
    startupScriptPath, string instancePolicyPath)
    {
        try
        {
            await CreateKeyPair(_keyPairName);

```

```

        await CreateInstanceProfileWithName(_instancePolicyName,
        _instanceRoleName,
            _instanceProfileName, instancePolicyPath);

        var startServerText = await File.ReadAllTextAsync(startupScriptPath);
        var plainTextBytes =
            System.Text.Encoding.UTF8.GetBytes(startServerText);

        var amiLatest = await _amazonSsm.GetParameterAsync(
            new GetParameterRequest() { Name = _amiParam });
        var amiId = amiLatest.Parameter.Value;
        var launchTemplateResponse = await _amazonEc2.CreateLaunchTemplateAsync(
            new CreateLaunchTemplateRequest()
            {
                LaunchTemplateName = _launchTemplateName,
                LaunchTemplateData = new RequestLaunchTemplateData()
                {
                    InstanceType = _instanceType,
                    ImageId = amiId,
                    IamInstanceProfile =
                        new
LaunchTemplateIamInstanceProfileSpecificationRequest()
                        {
                            Name = _instanceProfileName
                        },
                    KeyName = _keyPairName,
                    UserData = System.Convert.ToBase64String(plainTextBytes)
                }
            });
        return launchTemplateResponse.LaunchTemplate;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode ==
            "InvalidLaunchTemplateName.AlreadyExistsException")
        {
            _logger.LogError($"Could not create the template, the name
{_launchTemplateName} already exists. " +
                $"Please try again with a unique name.");
        }

        throw;
    }
}

```

```

        catch (Exception ex)
        {
            _logger.LogError($"An error occurred while creating the template.:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Get a list of Availability Zones in the AWS Region of the Amazon EC2 Client.
    /// </summary>
    /// <returns>A list of availability zones.</returns>
    public async Task<List<string>> DescribeAvailabilityZones()
    {
        try
        {
            var zoneResponse = await _amazonEc2.DescribeAvailabilityZonesAsync(
                new DescribeAvailabilityZonesRequest());
            return zoneResponse.AvailabilityZones.Select(z => z.ZoneName).ToList();
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            _logger.LogError($"An Amazon EC2 error occurred while listing
availability zones.: {ec2Exception.Message}");
            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError($"An error occurred while listing availability zones.:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Create an EC2 Auto Scaling group of a specified size and name.
    /// </summary>
    /// <param name="groupSize">The size for the group.</param>
    /// <param name="groupName">The name for the group.</param>
    /// <param name="availabilityZones">The availability zones for the group.</
param>
    /// <returns>Async task.</returns>
    public async Task CreateGroupOfSize(int groupSize, string groupName,
List<string> availabilityZones)

```

```

    {
        try
        {
            await _amazonAutoScaling.CreateAutoScalingGroupAsync(
                new CreateAutoScalingGroupRequest()
                {
                    AutoScalingGroupName = groupName,
                    AvailabilityZones = availabilityZones,
                    LaunchTemplate =
                        new Amazon.AutoScaling.Model.LaunchTemplateSpecification()
                        {
                            LaunchTemplateName = _launchTemplateName,
                            Version = "$Default"
                        },
                    MaxSize = groupSize,
                    MinSize = groupSize
                });
            Console.WriteLine($"Created EC2 Auto Scaling group {groupName} with size {groupSize}.");
        }
        catch (EntityAlreadyExistsException)
        {
            Console.WriteLine($"EC2 Auto Scaling group {groupName} already exists.");
        }
    }

    /// <summary>
    /// Get the default VPC for the account.
    /// </summary>
    /// <returns>The default VPC object.</returns>
    public async Task<Vpc> GetDefaultVpc()
    {
        try
        {
            var vpcResponse = await _amazonEc2.DescribeVpcsAsync(
                new DescribeVpcsRequest()
                {
                    Filters = new List<Amazon.EC2.Model.Filter>()
                    {
                        new("is-default", new List<string>() { "true" })
                    }
                });
            return vpcResponse.Vpcs[0];
        }
    }

```

```

    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "UnauthorizedOperation")
        {
            _logger.LogError(ec2Exception, $"You do not have the necessary
permissions to describe VPCs.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while describing the vpcs.:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Get all the subnets for a Vpc in a set of availability zones.
/// </summary>
/// <param name="vpcId">The Id of the Vpc.</param>
/// <param name="availabilityZones">The list of availability zones.</param>
/// <returns>The collection of subnet objects.</returns>
public async Task<List<Subnet>> GetAllVpcSubnetsForZones(string vpcId,
List<string> availabilityZones)
{
    try
    {
        var subnets = new List<Subnet>();
        var subnetPaginator = _amazonEc2.Paginators.DescribeSubnets(
            new DescribeSubnetsRequest()
            {
                Filters = new List<Amazon.EC2.Model.Filter>()
                {
                    new("vpc-id", new List<string>() { vpcId }),
                    new("availability-zone", availabilityZones),
                    new("default-for-az", new List<string>() { "true" })
                }
            });

        // Get the entire list using the paginator.
        await foreach (var subnet in subnetPaginator.Subnets)

```

```

        {
            subnets.Add(subnet);
        }

        return subnets;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidVpcID.NotFound")
        {
            _logger.LogError(ec2Exception, $"The specified VPC ID {vpcId} does
not exist.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while describing the subnets.:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Delete a launch template by name.
/// </summary>
/// <param name="templateName">The name of the template to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteTemplateByName(string templateName)
{
    try
    {
        await _amazonEc2.DeleteLaunchTemplateAsync(
            new DeleteLaunchTemplateRequest()
            {
                LaunchTemplateName = templateName
            });
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode ==
"InvalidLaunchTemplateName.NotFoundException")
        {

```

```

        _logger.LogError(
            $"Could not delete the template, the name {_launchTemplateName}
was not found.");
    }

    throw;
}
catch (Exception ex)
{
    _logger.LogError($"An error occurred while deleting the template.:
{ex.Message}");
    throw;
}
}

/// <summary>
/// Detaches a role from an instance profile, detaches policies from the role,
/// and deletes all the resources.
/// </summary>
/// <param name="profileName">The name of the profile to delete.</param>
/// <param name="roleName">The name of the role to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteInstanceProfile(string profileName, string roleName)
{
    try
    {
        await _amazonIam.RemoveRoleFromInstanceProfileAsync(
            new RemoveRoleFromInstanceProfileRequest()
            {
                InstanceProfileName = profileName,
                RoleName = roleName
            });
        await _amazonIam.DeleteInstanceProfileAsync(
            new DeleteInstanceProfileRequest() { InstanceProfileName =
profileName });
        var attachedPolicies = await _amazonIam.ListAttachedRolePoliciesAsync(
            new ListAttachedRolePoliciesRequest() { RoleName = roleName });
        foreach (var policy in attachedPolicies.AttachedPolicies)
        {
            await _amazonIam.DetachRolePolicyAsync(
                new DetachRolePolicyRequest()
                {
                    RoleName = roleName,
                    PolicyArn = policy.PolicyArn
                }
            );
        }
    }
    catch (Exception ex)
    {
        _logger.LogError($"An error occurred while deleting the instance profile.:
{ex.Message}");
        throw;
    }
}

```



```

        });
        // Delete the custom policies only.
        if (!policy.PolicyArn.StartsWith("arn:aws:iam::aws"))
        {
            await _amazonIam.DeletePolicyAsync(
                new Amazon.IdentityManagement.Model.DeletePolicyRequest()
                {
                    PolicyArn = policy.PolicyArn
                });
        }
    }

    await _amazonIam.DeleteRoleAsync(
        new DeleteRoleRequest() { RoleName = roleName });
}
catch (NoSuchEntityException)
{
    Console.WriteLine($"Instance profile {profileName} does not exist.");
}
}

/// <summary>
/// Gets data about the instances in an EC2 Auto Scaling group by its group
name.
/// </summary>
/// <param name="group">The name of the auto scaling group.</param>
/// <returns>A collection of instance Ids.</returns>
public async Task<IEnumerable<string>> GetInstancesByGroupName(string group)
{
    var instanceResponse = await
        _amazonAutoScaling.DescribeAutoScalingGroupsAsync(
            new DescribeAutoScalingGroupsRequest()
            {
                AutoScalingGroupNames = new List<string>() { group }
            });
    var instanceIds = instanceResponse.AutoScalingGroups.SelectMany(
        g => g.Instances.Select(i => i.InstanceId));
    return instanceIds;
}

/// <summary>
/// Get the instance profile association data for an instance.
/// </summary>
/// <param name="instanceId">The Id of the instance.</param>

```

```

    /// <returns>Instance profile associations data.</returns>
    public async Task<IamInstanceProfileAssociation> GetInstanceProfile(string
instanceId)
    {
        try
        {
            var response = await
_amazonEc2.DescribeIamInstanceProfileAssociationsAsync(
                new DescribeIamInstanceProfileAssociationsRequest()
                {
                    Filters = new List<Amazon.EC2.Model.Filter>()
                    {
                        new("instance-id", new List<string>() { instanceId })
                    },
                });
            return response.IamInstanceProfileAssociations[0];
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceID.NotFound")
            {
                _logger.LogError(ec2Exception, $"Instance {instanceId} not found");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(ex, $"An error occurred while creating the template.:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Replace the profile associated with a running instance. After the profile is
replaced, the instance
    /// is rebooted to ensure that it uses the new profile. When the instance is
ready, Systems Manager is
    /// used to restart the Python web server.
    /// </summary>
    /// <param name="instanceId">The Id of the instance to update.</param>
    /// <param name="credsProfileName">The name of the new profile to associate with
the specified instance.</param>

```

```

    /// <param name="associationId">The Id of the existing profile association for
    the instance.</param>
    /// <returns>Async task.</returns>
    public async Task ReplaceInstanceProfile(string instanceId, string
    credsProfileName, string associationId)
    {
        try
        {
            await _amazonEc2.ReplaceIamInstanceProfileAssociationAsync(
                new ReplaceIamInstanceProfileAssociationRequest()
                {
                    AssociationId = associationId,
                    IamInstanceProfile = new IamInstanceProfileSpecification()
                    {
                        Name = credsProfileName
                    }
                });
            // Allow time before resetting.
            Thread.Sleep(25000);

            await _amazonEc2.RebootInstancesAsync(
                new RebootInstancesRequest(new List<string>() { instanceId }));
            Thread.Sleep(25000);
            var instanceReady = false;
            var retries = 5;
            while (retries-- > 0 && !instanceReady)
            {
                var instancesPaginator =
                    _amazonSsm.Paginators.DescribeInstanceInformation(
                        new DescribeInstanceInformationRequest());
                // Get the entire list using the paginator.
                await foreach (var instance in
instancesPaginator.InstanceInformationList)
                {
                    instanceReady = instance.InstanceId == instanceId;
                    if (instanceReady)
                    {
                        break;
                    }
                }
            }
            Console.WriteLine("Waiting for instance to be running.");
            await WaitForInstanceState(instanceId, InstanceStateName.Running);
            Console.WriteLine("Instance ready.");

```

```

        Console.WriteLine($"Sending restart command to instance {instanceId}");
        await _amazonSsm.SendCommandAsync(
            new SendCommandRequest()
            {
                InstanceIds = new List<string>() { instanceId },
                DocumentName = "AWS-RunShellScript",
                Parameters = new Dictionary<string, List<string>>()
                {
                    {
                        "commands",
                        new List<string>() { "cd / && sudo python3 server.py"
80" }
                    }
                }
            });
        Console.WriteLine($"Restarted the web server on instance {instanceId}");
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidInstanceID.NotFound")
        {
            _logger.LogError(ec2Exception, $"Instance {instanceId} not found");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while replacing the template.:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Try to terminate an instance by its Id.
/// </summary>
/// <param name="instanceId">The Id of the instance to terminate.</param>
/// <returns>Async task.</returns>
public async Task TryTerminateInstanceById(string instanceId)
{
    var stopping = false;
    Console.WriteLine($"Stopping {instanceId}...");
    while (!stopping)

```

```

        {
            try
            {
                await _amazonAutoScaling.TerminateInstanceInAutoScalingGroupAsync(
                    new TerminateInstanceInAutoScalingGroupRequest()
                    {
                        InstanceId = instanceId,
                        ShouldDecrementDesiredCapacity = false
                    });
                stopping = true;
            }
            catch (ScalingActivityInProgressException)
            {
                Console.WriteLine($"Scaling activity in progress for {instanceId}.
Waiting...");
                Thread.Sleep(10000);
            }
        }
    }

    /// <summary>
    /// Tries to delete the EC2 Auto Scaling group. If the group is in use or in
    progress,
    /// waits and retries until the group is successfully deleted.
    /// </summary>
    /// <param name="groupName">The name of the group to try to delete.</param>
    /// <returns>Async task.</returns>
    public async Task TryDeleteGroupByName(string groupName)
    {
        var stopped = false;
        while (!stopped)
        {
            try
            {
                await _amazonAutoScaling.DeleteAutoScalingGroupAsync(
                    new DeleteAutoScalingGroupRequest()
                    {
                        AutoScalingGroupName = groupName
                    });
                stopped = true;
            }
            catch (Exception e)
                when ((e is ScalingActivityInProgressException)
                    || (e is Amazon.AutoScaling.Model.ResourceInUseException))
        }
    }

```

```

        {
            Console.WriteLine($"Some instances are still running. Waiting...");
            Thread.Sleep(10000);
        }
    }
}

/// <summary>
/// Terminate instances and delete the Auto Scaling group by name.
/// </summary>
/// <param name="groupName">The name of the group to delete.</param>
/// <returns>Async task.</returns>
public async Task TerminateAndDeleteAutoScalingGroupWithName(string groupName)
{
    var describeGroupsResponse = await
        _amazonAutoScaling.DescribeAutoScalingGroupsAsync(
            new DescribeAutoScalingGroupsRequest()
            {
                AutoScalingGroupNames = new List<string>() { groupName }
            });
    if (describeGroupsResponse.AutoScalingGroups.Any())
    {
        // Update the size to 0.
        await _amazonAutoScaling.UpdateAutoScalingGroupAsync(
            new UpdateAutoScalingGroupRequest()
            {
                AutoScalingGroupName = groupName,
                MinSize = 0
            });
        var group = describeGroupsResponse.AutoScalingGroups[0];
        foreach (var instance in group.Instances)
        {
            await TryTerminateInstanceById(instance.InstanceId);
        }

        await TryDeleteGroupByName(groupName);
    }
    else
    {
        Console.WriteLine($"No groups found with name {groupName}.");
    }
}

```

```

    /// <summary>
    /// Get the default security group for a specified Vpc.
    /// </summary>
    /// <param name="vpc">The Vpc to search.</param>
    /// <returns>The default security group.</returns>
    public async Task<SecurityGroup> GetDefaultSecurityGroupForVpc(Vpc vpc)
    {
        var groupResponse = await _amazonEc2.DescribeSecurityGroupsAsync(
            new DescribeSecurityGroupsRequest()
            {
                Filters = new List<Amazon.EC2.Model.Filter>()
                {
                    new ("group-name", new List<string>() { "default" }),
                    new ("vpc-id", new List<string>() { vpc.VpcId })
                }
            });
        return groupResponse.SecurityGroups[0];
    }

    /// <summary>
    /// Verify the default security group of a Vpc allows ingress from the calling
    computer.
    /// This can be done by allowing ingress from this computer's IP address.
    /// In some situations, such as connecting from a corporate network, you must
    instead specify
    /// a prefix list Id. You can also temporarily open the port to any IP address
    while running this example.
    /// If you do, be sure to remove public access when you're done.
    /// </summary>
    /// <param name="vpc">The group to check.</param>
    /// <param name="port">The port to verify.</param>
    /// <param name="ipAddress">This computer's IP address.</param>
    /// <returns>True if the ip address is allowed on the group.</returns>
    public bool VerifyInboundPortForGroup(SecurityGroup group, int port, string
    ipAddress)
    {
        var portIsOpen = false;
        foreach (var ipPermission in group.IpPermissions)
        {
            if (ipPermission.FromPort == port)
            {
                foreach (var ipRange in ipPermission.Ipv4Ranges)
                {
                    var cidr = ipRange.CidrIp;

```

```

        if (cidr.StartsWith(ipAddress) || cidr == "0.0.0.0/0")
        {
            portIsOpen = true;
        }
    }

    if (ipPermission.PrefixListIds.Any())
    {
        portIsOpen = true;
    }

    if (!portIsOpen)
    {
        Console.WriteLine("The inbound rule does not appear to be open
to either this computer's IP\n" +
                                "address, to all IP addresses (0.0.0.0/0), or
to a prefix list ID.");
    }
    else
    {
        break;
    }
}

return portIsOpen;
}

/// <summary>
/// Add an ingress rule to the specified security group that allows access on
the
/// specified port from the specified IP address.
/// </summary>
/// <param name="groupId">The Id of the security group to modify.</param>
/// <param name="port">The port to open.</param>
/// <param name="ipAddress">The IP address to allow access.</param>
/// <returns>Async task.</returns>
public async Task OpenInboundPort(string groupId, int port, string ipAddress)
{
    await _amazonEc2.AuthorizeSecurityGroupIngressAsync(
        new AuthorizeSecurityGroupIngressRequest()
        {
            GroupId = groupId,
            IpPermissions = new List<IpPermission>()

```



```

        {
            new IpPermission()
            {
                FromPort = port,
                ToPort = port,
                IpProtocol = "tcp",
                Ipv4Ranges = new List<IpRange>()
                {
                    new IpRange() { CidrIp = $"{ipAddress}/32" }
                }
            }
        }
    });
}

/// <summary>
/// Attaches an Elastic Load Balancing (ELB) target group to this EC2 Auto
Scaling group.
/// The
/// </summary>
/// <param name="autoScalingGroupName">The name of the Auto Scaling group.</
param>
/// <param name="targetGroupArn">The Arn for the target group.</param>
/// <returns>Async task.</returns>
public async Task AttachLoadBalancerToGroup(string autoScalingGroupName, string
targetGroupArn)
{
    await _amazonAutoScaling.AttachLoadBalancerTargetGroupsAsync(
        new AttachLoadBalancerTargetGroupsRequest()
        {
            AutoScalingGroupName = autoScalingGroupName,
            TargetGroupARNs = new List<string>() { targetGroupArn }
        });
}

/// <summary>
/// Wait until an EC2 instance is in a specified state.
/// </summary>
/// <param name="instanceId">The instance Id.</param>
/// <param name="stateName">The state to wait for.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> WaitForInstanceState(string instanceId,
InstanceStateName stateName)
{

```

```

        var request = new DescribeInstancesRequest
        {
            InstanceIds = new List<string> { instanceId }
        };

        // Wait until the instance is in the specified state.
        var hasState = false;
        do
        {
            // Wait 5 seconds.
            Thread.Sleep(5000);

            // Check for the desired state.
            var response = await _amazonEc2.DescribeInstancesAsync(request);
            var instance = response.Reservations[0].Instances[0];
            hasState = instance.State.Name == stateName;
            Console.Write(". ");
        } while (!hasState);

        return hasState;
    }
}

```

创建一个包含弹性负载均衡操作的类。

```

/// <summary>
/// Encapsulates Elastic Load Balancer actions.
/// </summary>
public class ElasticLoadBalancerWrapper
{
    private readonly IAmazonElasticLoadBalancingV2 _amazonElasticLoadBalancingV2;
    private string? _endpoint = null;
    private readonly string _targetGroupName = "";
    private readonly string _loadBalancerName = "";
    HttpClient _httpClient = new();

    public string TargetGroupName => _targetGroupName;
    public string LoadBalancerName => _loadBalancerName;

    /// <summary>
    /// Constructor for the Elastic Load Balancer wrapper.

```

```

    /// </summary>
    /// <param name="amazonElasticLoadBalancingV2">The injected load balancing v2
client.</param>
    /// <param name="configuration">The injected configuration.</param>
    public ElasticLoadBalancerWrapper(
        IAmazonElasticLoadBalancingV2 amazonElasticLoadBalancingV2,
        IConfiguration configuration)
    {
        _amazonElasticLoadBalancingV2 = amazonElasticLoadBalancingV2;
        var prefix = configuration["resourcePrefix"];
        _targetGroupName = prefix + "-tg";
        _loadBalancerName = prefix + "-lb";
    }

    /// <summary>
    /// Get the HTTP Endpoint of a load balancer by its name.
    /// </summary>
    /// <param name="loadBalancerName">The name of the load balancer.</param>
    /// <returns>The HTTP endpoint.</returns>
    public async Task<string> GetEndpointForLoadBalancerByName(string
loadBalancerName)
    {
        if (_endpoint == null)
        {
            var endpointResponse =
                await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                    new DescribeLoadBalancersRequest()
                    {
                        Names = new List<string>() { loadBalancerName }
                    });
            _endpoint = endpointResponse.LoadBalancers[0].DNSName;
        }

        return _endpoint;
    }

    /// <summary>
    /// Return the GET response for an endpoint as text.
    /// </summary>
    /// <param name="endpoint">The endpoint for the request.</param>
    /// <returns>The request response.</returns>
    public async Task<string> GetEndPointResponse(string endpoint)
    {
        var endpointResponse = await _httpClient.GetAsync($"http://{endpoint}");
    }

```

```

        var textResponse = await endpointResponse.Content.ReadAsStringAsync();
        return textResponse!;
    }

    /// <summary>
    /// Get the target health for a group by name.
    /// </summary>
    /// <param name="groupName">The name of the group.</param>
    /// <returns>The collection of health descriptions.</returns>
    public async Task<List<TargetHealthDescription>>
CheckTargetHealthForGroup(string groupName)
    {
        List<TargetHealthDescription> result = null!;
        try
        {
            var groupResponse =
                await _amazonElasticLoadBalancingV2.DescribeTargetGroupsAsync(
                    new DescribeTargetGroupsRequest()
                    {
                        Names = new List<string>() { groupName }
                    });
            var healthResponse =
                await _amazonElasticLoadBalancingV2.DescribeTargetHealthAsync(
                    new DescribeTargetHealthRequest()
                    {
                        TargetGroupArn =
groupResponse.TargetGroups[0].TargetGroupArn
                    });
            ;
            result = healthResponse.TargetHealthDescriptions;
        }
        catch (TargetGroupNotFoundException)
        {
            Console.WriteLine($"Target group {groupName} not found.");
        }
        return result;
    }

    /// <summary>
    /// Create an Elastic Load Balancing target group. The target group specifies
    how the load balancer forwards
    /// requests to instances in the group and how instance health is checked.
    ///

```

```

    /// To speed up this demo, the health check is configured with shortened times
    and lower thresholds. In production,
    /// you might want to decrease the sensitivity of your health checks to avoid
    unwanted failures.
    /// </summary>
    /// <param name="groupName">The name for the group.</param>
    /// <param name="protocol">The protocol, such as HTTP.</param>
    /// <param name="port">The port to use to forward requests, such as 80.</param>
    /// <param name="vpcId">The Id of the Vpc in which the load balancer exists.</
param>
    /// <returns>The new TargetGroup object.</returns>
    public async Task<TargetGroup> CreateTargetGroupOnVpc(string groupName,
        ProtocolEnum protocol, int port, string vpcId)
    {
        var createResponse = await
        _amazonElasticLoadBalancingV2.CreateTargetGroupAsync(
            new CreateTargetGroupRequest()
            {
                Name = groupName,
                Protocol = protocol,
                Port = port,
                HealthCheckPath = "/healthcheck",
                HealthCheckIntervalSeconds = 10,
                HealthCheckTimeoutSeconds = 5,
                HealthyThresholdCount = 2,
                UnhealthyThresholdCount = 2,
                VpcId = vpcId
            });
        var targetGroup = createResponse.TargetGroups[0];
        return targetGroup;
    }

    /// <summary>
    /// Create an Elastic Load Balancing load balancer that uses the specified
    subnets
    /// and forwards requests to the specified target group.
    /// </summary>
    /// <param name="name">The name for the new load balancer.</param>
    /// <param name="subnetIds">Subnets for the load balancer.</param>
    /// <param name="targetGroup">Target group for forwarded requests.</param>
    /// <returns>The new LoadBalancer object.</returns>
    public async Task<LoadBalancer> CreateLoadBalancerAndListener(string name,
        List<string> subnetIds, TargetGroup targetGroup)
    {

```

```

        var createLbResponse = await
        _amazonElasticLoadBalancingV2.CreateLoadBalancerAsync(
            new CreateLoadBalancerRequest()
            {
                Name = name,
                Subnets = subnetIds
            });
        var loadBalancerArn = createLbResponse.LoadBalancers[0].LoadBalancerArn;

        // Wait for load balancer to be available.
        var loadBalancerReady = false;
        while (!loadBalancerReady)
        {
            try
            {
                var describeResponse =
                    await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                        new DescribeLoadBalancersRequest()
                        {
                            Names = new List<string>() { name }
                        });

                var loadBalancerState =
                    describeResponse.LoadBalancers[0].State.Code;

                loadBalancerReady = loadBalancerState ==
                    LoadBalancerStateEnum.Active;
            }
            catch (LoadBalancerNotFoundException)
            {
                loadBalancerReady = false;
            }
            Thread.Sleep(10000);
        }
        // Create the listener.
        await _amazonElasticLoadBalancingV2.CreateListenerAsync(
            new CreateListenerRequest()
            {
                LoadBalancerArn = loadBalancerArn,
                Protocol = targetGroup.Protocol,
                Port = targetGroup.Port,
                DefaultActions = new List<Action>()
                {
                    new Action()

```

```

        {
            Type = ActionTypeEnum.Forward,
            TargetGroupArn = targetGroup.TargetGroupArn
        }
    }
});
return createLbResponse.LoadBalancers[0];
}

/// <summary>
/// Verify this computer can successfully send a GET request to the
/// load balancer endpoint.
/// </summary>
/// <param name="endpoint">The endpoint to check.</param>
/// <returns>True if successful.</returns>
public async Task<bool> VerifyLoadBalancerEndpoint(string endpoint)
{
    var success = false;
    var retries = 3;
    while (!success && retries > 0)
    {
        try
        {
            var endpointResponse = await _httpClient.GetAsync($"http://{
{endpoint}");
            Console.WriteLine($"Response: {endpointResponse.StatusCode}.");

            if (endpointResponse.IsSuccessStatusCode)
            {
                success = true;
            }
            else
            {
                retries = 0;
            }
        }
        catch (HttpRequestException)
        {
            Console.WriteLine("Connection error, retrying...");
            retries--;
            Thread.Sleep(10000);
        }
    }
}

```

```

        return success;
    }

    /// <summary>
    /// Delete a load balancer by its specified name.
    /// </summary>
    /// <param name="name">The name of the load balancer to delete.</param>
    /// <returns>Async task.</returns>
    public async Task DeleteLoadBalancerByName(string name)
    {
        try
        {
            var describeLoadBalancerResponse =
                await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                    new DescribeLoadBalancersRequest()
                    {
                        Names = new List<string>() { name }
                    });
            var lbArn =
                describeLoadBalancerResponse.LoadBalancers[0].LoadBalancerArn;
            await _amazonElasticLoadBalancingV2.DeleteLoadBalancerAsync(
                new DeleteLoadBalancerRequest()
                {
                    LoadBalancerArn = lbArn
                }
            );
        }
        catch (LoadBalancerNotFoundException)
        {
            Console.WriteLine($"Load balancer {name} not found.");
        }
    }

    /// <summary>
    /// Delete a TargetGroup by its specified name.
    /// </summary>
    /// <param name="groupName">Name of the group to delete.</param>
    /// <returns>Async task.</returns>
    public async Task DeleteTargetGroupByName(string groupName)
    {
        var done = false;
        while (!done)
        {
            try

```



```

        {
            var groupResponse =
                await _amazonElasticLoadBalancingV2.DescribeTargetGroupsAsync(
                    new DescribeTargetGroupsRequest()
                    {
                        Names = new List<string>() { groupName }
                    });

            var targetArn = groupResponse.TargetGroups[0].TargetGroupArn;
            await _amazonElasticLoadBalancingV2.DeleteTargetGroupAsync(
                new DeleteTargetGroupRequest() { TargetGroupArn = targetArn });
            Console.WriteLine($"Deleted load balancing target group
{groupName}.");
            done = true;
        }
        catch (TargetGroupNotFoundException)
        {
            Console.WriteLine(
                $"Target group {groupName} not found, could not delete.");
            done = true;
        }
        catch (ResourceInUseException)
        {
            Console.WriteLine("Target group not yet released, waiting...");
            Thread.Sleep(10000);
        }
    }
}
}

```

创建一个使用 DynamoDB 模拟推荐服务的类。

```

/// <summary>
/// Encapsulates a DynamoDB table to use as a service that recommends books, movies,
/// and songs.
/// </summary>
public class Recommendations
{
    private readonly IAmazonDynamoDB _amazonDynamoDb;
    private readonly DynamoDBContext _context;
    private readonly string _tableName;

```

```

public string TableName => _tableName;

/// <summary>
/// Constructor for the Recommendations service.
/// </summary>
/// <param name="amazonDynamoDb">The injected DynamoDb client.</param>
/// <param name="configuration">The injected configuration.</param>
public Recommendations(IAmazonDynamoDB amazonDynamoDb, IConfiguration
configuration)
{
    _amazonDynamoDb = amazonDynamoDb;
    _context = new DynamoDBContext(_amazonDynamoDb);
    _tableName = configuration["databaseName"]!;
}

/// <summary>
/// Create the DynamoDb table with a specified name.
/// </summary>
/// <param name="tableName">The name for the table.</param>
/// <returns>True when ready.</returns>
public async Task<bool> CreateDatabaseWithName(string tableName)
{
    try
    {
        Console.WriteLine($"Creating table {tableName}...");
        var createRequest = new CreateTableRequest()
        {
            TableName = tableName,
            AttributeDefinitions = new List<AttributeDefinition>()
            {
                new AttributeDefinition()
                {
                    AttributeName = "MediaType",
                    AttributeType = ScalarAttributeType.S
                },
                new AttributeDefinition()
                {
                    AttributeName = "ItemId",
                    AttributeType = ScalarAttributeType.N
                }
            },
            KeySchema = new List<KeySchemaElement>()
            {
                new KeySchemaElement()

```

```

        {
            AttributeName = "MediaType",
            KeyType = KeyType.HASH
        },
        new KeySchemaElement()
        {
            AttributeName = "ItemId",
            KeyType = KeyType.RANGE
        }
    },
    ProvisionedThroughput = new ProvisionedThroughput()
    {
        ReadCapacityUnits = 5,
        WriteCapacityUnits = 5
    }
};
await _amazonDynamoDb.CreateTableAsync(createRequest);

// Wait until the table is ACTIVE and then report success.
Console.WriteLine("\nWaiting for table to become active...");

var request = new DescribeTableRequest
{
    TableName = tableName
};

TableStatus status;
do
{
    Thread.Sleep(2000);

    var describeTableResponse = await
        _amazonDynamoDb.DescribeTableAsync(request);
    status = describeTableResponse.Table.TableStatus;

    Console.WriteLine(".");
}
while (status != "ACTIVE");

return status == TableStatus.ACTIVE;
}
catch (ResourceInUseException)
{
    Console.WriteLine($"Table {tableName} already exists.");
}

```

```

        return false;
    }
}

/// <summary>
/// Populate the database table with data from a specified path.
/// </summary>
/// <param name="databaseTableName">The name of the table.</param>
/// <param name="recommendationsPath">The path of the recommendations data.</
param>
/// <returns>Async task.</returns>
public async Task PopulateDatabase(string databaseTableName, string
recommendationsPath)
{
    var recommendationsText = await File.ReadAllTextAsync(recommendationsPath);
    var records =
        JsonSerializer.Deserialize<RecommendationModel[]>(recommendationsText);
    var batchWrite = _context.CreateBatchWrite<RecommendationModel>();

    foreach (var record in records!)
    {
        batchWrite.AddPutItem(record);
    }

    await batchWrite.ExecuteAsync();
}

/// <summary>
/// Delete the recommendation table by name.
/// </summary>
/// <param name="tableName">The name of the recommendation table.</param>
/// <returns>Async task.</returns>
public async Task DestroyDatabaseByName(string tableName)
{
    try
    {
        await _amazonDynamoDb.DeleteTableAsync(
            new DeleteTableRequest() { TableName = tableName });
        Console.WriteLine($"Table {tableName} was deleted.");
    }
    catch (ResourceNotFoundException)
    {
        Console.WriteLine($"Table {tableName} not found");
    }
}

```

```

    }
}

```

创建一个包含 Systems Manager 操作的类。

```

/// <summary>
/// Encapsulates Systems Manager parameter operations. This example uses these
/// parameters
/// to drive the demonstration of resilient architecture, such as failure of a
/// dependency or
/// how the service responds to a health check.
/// </summary>
public class SmParameterWrapper
{
    private readonly IAmazonSimpleSystemsManagement _amazonSimpleSystemsManagement;

    private readonly string _tableParameter = "doc-example-resilient-architecture-
table";
    private readonly string _failureResponseParameter = "doc-example-resilient-
architecture-failure-response";
    private readonly string _healthCheckParameter = "doc-example-resilient-
architecture-health-check";
    private readonly string _tableName = "";

    public string TableParameter => _tableParameter;
    public string TableName => _tableName;
    public string HealthCheckParameter => _healthCheckParameter;
    public string FailureResponseParameter => _failureResponseParameter;

    /// <summary>
    /// Constructor for the SmParameterWrapper.
    /// </summary>
    /// <param name="amazonSimpleSystemsManagement">The injected Simple Systems
Management client.</param>
    /// <param name="configuration">The injected configuration.</param>
    public SmParameterWrapper(IAmazonSimpleSystemsManagement
amazonSimpleSystemsManagement, IConfiguration configuration)
    {
        _amazonSimpleSystemsManagement = amazonSimpleSystemsManagement;
        _tableName = configuration["databaseName"]!;
    }
}

```

```
/// <summary>
/// Reset the Systems Manager parameters to starting values for the demo.
/// </summary>
/// <returns>Async task.</returns>
public async Task Reset()
{
    await this.PutParameterByName(_tableParameter, _tableName);
    await this.PutParameterByName(_failureResponseParameter, "none");
    await this.PutParameterByName(_healthCheckParameter, "shallow");
}

/// <summary>
/// Set the value of a named Systems Manager parameter.
/// </summary>
/// <param name="name">The name of the parameter.</param>
/// <param name="value">The value to set.</param>
/// <returns>Async task.</returns>
public async Task PutParameterByName(string name, string value)
{
    await _amazonSimpleSystemsManagement.PutParameterAsync(
        new PutParameterRequest() { Name = name, Value = value, Overwrite =
true });
}
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [AttachLoadBalancerTargetGroups](#)
- [CreateAutoScalingGroup](#)
- [CreateInstanceProfile](#)
- [CreateLaunchTemplate](#)
- [CreateListener](#)
- [CreateLoadBalancer](#)
- [CreateTargetGroup](#)
- [DeleteAutoScalingGroup](#)
- [DeleteInstanceProfile](#)
- [DeleteLaunchTemplate](#)
- [DeleteLoadBalancer](#)

- [DeleteTargetGroup](#)
- [DescribeAutoScalingGroups](#)
- [DescribeAvailabilityZones](#)
- [DescribeIamInstanceProfileAssociations](#)
- [DescribeInstances](#)
- [DescribeLoadBalancers](#)
- [DescribeSubnets](#)
- [DescribeTargetGroups](#)
- [DescribeTargetHealth](#)
- [DescribeVpcs](#)
- [RebootInstances](#)
- [ReplaceIamInstanceProfileAssociation](#)
- [TerminateInstanceInAutoScalingGroup](#)
- [UpdateAutoScalingGroup](#)

使用的 Amazon ECS 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Amazon ECS 中使用来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [场景](#)

操作

ListClusters

以下代码示例演示了如何使用 ListClusters。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List cluster ARNs available.
/// </summary>
/// <returns>The ARN list of clusters.</returns>
public async Task<List<string>> GetClusterARNsAsync()
{
    Console.WriteLine("Getting a list of all the clusters in your AWS
account...");
    List<string> clusterArnList = new List<string>();
    // Get a list of all the clusters in your AWS account
    try
    {
        var listClustersResponse = _ecsClient.Paginators.ListClusters(new
ListClustersRequest
        {
        });

        var clusterArns = listClustersResponse.ClusterArns;

        // Print the ARNs of the clusters
        await foreach (var clusterArn in clusterArns)
        {
            clusterArnList.Add(clusterArn);
        }

        if (clusterArnList.Count == 0)
```



```

        {
            _logger.LogWarning("No clusters found in your AWS account.");
        }
        return clusterArnList;
    }
    catch (Exception e)
    {
        _logger.LogError($"An error occurred while getting a list of all the
clusters in your AWS account. {e.InnerException}");
        throw new Exception($"An error occurred while getting a list of all the
clusters in your AWS account. {e.InnerException}");
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListClusters](#) 中的。

ListServices

以下代码示例演示了如何使用 ListServices。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// List service ARNs available.
/// </summary>
/// <param name="clusterARN">The arn of the ECS cluster.</param>
/// <returns>The ARN list of services in given cluster.</returns>
public async Task<List<string>> GetServiceARNsAsync(string clusterARN)
{
    List<string> serviceArns = new List<string>();

    var request = new ListServicesRequest
    {
        Cluster = clusterARN
    }
}

```

```

};
// Call the ListServices API operation and get the list of service ARNs
var serviceList = _ecsClient.Paginators.ListServices(request);

await foreach (var serviceARN in serviceList.ServiceArns)
{
    if (serviceARN is null)
        continue;

    serviceArns.Add(serviceARN);
}

if (serviceArns.Count == 0)
{
    _logger.LogWarning($"No services found in cluster {clusterARN} .");
}

return serviceArns;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListServices](#) 中的。

ListTasks

以下代码示例演示了如何使用 ListTasks。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// List task ARNs available.
/// </summary>
/// <param name="clusterARN">The arn of the ECS cluster.</param>
/// <returns>The ARN list of tasks in given cluster.</returns>
public async Task<List<string>> GetTaskARNsAsync(string clusterARN)

```

```
{
    // Set up the request to describe the tasks in the service
    var listTasksRequest = new ListTasksRequest
    {
        Cluster = clusterARN
    };
    List<string> taskArns = new List<string>();

    // Call the ListTasks API operation and get the list of task ARNs
    var tasks = _ecsClient.Paginators.ListTasks(listTasksRequest);

    await foreach (var task in tasks.TaskArns)
    {
        if (task is null)
            continue;

        taskArns.Add(task);
    }

    if (taskArns.Count == 0)
    {
        _logger.LogWarning("No tasks found in cluster: " + clusterARN);
    }

    return taskArns;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListTasks](#)中的。

场景

获取集群、服务和任务的 ARN 信息

以下代码示例演示了操作流程：

- 获取所有集群的列表。
- 获取集群的服务。
- 获取集群的任务。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```
using Amazon.ECS;
using ECSActions;
using Microsoft.Extensions.Hosting;
using Microsoft.Extensions.Logging;
using Microsoft.Extensions.Logging.Console;
using Microsoft.Extensions.Logging.Debug;

namespace ECSScenario;

public class ECSScenario
{
    /*
        Before running this .NET code example, set up your development environment,
        including your credentials.

        This .NET example performs the following tasks:
        1. List ECS Cluster ARNs.
        2. List services in every cluster
        3. List Task ARNs in every cluster.
    */

    private static ILogger logger = null!;
    private static ECSWrapper _ecsWrapper = null!;

    static async Task Main(string[] args)
    {
        // Set up dependency injection for the Amazon service.
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                    .AddFilter<DebugLoggerProvider>("Microsoft",
                        LogLevel.Information)
```

```

        .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
        .Build();

ILoggerFactory loggerFactory = LoggerFactory.Create(builder =>
{
    builder.AddConsole();
});

logger = LoggerFactory.Create(builder => { builder.AddConsole(); })
    .CreateLogger<ECSScenario>();

var loggerECSWarpper = LoggerFactory.Create(builder =>
{ builder.AddConsole(); })
    .CreateLogger<ECSWrapper>();

var amazonECSClient = new AmazonECSClient();

_ecsWrapper = new ECSWrapper(amazonECSClient, loggerECSWarpper);

Console.WriteLine(new string('-', 80));
Console.WriteLine("Welcome to the Amazon ECS example scenario.");
Console.WriteLine(new string('-', 80));

try
{
    await ListClusterARNs();
    await ListServiceARNs();
    await ListTaskARNs();
}
catch (Exception ex)
{
    logger.LogError(ex, "There was a problem executing the scenario.");
}
}

/// <summary>
/// List ECS Cluster ARNs
/// </summary>
private static async Task ListClusterARNs()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"1. List Cluster ARNs from ECS.");
    var arns = await _ecsWrapper.GetClusterARNsAsync();

```

```

        foreach (var arn in arns)
        {
            Console.WriteLine($"Cluster arn: {arn}");
            Console.WriteLine($"Cluster name: {arn.Split("/").Last()}");
        }

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// List services in every cluster
    /// </summary>
    private static async Task ListServiceARNs()
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"2. List Service ARNs in every cluster.");
        var clusterARNs = await _ecsWrapper.GetClusterARNsAsync();

        foreach (var clusterARN in clusterARNs)
        {
            Console.WriteLine($"Getting services for cluster name:
{clusterARN.Split("/").Last()}");
            Console.WriteLine(new string('.', 5));

            var serviceARNs = await _ecsWrapper.GetServiceARNsAsync(clusterARN);

            foreach (var serviceARN in serviceARNs)
            {
                Console.WriteLine($"Service arn: {serviceARN}");
                Console.WriteLine($"Service name: {serviceARN.Split("/").Last()}");
            }
        }

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// List tasks in every cluster
    /// </summary>
    private static async Task ListTaskARNs()

```

```

{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"3. List Task ARNs in every cluster.");
    var clusterARNs = await _ecsWrapper.GetClusterARNsAsync();

    foreach (var clusterARN in clusterARNs)
    {
        Console.WriteLine($"Getting tasks for cluster name:
{clusterARN.Split("/").Last()}");
        Console.WriteLine(new string('.', 5));

        var taskARNs = await _ecsWrapper.GetTaskARNsAsync(clusterARN);

        foreach (var taskARN in taskARNs)
        {
            Console.WriteLine($"Task arn: {taskARN}");
        }
    }
    Console.WriteLine(new string('-', 80));
}
}

```

场景调用以管理 Amazon ECS 操作的包装程序方法。

```

using Amazon.ECS;
using Amazon.ECS.Model;
using Microsoft.Extensions.Logging;

namespace ECSActions;

public class ECSWrapper
{
    private readonly AmazonECSClient _ecsClient;
    private readonly ILogger<ECSWrapper> _logger;

    /// <summary>
    /// Constructor for the ECS wrapper.
    /// </summary>
    /// <param name="ecsClient">The injected ECS client.</param>
    /// <param name="logger">The injected logger for the wrapper.</param>
    public ECSWrapper(AmazonECSClient ecsClient, ILogger<ECSWrapper> logger)

```

```
{
    _logger = logger;
    _ecsClient = ecsClient;
}

/// <summary>
/// List cluster ARNs available.
/// </summary>
/// <returns>The ARN list of clusters.</returns>
public async Task<List<string>> GetClusterARNsAsync()
{
    Console.WriteLine("Getting a list of all the clusters in your AWS
account...");
    List<string> clusterArnList = new List<string>();
    // Get a list of all the clusters in your AWS account
    try
    {
        var listClustersResponse = _ecsClient.Paginators.ListClusters(new
ListClustersRequest
        {
        });

        var clusterArns = listClustersResponse.ClusterArns;

        // Print the ARNs of the clusters
        await foreach (var clusterArn in clusterArns)
        {
            clusterArnList.Add(clusterArn);
        }

        if (clusterArnList.Count == 0)
        {
            _logger.LogWarning("No clusters found in your AWS account.");
        }
        return clusterArnList;
    }
    catch (Exception e)
    {
        _logger.LogError($"An error occurred while getting a list of all the
clusters in your AWS account. {e.InnerException}");
        throw new Exception($"An error occurred while getting a list of all the
clusters in your AWS account. {e.InnerException}");
    }
}
```



```

    }
}

/// <summary>
/// List service ARNs available.
/// </summary>
/// <param name="clusterARN">The arn of the ECS cluster.</param>
/// <returns>The ARN list of services in given cluster.</returns>
public async Task<List<string>> GetServiceARNsAsync(string clusterARN)
{
    List<string> serviceArns = new List<string>();

    var request = new ListServicesRequest
    {
        Cluster = clusterARN
    };
    // Call the ListServices API operation and get the list of service ARNs
    var serviceList = _ecsClient.Paginators.ListServices(request);

    await foreach (var serviceARN in serviceList.ServiceArns)
    {
        if (serviceARN is null)
            continue;

        serviceArns.Add(serviceARN);
    }

    if (serviceArns.Count == 0)
    {
        _logger.LogWarning($"No services found in cluster {clusterARN} .");
    }

    return serviceArns;
}

/// <summary>
/// List task ARNs available.
/// </summary>
/// <param name="clusterARN">The arn of the ECS cluster.</param>
/// <returns>The ARN list of tasks in given cluster.</returns>
public async Task<List<string>> GetTaskARNsAsync(string clusterARN)
{
    // Set up the request to describe the tasks in the service
    var listTasksRequest = new ListTasksRequest

```

```
{
    Cluster = clusterARN
};
List<string> taskArns = new List<string>();

// Call the ListTasks API operation and get the list of task ARNs
var tasks = _ecsClient.Paginators.ListTasks(listTasksRequest);

await foreach (var task in tasks.TaskArns)
{
    if (task is null)
        continue;

    taskArns.Add(task);
}

if (taskArns.Count == 0)
{
    _logger.LogWarning("No tasks found in cluster: " + clusterARN);
}

return taskArns;
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。
 - [ListClusters](#)
 - [ListServices](#)
 - [ListTasks](#)

Elastic Load Balancing-版本 2 示例使用 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Elastic Load Balancing-版本 2 中 适用于 .NET 的 AWS SDK 使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [场景](#)

操作

CreateListener

以下代码示例演示了如何使用 CreateListener。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create an Elastic Load Balancing load balancer that uses the specified
subnets
/// and forwards requests to the specified target group.
/// </summary>
/// <param name="name">The name for the new load balancer.</param>
/// <param name="subnetIds">Subnets for the load balancer.</param>
/// <param name="targetGroup">Target group for forwarded requests.</param>
/// <returns>The new LoadBalancer object.</returns>
public async Task<LoadBalancer> CreateLoadBalancerAndListener(string name,
List<string> subnetIds, TargetGroup targetGroup)
{
    var createLbResponse = await
_amazonElasticLoadBalancingV2.CreateLoadBalancerAsync(
    new CreateLoadBalancerRequest()
    {
```

```

        Name = name,
        Subnets = subnetIds
    });
    var loadBalancerArn = createLbResponse.LoadBalancers[0].LoadBalancerArn;

    // Wait for load balancer to be available.
    var loadBalancerReady = false;
    while (!loadBalancerReady)
    {
        try
        {
            var describeResponse =
                await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                    new DescribeLoadBalancersRequest()
                    {
                        Names = new List<string>() { name }
                    });

            var loadBalancerState =
                describeResponse.LoadBalancers[0].State.Code;

            loadBalancerReady = loadBalancerState ==
                LoadBalancerStateEnum.Active;
        }
        catch (LoadBalancerNotFoundException)
        {
            loadBalancerReady = false;
        }
        Thread.Sleep(10000);
    }
    // Create the listener.
    await _amazonElasticLoadBalancingV2.CreateListenerAsync(
        new CreateListenerRequest()
        {
            LoadBalancerArn = loadBalancerArn,
            Protocol = targetGroup.Protocol,
            Port = targetGroup.Port,
            DefaultActions = new List<Action>()
            {
                new Action()
                {
                    Type = ActionTypeEnum.Forward,
                    TargetGroupArn = targetGroup.TargetGroupArn
                }
            }
        }
    );

```

```

        }
    });
    return createLbResponse.LoadBalancers[0];
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateListener](#) 中的。

CreateLoadBalancer

以下代码示例演示了如何使用 CreateLoadBalancer。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Create an Elastic Load Balancing load balancer that uses the specified
subnets
/// and forwards requests to the specified target group.
/// </summary>
/// <param name="name">The name for the new load balancer.</param>
/// <param name="subnetIds">Subnets for the load balancer.</param>
/// <param name="targetGroup">Target group for forwarded requests.</param>
/// <returns>The new LoadBalancer object.</returns>
public async Task<LoadBalancer> CreateLoadBalancerAndListener(string name,
List<string> subnetIds, TargetGroup targetGroup)
{
    var createLbResponse = await
        _amazonElasticLoadBalancingV2.CreateLoadBalancerAsync(
            new CreateLoadBalancerRequest()
            {
                Name = name,
                Subnets = subnetIds
            });
    var loadBalancerArn = createLbResponse.LoadBalancers[0].LoadBalancerArn;

    // Wait for load balancer to be available.

```

```

        var loadBalancerReady = false;
        while (!loadBalancerReady)
        {
            try
            {
                var describeResponse =
                    await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                        new DescribeLoadBalancersRequest()
                        {
                            Names = new List<string>() { name }
                        });

                var loadBalancerState =
                    describeResponse.LoadBalancers[0].State.Code;

                loadBalancerReady = loadBalancerState ==
                    LoadBalancerStateEnum.Active;
            }
            catch (LoadBalancerNotFoundException)
            {
                loadBalancerReady = false;
            }
            Thread.Sleep(10000);
        }
        // Create the listener.
        await _amazonElasticLoadBalancingV2.CreateListenerAsync(
            new CreateListenerRequest()
            {
                LoadBalancerArn = loadBalancerArn,
                Protocol = targetGroup.Protocol,
                Port = targetGroup.Port,
                DefaultActions = new List<Action>()
                {
                    new Action()
                    {
                        Type = ActionTypeEnum.Forward,
                        TargetGroupArn = targetGroup.TargetGroupArn
                    }
                }
            });
        return createLbResponse.LoadBalancers[0];
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateLoadBalancer](#) 中的。

CreateTargetGroup

以下代码示例演示了如何使用 CreateTargetGroup。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create an Elastic Load Balancing target group. The target group specifies
how the load balancer forwards
/// requests to instances in the group and how instance health is checked.
///
/// To speed up this demo, the health check is configured with shortened times
and lower thresholds. In production,
/// you might want to decrease the sensitivity of your health checks to avoid
unwanted failures.
/// </summary>
/// <param name="groupName">The name for the group.</param>
/// <param name="protocol">The protocol, such as HTTP.</param>
/// <param name="port">The port to use to forward requests, such as 80.</param>
/// <param name="vpcId">The Id of the Vpc in which the load balancer exists.</
param>
/// <returns>The new TargetGroup object.</returns>
public async Task<TargetGroup> CreateTargetGroupOnVpc(string groupName,
ProtocolEnum protocol, int port, string vpcId)
{
    var createResponse = await
_amazonElasticLoadBalancingV2.CreateTargetGroupAsync(
    new CreateTargetGroupRequest()
    {
        Name = groupName,
        Protocol = protocol,
        Port = port,
        HealthCheckPath = "/healthcheck",
        HealthCheckIntervalSeconds = 10,
```

```

        HealthCheckTimeoutSeconds = 5,
        HealthyThresholdCount = 2,
        UnhealthyThresholdCount = 2,
        VpcId = vpcId
    });
    var targetGroup = createResponse.TargetGroups[0];
    return targetGroup;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateTargetGroup](#) 中的。

DeleteLoadBalancer

以下代码示例演示了如何使用 DeleteLoadBalancer。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Delete a load balancer by its specified name.
/// </summary>
/// <param name="name">The name of the load balancer to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteLoadBalancerByName(string name)
{
    try
    {
        var describeLoadBalancerResponse =
            await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                new DescribeLoadBalancersRequest()
                {
                    Names = new List<string>() { name }
                });
        var lbArn =
            describeLoadBalancerResponse.LoadBalancers[0].LoadBalancerArn;
        await _amazonElasticLoadBalancingV2.DeleteLoadBalancerAsync(

```



```

        new DeleteLoadBalancerRequest()
        {
            LoadBalancerArn = lbArn
        }
    );
}
catch (LoadBalancerNotFoundException)
{
    Console.WriteLine($"Load balancer {name} not found.");
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteLoadBalancer](#) 中的。

DeleteTargetGroup

以下代码示例演示了如何使用 DeleteTargetGroup。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Delete a TargetGroup by its specified name.
/// </summary>
/// <param name="groupName">Name of the group to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteTargetGroupByName(string groupName)
{
    var done = false;
    while (!done)
    {
        try
        {
            var groupResponse =
                await _amazonElasticLoadBalancingV2.DescribeTargetGroupsAsync(
                    new DescribeTargetGroupsRequest()

```

```

        {
            Names = new List<string>() { groupName }
        });

        var targetArn = groupResponse.TargetGroups[0].TargetGroupArn;
        await _amazonElasticLoadBalancingV2.DeleteTargetGroupAsync(
            new DeleteTargetGroupRequest() { TargetGroupArn = targetArn });
        Console.WriteLine($"Deleted load balancing target group
{groupName}.");
        done = true;
    }
    catch (TargetGroupNotFoundException)
    {
        Console.WriteLine(
            $"Target group {groupName} not found, could not delete.");
        done = true;
    }
    catch (ResourceInUseException)
    {
        Console.WriteLine("Target group not yet released, waiting...");
        Thread.Sleep(10000);
    }
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteTargetGroup](#) 中的。

DescribeLoadBalancers

以下代码示例演示了如何使用 DescribeLoadBalancers。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Get the HTTP Endpoint of a load balancer by its name.

```

```

    /// </summary>
    /// <param name="loadBalancerName">The name of the load balancer.</param>
    /// <returns>The HTTP endpoint.</returns>
    public async Task<string> GetEndpointForLoadBalancerByName(string
loadBalancerName)
    {
        if (_endpoint == null)
        {
            var endpointResponse =
                await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                    new DescribeLoadBalancersRequest()
                    {
                        Names = new List<string>() { loadBalancerName }
                    });
            _endpoint = endpointResponse.LoadBalancers[0].DNSName;
        }

        return _endpoint;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeLoadBalancers](#) 中的。

DescribeTargetHealth

以下代码示例演示了如何使用 DescribeTargetHealth。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Get the target health for a group by name.
    /// </summary>
    /// <param name="groupName">The name of the group.</param>
    /// <returns>The collection of health descriptions.</returns>

```

```

public async Task<List<TargetHealthDescription>>
CheckTargetHealthForGroup(string groupName)
{
    List<TargetHealthDescription> result = null!;
    try
    {
        var groupResponse =
            await _amazonElasticLoadBalancingV2.DescribeTargetGroupsAsync(
                new DescribeTargetGroupsRequest()
                {
                    Names = new List<string>() { groupName }
                });
        var healthResponse =
            await _amazonElasticLoadBalancingV2.DescribeTargetHealthAsync(
                new DescribeTargetHealthRequest()
                {
                    TargetGroupArn =
groupResponse.TargetGroups[0].TargetGroupArn
                });
        ;
        result = healthResponse.TargetHealthDescriptions;
    }
    catch (TargetGroupNotFoundException)
    {
        Console.WriteLine($"Target group {groupName} not found.");
    }
    return result;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeTargetHealth](#)中的。

场景

构建和管理弹性服务

以下代码示例演示了如何创建可返回书籍、电影和歌曲推荐的负载均衡的 Web 服务。该示例演示服务如何响应故障，以及如何重组服务以提高故障发生时的弹性。

- 使用 Amazon A EC2 uto Scaling 组根据启动模板创建亚马逊弹性计算云 (Amazon EC2) 实例，并将实例数量保持在指定范围内。
- 使用弹性负载均衡处理和分发 HTTP 请求。

- 监控自动扩缩组中实例的运行状况，并仅将请求转发到运行状况良好的实例。
- 在每个 EC2 实例上运行 Python 网络服务器来处理 HTTP 请求。Web 服务器以建议和运行状况检查作为响应。
- 使用 Amazon DynamoDB 表模拟推荐服务。
- 通过更新 AWS Systems Manager 参数来控制 Web 服务器对请求和运行状况检查的响应。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```
static async Task Main(string[] args)
{
    _configuration = new ConfigurationBuilder()
        .SetBasePath(Directory.GetCurrentDirectory())
        .AddJsonFile("settings.json") // Load settings from .json file.
        .AddJsonFile("settings.local.json",
            true) // Optionally, load local settings.
        .Build();

    // Set up dependency injection for the AWS services.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
            logging.AddFilter("System", LogLevel.Debug)
                .AddFilter<DebugLoggerProvider>("Microsoft",
                    LogLevel.Information)
                .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
        .ConfigureServices((_, services) =>
            services.AddAWSService<IAmazonIdentityManagementService>()
                .AddAWSService<IAmazonDynamoDB>()
                .AddAWSService<IAmazonElasticLoadBalancingV2>()
                .AddAWSService<IAmazonSimpleSystemsManagement>()
                .AddAWSService<IAmazonAutoScaling>()
                .AddAWSService<IAmazonEC2>()
```

```

        .AddTransient<AutoScalerWrapper>()
        .AddTransient<ElasticLoadBalancerWrapper>()
        .AddTransient<SmParameterWrapper>()
        .AddTransient<Recommendations>()
        .AddSingleton<IConfiguration>(_configuration)
    )
    .Build();

ServicesSetup(host);
ResourcesSetup();

try
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Welcome to the Resilient Architecture Example
Scenario.");
    Console.WriteLine(new string('-', 80));
    await Deploy(true);

    Console.WriteLine("Now let's begin the scenario.");
    Console.WriteLine(new string('-', 80));
    await Demo(true);

    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Finally, let's clean up our resources.");
    Console.WriteLine(new string('-', 80));

    await DestroyResources(true);

    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Resilient Architecture Example Scenario is
complete.");
    Console.WriteLine(new string('-', 80));
}
catch (Exception ex)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"There was a problem running the scenario:
{ex.Message}");
    await DestroyResources(true);
    Console.WriteLine(new string('-', 80));
}
}

```

```

    /// <summary>
    /// Setup any common resources, also used for integration testing.
    /// </summary>
    public static void ResourcesSetup()
    {
        _httpClient = new HttpClient();
    }

    /// <summary>
    /// Populate the services for use within the console application.
    /// </summary>
    /// <param name="host">The services host.</param>
    private static void ServicesSetup(IHost host)
    {
        _elasticLoadBalancerWrapper =
host.Services.GetRequiredService<ElasticLoadBalancerWrapper>();
        _iamClient =
host.Services.GetRequiredService<IAmazonIdentityManagementService>();
        _recommendations = host.Services.GetRequiredService<Recommendations>();
        _autoScalerWrapper = host.Services.GetRequiredService<AutoScalerWrapper>();
        _smParameterWrapper =
host.Services.GetRequiredService<SmParameterWrapper>();
    }

    /// <summary>
    /// Deploy necessary resources for the scenario.
    /// </summary>
    /// <param name="interactive">True to run as interactive.</param>
    /// <returns>True if successful.</returns>
    public static async Task<bool> Deploy(bool interactive)
    {
        var protocol = "HTTP";
        var port = 80;
        var sshPort = 22;

        Console.WriteLine(
            "\nFor this demo, we'll use the AWS SDK for .NET to create several AWS
resources\n" +
            "to set up a load-balanced web service endpoint and explore some ways to
make it resilient\n" +
            "against various kinds of failures.\n\n" +
            "Some of the resources create by this demo are:\n");

        Console.WriteLine(

```

```

        "\t* A DynamoDB table that the web service depends on to provide book,
movie, and song recommendations.");
        Console.WriteLine(
            "\t* An EC2 launch template that defines EC2 instances that each contain
a Python web server.");
        Console.WriteLine(
            "\t* An EC2 Auto Scaling group that manages EC2 instances across several
Availability Zones.");
        Console.WriteLine(
            "\t* An Elastic Load Balancing (ELB) load balancer that targets the Auto
Scaling group to distribute requests.");
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Press Enter when you're ready to start deploying
resources.");
        if (interactive)
            Console.ReadLine();

        // Create and populate the DynamoDB table.
        var databaseTableName = _configuration["databaseName"];
        var recommendationsPath = Path.Join(_configuration["resourcePath"],
            "recommendations_objects.json");
        Console.WriteLine($"Creating and populating a DynamoDB table named
{databaseTableName}.");
        await _recommendations.CreateDatabaseWithName(databaseTableName);
        await _recommendations.PopulateDatabase(databaseTableName,
recommendationsPath);
        Console.WriteLine(new string('-', 80));

        // Create the EC2 Launch Template.

        Console.WriteLine(
            $"Creating an EC2 launch template that runs 'server_startup_script.sh'
when an instance starts.\n"
            + "\nThis script starts a Python web server defined in the `server.py`
script. The web server\n"
            + "listens to HTTP requests on port 80 and responds to requests to '/'
and to '/healthcheck'.\n"
            + "For demo purposes, this server is run as the root user. In
production, the best practice is to\n"
            + "run a web server, such as Apache, with least-privileged
credentials.");
        Console.WriteLine(
            "\n\nThe template also defines an IAM policy that each instance uses to
assume a role that grants\n"

```



```

        + "permissions to access the DynamoDB recommendation table and Systems
Manager parameters\n"
        + "that control the flow of the demo.");

    var startupScriptPath = Path.Join(_configuration["resourcePath"],
        "server_startup_script.sh");
    var instancePolicyPath = Path.Join(_configuration["resourcePath"],
        "instance_policy.json");
    await _autoScalerWrapper.CreateTemplate(startupScriptPath,
instancePolicyPath);
    Console.WriteLine(new string('-', 80));

    Console.WriteLine(
        "Creating an EC2 Auto Scaling group that maintains three EC2 instances,
each in a different\n"
        + "Availability Zone.\n");
    var zones = await _autoScalerWrapper.DescribeAvailabilityZones();
    await _autoScalerWrapper.CreateGroupOfSize(3, _autoScalerWrapper.GroupName,
zones);
    Console.WriteLine(new string('-', 80));

    Console.WriteLine(
        "At this point, you have EC2 instances created. Once each instance
starts, it listens for\n"
        + "HTTP requests. You can see these instances in the console or continue
with the demo.\n");

    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Press Enter when you're ready to continue.");
    if (interactive)
        Console.ReadLine();

    Console.WriteLine("Creating variables that control the flow of the demo.");
    await _smParameterWrapper.Reset();

    Console.WriteLine(
        "\nCreating an Elastic Load Balancing target group and load balancer.
The target group\n"
        + "defines how the load balancer connects to instances. The load
balancer provides a\n"
        + "single endpoint where clients connect and dispatches requests to
instances in the group.");

    var defaultVpc = await _autoScalerWrapper.GetDefaultVpc();

```

```

        var subnets = await
_autoScalerWrapper.GetAllVpcSubnetsForZones(defaultVpc.VpcId, zones);
        var subnetIds = subnets.Select(s => s.SubnetId).ToList();
        var targetGroup = await
_elasticLoadBalancerWrapper.CreateTargetGroupOnVpc(_elasticLoadBalancerWrapper.TargetGroupM
protocol, port, defaultVpc.VpcId);

        await
_elasticLoadBalancerWrapper.CreateLoadBalancerAndListener(_elasticLoadBalancerWrapper.Lo
subnetIds, targetGroup);
        await
_autoScalerWrapper.AttachLoadBalancerToGroup(_autoScalerWrapper.GroupName,
targetGroup.TargetGroupArn);
        Console.WriteLine("\nVerifying access to the load balancer endpoint...");
        var endPoint = await
_elasticLoadBalancerWrapper.GetEndpointForLoadBalancerByName(_elasticLoadBalancerWrapper.Lo
        var loadBalancerAccess = await
_elasticLoadBalancerWrapper.VerifyLoadBalancerEndpoint(endPoint);

        if (!loadBalancerAccess)
        {
            Console.WriteLine("\nCouldn't connect to the load balancer, verifying
that the port is open...");

            var ipString = await _httpClient.GetStringAsync("https://
checkip.amazonaws.com");
            ipString = ipString.Trim();

            var defaultSecurityGroup = await
_autoScalerWrapper.GetDefaultSecurityGroupForVpc(defaultVpc);
            var portIsOpen =
_autoScalerWrapper.VerifyInboundPortForGroup(defaultSecurityGroup, port, ipString);
            var sshPortIsOpen =
_autoScalerWrapper.VerifyInboundPortForGroup(defaultSecurityGroup, sshPort,
ipString);

            if (!portIsOpen)
            {
                Console.WriteLine(
                    "\nFor this example to work, the default security group for your
default VPC must\n"
                    + "allows access from this computer. You can either add it
automatically from this\n"

```

```

        + "example or add it yourself using the AWS Management Console.
\n");

        if (!interactive || GetYesNoResponse(
            "Do you want to add a rule to the security group to allow
inbound traffic from your computer's IP address?"))
        {
            await
_autoScalerWrapper.OpenInboundPort(defaultSecurityGroup.GroupId, port, ipString);
        }

        if (!sshPortIsOpen)
        {
            if (!interactive || GetYesNoResponse(
                "Do you want to add a rule to the security group to allow
inbound SSH traffic for debugging from your computer's IP address?"))
            {
                await
_autoScalerWrapper.OpenInboundPort(defaultSecurityGroup.GroupId, sshPort,
ipString);
            }
        }

        loadBalancerAccess = await
_elasticLoadBalancerWrapper.VerifyLoadBalancerEndpoint(endPoint);
    }

    if (loadBalancerAccess)
    {
        Console.WriteLine("Your load balancer is ready. You can access it by
browsing to:");
        Console.WriteLine($"http://{endPoint}\n");
    }
    else
    {
        Console.WriteLine(
            "\nCouldn't get a successful response from the load balancer
endpoint. Troubleshoot by\n"
            + "manually verifying that your VPC and security group are
configured correctly and that\n"
            + "you can successfully make a GET request to the load balancer
endpoint:\n");
        Console.WriteLine($"http://{endPoint}\n");
    }
}

```

```

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Press Enter when you're ready to continue with the
demo.");
        if (interactive)
            Console.ReadLine();
        return true;
    }

    /// <summary>
    /// Demonstrate the steps of the scenario.
    /// </summary>
    /// <param name="interactive">True to run as an interactive scenario.</param>
    /// <returns>Async task.</returns>
    public static async Task<bool> Demo(bool interactive)
    {
        var ssmOnlyPolicy = Path.Join(_configuration["resourcePath"],
            "ssm_only_policy.json");

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Resetting parameters to starting values for demo.");
        await _smParameterWrapper.Reset();

        Console.WriteLine("\nThis part of the demonstration shows how to toggle
different parts of the system\n" +
            "to create situations where the web service fails, and
shows how using a resilient\n" +
            "architecture can keep the web service running in spite of
these failures.");
        Console.WriteLine(new string('-', 88));
        Console.WriteLine("At the start, the load balancer endpoint returns
recommendations and reports that all targets are healthy.");
        if (interactive)
            await DemoActionChoices();

        Console.WriteLine($"The web service running on the EC2 instances gets
recommendations by querying a DynamoDB table.\n" +
            $"The table name is contained in a Systems Manager
parameter named '{_smParameterWrapper.TableParameter}'.\n" +
            $"To simulate a failure of the recommendation service,
let's set this parameter to name a non-existent table.\n");
        await
        _smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter, "this-
is-not-a-table");
    }

```

```

        Console.WriteLine("\nNow, sending a GET request to the load balancer
endpoint returns a failure code. But, the service reports as\n" +
            "healthy to the load balancer because shallow health
checks don't check for failure of the recommendation service.");
        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("Instead of failing when the recommendation service fails,
the web service can return a static response.");
        Console.WriteLine("While this is not a perfect solution, it presents the
customer with a somewhat better experience than failure.");

        await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.FailureResponseParameter,
"static");

        Console.WriteLine("\nNow, sending a GET request to the load balancer
endpoint returns a static response.");
        Console.WriteLine("The service still reports as healthy because health
checks are still shallow.");
        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("Let's reinstate the recommendation service.\n");
        await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter,
_smParameterWrapper.TableName);
        Console.WriteLine(
            "\nLet's also substitute bad credentials for one of the instances in the
target group so that it can't\n" +
            "access the DynamoDB recommendation table.\n"
        );
        await _autoScalerWrapper.CreateInstanceProfileWithName(
            _autoScalerWrapper.BadCredsPolicyName,
            _autoScalerWrapper.BadCredsRoleName,
            _autoScalerWrapper.BadCredsProfileName,
            ssmOnlyPolicy,
            new List<string> { "AmazonSSMManagedInstanceCore" }
        );
        var instances = await
_autoScalerWrapper.GetInstancesByGroupName(_autoScalerWrapper.GroupName);
        var badInstanceId = instances.First();
        var instanceProfile = await
_autoScalerWrapper.GetInstanceProfile(badInstanceId);

```

```

        Console.WriteLine(
            $"Replacing the profile for instance {badInstanceId} with a profile that
contains\n" +
            "bad credentials...\n"
        );
        await _autoScalerWrapper.ReplaceInstanceProfile(
            badInstanceId,
            _autoScalerWrapper.BadCredsProfileName,
            instanceProfile.AssociationId
        );
        Console.WriteLine(
            "Now, sending a GET request to the load balancer endpoint returns either
a recommendation or a static response,\n" +
            "depending on which instance is selected by the load balancer.\n"
        );
        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("\nLet's implement a deep health check. For this demo, a
deep health check tests whether");
        Console.WriteLine("the web service can access the DynamoDB table that it
depends on for recommendations. Note that");
        Console.WriteLine("the deep health check is only for ELB routing and not for
Auto Scaling instance health.");
        Console.WriteLine("This kind of deep health check is not recommended for
Auto Scaling instance health, because it");
        Console.WriteLine("risks accidental termination of all instances in the Auto
Scaling group when a dependent service fails.");

        Console.WriteLine("\nBy implementing deep health checks, the load balancer
can detect when one of the instances is failing");
        Console.WriteLine("and take that instance out of rotation.");

        await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.HealthCheckParameter,
"deep");

        Console.WriteLine($"Now, checking target health indicates that the
instance with bad credentials ({badInstanceId})");
        Console.WriteLine("is unhealthy. Note that it might take a minute or two for
the load balancer to detect the unhealthy");
        Console.WriteLine("instance. Sending a GET request to the load balancer
endpoint always returns a recommendation, because");

```

```
        Console.WriteLine("the load balancer takes unhealthy instances out of its
rotation.");

        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("\nBecause the instances in this demo are controlled by an
auto scaler, the simplest way to fix an unhealthy");
        Console.WriteLine("instance is to terminate it and let the auto scaler start
a new instance to replace it.");

        await _autoScalerWrapper.TryTerminateInstanceById(badInstanceId);

        Console.WriteLine($"Even while the instance is terminating and the new
instance is starting, sending a GET");
        Console.WriteLine("request to the web service continues to get a successful
recommendation response because");
        Console.WriteLine("starts and reports as healthy, it is included in the load
balancing rotation.");
        Console.WriteLine("Note that terminating and replacing an instance typically
takes several minutes, during which time you");
        Console.WriteLine("can see the changing health check status until the new
instance is running and healthy.");

        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("\nIf the recommendation service fails now, deep health
checks mean all instances report as unhealthy.");

        await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter, "this-
is-not-a-table");

        Console.WriteLine($"When all instances are unhealthy, the load balancer
continues to route requests even to");
        Console.WriteLine("unhealthy instances, allowing them to fail open and
return a static response rather than fail");
        Console.WriteLine("closed and report failure to the customer.");

        if (interactive)
            await DemoActionChoices();
        await _smParameterWrapper.Reset();
```

```

        Console.WriteLine(new string('-', 80));
        return true;
    }

    /// <summary>
    /// Clean up the resources from the scenario.
    /// </summary>
    /// <param name="interactive">True to ask the user for cleanup.</param>
    /// <returns>Async task.</returns>
    public static async Task<bool> DestroyResources(bool interactive)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine(
            "To keep things tidy and to avoid unwanted charges on your account, we
can clean up all AWS resources\n" +
            "that were created for this demo."
        );

        if (!interactive || GetYesNoResponse("Do you want to clean up all demo
resources? (y/n) "))
        {
            await
            _elasticLoadBalancerWrapper.DeleteLoadBalancerByName(_elasticLoadBalancerWrapper.LoadBalancerName);
            await
            _elasticLoadBalancerWrapper.DeleteTargetGroupByName(_elasticLoadBalancerWrapper.TargetGroupName);
            await
            _autoScalerWrapper.TerminateAndDeleteAutoScalingGroupWithName(_autoScalerWrapper.GroupName);
            await
            _autoScalerWrapper.DeleteKeyPairByName(_autoScalerWrapper.KeyPairName);
            await
            _autoScalerWrapper.DeleteTemplateByName(_autoScalerWrapper.LaunchTemplateName);
            await _autoScalerWrapper.DeleteInstanceProfile(
                _autoScalerWrapper.BadCredsProfileName,
                _autoScalerWrapper.BadCredsRoleName
            );
            await
            _recommendations.DestroyDatabaseByName(_recommendations.TableName);
        }
        else
        {
            Console.WriteLine(
                "Ok, we'll leave the resources intact.\n" +
                "Don't forget to delete them when you're done with them or you might
incur unexpected charges."
            );
        }
    }

```



```

        });
    }

    Console.WriteLine(new string('-', 80));
    return true;
}

```

创建一个包含 Auto Scaling 和 Amazon EC2 操作的类。

```

/// <summary>
/// Encapsulates Amazon EC2 Auto Scaling and EC2 management methods.
/// </summary>
public class AutoScalerWrapper
{
    private readonly IAmazonAutoScaling _amazonAutoScaling;
    private readonly IAmazonEC2 _amazonEc2;
    private readonly IAmazonSimpleSystemsManagement _amazonSsm;
    private readonly IAmazonIdentityManagementService _amazonIam;
    private readonly ILogger<AutoScalerWrapper> _logger;

    private readonly string _instanceType = "";
    private readonly string _amiParam = "";
    private readonly string _launchTemplateName = "";
    private readonly string _groupName = "";
    private readonly string _instancePolicyName = "";
    private readonly string _instanceRoleName = "";
    private readonly string _instanceProfileName = "";
    private readonly string _badCredsProfileName = "";
    private readonly string _badCredsRoleName = "";
    private readonly string _badCredsPolicyName = "";
    private readonly string _keyPairName = "";

    public string GroupName => _groupName;
    public string KeyPairName => _keyPairName;
    public string LaunchTemplateName => _launchTemplateName;
    public string InstancePolicyName => _instancePolicyName;
    public string BadCredsProfileName => _badCredsProfileName;
    public string BadCredsRoleName => _badCredsRoleName;
    public string BadCredsPolicyName => _badCredsPolicyName;

    /// <summary>
    /// Constructor for the AutoScalerWrapper.

```

```

/// </summary>
/// <param name="amazonAutoScaling">The injected AutoScaling client.</param>
/// <param name="amazonEc2">The injected EC2 client.</param>
/// <param name="amazonIam">The injected IAM client.</param>
/// <param name="amazonSsm">The injected SSM client.</param>
public AutoScalerWrapper(
    IAmazonAutoScaling amazonAutoScaling,
    IAmazonEC2 amazonEc2,
    IAmazonSimpleSystemsManagement amazonSsm,
    IAmazonIdentityManagementService amazonIam,
    IConfiguration configuration,
    ILogger<AutoScalerWrapper> logger)
{
    _amazonAutoScaling = amazonAutoScaling;
    _amazonEc2 = amazonEc2;
    _amazonSsm = amazonSsm;
    _amazonIam = amazonIam;
    _logger = logger;

    var prefix = configuration["resourcePrefix"];
    _instanceType = configuration["instanceType"];
    _amiParam = configuration["amiParam"];

    _launchTemplateName = prefix + "-template";
    _groupName = prefix + "-group";
    _instancePolicyName = prefix + "-pol";
    _instanceRoleName = prefix + "-role";
    _instanceProfileName = prefix + "-prof";
    _badCredsPolicyName = prefix + "-bc-pol";
    _badCredsRoleName = prefix + "-bc-role";
    _badCredsProfileName = prefix + "-bc-prof";
    _keyPairName = prefix + "-key-pair";
}

/// <summary>
/// Create a policy, role, and profile that is associated with instances with a
specified name.
/// An instance's associated profile defines a role that is assumed by the
/// instance. The role has attached policies that specify the AWS permissions
granted to
/// clients that run on the instance.
/// </summary>
/// <param name="policyName">Name to use for the policy.</param>
/// <param name="roleName">Name to use for the role.</param>

```

```

    /// <param name="profileName">Name to use for the profile.</param>
    /// <param name="ssmOnlyPolicyFile">Path to a policy file for SSM.</param>
    /// <param name="awsManagedPolicies">AWS Managed policies to be attached to the
role.</param>
    /// <returns>The Arn of the profile.</returns>
    public async Task<string> CreateInstanceProfileWithName(
        string policyName,
        string roleName,
        string profileName,
        string ssmOnlyPolicyFile,
        List<string>? awsManagedPolicies = null)
    {

        var assumeRoleDoc = "{" +
                                "\"Version\": \"2012-10-17\", \" +
                                "\"Statement\": [{\" +
                                    "\"Effect\": \"Allow\", \" +
                                    "\"Principal\": {\" +
                                    "\"Service\": [\" +
                                        \"ec2.amazonaws.com\"\" +
                                    \"]\" +
                                    \",\" +
                                "\"Action\": \"sts:AssumeRole\"\" +
                                \"]}\" +
                                "};

        var policyDocument = await File.ReadAllTextAsync(ssmOnlyPolicyFile);

        var policyArn = "";

        try
        {
            var createPolicyResult = await _amazonIam.CreatePolicyAsync(
                new CreatePolicyRequest
                {
                    PolicyName = policyName,
                    PolicyDocument = policyDocument
                });
            policyArn = createPolicyResult.Policy.Arn;
        }
        catch (EntityAlreadyExistsException)
        {
            // The policy already exists, so we look it up to get the Arn.
            var policiesPaginator = _amazonIam.Paginators.ListPolicies(

```

```

        new ListPoliciesRequest()
        {
            Scope = PolicyScopeType.Local
        });
// Get the entire list using the paginator.
await foreach (var policy in policiesPaginator.Policies)
{
    if (policy.PolicyName.Equals(policyName))
    {
        policyArn = policy.Arn;
    }
}

if (policyArn == null)
{
    throw new InvalidOperationException("Policy not found");
}
}

try
{
    await _amazonIam.CreateRoleAsync(new CreateRoleRequest()
    {
        RoleName = roleName,
        AssumeRolePolicyDocument = assumeRoleDoc,
    });
    await _amazonIam.AttachRolePolicyAsync(new AttachRolePolicyRequest()
    {
        RoleName = roleName,
        PolicyArn = policyArn
    });
    if (awsManagedPolicies != null)
    {
        foreach (var awsPolicy in awsManagedPolicies)
        {
            await _amazonIam.AttachRolePolicyAsync(new
AttachRolePolicyRequest()
            {
                PolicyArn = $"arn:aws:iam::aws:policy/{awsPolicy}",
                RoleName = roleName
            });
        }
    }
}
}

```

```

        catch (EntityAlreadyExistsException)
        {
            Console.WriteLine("Role already exists.");
        }

        string profileArn = "";
        try
        {
            var profileCreateResponse = await _amazonIam.CreateInstanceProfileAsync(
                new CreateInstanceProfileRequest()
                {
                    InstanceProfileName = profileName
                });
            // Allow time for the profile to be ready.
            profileArn = profileCreateResponse.InstanceProfile.Arn;
            Thread.Sleep(10000);
            await _amazonIam.AddRoleToInstanceProfileAsync(
                new AddRoleToInstanceProfileRequest()
                {
                    InstanceProfileName = profileName,
                    RoleName = roleName
                });
        }
        catch (EntityAlreadyExistsException)
        {
            Console.WriteLine("Policy already exists.");
            var profileGetResponse = await _amazonIam.GetInstanceProfileAsync(
                new GetInstanceProfileRequest()
                {
                    InstanceProfileName = profileName
                });
            profileArn = profileGetResponse.InstanceProfile.Arn;
        }
        return profileArn;
    }

    /// <summary>
    /// Create a new key pair and save the file.
    /// </summary>
    /// <param name="newKeyPairName">The name of the new key pair.</param>
    /// <returns>Async task.</returns>
    public async Task CreateKeyPair(string newKeyPairName)
    {

```

```

        try
        {
            var keyResponse = await _amazonEc2.CreateKeyPairAsync(
                new CreateKeyPairRequest() { KeyName = newKeyPairName });
            await File.WriteAllTextAsync($"{newKeyPairName}.pem",
                keyResponse.KeyPair.KeyMaterial);
            Console.WriteLine($"Created key pair {newKeyPairName}.");
        }
        catch (AlreadyExistsException)
        {
            Console.WriteLine("Key pair already exists.");
        }
    }

    /// <summary>
    /// Delete the key pair and file by name.
    /// </summary>
    /// <param name="deleteKeyPairName">The key pair to delete.</param>
    /// <returns>Async task.</returns>
    public async Task DeleteKeyPairByName(string deleteKeyPairName)
    {
        try
        {
            await _amazonEc2.DeleteKeyPairAsync(
                new DeleteKeyPairRequest() { KeyName = deleteKeyPairName });
            File.Delete($"{deleteKeyPairName}.pem");
        }
        catch (FileNotFoundException)
        {
            Console.WriteLine($"Key pair {deleteKeyPairName} not found.");
        }
    }

    /// <summary>
    /// Creates an Amazon EC2 launch template to use with Amazon EC2 Auto Scaling.
    /// The launch template specifies a Bash script in its user data field that runs
    after
    /// the instance is started. This script installs the Python packages and starts
    a Python
    /// web server on the instance.
    /// </summary>
    /// <param name="startupScriptPath">The path to a Bash script file that is
    run.</param>

```

```

    /// <param name="instancePolicyPath">The path to a permissions policy to create
    and attach to the profile.</param>
    /// <returns>The template object.</returns>
    public async Task<Amazon.EC2.Model.LaunchTemplate> CreateTemplate(string
startupScriptPath, string instancePolicyPath)
    {
        try
        {
            await CreateKeyPair(_keyPairName);
            await CreateInstanceProfileWithName(_instancePolicyName,
_instanceRoleName,
                _instanceProfileName, instancePolicyPath);

            var startServerText = await File.ReadAllTextAsync(startupScriptPath);
            var plainTextBytes =
System.Text.Encoding.UTF8.GetBytes(startServerText);

            var amiLatest = await _amazonSsm.GetParameterAsync(
                new GetParameterRequest() { Name = _amiParam });
            var amiId = amiLatest.Parameter.Value;
            var launchTemplateResponse = await _amazonEc2.CreateLaunchTemplateAsync(
                new CreateLaunchTemplateRequest()
                {
                    LaunchTemplateName = _launchTemplateName,
                    LaunchTemplateData = new RequestLaunchTemplateData()
                    {
                        InstanceType = _instanceType,
                        ImageId = amiId,
                        IamInstanceProfile =
                            new
LaunchTemplateIamInstanceProfileSpecificationRequest()
                            {
                                Name = _instanceProfileName
                            },
                        KeyName = _keyPairName,
                        UserData = System.Convert.ToBase64String(plainTextBytes)
                    }
                });
            return launchTemplateResponse.LaunchTemplate;
        }
        catch (AmazonEC2Exception ec2Exception)
        {

```

```

        if (ec2Exception.ErrorCode ==
"InvalidLaunchTemplateName.AlreadyExistsException")
        {
            _logger.LogError($"Could not create the template, the name
{_launchTemplateName} already exists. " +
                $"Please try again with a unique name.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError($"An error occurred while creating the template.:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Get a list of Availability Zones in the AWS Region of the Amazon EC2 Client.
/// </summary>
/// <returns>A list of availability zones.</returns>
public async Task<List<string>> DescribeAvailabilityZones()
{
    try
    {
        var zoneResponse = await _amazonEc2.DescribeAvailabilityZonesAsync(
            new DescribeAvailabilityZonesRequest());
        return zoneResponse.AvailabilityZones.Select(z => z.ZoneName).ToList();
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        _logger.LogError($"An Amazon EC2 error occurred while listing
availability zones.: {ec2Exception.Message}");
        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError($"An error occurred while listing availability zones.:
{ex.Message}");
        throw;
    }
}

```



```

    /// <summary>
    /// Create an EC2 Auto Scaling group of a specified size and name.
    /// </summary>
    /// <param name="groupSize">The size for the group.</param>
    /// <param name="groupName">The name for the group.</param>
    /// <param name="availabilityZones">The availability zones for the group.</
param>
    /// <returns>Async task.</returns>
    public async Task CreateGroupOfSize(int groupSize, string groupName,
    List<string> availabilityZones)
    {
        try
        {
            await _amazonAutoScaling.CreateAutoScalingGroupAsync(
                new CreateAutoScalingGroupRequest()
                {
                    AutoScalingGroupName = groupName,
                    AvailabilityZones = availabilityZones,
                    LaunchTemplate =
                        new Amazon.AutoScaling.Model.LaunchTemplateSpecification()
                        {
                            LaunchTemplateName = _launchTemplateName,
                            Version = "$Default"
                        },
                    MaxSize = groupSize,
                    MinSize = groupSize
                });
            Console.WriteLine($"Created EC2 Auto Scaling group {groupName} with size
{groupSize}.");
        }
        catch (EntityAlreadyExistsException)
        {
            Console.WriteLine($"EC2 Auto Scaling group {groupName} already
exists.");
        }
    }

    /// <summary>
    /// Get the default VPC for the account.
    /// </summary>
    /// <returns>The default VPC object.</returns>
    public async Task<Vpc> GetDefaultVpc()
    {
        try

```

```

        {
            var vpcResponse = await _amazonEc2.DescribeVpcsAsync(
                new DescribeVpcsRequest()
                {
                    Filters = new List<Amazon.EC2.Model.Filter>()
                    {
                        new("is-default", new List<string>() { "true" })
                    }
                });
            return vpcResponse.Vpcs[0];
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "UnauthorizedOperation")
            {
                _logger.LogError(ec2Exception, $"You do not have the necessary
permissions to describe VPCs.");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(ex, $"An error occurred while describing the vpcs.:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Get all the subnets for a Vpc in a set of availability zones.
    /// </summary>
    /// <param name="vpcId">The Id of the Vpc.</param>
    /// <param name="availabilityZones">The list of availability zones.</param>
    /// <returns>The collection of subnet objects.</returns>
    public async Task<List<Subnet>> GetAllVpcSubnetsForZones(string vpcId,
List<string> availabilityZones)
    {
        try
        {
            var subnets = new List<Subnet>();
            var subnetPaginator = _amazonEc2.Paginators.DescribeSubnets(
                new DescribeSubnetsRequest()
                {

```

```

        Filters = new List<Amazon.EC2.Model.Filter>()
        {
            new("vpc-id", new List<string>() { vpcId }),
            new("availability-zone", availabilityZones),
            new("default-for-az", new List<string>() { "true" })
        }
    });

    // Get the entire list using the paginator.
    await foreach (var subnet in subnetPaginator.Subnets)
    {
        subnets.Add(subnet);
    }

    return subnets;
}
catch (AmazonEC2Exception ec2Exception)
{
    if (ec2Exception.ErrorCode == "InvalidVpcID.NotFound")
    {
        _logger.LogError(ec2Exception, $"The specified VPC ID {vpcId} does
not exist.");
    }

    throw;
}
catch (Exception ex)
{
    _logger.LogError(ex, $"An error occurred while describing the subnets.:
{ex.Message}");
    throw;
}
}

/// <summary>
/// Delete a launch template by name.
/// </summary>
/// <param name="templateName">The name of the template to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteTemplateByName(string templateName)
{
    try
    {
        await _amazonEc2.DeleteLaunchTemplateAsync(

```

```

        new DeleteLaunchTemplateRequest()
        {
            LaunchTemplateName = templateName
        });
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode ==
            "InvalidLaunchTemplateName.NotFoundException")
        {
            _logger.LogError(
                $"Could not delete the template, the name {_launchTemplateName}
was not found.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError($"An error occurred while deleting the template.:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Detaches a role from an instance profile, detaches policies from the role,
/// and deletes all the resources.
/// </summary>
/// <param name="profileName">The name of the profile to delete.</param>
/// <param name="roleName">The name of the role to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteInstanceProfile(string profileName, string roleName)
{
    try
    {
        await _amazonIam.RemoveRoleFromInstanceProfileAsync(
            new RemoveRoleFromInstanceProfileRequest()
            {
                InstanceProfileName = profileName,
                RoleName = roleName
            });
        await _amazonIam.DeleteInstanceProfileAsync(

```

```

        new DeleteInstanceProfileRequest() { InstanceProfileName =
profileName });
        var attachedPolicies = await _amazonIam.ListAttachedRolePoliciesAsync(
            new ListAttachedRolePoliciesRequest() { RoleName = roleName });
        foreach (var policy in attachedPolicies.AttachedPolicies)
        {
            await _amazonIam.DetachRolePolicyAsync(
                new DetachRolePolicyRequest()
                {
                    RoleName = roleName,
                    PolicyArn = policy.PolicyArn
                });
            // Delete the custom policies only.
            if (!policy.PolicyArn.StartsWith("arn:aws:iam::aws"))
            {
                await _amazonIam.DeletePolicyAsync(
                    new Amazon.IdentityManagement.Model.DeletePolicyRequest()
                    {
                        PolicyArn = policy.PolicyArn
                    });
            }
        }

        await _amazonIam.DeleteRoleAsync(
            new DeleteRoleRequest() { RoleName = roleName });
    }
    catch (NoSuchEntityException)
    {
        Console.WriteLine($"Instance profile {profileName} does not exist.");
    }
}

/// <summary>
/// Gets data about the instances in an EC2 Auto Scaling group by its group
name.
/// </summary>
/// <param name="group">The name of the auto scaling group.</param>
/// <returns>A collection of instance Ids.</returns>
public async Task<IEnumerable<string>> GetInstancesByGroupName(string group)
{
    var instanceResponse = await
_amazonAutoScaling.DescribeAutoScalingGroupsAsync(
        new DescribeAutoScalingGroupsRequest()
        {

```

```

        AutoScalingGroupNames = new List<string>() { group }
    });
    var instanceIds = instanceResponse.AutoScalingGroups.SelectMany(
        g => g.Instances.Select(i => i.InstanceId));
    return instanceIds;
}

/// <summary>
/// Get the instance profile association data for an instance.
/// </summary>
/// <param name="instanceId">The Id of the instance.</param>
/// <returns>Instance profile associations data.</returns>
public async Task<IamInstanceProfileAssociation> GetInstanceProfile(string
instanceId)
{
    try
    {
        var response = await
        _amazonEc2.DescribeIamInstanceProfileAssociationsAsync(
            new DescribeIamInstanceProfileAssociationsRequest()
            {
                Filters = new List<Amazon.EC2.Model.Filter>()
                {
                    new("instance-id", new List<string>() { instanceId })
                },
            });
        return response.IamInstanceProfileAssociations[0];
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidInstanceID.NotFound")
        {
            _logger.LogError(ec2Exception, $"Instance {instanceId} not found");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while creating the template.:
{ex.Message}");
        throw;
    }
}
}

```

```

    /// <summary>
    /// Replace the profile associated with a running instance. After the profile is
    replaced, the instance
    /// is rebooted to ensure that it uses the new profile. When the instance is
    ready, Systems Manager is
    /// used to restart the Python web server.
    /// </summary>
    /// <param name="instanceId">The Id of the instance to update.</param>
    /// <param name="credsProfileName">The name of the new profile to associate with
    the specified instance.</param>
    /// <param name="associationId">The Id of the existing profile association for
    the instance.</param>
    /// <returns>Async task.</returns>
    public async Task ReplaceInstanceProfile(string instanceId, string
    credsProfileName, string associationId)
    {
        try
        {
            await _amazonEc2.ReplaceIamInstanceProfileAssociationAsync(
                new ReplaceIamInstanceProfileAssociationRequest()
                {
                    AssociationId = associationId,
                    IamInstanceProfile = new IamInstanceProfileSpecification()
                    {
                        Name = credsProfileName
                    }
                });
            // Allow time before resetting.
            Thread.Sleep(25000);

            await _amazonEc2.RebootInstancesAsync(
                new RebootInstancesRequest(new List<string>() { instanceId }));
            Thread.Sleep(25000);
            var instanceReady = false;
            var retries = 5;
            while (retries-- > 0 && !instanceReady)
            {
                var instancesPaginator =
                    _amazonSsm.Paginators.DescribeInstanceInformation(
                        new DescribeInstanceInformationRequest());
                // Get the entire list using the paginator.
                await foreach (var instance in
                    instancesPaginator.InstanceInformationList)

```

```

        {
            instanceReady = instance.InstanceId == instanceId;
            if (instanceReady)
            {
                break;
            }
        }
    }
    Console.WriteLine("Waiting for instance to be running.");
    await WaitForInstanceState(instanceId, InstanceStateName.Running);
    Console.WriteLine("Instance ready.");
    Console.WriteLine($"Sending restart command to instance {instanceId}");
    await _amazonSsm.SendCommandAsync(
        new SendCommandRequest()
        {
            InstanceIds = new List<string>() { instanceId },
            DocumentName = "AWS-RunShellScript",
            Parameters = new Dictionary<string, List<string>>()
            {
                {
                    "commands",
                    new List<string>() { "cd / && sudo python3 server.py"
80" }
                }
            }
        });
    Console.WriteLine($"Restarted the web server on instance {instanceId}");
}
catch (AmazonEC2Exception ec2Exception)
{
    if (ec2Exception.ErrorCode == "InvalidInstanceID.NotFound")
    {
        _logger.LogError(ec2Exception, $"Instance {instanceId} not found");
    }

    throw;
}
catch (Exception ex)
{
    _logger.LogError(ex, $"An error occurred while replacing the template.:
{ex.Message}");
    throw;
}
}

```



```

    /// <summary>
    /// Try to terminate an instance by its Id.
    /// </summary>
    /// <param name="instanceId">The Id of the instance to terminate.</param>
    /// <returns>Async task.</returns>
    public async Task TryTerminateInstanceById(string instanceId)
    {
        var stopping = false;
        Console.WriteLine($"Stopping {instanceId}...");
        while (!stopping)
        {
            try
            {
                await _amazonAutoScaling.TerminateInstanceInAutoScalingGroupAsync(
                    new TerminateInstanceInAutoScalingGroupRequest()
                    {
                        InstanceId = instanceId,
                        ShouldDecrementDesiredCapacity = false
                    });
                stopping = true;
            }
            catch (ScalingActivityInProgressException)
            {
                Console.WriteLine($"Scaling activity in progress for {instanceId}.
Waiting...");
                Thread.Sleep(10000);
            }
        }
    }

    /// <summary>
    /// Tries to delete the EC2 Auto Scaling group. If the group is in use or in
    progress,
    /// waits and retries until the group is successfully deleted.
    /// </summary>
    /// <param name="groupName">The name of the group to try to delete.</param>
    /// <returns>Async task.</returns>
    public async Task TryDeleteGroupByName(string groupName)
    {
        var stopped = false;
        while (!stopped)
        {
            try

```

```

        {
            await _amazonAutoScaling.DeleteAutoScalingGroupAsync(
                new DeleteAutoScalingGroupRequest()
                {
                    AutoScalingGroupName = groupName
                });
            stopped = true;
        }
        catch (Exception e)
            when ((e is ScalingActivityInProgressException)
                || (e is Amazon.AutoScaling.Model.ResourceInUseException))
        {
            Console.WriteLine($"Some instances are still running. Waiting...");
            Thread.Sleep(10000);
        }
    }
}

/// <summary>
/// Terminate instances and delete the Auto Scaling group by name.
/// </summary>
/// <param name="groupName">The name of the group to delete.</param>
/// <returns>Async task.</returns>
public async Task TerminateAndDeleteAutoScalingGroupWithName(string groupName)
{
    var describeGroupsResponse = await
        _amazonAutoScaling.DescribeAutoScalingGroupsAsync(
            new DescribeAutoScalingGroupsRequest()
            {
                AutoScalingGroupNames = new List<string>() { groupName }
            });
    if (describeGroupsResponse.AutoScalingGroups.Any())
    {
        // Update the size to 0.
        await _amazonAutoScaling.UpdateAutoScalingGroupAsync(
            new UpdateAutoScalingGroupRequest()
            {
                AutoScalingGroupName = groupName,
                MinSize = 0
            });
        var group = describeGroupsResponse.AutoScalingGroups[0];
        foreach (var instance in group.Instances)
        {
            await TryTerminateInstanceById(instance.InstanceId);
        }
    }
}

```

```

    }

    await TryDeleteGroupByName(groupName);
}
else
{
    Console.WriteLine($"No groups found with name {groupName}.");
}
}

/// <summary>
/// Get the default security group for a specified Vpc.
/// </summary>
/// <param name="vpc">The Vpc to search.</param>
/// <returns>The default security group.</returns>
public async Task<SecurityGroup> GetDefaultSecurityGroupForVpc(Vpc vpc)
{
    var groupResponse = await _amazonEc2.DescribeSecurityGroupsAsync(
        new DescribeSecurityGroupsRequest()
        {
            Filters = new List<Amazon.EC2.Model.Filter>()
            {
                new ("group-name", new List<string>() { "default" }),
                new ("vpc-id", new List<string>() { vpc.VpcId })
            }
        });
    return groupResponse.SecurityGroups[0];
}

/// <summary>
/// Verify the default security group of a Vpc allows ingress from the calling
computer.
/// This can be done by allowing ingress from this computer's IP address.
/// In some situations, such as connecting from a corporate network, you must
instead specify
/// a prefix list Id. You can also temporarily open the port to any IP address
while running this example.
/// If you do, be sure to remove public access when you're done.
/// </summary>
/// <param name="vpc">The group to check.</param>
/// <param name="port">The port to verify.</param>
/// <param name="ipAddress">This computer's IP address.</param>
/// <returns>True if the ip address is allowed on the group.</returns>

```

```

    public bool VerifyInboundPortForGroup(SecurityGroup group, int port, string
ipAddress)
    {
        var portIsOpen = false;
        foreach (var ipPermission in group.IpPermissions)
        {
            if (ipPermission.FromPort == port)
            {
                foreach (var ipRange in ipPermission.Ipv4Ranges)
                {
                    var cidr = ipRange.CidrIp;
                    if (cidr.StartsWith(ipAddress) || cidr == "0.0.0.0/0")
                    {
                        portIsOpen = true;
                    }
                }

                if (ipPermission.PrefixListIds.Any())
                {
                    portIsOpen = true;
                }

                if (!portIsOpen)
                {
                    Console.WriteLine("The inbound rule does not appear to be open
to either this computer's IP\n" +
                                     "address, to all IP addresses (0.0.0.0/0), or
to a prefix list ID.");
                }
                else
                {
                    break;
                }
            }
        }

        return portIsOpen;
    }

    /// <summary>
    /// Add an ingress rule to the specified security group that allows access on
the
    /// specified port from the specified IP address.
    /// </summary>

```

```

    /// <param name="groupId">The Id of the security group to modify.</param>
    /// <param name="port">The port to open.</param>
    /// <param name="ipAddress">The IP address to allow access.</param>
    /// <returns>Async task.</returns>
    public async Task OpenInboundPort(string groupId, int port, string ipAddress)
    {
        await _amazonEc2.AuthorizeSecurityGroupIngressAsync(
            new AuthorizeSecurityGroupIngressRequest()
            {
                GroupId = groupId,
                IpPermissions = new List<IpPermission>()
                {
                    new IpPermission()
                    {
                        FromPort = port,
                        ToPort = port,
                        IpProtocol = "tcp",
                        Ipv4Ranges = new List<IpRange>()
                        {
                            new IpRange() { CidrIp = $"{ipAddress}/32" }
                        }
                    }
                }
            });
    }

    /// <summary>
    /// Attaches an Elastic Load Balancing (ELB) target group to this EC2 Auto
    Scaling group.
    /// The
    /// </summary>
    /// <param name="autoScalingGroupName">The name of the Auto Scaling group.</
param>
    /// <param name="targetGroupArn">The Arn for the target group.</param>
    /// <returns>Async task.</returns>
    public async Task AttachLoadBalancerToGroup(string autoScalingGroupName, string
targetGroupArn)
    {
        await _amazonAutoScaling.AttachLoadBalancerTargetGroupsAsync(
            new AttachLoadBalancerTargetGroupsRequest()
            {
                AutoScalingGroupName = autoScalingGroupName,
                TargetGroupARNs = new List<string>() { targetGroupArn }
            });
    }

```

```

    }

    /// <summary>
    /// Wait until an EC2 instance is in a specified state.
    /// </summary>
    /// <param name="instanceId">The instance Id.</param>
    /// <param name="stateName">The state to wait for.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> WaitForInstanceState(string instanceId,
InstanceStateName stateName)
    {
        var request = new DescribeInstancesRequest
        {
            InstanceIds = new List<string> { instanceId }
        };

        // Wait until the instance is in the specified state.
        var hasState = false;
        do
        {
            // Wait 5 seconds.
            Thread.Sleep(5000);

            // Check for the desired state.
            var response = await _amazonEc2.DescribeInstancesAsync(request);
            var instance = response.Reservations[0].Instances[0];
            hasState = instance.State.Name == stateName;
            Console.WriteLine(". ");
        } while (!hasState);

        return hasState;
    }
}

```

创建一个包含弹性负载均衡操作的类。

```

/// <summary>
/// Encapsulates Elastic Load Balancer actions.
/// </summary>
public class ElasticLoadBalancerWrapper
{

```

```

private readonly IAmazonElasticLoadBalancingV2 _amazonElasticLoadBalancingV2;
private string? _endpoint = null;
private readonly string _targetGroupName = "";
private readonly string _loadBalancerName = "";
HttpClient _httpClient = new();

public string TargetGroupName => _targetGroupName;
public string LoadBalancerName => _loadBalancerName;

/// <summary>
/// Constructor for the Elastic Load Balancer wrapper.
/// </summary>
/// <param name="amazonElasticLoadBalancingV2">The injected load balancing v2
client.</param>
/// <param name="configuration">The injected configuration.</param>
public ElasticLoadBalancerWrapper(
    IAmazonElasticLoadBalancingV2 amazonElasticLoadBalancingV2,
    IConfiguration configuration)
{
    _amazonElasticLoadBalancingV2 = amazonElasticLoadBalancingV2;
    var prefix = configuration["resourcePrefix"];
    _targetGroupName = prefix + "-tg";
    _loadBalancerName = prefix + "-lb";
}

/// <summary>
/// Get the HTTP Endpoint of a load balancer by its name.
/// </summary>
/// <param name="loadBalancerName">The name of the load balancer.</param>
/// <returns>The HTTP endpoint.</returns>
public async Task<string> GetEndpointForLoadBalancerByName(string
loadBalancerName)
{
    if (_endpoint == null)
    {
        var endpointResponse =
            await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                new DescribeLoadBalancersRequest()
                {
                    Names = new List<string>() { loadBalancerName }
                });
        _endpoint = endpointResponse.LoadBalancers[0].DNSName;
    }
}

```

```

        return _endpoint;
    }

    /// <summary>
    /// Return the GET response for an endpoint as text.
    /// </summary>
    /// <param name="endpoint">The endpoint for the request.</param>
    /// <returns>The request response.</returns>
    public async Task<string> GetEndPointResponse(string endpoint)
    {
        var endpointResponse = await _httpClient.GetAsync($"http://{endpoint}");
        var textResponse = await endpointResponse.Content.ReadAsStringAsync();
        return textResponse!;
    }

    /// <summary>
    /// Get the target health for a group by name.
    /// </summary>
    /// <param name="groupName">The name of the group.</param>
    /// <returns>The collection of health descriptions.</returns>
    public async Task<List<TargetHealthDescription>>
    CheckTargetHealthForGroup(string groupName)
    {
        List<TargetHealthDescription> result = null!;
        try
        {
            var groupResponse =
                await _amazonElasticLoadBalancingV2.DescribeTargetGroupsAsync(
                    new DescribeTargetGroupsRequest()
                    {
                        Names = new List<string>() { groupName }
                    });
            var healthResponse =
                await _amazonElasticLoadBalancingV2.DescribeTargetHealthAsync(
                    new DescribeTargetHealthRequest()
                    {
                        TargetGroupArn =
groupResponse.TargetGroups[0].TargetGroupArn
                    });
            ;
            result = healthResponse.TargetHealthDescriptions;
        }
        catch (TargetGroupNotFoundException)
        {

```



```

        Console.WriteLine($"Target group {groupName} not found.");
    }
    return result;
}

/// <summary>
/// Create an Elastic Load Balancing target group. The target group specifies
how the load balancer forwards
/// requests to instances in the group and how instance health is checked.
///
/// To speed up this demo, the health check is configured with shortened times
and lower thresholds. In production,
/// you might want to decrease the sensitivity of your health checks to avoid
unwanted failures.
/// </summary>
/// <param name="groupName">The name for the group.</param>
/// <param name="protocol">The protocol, such as HTTP.</param>
/// <param name="port">The port to use to forward requests, such as 80.</param>
/// <param name="vpcId">The Id of the Vpc in which the load balancer exists.</
param>
/// <returns>The new TargetGroup object.</returns>
public async Task<TargetGroup> CreateTargetGroupOnVpc(string groupName,
ProtocolEnum protocol, int port, string vpcId)
{
    var createResponse = await
_amazonElasticLoadBalancingV2.CreateTargetGroupAsync(
    new CreateTargetGroupRequest()
    {
        Name = groupName,
        Protocol = protocol,
        Port = port,
        HealthCheckPath = "/healthcheck",
        HealthCheckIntervalSeconds = 10,
        HealthCheckTimeoutSeconds = 5,
        HealthyThresholdCount = 2,
        UnhealthyThresholdCount = 2,
        VpcId = vpcId
    });
    var targetGroup = createResponse.TargetGroups[0];
    return targetGroup;
}

/// <summary>

```

```

    /// Create an Elastic Load Balancing load balancer that uses the specified
    subnets
    /// and forwards requests to the specified target group.
    /// </summary>
    /// <param name="name">The name for the new load balancer.</param>
    /// <param name="subnetIds">Subnets for the load balancer.</param>
    /// <param name="targetGroup">Target group for forwarded requests.</param>
    /// <returns>The new LoadBalancer object.</returns>
    public async Task<LoadBalancer> CreateLoadBalancerAndListener(string name,
        List<string> subnetIds, TargetGroup targetGroup)
    {
        var createLbResponse = await
        _amazonElasticLoadBalancingV2.CreateLoadBalancerAsync(
            new CreateLoadBalancerRequest()
            {
                Name = name,
                Subnets = subnetIds
            });
        var loadBalancerArn = createLbResponse.LoadBalancers[0].LoadBalancerArn;

        // Wait for load balancer to be available.
        var loadBalancerReady = false;
        while (!loadBalancerReady)
        {
            try
            {
                var describeResponse =
                    await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                        new DescribeLoadBalancersRequest()
                        {
                            Names = new List<string>() { name }
                        });

                var loadBalancerState =
                    describeResponse.LoadBalancers[0].State.Code;

                loadBalancerReady = loadBalancerState ==
                    LoadBalancerStateEnum.Active;
            }
            catch (LoadBalancerNotFoundException)
            {
                loadBalancerReady = false;
            }
            Thread.Sleep(10000);
        }
    }

```

```

    }
    // Create the listener.
    await _amazonElasticLoadBalancingV2.CreateListenerAsync(
        new CreateListenerRequest()
        {
            LoadBalancerArn = loadBalancerArn,
            Protocol = targetGroup.Protocol,
            Port = targetGroup.Port,
            DefaultActions = new List<Action>()
            {
                new Action()
                {
                    Type = ActionTypeEnum.Forward,
                    TargetGroupArn = targetGroup.TargetGroupArn
                }
            }
        });
    return createLbResponse.LoadBalancers[0];
}

/// <summary>
/// Verify this computer can successfully send a GET request to the
/// load balancer endpoint.
/// </summary>
/// <param name="endpoint">The endpoint to check.</param>
/// <returns>True if successful.</returns>
public async Task<bool> VerifyLoadBalancerEndpoint(string endpoint)
{
    var success = false;
    var retries = 3;
    while (!success && retries > 0)
    {
        try
        {
            var endpointResponse = await _httpClient.GetAsync($"http://{
{endpoint}");
            Console.WriteLine($"Response: {endpointResponse.StatusCode}.");

            if (endpointResponse.IsSuccessStatusCode)
            {
                success = true;
            }
            else
            {

```

```

        retries = 0;
    }
}
catch (HttpRequestException)
{
    Console.WriteLine("Connection error, retrying...");
    retries--;
    Thread.Sleep(10000);
}
}

return success;
}

/// <summary>
/// Delete a load balancer by its specified name.
/// </summary>
/// <param name="name">The name of the load balancer to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteLoadBalancerByName(string name)
{
    try
    {
        var describeLoadBalancerResponse =
            await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                new DescribeLoadBalancersRequest()
                {
                    Names = new List<string>() { name }
                });
        var lbArn =
            describeLoadBalancerResponse.LoadBalancers[0].LoadBalancerArn;
        await _amazonElasticLoadBalancingV2.DeleteLoadBalancerAsync(
            new DeleteLoadBalancerRequest()
            {
                LoadBalancerArn = lbArn
            }
        );
    }
    catch (LoadBalancerNotFoundException)
    {
        Console.WriteLine($"Load balancer {name} not found.");
    }
}
}

```

```

    /// <summary>
    /// Delete a TargetGroup by its specified name.
    /// </summary>
    /// <param name="groupName">Name of the group to delete.</param>
    /// <returns>Async task.</returns>
    public async Task DeleteTargetGroupByName(string groupName)
    {
        var done = false;
        while (!done)
        {
            try
            {
                var groupResponse =
                    await _amazonElasticLoadBalancingV2.DescribeTargetGroupsAsync(
                        new DescribeTargetGroupsRequest()
                        {
                            Names = new List<string>() { groupName }
                        });

                var targetArn = groupResponse.TargetGroups[0].TargetGroupArn;
                await _amazonElasticLoadBalancingV2.DeleteTargetGroupAsync(
                    new DeleteTargetGroupRequest() { TargetGroupArn = targetArn });
                Console.WriteLine($"Deleted load balancing target group
{groupName}.");
                done = true;
            }
            catch (TargetGroupNotFoundException)
            {
                Console.WriteLine(
                    $"Target group {groupName} not found, could not delete.");
                done = true;
            }
            catch (ResourceInUseException)
            {
                Console.WriteLine("Target group not yet released, waiting...");
                Thread.Sleep(10000);
            }
        }
    }
}

```

创建一个使用 DynamoDB 模拟推荐服务的类。

```

/// <summary>
/// Encapsulates a DynamoDB table to use as a service that recommends books, movies,
/// and songs.
/// </summary>
public class Recommendations
{
    private readonly IAmazonDynamoDB _amazonDynamoDb;
    private readonly DynamoDBContext _context;
    private readonly string _tableName;

    public string TableName => _tableName;

    /// <summary>
    /// Constructor for the Recommendations service.
    /// </summary>
    /// <param name="amazonDynamoDb">The injected DynamoDb client.</param>
    /// <param name="configuration">The injected configuration.</param>
    public Recommendations(IAmazonDynamoDB amazonDynamoDb, IConfiguration
configuration)
    {
        _amazonDynamoDb = amazonDynamoDb;
        _context = new DynamoDBContext(_amazonDynamoDb);
        _tableName = configuration["databaseName"]!;
    }

    /// <summary>
    /// Create the DynamoDb table with a specified name.
    /// </summary>
    /// <param name="tableName">The name for the table.</param>
    /// <returns>True when ready.</returns>
    public async Task<bool> CreateDatabaseWithName(string tableName)
    {
        try
        {
            Console.WriteLine($"Creating table {tableName}...");
            var createRequest = new CreateTableRequest()
            {
                TableName = tableName,
                AttributeDefinitions = new List<AttributeDefinition>()
                {
                    new AttributeDefinition()
                    {
                        AttributeName = "MediaType",

```

```

        AttributeType = ScalarAttributeType.S
    },
    new AttributeDefinition()
    {
        AttributeName = "ItemId",
        AttributeType = ScalarAttributeType.N
    }
},
KeySchema = new List<KeySchemaElement>()
{
    new KeySchemaElement()
    {
        AttributeName = "MediaTypeId",
        KeyType = KeyType.HASH
    },
    new KeySchemaElement()
    {
        AttributeName = "ItemId",
        KeyType = KeyType.RANGE
    }
},
ProvisionedThroughput = new ProvisionedThroughput()
{
    ReadCapacityUnits = 5,
    WriteCapacityUnits = 5
}
};
await _amazonDynamoDb.CreateTableAsync(createRequest);

// Wait until the table is ACTIVE and then report success.
Console.WriteLine("\nWaiting for table to become active...");

var request = new DescribeTableRequest
{
    TableName = tableName
};

TableStatus status;
do
{
    Thread.Sleep(2000);

    var describeTableResponse = await
        _amazonDynamoDb.DescribeTableAsync(request);

```

```

        status = describeTableResponse.Table.TableStatus;

        Console.Write(".");
    }
    while (status != "ACTIVE");

    return status == TableStatus.ACTIVE;
}
catch (ResourceInUseException)
{
    Console.WriteLine($"Table {tableName} already exists.");
    return false;
}
}

/// <summary>
/// Populate the database table with data from a specified path.
/// </summary>
/// <param name="databaseTableName">The name of the table.</param>
/// <param name="recommendationsPath">The path of the recommendations data.</
param>
/// <returns>Async task.</returns>
public async Task PopulateDatabase(string databaseTableName, string
recommendationsPath)
{
    var recommendationsText = await File.ReadAllTextAsync(recommendationsPath);
    var records =
        JsonSerializer.Deserialize<RecommendationModel[]>(recommendationsText);
    var batchWrite = _context.CreateBatchWrite<RecommendationModel>();

    foreach (var record in records!)
    {
        batchWrite.AddPutItem(record);
    }

    await batchWrite.ExecuteAsync();
}

/// <summary>
/// Delete the recommendation table by name.
/// </summary>
/// <param name="tableName">The name of the recommendation table.</param>
/// <returns>Async task.</returns>
public async Task DestroyDatabaseByName(string tableName)

```



```

    {
        try
        {
            await _amazonDynamoDb.DeleteTableAsync(
                new DeleteTableRequest() { TableName = tableName });
            Console.WriteLine($"Table {tableName} was deleted.");
        }
        catch (ResourceNotFoundException)
        {
            Console.WriteLine($"Table {tableName} not found");
        }
    }
}

```

创建一个包含 Systems Manager 操作的类。

```

/// <summary>
/// Encapsulates Systems Manager parameter operations. This example uses these
/// parameters
/// to drive the demonstration of resilient architecture, such as failure of a
/// dependency or
/// how the service responds to a health check.
/// </summary>
public class SmParameterWrapper
{
    private readonly IAmazonSimpleSystemsManagement _amazonSimpleSystemsManagement;

    private readonly string _tableParameter = "doc-example-resilient-architecture-
table";
    private readonly string _failureResponseParameter = "doc-example-resilient-
architecture-failure-response";
    private readonly string _healthCheckParameter = "doc-example-resilient-
architecture-health-check";
    private readonly string _tableName = "";

    public string TableParameter => _tableParameter;
    public string TableName => _tableName;
    public string HealthCheckParameter => _healthCheckParameter;
    public string FailureResponseParameter => _failureResponseParameter;

    /// <summary>
    /// Constructor for the SmParameterWrapper.

```

```

    /// </summary>
    /// <param name="amazonSimpleSystemsManagement">The injected Simple Systems
Management client.</param>
    /// <param name="configuration">The injected configuration.</param>
    public SmParameterWrapper(IAmazonSimpleSystemsManagement
amazonSimpleSystemsManagement, IConfiguration configuration)
    {
        _amazonSimpleSystemsManagement = amazonSimpleSystemsManagement;
        _tableName = configuration["databaseName"]!;
    }

    /// <summary>
    /// Reset the Systems Manager parameters to starting values for the demo.
    /// </summary>
    /// <returns>Async task.</returns>
    public async Task Reset()
    {
        await this.PutParameterByName(_tableParameter, _tableName);
        await this.PutParameterByName(_failureResponseParameter, "none");
        await this.PutParameterByName(_healthCheckParameter, "shallow");
    }

    /// <summary>
    /// Set the value of a named Systems Manager parameter.
    /// </summary>
    /// <param name="name">The name of the parameter.</param>
    /// <param name="value">The value to set.</param>
    /// <returns>Async task.</returns>
    public async Task PutParameterByName(string name, string value)
    {
        await _amazonSimpleSystemsManagement.PutParameterAsync(
            new PutParameterRequest() { Name = name, Value = value, Overwrite =
true });
    }
}

```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。
 - [AttachLoadBalancerTargetGroups](#)
 - [CreateAutoScalingGroup](#)
 - [CreateInstanceProfile](#)
 - [CreateLaunchTemplate](#)

- [CreateListener](#)
- [CreateLoadBalancer](#)
- [CreateTargetGroup](#)
- [DeleteAutoScalingGroup](#)
- [DeleteInstanceProfile](#)
- [DeleteLaunchTemplate](#)
- [DeleteLoadBalancer](#)
- [DeleteTargetGroup](#)
- [DescribeAutoScalingGroups](#)
- [DescribeAvailabilityZones](#)
- [DescribeIamInstanceProfileAssociations](#)
- [DescribeInstances](#)
- [DescribeLoadBalancers](#)
- [DescribeSubnets](#)
- [DescribeTargetGroups](#)
- [DescribeTargetHealth](#)
- [DescribeVpcs](#)
- [RebootInstances](#)
- [ReplaceIamInstanceProfileAssociation](#)
- [TerminateInstanceInAutoScalingGroup](#)
- [UpdateAutoScalingGroup](#)

EventBridge 使用示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用with来执行操作和实现常见场景 EventBridge。适用于 .NET 的 AWS SDK

基本功能是向您展示如何在服务中执行基本操作的代码示例。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [基本功能](#)
- [操作](#)

开始使用

你好 EventBridge

以下代码示例展示了如何开始使用 EventBridge。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using Amazon.EventBridge;
using Amazon.EventBridge.Model;

namespace EventBridgeActions;

public static class HelloEventBridge
{
    static async Task Main(string[] args)
    {
        var eventBridgeClient = new AmazonEventBridgeClient();

        Console.WriteLine($"Hello Amazon EventBridge! Following are some of your EventBuses:");
        Console.WriteLine();

        // You can use await and any of the async methods to get a response.
        // Let's get the first five event buses.
```

```
var response = await eventBridgeClient.ListEventBusesAsync(  
    new ListEventBusesRequest()  
    {  
        Limit = 5  
    });  
  
foreach (var eventBus in response.EventBuses)  
{  
    Console.WriteLine($"{eventBus.Name}");  
    Console.WriteLine($"{eventBus.Arn}");  
    Console.WriteLine($"{eventBus.Policy}");  
    Console.WriteLine();  
}  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListEventBuses](#) 中的。

基本功能

了解基本功能

以下代码示例展示了如何：

- 创建规则并为其添加目标。
- 启用和禁用规则。
- 列出并更新规则和目标。
- 发送事件，然后清理资源。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```

public class EventBridgeScenario
{
    /*
        Before running this .NET code example, set up your development environment,
        including your credentials.

        This .NET example performs the following tasks with Amazon EventBridge:
        - Create a rule.
        - Add a target to a rule.
        - Enable and disable rules.
        - List rules and targets.
        - Update rules and targets.
        - Send events.
        - Delete the rule.
    */

    private static ILogger logger = null!;
    private static EventBridgeWrapper _eventBridgeWrapper = null!;
    private static IConfiguration _configuration = null!;

    private static IAmazonIdentityManagementService? _iamClient = null!;
    private static IAmazonSimpleNotificationService? _snsClient = null!;
    private static IAmazonS3 _s3Client = null!;

    static async Task Main(string[] args)
    {
        // Set up dependency injection for Amazon EventBridge.
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                    .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
                    .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonEventBridge>()
                    .AddAWSService<IAmazonIdentityManagementService>()
                    .AddAWSService<IAmazonS3>()
                    .AddAWSService<IAmazonSimpleNotificationService>()
                    .AddTransient<EventBridgeWrapper>()
                )
                .Build();

        _configuration = new ConfigurationBuilder()

```

```
.SetBasePath(Directory.GetCurrentDirectory())
.AddJsonFile("settings.json") // Load settings from .json file.
.AddJsonFile("settings.local.json",
    true) // Optionally, load local settings.
.Build();

logger = LoggerFactory.Create(builder => { builder.AddConsole(); })
    .CreateLogger<EventBridgeScenario>();

ServicesSetup(host);

string topicArn = "";
string roleArn = "";

Console.WriteLine(new string('-', 80));
Console.WriteLine("Welcome to the Amazon EventBridge example scenario.");
Console.WriteLine(new string('-', 80));

try
{
    roleArn = await CreateRole();

    await CreateBucketWithEventBridgeEvents();

    await AddEventRule(roleArn);

    await ListEventRules();

    topicArn = await CreateSnsTopic();

    var email = await SubscribeToSnsTopic(topicArn);

    await AddSnsTarget(topicArn);

    await ListTargets();

    await ListRulesForTarget(topicArn);

    await UploadS3File(_s3Client);

    await ChangeRuleState(false);

    await GetRuleState();
```

```

        await UpdateSnsEventRule(topicArn);

        await ChangeRuleState(true);

        await UploadS3File(_s3Client);

        await UpdateToCustomRule(topicArn);

        await TriggerCustomRule(email);

        await CleanupResources(topicArn);
    }
    catch (Exception ex)
    {
        logger.LogError(ex, "There was a problem executing the scenario.");
        await CleanupResources(topicArn);
    }
    Console.WriteLine(new string('-', 80));
    Console.WriteLine("The Amazon EventBridge example scenario is complete.");
    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Populate the services for use within the console application.
/// </summary>
/// <param name="host">The services host.</param>
private static void ServicesSetup(IHost host)
{
    _eventBridgeWrapper =
host.Services.GetRequiredService<EventBridgeWrapper>();
    _snsClient =
host.Services.GetRequiredService<IAmazonSimpleNotificationService>();
    _s3Client = host.Services.GetRequiredService<IAmazonS3>();
    _iamClient =
host.Services.GetRequiredService<IAmazonIdentityManagementService>();
}

/// <summary>
/// Create a role to be used by EventBridge.
/// </summary>
/// <returns>The role Amazon Resource Name (ARN).</returns>
public static async Task<string> CreateRole()
{
    Console.WriteLine(new string('-', 80));

```



```

        Console.WriteLine("Creating a role to use with EventBridge and attaching
managed policy AmazonEventBridgeFullAccess.");
        Console.WriteLine(new string('-', 80));

        var roleName = _configuration["roleName"];

        var assumeRolePolicy = "{" +
                                "\"Version\": \"2012-10-17\", \" +
                                "\"Statement\": [{\" +
                                "\"Effect\": \"Allow\", \" +
                                "\"Principal\": {\" +
                                \"$\"\"Service\": \"events.amazonaws.com\"\" +
                                \"}, \" +
                                "\"Action\": \"sts:AssumeRole\"\" +
                                \"}]\" +
                                "}";

        var roleResult = await _iamClient!.CreateRoleAsync(
            new CreateRoleRequest()
            {
                AssumeRolePolicyDocument = assumeRolePolicy,
                Path = "/",
                RoleName = roleName
            });

        await _iamClient.AttachRolePolicyAsync(
            new AttachRolePolicyRequest()
            {
                PolicyArn = "arn:aws:iam::aws:policy/AmazonEventBridgeFullAccess",
                RoleName = roleName
            });
        // Allow time for the role to be ready.
        Thread.Sleep(10000);
        return roleResult.Role.Arn;
    }

    /// <summary>
    /// Create an Amazon Simple Storage Service (Amazon S3) bucket with EventBridge
    events enabled.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task CreateBucketWithEventBridgeEvents()
    {
        Console.WriteLine(new string('-', 80));
    }

```

```

        Console.WriteLine("Creating an S3 bucket with EventBridge events enabled.");

        var testBucketName = _configuration["testBucketName"];

        var bucketExists = await
Amazon.S3.Util.AmazonS3Util.DoesS3BucketExistV2Async(_s3Client,
            testBucketName);

        if (!bucketExists)
        {
            await _s3Client.PutBucketAsync(new PutBucketRequest()
            {
                BucketName = testBucketName,
                UseClientRegion = true
            });
        }

        await _s3Client.PutBucketNotificationAsync(new
PutBucketNotificationRequest()
        {
            BucketName = testBucketName,
            EventBridgeConfiguration = new EventBridgeConfiguration()
        });

        Console.WriteLine($"\\tAdded bucket {testBucketName} with EventBridge events
enabled.");

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// Create and upload a file to an S3 bucket to trigger an event.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task UploadS3File(IAmazonS3 s3Client)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Uploading a file to the test bucket. This will trigger a
subscription email.");

        var testBucketName = _configuration["testBucketName"];

        var fileName = $"example_upload_{DateTime.UtcNow.Ticks}.txt";

```

```

        // Create the file if it does not already exist.
        if (!File.Exists(fileName))
        {
            await using StreamWriter sw = File.CreateText(fileName);
            await sw.WriteLineAsync(
                "This is a sample file for testing uploads.");
        }

        await s3Client.PutObjectAsync(new PutObjectRequest()
        {
            FilePath = fileName,
            BucketName = testBucketName
        });

        Console.WriteLine($"\\tPress Enter to continue.");
        Console.ReadLine();

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// Create an Amazon Simple Notification Service (Amazon SNS) topic to use as an
    EventBridge target.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task<string> CreateSnsTopic()
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine(
            "Creating an Amazon Simple Notification Service (Amazon SNS) topic for
            email subscriptions.");

        var topicName = _configuration["topicName"];

        string topicPolicy = "{" +
            "\\\"Version\\\": \\\"2012-10-17\\\", \" +
            "\\\"Statement\\\": [{\" +
            "\\\"Sid\\\": \\\"EventBridgePublishTopic\\\", \" +
            "\\\"Effect\\\": \\\"Allow\\\", \" +
            "\\\"Principal\\\": {\" +
            $\"\\\"Service\\\": \\\"events.amazonaws.com\\\"\" +
            \"}, \" +
            "\\\"Resource\\\": \\\"*\\\", \" +
            "\\\"Action\\\": \\\"sns:Publish\\\"\" +

```

```

        "}]" +
        "}";

        var topicAttributes = new Dictionary<string, string>()
        {
            { "Policy", topicPolicy }
        };

        var topicResponse = await _snsClient!.CreateTopicAsync(new
CreateTopicRequest()
        {
            Name = topicName,
            Attributes = topicAttributes

        });

        Console.WriteLine($"\\tAdded topic {topicName} for email subscriptions.");

        Console.WriteLine(new string('-', 80));

        return topicResponse.TopicArn;
    }

    /// <summary>
    /// Subscribe a user email to an SNS topic.
    /// </summary>
    /// <param name="topicArn">The ARN of the SNS topic.</param>
    /// <returns>The user's email.</returns>
    private static async Task<string> SubscribeToSnsTopic(string topicArn)
    {
        Console.WriteLine(new string('-', 80));

        string email = "";
        while (string.IsNullOrEmpty(email))
        {
            Console.WriteLine("Enter your email to subscribe to the Amazon SNS
topic:");
            email = Console.ReadLine()!;
        }

        var subscriptions = new List<string>();
        var paginatedSubscriptions =
_snsClient!.Paginators.ListSubscriptionsByTopic(

```

```

        new ListSubscriptionsByTopicRequest()
        {
            TopicArn = topicArn
        });

    // Get the entire list using the paginator.
    await foreach (var subscription in paginatedSubscriptions.Subscriptions)
    {
        subscriptions.Add(subscription.Endpoint);
    }

    if (subscriptions.Contains(email))
    {
        Console.WriteLine($"\\tYour email is already subscribed.");
        Console.WriteLine(new string('-', 80));
        return email;
    }

    await _snsClient.SubscribeAsync(new SubscribeRequest()
    {
        TopicArn = topicArn,
        Protocol = "email",
        Endpoint = email
    });

    Console.WriteLine($"Use the link in the email you received to confirm your
subscription, then press Enter to continue.");

    Console.ReadLine();

    Console.WriteLine(new string('-', 80));
    return email;
}

/// <summary>
/// Add a rule which triggers when a file is uploaded to an S3 bucket.
/// </summary>
/// <param name="roleArn">The ARN of the role used by EventBridge.</param>
/// <returns>Async task.</returns>
private static async Task AddEventRule(string roleArn)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Creating an EventBridge event that sends an email when an
Amazon S3 object is created.");
}

```

```

        var eventRuleName = _configuration["eventRuleName"];
        var testBucketName = _configuration["testBucketName"];

        await _eventBridgeWrapper.PutS3UploadRule(roleArn, eventRuleName,
testBucketName);
        Console.WriteLine($"\\tAdded event rule {eventRuleName} for bucket
{testBucketName}.");

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// Add an SNS target to the rule.
    /// </summary>
    /// <param name="topicArn">The ARN of the SNS topic.</param>
    /// <returns>Async task.</returns>
    private static async Task AddSnsTarget(string topicArn)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Adding a target to the rule to that sends an email when
the rule is triggered.");

        var eventRuleName = _configuration["eventRuleName"];
        var testBucketName = _configuration["testBucketName"];
        var topicName = _configuration["topicName"];
        await _eventBridgeWrapper.AddSnsTargetToRule(eventRuleName, topicArn);
        Console.WriteLine($"\\tAdded event rule {eventRuleName} with Amazon SNS
target {topicName} for bucket {testBucketName}.");

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// List the event rules on the default event bus.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task ListEventRules()
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Current event rules:");

        var rules = await _eventBridgeWrapper.ListAllRulesForEventBus();

```

```

        rules.ForEach(r => Console.WriteLine($"\\tRule: {r.Name} Description:
        {r.Description} State: {r.State}"));

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// Update the event target to use a transform.
    /// </summary>
    /// <param name="topicArn">The SNS topic ARN target to update.</param>
    /// <returns>Async task.</returns>
    private static async Task UpdateSnsEventRule(string topicArn)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Let's update the event target with a transform.");

        var eventRuleName = _configuration["eventRuleName"];
        var testBucketName = _configuration["testBucketName"];

        await
        _eventBridgeWrapper.UpdateS3UploadRuleTargetWithTransform(eventRuleName, topicArn);
        Console.WriteLine($"\\tUpdated event rule {eventRuleName} with Amazon SNS
        target {topicArn} for bucket {testBucketName}.");

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// Update the rule to use a custom event pattern.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task UpdateToCustomRule(string topicArn)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Updating the event pattern to be triggered by a custom
        event instead.");

        var eventRuleName = _configuration["eventRuleName"];

        await _eventBridgeWrapper.UpdateCustomEventPattern(eventRuleName);

        Console.WriteLine($"\\tUpdated event rule {eventRuleName} to custom
        pattern.");
        await _eventBridgeWrapper.UpdateCustomRuleTargetWithTransform(eventRuleName,

```

```

        topicArn);

        Console.WriteLine($"\\tUpdated event target {topicArn}.");

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// Send rule events for a custom rule using the user's email address.
    /// </summary>
    /// <param name="email">The email address to include.</param>
    /// <returns>Async task.</returns>
    private static async Task TriggerCustomRule(string email)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Sending an event to trigger the rule. This will trigger a
subscription email.");

        await _eventBridgeWrapper.PutCustomEmailEvent(email);

        Console.WriteLine($"\\tEvents have been sent. Press Enter to continue.");
        Console.ReadLine();

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// List all of the targets for a rule.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task ListTargets()
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("List all of the targets for a particular rule.");

        var eventRuleName = _configuration["eventRuleName"];
        var targets = await _eventBridgeWrapper.ListAllTargetsOnRule(eventRuleName);
        targets.ForEach(t => Console.WriteLine($"\\tTarget: {t.Arn} Id: {t.Id} Input:
{t.Input}"));

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>

```



```

/// List all of the rules for a particular target.
/// </summary>
/// <param name="topicArn">The ARN of the SNS topic.</param>
/// <returns>Async task.</returns>
private static async Task ListRulesForTarget(string topicArn)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine("List all of the rules for a particular target.");

    var rules = await _eventBridgeWrapper.ListAllRuleNamesByTarget(topicArn);
    rules.ForEach(r => Console.WriteLine($"{r}"));

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Enable or disable a particular rule.
/// </summary>
/// <param name="isEnabled">True to enable the rule, otherwise false.</param>
/// <returns>Async task.</returns>
private static async Task ChangeRuleState(bool isEnabled)
{
    Console.WriteLine(new string('-', 80));
    var eventRuleName = _configuration["eventRuleName"];

    if (!isEnabled)
    {
        Console.WriteLine($"Disabling the rule: {eventRuleName}");
        await _eventBridgeWrapper.DisableRuleByName(eventRuleName);
    }
    else
    {
        Console.WriteLine($"Enabling the rule: {eventRuleName}");
        await _eventBridgeWrapper.EnableRuleByName(eventRuleName);
    }

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Get the current state of the rule.
/// </summary>
/// <returns>Async task.</returns>
private static async Task GetRuleState()

```

```

{
    Console.WriteLine(new string('-', 80));
    var eventRuleName = _configuration["eventRuleName"];

    var state = await _eventBridgeWrapper.GetRuleStateByRuleName(eventRuleName);
    Console.WriteLine($"Rule {eventRuleName} is in current state {state}.");

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Clean up the resources from the scenario.
/// </summary>
/// <param name="topicArn">The ARN of the SNS topic to clean up.</param>
/// <returns>Async task.</returns>
private static async Task CleanupResources(string topicArn)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Clean up resources.");

    var eventRuleName = _configuration["eventRuleName"];
    if (GetYesNoResponse($"\\tDelete all targets and event rule {eventRuleName}?
(y/n)"))
    {
        Console.WriteLine($"\\tRemoving all targets from the event rule.");
        await _eventBridgeWrapper.RemoveAllTargetsFromRule(eventRuleName);

        Console.WriteLine($"\\tDeleting event rule.");
        await _eventBridgeWrapper.DeleteRuleByName(eventRuleName);
    }

    var topicName = _configuration["topicName"];
    if (GetYesNoResponse($"\\tDelete Amazon SNS subscription topic {topicName}?
(y/n)"))
    {
        Console.WriteLine($"\\tDeleting topic.");
        await _snsClient!.DeleteTopicAsync(new DeleteTopicRequest()
        {
            TopicArn = topicArn
        });
    }

    var bucketName = _configuration["testBucketName"];
    if (GetYesNoResponse($"\\tDelete Amazon S3 bucket {bucketName}? (y/n)"))

```

```

    {
        Console.WriteLine($"\\tDeleting bucket.");
        // Delete all objects in the bucket.
        var deleteList = await _s3Client.ListObjectsV2Async(new
ListObjectsV2Request()
        {
            BucketName = bucketName
        });
        await _s3Client.DeleteObjectsAsync(new DeleteObjectsRequest()
        {
            BucketName = bucketName,
            Objects = deleteList.S3Objects
                .Select(o => new KeyVersion { Key = o.Key }).ToList()
        });
        // Now delete the bucket.
        await _s3Client.DeleteBucketAsync(new DeleteBucketRequest()
        {
            BucketName = bucketName
        });
    }

    var roleName = _configuration["roleName"];
    if (GetYesNoResponse($"\\tDelete role {roleName}? (y/n)"))
    {
        Console.WriteLine($"\\tDetaching policy and deleting role.");

        await _iamClient!.DetachRolePolicyAsync(new DetachRolePolicyRequest()
        {
            RoleName = roleName,
            PolicyArn = "arn:aws:iam::aws:policy/AmazonEventBridgeFullAccess",
        });

        await _iamClient!.DeleteRoleAsync(new DeleteRoleRequest()
        {
            RoleName = roleName
        });
    }

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Helper method to get a yes or no response from the user.
/// </summary>

```

```

    /// <param name="question">The question string to print on the console.</param>
    /// <returns>True if the user responds with a yes.</returns>
    private static bool GetYesNoResponse(string question)
    {
        Console.WriteLine(question);
        var ynResponse = Console.ReadLine();
        var response = ynResponse != null &&
            ynResponse.Equals("y",
                StringComparison.InvariantCultureIgnoreCase);
        return response;
    }
}

```

创建一个封装 EventBridge 操作的类。

```

    /// <summary>
    /// Wrapper for Amazon EventBridge operations.
    /// </summary>
    public class EventBridgeWrapper
    {
        private readonly IAmazonEventBridge _amazonEventBridge;
        private readonly ILogger<EventBridgeWrapper> _logger;

        /// <summary>
        /// Constructor for the EventBridge wrapper.
        /// </summary>
        /// <param name="amazonEventBridge">The injected EventBridge client.</param>
        /// <param name="logger">The injected logger for the wrapper.</param>
        public EventBridgeWrapper(IAmazonEventBridge amazonEventBridge,
            ILogger<EventBridgeWrapper> logger)

        {
            _amazonEventBridge = amazonEventBridge;
            _logger = logger;
        }

        /// <summary>
        /// Get the state for a rule by the rule name.
        /// </summary>
        /// <param name="ruleName">The name of the rule.</param>

```

```

    /// <param name="eventBusName">The optional name of the event bus. If empty,
    uses the default event bus.</param>
    /// <returns>The state of the rule.</returns>
    public async Task<RuleState> GetRuleStateByRuleName(string ruleName, string?
eventBusName = null)
    {
        var ruleResponse = await _amazonEventBridge.DescribeRuleAsync(
            new DescribeRuleRequest()
            {
                Name = ruleName,
                EventBusName = eventBusName
            });
        return ruleResponse.State;
    }

    /// <summary>
    /// Enable a particular rule on an event bus.
    /// </summary>
    /// <param name="ruleName">The name of the rule.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> EnableRuleByName(string ruleName)
    {
        var ruleResponse = await _amazonEventBridge.EnableRuleAsync(
            new EnableRuleRequest()
            {
                Name = ruleName
            });
        return ruleResponse.HttpStatusCode == HttpStatusCode.OK;
    }

    /// <summary>
    /// Disable a particular rule on an event bus.
    /// </summary>
    /// <param name="ruleName">The name of the rule.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DisableRuleByName(string ruleName)
    {
        var ruleResponse = await _amazonEventBridge.DisableRuleAsync(
            new DisableRuleRequest()
            {
                Name = ruleName
            });
        return ruleResponse.HttpStatusCode == HttpStatusCode.OK;
    }

```

```

    /// <summary>
    /// List the rules on an event bus.
    /// </summary>
    /// <param name="eventBusArn">The optional ARN of the event bus. If empty, uses
the default event bus.</param>
    /// <returns>The list of rules.</returns>
    public async Task<List<Rule>> ListAllRulesForEventBus(string? eventBusArn =
null)
    {
        var results = new List<Rule>();
        var request = new ListRulesRequest()
        {
            EventBusName = eventBusArn
        };
        // Get all of the pages of rules.
        ListRulesResponse response;
        do
        {
            response = await _amazonEventBridge.ListRulesAsync(request);
            results.AddRange(response.Rules);
            request.NextToken = response.NextToken;
        } while (response.NextToken is not null);

        return results;
    }

    /// <summary>
    /// List all of the targets matching a rule by name.
    /// </summary>
    /// <param name="ruleName">The name of the rule.</param>
    /// <returns>The list of targets.</returns>
    public async Task<List<Target>> ListAllTargetsOnRule(string ruleName)
    {
        var results = new List<Target>();
        var request = new ListTargetsByRuleRequest()
        {
            Rule = ruleName
        };
        ListTargetsByRuleResponse response;
        do
        {
            response = await _amazonEventBridge.ListTargetsByRuleAsync(request);

```

```

        results.AddRange(response.Targets);
        request.NextToken = response.NextToken;

    } while (response.NextToken is not null);

    return results;
}

/// <summary>
/// List names of all rules matching a target.
/// </summary>
/// <param name="targetArn">The ARN of the target.</param>
/// <returns>The list of rule names.</returns>
public async Task<List<string>> ListAllRuleNamesByTarget(string targetArn)
{
    var results = new List<string>();
    var request = new ListRuleNamesByTargetRequest()
    {
        TargetArn = targetArn
    };
    ListRuleNamesByTargetResponse response;
    do
    {
        response = await _amazonEventBridge.ListRuleNamesByTargetAsync(request);
        results.AddRange(response.RuleNames);
        request.NextToken = response.NextToken;

    } while (response.NextToken is not null);

    return results;
}

/// <summary>
/// Create a new event rule that triggers when an Amazon S3 object is created in
a bucket.
/// </summary>
/// <param name="roleArn">The ARN of the role.</param>
/// <param name="ruleName">The name to give the rule.</param>
/// <param name="bucketName">The name of the bucket to trigger the event.</
param>
/// <returns>The ARN of the new rule.</returns>
public async Task<string> PutS3UploadRule(string roleArn, string ruleName,
string bucketName)
{

```

```

        string eventPattern = "{" +
            "\"source\": [\"aws.s3\"],\" +
            "\"detail-type\": [\"Object Created\"],\" +
            "\"detail\": {\" +
                "\"bucket\": {\" +
                    "\"name\": [\"" + bucketName + "\"]\" +
                \"}\" +
            \"}\" +
        \"}\";

        var response = await _amazonEventBridge.PutRuleAsync(
            new PutRuleRequest()
            {
                Name = ruleName,
                Description = "Example S3 upload rule for EventBridge",
                RoleArn = roleArn,
                EventPattern = eventPattern
            });

        return response.RuleArn;
    }

    /// <summary>
    /// Update an Amazon S3 object created rule with a transform on the target.
    /// </summary>
    /// <param name="ruleName">The name of the rule.</param>
    /// <param name="targetArn">The ARN of the target.</param>
    /// <param name="eventBusArn">Optional event bus ARN. If empty, uses the default
    event bus.</param>
    /// <returns>The ID of the target.</returns>
    public async Task<string> UpdateS3UploadRuleTargetWithTransform(string ruleName,
        string targetArn, string? eventBusArn = null)
    {
        var targetID = Guid.NewGuid().ToString();

        var targets = new List<Target>
        {
            new Target()
            {
                Id = targetID,
                Arn = targetArn,
                InputTransformer = new InputTransformer()
                {
                    InputPathsMap = new Dictionary<string, string>()

```



```

        {
            {"bucket", "$.detail.bucket.name"},
            {"time", "$.time"}
        },
        InputTemplate = "\"Notification: an object was uploaded to
bucket <bucket> at <time>.\\""
    }
}
};
var response = await _amazonEventBridge.PutTargetsAsync(
    new PutTargetsRequest()
    {
        EventBusName = eventBusArn,
        Rule = ruleName,
        Targets = targets,
    });
if (response.FailedEntryCount > 0)
{
    response.FailedEntries.ForEach(e =>
    {
        _logger.LogError(
            $"Failed to add target {e.TargetId}: {e.ErrorMessage}, code
{e.ErrorCode}");
    });
}
return targetID;
}

/// <summary>
/// Update a custom rule with a transform on the target.
/// </summary>
/// <param name="ruleName">The name of the rule.</param>
/// <param name="targetArn">The ARN of the target.</param>
/// <param name="eventBusArn">Optional event bus ARN. If empty, uses the default
event bus.</param>
/// <returns>The ID of the target.</returns>
public async Task<string> UpdateCustomRuleTargetWithTransform(string ruleName,
string targetArn, string? eventBusArn = null)
{
    var targetID = Guid.NewGuid().ToString();

    var targets = new List<Target>
    {
        new Target()
    }
}

```

```

        {
            Id = targetID,
            Arn = targetArn,
            InputTransformer = new InputTransformer()
            {
                InputTemplate = "\"Notification: sample event was received.\""
            }
        }
    };
    var response = await _amazonEventBridge.PutTargetsAsync(
        new PutTargetsRequest()
        {
            EventBusName = eventBusArn,
            Rule = ruleName,
            Targets = targets,
        });
    if (response.FailedEntryCount > 0)
    {
        response.FailedEntries.ForEach(e =>
        {
            _logger.LogError(
                $"Failed to add target {e.TargetId}: {e.ErrorMessage}, code
{e.ErrorCode}");
        });
    }
    return targetID;
}

/// <summary>
/// Add an event to the event bus that includes an email, message, and time.
/// </summary>
/// <param name="email">The email to use in the event detail of the custom
event.</param>
/// <returns>True if successful.</returns>
public async Task<bool> PutCustomEmailEvent(string email)
{
    var eventDetail = new
    {
        UserEmail = email,
        Message = "This event was generated by example code.",
        UtcTime = DateTime.UtcNow.ToString("g")
    };
    var response = await _amazonEventBridge.PutEventsAsync(
        new PutEventsRequest()

```

```

        {
            Entries = new List<PutEventsRequestEntry>()
            {
                new PutEventsRequestEntry()
                {
                    Source = "ExampleSource",
                    Detail = JsonSerializer.Serialize(eventDetail),
                    DetailType = "ExampleType"
                }
            }
        });

        return response.FailedEntryCount == 0;
    }

    /// <summary>
    /// Update a rule to use a custom defined event pattern.
    /// </summary>
    /// <param name="ruleName">The name of the rule to update.</param>
    /// <returns>The ARN of the updated rule.</returns>
    public async Task<string> UpdateCustomEventPattern(string ruleName)
    {
        string customEventsPattern = "{" +
            "\"source\": [\"ExampleSource\"],\" +
            "\"detail-type\": [\"ExampleType\"]\" +
            "}";

        var response = await _amazonEventBridge.PutRuleAsync(
            new PutRuleRequest()
            {
                Name = ruleName,
                Description = "Custom test rule",
                EventPattern = customEventsPattern
            });

        return response.RuleArn;
    }

    /// <summary>
    /// Add an Amazon SNS target topic to a rule.
    /// </summary>
    /// <param name="ruleName">The name of the rule to update.</param>
    /// <param name="targetArn">The ARN of the Amazon SNS target.</param>

```

```

    /// <param name="eventBusArn">The optional event bus name, uses default if
empty.</param>
    /// <returns>The ID of the target.</returns>
    public async Task<string> AddSnsTargetToRule(string ruleName, string targetArn,
string? eventBusArn = null)
    {
        var targetID = Guid.NewGuid().ToString();

        // Create the list of targets and add a new target.
        var targets = new List<Target>
        {
            new Target()
            {
                Arn = targetArn,
                Id = targetID
            }
        };

        // Add the targets to the rule.
        var response = await _amazonEventBridge.PutTargetsAsync(
            new PutTargetsRequest()
            {
                EventBusName = eventBusArn,
                Rule = ruleName,
                Targets = targets,
            });

        if (response.FailedEntryCount > 0)
        {
            response.FailedEntries.ForEach(e =>
            {
                _logger.LogError(
                    $"Failed to add target {e.TargetId}: {e.ErrorMessage}, code
{e.ErrorCode}");
            });
        }

        return targetID;
    }

    /// <summary>
    /// Delete an event rule by name.
    /// </summary>
    /// <param name="ruleName">The name of the event rule.</param>

```

```

    /// <returns>True if successful.</returns>
    public async Task<bool> RemoveAllTargetsFromRule(string ruleName)
    {
        var targetIds = new List<string>();
        var request = new ListTargetsByRuleRequest()
        {
            Rule = ruleName
        };
        ListTargetsByRuleResponse targetsResponse;
        do
        {
            targetsResponse = await
                _amazonEventBridge.ListTargetsByRuleAsync(request);
            targetIds.AddRange(targetsResponse.Targets.Select(t => t.Id));
            request.NextToken = targetsResponse.NextToken;

        } while (targetsResponse.NextToken is not null);

        var removeResponse = await _amazonEventBridge.RemoveTargetsAsync(
            new RemoveTargetsRequest()
            {
                Rule = ruleName,
                Ids = targetIds
            });

        if (removeResponse.FailedEntryCount > 0)
        {
            removeResponse.FailedEntries.ForEach(e =>
            {
                _logger.LogError(
                    $"Failed to remove target {e.TargetId}: {e.ErrorMessage}, code
                    {e.ErrorCode}");
            });
        }

        return removeResponse.HttpStatusCode == HttpStatusCode.OK;
    }

    /// <summary>
    /// Delete an event rule by name.
    /// </summary>
    /// <param name="ruleName">The name of the event rule.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DeleteRuleByName(string ruleName)

```

```
{
    var response = await _amazonEventBridge.DeleteRuleAsync(
        new DeleteRuleRequest()
        {
            Name = ruleName
        });

    return response.HttpStatusCode == HttpStatusCode.OK;
}
```

• 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [DeleteRule](#)
- [DescribeRule](#)
- [DisableRule](#)
- [EnableRule](#)
- [ListRuleNamesByTarget](#)
- [ListRules](#)
- [ListTargetsByRule](#)
- [PutEvents](#)
- [PutRule](#)
- [PutTargets](#)

操作

DeleteRule

以下代码示例演示了如何使用 DeleteRule。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

按名称删除规则。

```
/// <summary>
/// Delete an event rule by name.
/// </summary>
/// <param name="ruleName">The name of the event rule.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteRuleByName(string ruleName)
{
    var response = await _amazonEventBridge.DeleteRuleAsync(
        new DeleteRuleRequest()
        {
            Name = ruleName
        });

    return response.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteRule](#) 中的。

DescribeRule

以下代码示例演示了如何使用 DescribeRule。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用规则描述获取规则的状态。

```
/// <summary>
/// Get the state for a rule by the rule name.
/// </summary>
/// <param name="ruleName">The name of the rule.</param>
/// <param name="eventBusName">The optional name of the event bus. If empty,
uses the default event bus.</param>
```

```

    /// <returns>The state of the rule.</returns>
    public async Task<RuleState> GetRuleStateByRuleName(string ruleName, string?
    eventBusName = null)
    {
        var ruleResponse = await _amazonEventBridge.DescribeRuleAsync(
            new DescribeRuleRequest()
            {
                Name = ruleName,
                EventBusName = eventBusName
            });
        return ruleResponse.State;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeRule](#) 中的。

DisableRule

以下代码示例演示了如何使用 DisableRule。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

按规则名称禁用规则。

```

    /// <summary>
    /// Disable a particular rule on an event bus.
    /// </summary>
    /// <param name="ruleName">The name of the rule.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DisableRuleByName(string ruleName)
    {
        var ruleResponse = await _amazonEventBridge.DisableRuleAsync(
            new DisableRuleRequest()
            {
                Name = ruleName
            });
    }

```



```
        return ruleResponse.HttpStatusCode == HttpStatusCode.OK;
    }
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DisableRule](#)中的。

EnableRule

以下代码示例演示了如何使用 EnableRule。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

按规则名称启用规则。

```
/// <summary>
/// Enable a particular rule on an event bus.
/// </summary>
/// <param name="ruleName">The name of the rule.</param>
/// <returns>True if successful.</returns>
public async Task<bool> EnableRuleByName(string ruleName)
{
    var ruleResponse = await _amazonEventBridge.EnableRuleAsync(
        new EnableRuleRequest()
        {
            Name = ruleName
        });
    return ruleResponse.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[EnableRule](#)中的。

ListRuleNamesByTarget

以下代码示例演示了如何使用 ListRuleNamesByTarget。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用目标列出所有规则名称。

```
/// <summary>
/// List names of all rules matching a target.
/// </summary>
/// <param name="targetArn">The ARN of the target.</param>
/// <returns>The list of rule names.</returns>
public async Task<List<string>> ListAllRuleNamesByTarget(string targetArn)
{
    var results = new List<string>();
    var request = new ListRuleNamesByTargetRequest()
    {
        TargetArn = targetArn
    };
    ListRuleNamesByTargetResponse response;
    do
    {
        response = await _amazonEventBridge.ListRuleNamesByTargetAsync(request);
        results.AddRange(response.RuleNames);
        request.NextToken = response.NextToken;
    } while (response.NextToken is not null);

    return results;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListRuleNamesByTarget](#) 中的。

ListRules

以下代码示例演示了如何使用 ListRules。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

列出某事件总线的所有规则。

```
/// <summary>
/// List the rules on an event bus.
/// </summary>
/// <param name="eventBusArn">The optional ARN of the event bus. If empty, uses
the default event bus.</param>
/// <returns>The list of rules.</returns>
public async Task<List<Rule>> ListAllRulesForEventBus(string? eventBusArn =
null)
{
    var results = new List<Rule>();
    var request = new ListRulesRequest()
    {
        EventBusName = eventBusArn
    };
    // Get all of the pages of rules.
    ListRulesResponse response;
    do
    {
        response = await _amazonEventBridge.ListRulesAsync(request);
        results.AddRange(response.Rules);
        request.NextToken = response.NextToken;
    } while (response.NextToken is not null);

    return results;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListRules](#) 中的。

ListTargetsByRule

以下代码示例演示了如何使用 ListTargetsByRule。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用规则名称列出规则的所有目标。

```
/// <summary>
/// List all of the targets matching a rule by name.
/// </summary>
/// <param name="ruleName">The name of the rule.</param>
/// <returns>The list of targets.</returns>
public async Task<List<Target>> ListAllTargetsOnRule(string ruleName)
{
    var results = new List<Target>();
    var request = new ListTargetsByRuleRequest()
    {
        Rule = ruleName
    };
    ListTargetsByRuleResponse response;
    do
    {
        response = await _amazonEventBridge.ListTargetsByRuleAsync(request);
        results.AddRange(response.Targets);
        request.NextToken = response.NextToken;
    } while (response.NextToken is not null);

    return results;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListTargetsByRule](#) 中的。

PutEvents

以下代码示例演示了如何使用 PutEvents。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

发送与规则的自定义模式相匹配的事件。

```
/// <summary>
/// Add an event to the event bus that includes an email, message, and time.
/// </summary>
/// <param name="email">The email to use in the event detail of the custom
event.</param>
/// <returns>True if successful.</returns>
public async Task<bool> PutCustomEmailEvent(string email)
{
    var eventDetail = new
    {
        UserEmail = email,
        Message = "This event was generated by example code.",
        UtcTime = DateTime.UtcNow.ToString("g")
    };
    var response = await _amazonEventBridge.PutEventsAsync(
        new PutEventsRequest()
        {
            Entries = new List<PutEventsRequestEntry>()
            {
                new PutEventsRequestEntry()
                {
                    Source = "ExampleSource",
                    Detail = JsonSerializer.Serialize(eventDetail),
                    DetailType = "ExampleType"
                }
            }
        });

    return response.FailedEntryCount == 0;
}
```

```
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [PutEvents](#) 中的。

PutRule

以下代码示例演示了如何使用 PutRule。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

创建规则，将对象添加到 Amazon Simple Storage Service 桶时触发。

```
/// <summary>
/// Create a new event rule that triggers when an Amazon S3 object is created in
a bucket.
/// </summary>
/// <param name="roleArn">The ARN of the role.</param>
/// <param name="ruleName">The name to give the rule.</param>
/// <param name="bucketName">The name of the bucket to trigger the event.</
param>
/// <returns>The ARN of the new rule.</returns>
public async Task<string> PutS3UploadRule(string roleArn, string ruleName,
string bucketName)
{
    string eventPattern = "{" +
        "\"source\": [\"aws.s3\"],\" +
        "\"detail-type\": [\"Object Created\"],\" +
        "\"detail\": {\" +
        "\"bucket\": {\" +
        "\"name\": [\"" + bucketName + "\"]\" +
        \"}\" +
        \"}\" +
    "}";
```

```

var response = await _amazonEventBridge.PutRuleAsync(
    new PutRuleRequest()
    {
        Name = ruleName,
        Description = "Example S3 upload rule for EventBridge",
        RoleArn = roleArn,
        EventPattern = eventPattern
    });

return response.RuleArn;
}

```

创建使用自定义模式的规则。

```

/// <summary>
/// Update a rule to use a custom defined event pattern.
/// </summary>
/// <param name="ruleName">The name of the rule to update.</param>
/// <returns>The ARN of the updated rule.</returns>
public async Task<string> UpdateCustomEventPattern(string ruleName)
{
    string customEventsPattern = "{" +
        "\"source\": [\"ExampleSource\"],\" +
        "\"detail-type\": [\"ExampleType\"]\" +
        "}";

    var response = await _amazonEventBridge.PutRuleAsync(
        new PutRuleRequest()
        {
            Name = ruleName,
            Description = "Custom test rule",
            EventPattern = customEventsPattern
        });

    return response.RuleArn;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[PutRule](#)中的。

PutTargets

以下代码示例演示了如何使用 PutTargets。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

添加 Amazon SNS 主题，作为规则的目标。

```
/// <summary>
/// Add an Amazon SNS target topic to a rule.
/// </summary>
/// <param name="ruleName">The name of the rule to update.</param>
/// <param name="targetArn">The ARN of the Amazon SNS target.</param>
/// <param name="eventBusArn">The optional event bus name, uses default if
empty.</param>
/// <returns>The ID of the target.</returns>
public async Task<string> AddSnsTargetToRule(string ruleName, string targetArn,
string? eventBusArn = null)
{
    var targetID = Guid.NewGuid().ToString();

    // Create the list of targets and add a new target.
    var targets = new List<Target>
    {
        new Target()
        {
            Arn = targetArn,
            Id = targetID
        }
    };

    // Add the targets to the rule.
    var response = await _amazonEventBridge.PutTargetsAsync(
        new PutTargetsRequest()
        {
            EventBusName = eventBusArn,
            Rule = ruleName,
```



```

        Targets = targets,
    });

    if (response.FailedEntryCount > 0)
    {
        response.FailedEntries.ForEach(e =>
        {
            _logger.LogError(
                $"Failed to add target {e.TargetId}: {e.ErrorMessage}, code
{e.ErrorCode}");
        });
    }

    return targetID;
}

```

将输入转换器添加到规则的目标。

```

/// <summary>
/// Update an Amazon S3 object created rule with a transform on the target.
/// </summary>
/// <param name="ruleName">The name of the rule.</param>
/// <param name="targetArn">The ARN of the target.</param>
/// <param name="eventBusArn">Optional event bus ARN. If empty, uses the default
event bus.</param>
/// <returns>The ID of the target.</returns>
public async Task<string> UpdateS3UploadRuleTargetWithTransform(string ruleName,
string targetArn, string? eventBusArn = null)
{
    var targetID = Guid.NewGuid().ToString();

    var targets = new List<Target>
    {
        new Target()
        {
            Id = targetID,
            Arn = targetArn,
            InputTransformer = new InputTransformer()
            {
                InputPathsMap = new Dictionary<string, string>()
                {
                    {"bucket", "$.detail.bucket.name"},

```

```

        {"time", "$.time"}
    },
    InputTemplate = "\"Notification: an object was uploaded to
bucket <bucket> at <time>.\\""
    }
}
};
var response = await _amazonEventBridge.PutTargetsAsync(
    new PutTargetsRequest()
    {
        EventBusName = eventBusArn,
        Rule = ruleName,
        Targets = targets,
    });
if (response.FailedEntryCount > 0)
{
    response.FailedEntries.ForEach(e =>
    {
        _logger.LogError(
            $"Failed to add target {e.TargetId}: {e.ErrorMessage}, code
{e.ErrorCode}");
    });
}
return targetID;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[PutTargets](#)中的。

RemoveTargets

以下代码示例演示了如何使用 RemoveTargets。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用规则名称删除规则的所有目标。

```
/// <summary>
/// Delete an event rule by name.
/// </summary>
/// <param name="ruleName">The name of the event rule.</param>
/// <returns>True if successful.</returns>
public async Task<bool> RemoveAllTargetsFromRule(string ruleName)
{
    var targetIds = new List<string>();
    var request = new ListTargetsByRuleRequest()
    {
        Rule = ruleName
    };
    ListTargetsByRuleResponse targetsResponse;
    do
    {
        targetsResponse = await
        _amazonEventBridge.ListTargetsByRuleAsync(request);
        targetIds.AddRange(targetsResponse.Targets.Select(t => t.Id));
        request.NextToken = targetsResponse.NextToken;
    } while (targetsResponse.NextToken is not null);

    var removeResponse = await _amazonEventBridge.RemoveTargetsAsync(
        new RemoveTargetsRequest()
        {
            Rule = ruleName,
            Ids = targetIds
        });

    if (removeResponse.FailedEntryCount > 0)
    {
        removeResponse.FailedEntries.ForEach(e =>
        {
            _logger.LogError(
                $"Failed to remove target {e.TargetId}: {e.ErrorMessage}, code
                {e.ErrorCode}");
        });
    }

    return removeResponse.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[RemoveTargets](#)中的。

EventBridge 使用调度器示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 with S EventBridge cheduler 来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [操作](#)
- [场景](#)

开始使用

你好 S EventBridge cheduler

以下代码示例显示了如何开始使用 EventBridge 调度器。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
public static class HelloScheduler
{
```

```
static async Task Main(string[] args)
{
    // Use the AWS .NET Core Setup package to set up dependency injection for
    the EventBridge Scheduler service.
    // Use your AWS profile name, or leave it blank to use the default profile.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureServices((_, services) =>
            services.AddAWSService<IAmazonScheduler>()
        ).Build();

    // Now the client is available for injection.
    var schedulerClient = host.Services.GetRequiredService<IAmazonScheduler>();

    // You can use await and any of the async methods to get a response, or a
    paginator to list schedules or groups.
    var results = new List<ScheduleSummary>();
    var paginateSchedules = schedulerClient.Paginators.ListSchedules(
        new ListSchedulesRequest());
    Console.WriteLine(
        $"Hello AWS Scheduler! Let's list schedules in your account.");
    // Get the entire list using the paginator.
    await foreach (var schedule in paginateSchedules.Schedules)
    {
        results.Add(schedule);
    }
    Console.WriteLine($"\\tTotal of {results.Count} schedule(s) available.");
    results.ForEach(s => Console.WriteLine($"\\tSchedule: {s.Name}"));
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListSchedules](#)中的。

操作

CreateSchedule

以下代码示例演示了如何使用 CreateSchedule。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Creates a new schedule in Amazon EventBridge Scheduler.
/// </summary>
/// <param name="name">The name of the schedule.</param>
/// <param name="scheduleExpression">The schedule expression that defines when
the schedule should run.</param>
/// <param name="scheduleGroupName">The name of the schedule group to which the
schedule should be added.</param>
/// <param name="deleteAfterCompletion">Indicates whether to delete the schedule
after completion.</param>
/// <param name="useFlexibleTimeWindow">Indicates whether to use a flexible time
window for the schedule.</param>
/// <param name="targetArn">ARN of the event target.</param>
/// <param name="roleArn">Execution Role ARN.</param>
/// <returns>True if the schedule was created successfully, false otherwise.</
returns>
public async Task<bool> CreateScheduleAsync(
    string name,
    string scheduleExpression,
    string scheduleGroupName,
    string targetArn,
    string roleArn,
    string input,
    bool deleteAfterCompletion = false,
    bool useFlexibleTimeWindow = false)
{
    try
    {
        int hoursToRun = 1;
        int flexibleTimeWindowMinutes = 10;

        var request = new CreateScheduleRequest
        {
            Name = name,
```

```

        ScheduleExpression = scheduleExpression,
        GroupName = scheduleGroupName,
        Target = new Target { Arn = targetArn, RoleArn = roleArn, Input =
input },

        ActionAfterCompletion = deleteAfterCompletion
            ? ActionAfterCompletion.DELETE
            : ActionAfterCompletion.NONE,
        StartDate = DateTime.UtcNow, // Ignored for one-time schedules.
        EndDate =
            DateTime.UtcNow
                .AddHours(hoursToRun) // Ignored for one-time schedules.
    };
    // Allow a flexible time window if the caller specifies it.
    request.FlexibleTimeWindow = new FlexibleTimeWindow
    {
        Mode = useFlexibleTimeWindow
            ? FlexibleTimeWindowMode.FLEXIBLE
            : FlexibleTimeWindowMode.OFF,
        MaximumWindowInMinutes = useFlexibleTimeWindow
            ? flexibleTimeWindowMinutes
            : null
    };

    var response = await _amazonScheduler.CreateScheduleAsync(request);

    Console.WriteLine($"Successfully created schedule '{name}' " +
        $"in schedule group '{scheduleGroupName}':
{response.ScheduleArn}.");
    return true;
}
catch (ConflictException ex)
{
    // If the name is not unique, a ConflictException will be thrown.
    _logger.LogError($"Failed to create schedule '{name}' due to a conflict.
{ex.Message}");
    return false;
}
catch (Exception ex)
{
    _logger.LogError($"An error occurred while creating schedule '{name}' "
+
        $"in schedule group '{scheduleGroupName}':
{ex.Message}");
    return false;
}

```

```
}  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateSchedule](#)中的。

CreateScheduleGroup

以下代码示例演示了如何使用 CreateScheduleGroup。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>  
/// Creates a new schedule group in Amazon EventBridge Scheduler.  
/// </summary>  
/// <param name="name">The name of the schedule group.</param>  
/// <returns>True if the schedule group was created successfully, false  
otherwise.</returns>  
public async Task<bool> CreateScheduleGroupAsync(string name)  
{  
    try  
    {  
        var request = new CreateScheduleGroupRequest { Name = name };  
  
        var response = await _amazonScheduler.CreateScheduleGroupAsync(request);  
  
        Console.WriteLine($"Successfully created schedule group '{name}':  
{response.ScheduleGroupArn}.");  
        return true;  
    }  
    catch (ConflictException ex)  
    {  
        // If the name is not unique, a ConflictException will be thrown.  
        _logger.LogError($"Failed to create schedule group '{name}' due to a  
conflict. {ex.Message}");  
    }  
}
```



```

        return false;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while creating schedule group '{name}':
{ex.Message}");
        return false;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateScheduleGroup](#) 中的。

DeleteSchedule

以下代码示例演示了如何使用 DeleteSchedule。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Deletes an existing schedule from Amazon EventBridge Scheduler.
/// </summary>
/// <param name="name">The name of the schedule to delete.</param>
/// <param name="groupName">The group name of the schedule to delete.</param>
/// <returns>True if the schedule was deleted successfully, false otherwise.</
returns>
public async Task<bool> DeleteScheduleAsync(string name, string groupName)
{
    try
    {
        var request = new DeleteScheduleRequest
        {
            Name = name,
            GroupName = groupName
        };
    }
}

```

```

        await _amazonScheduler.DeleteScheduleAsync(request);

        Console.WriteLine($"Successfully deleted schedule with name '{name}'.");
        return true;
    }
    catch (ResourceNotFoundException ex)
    {
        _logger.LogError(
            $"Failed to delete schedule with ID '{name}' because the resource
was not found: {ex.Message}");
        return true;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while deleting schedule with ID '{name}':
{ex.Message}");
        return false;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteSchedule](#)中的。

DeleteScheduleGroup

以下代码示例演示了如何使用 DeleteScheduleGroup。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Deletes an existing schedule group from Amazon EventBridge Scheduler.
/// </summary>
/// <param name="name">The name of the schedule group to delete.</param>

```

```

    /// <returns>True if the schedule group was deleted successfully, false
    otherwise.</returns>
    public async Task<bool> DeleteScheduleGroupAsync(string name)
    {
        try
        {
            var request = new DeleteScheduleGroupRequest { Name = name };

            await _amazonScheduler.DeleteScheduleGroupAsync(request);

            Console.WriteLine($"Successfully deleted schedule group '{name}'.");
            return true;
        }
        catch (ResourceNotFoundException ex)
        {
            _logger.LogError(
                $"Failed to delete schedule group '{name}' because the resource was
not found: {ex.Message}");
            return true;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while deleting schedule group '{name}':
{ex.Message}");
            return false;
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteScheduleGroup](#)中的。

场景

计划的事件

以下代码示例展示了如何：

- 部署包含所需资源的 CloudFormation 堆栈。
- 创建 EventBridge 日程安排组。
- 创建具有灵活时间 EventBridge 范围的一次性日程安排。

- 创建具有指定速率的定期 EventBridge 日程安排。
- 删除“EventBridge 日程安排器”和“日程组”。
- 清理资源和删除堆栈。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

运行场景。

```
using System.Text.RegularExpressions;
using Amazon.CloudFormation;
using Amazon.CloudFormation.Model;
using Amazon.Scheduler;
using Amazon.Scheduler.Model;
using Microsoft.Extensions.DependencyInjection;
using Microsoft.Extensions.Hosting;
using Microsoft.Extensions.Logging;
using Microsoft.Extensions.Logging.Console;
using Microsoft.Extensions.Logging.Debug;
using SchedulerActions;
using Exception = System.Exception;

namespace SchedulerScenario;

public class SchedulerWorkflow
{
    /*
    Before running this .NET code example, set up your development environment,
    including your credentials.

    This .NET code example performs the following tasks for the Amazon EventBridge
    Scheduler workflow:

    1. Prepare the Application:
        - Prompt the user for an email address to use for the subscription for the
        SNS topic subscription.
        - Prompt the user for a name for the Cloud Formation stack.
```

```

- Deploy the Cloud Formation template in resources/cfn_template.yaml for
resource creation.
- Store the outputs of the stack into variables for use in the scenario.
- Create a schedule group for all schedules.

2. Create one-time Schedule:
- Create a one-time schedule to send an initial event.
- Use a Flexible Time Window and set the schedule to delete after completion.
- Wait for the user to receive the event email from SNS.

3. Create a time-based schedule:
- Prompt the user for how many X times per Y hours a recurring event should
be scheduled.
- Create the scheduled event for X times per hour for Y hours.
- Wait for the user to receive the event email from SNS.
- Delete the schedule when the user is finished.

4. Clean up:
- Prompt the user for y/n answer if they want to destroy the stack and clean
up all resources.
- Delete the schedule group.
- Destroy the Cloud Formation stack and wait until the stack has been
removed.

```

```
*/
```

```

public static ILogger<SchedulerWorkflow> _logger = null!;
public static SchedulerWrapper _schedulerWrapper = null!;
public static IAmazonCloudFormation _amazonCloudFormation = null!;

private static string _roleArn = null!;
private static string _snsTopicArn = null!;

public static bool _interactive = true;
private static string _stackName = "default-scheduler-scenario-stack-name";
private static string _scheduleGroupName = "scenario-schedules-group";
private static string _stackResourcePath = "../..../scenarios/
features/eventbridge_scheduler/resources/cfn_template.yaml";

public static async Task Main(string[] args)
{
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
            logging.AddFilter("System", LogLevel.Debug)

```

```

        .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
        .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
    .ConfigureServices((_, services) =>
        services.AddAWSService<IAmazonScheduler>()
        .AddAWSService<IAmazonCloudFormation>()
        .AddTransient<SchedulerWrapper>()
    )
    .Build();

if (_interactive)
{
    _logger = LoggerFactory.Create(builder => { builder.AddConsole(); })
        .CreateLogger<SchedulerWorkflow>();

    _schedulerWrapper =
host.Services.GetRequiredService<SchedulerWrapper>();
    _amazonCloudFormation =
host.Services.GetRequiredService<IAmazonCloudFormation>();
}

Console.WriteLine(new string('-', 80));
Console.WriteLine("Welcome to the Amazon EventBridge Scheduler Scenario.");
Console.WriteLine(new string('-', 80));

try
{
    Console.WriteLine(new string('-', 80));
    var prepareSuccess = await PrepareApplication();
    Console.WriteLine(new string('-', 80));

    if (prepareSuccess)
    {
        Console.WriteLine(new string('-', 80));
        await CreateOneTimeSchedule();
        Console.WriteLine(new string('-', 80));

        Console.WriteLine(new string('-', 80));
        await CreateRecurringSchedule();
        Console.WriteLine(new string('-', 80));
    }

    Console.WriteLine(new string('-', 80));
    await Cleanup();
}

```

```

        Console.WriteLine(new string('-', 80));
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, "There was a problem with the scenario, initiating
cleanup...");
        _interactive = false;
        await Cleanup();
    }

    Console.WriteLine("Amazon EventBridge Scheduler scenario completed.");
}

/// <summary>
/// Prepares the application by creating the necessary resources.
/// </summary>
/// <returns>True if the application was prepared successfully.</returns>
public static async Task<bool> PrepareApplication()
{
    Console.WriteLine("Preparing the application...");
    try
    {
        // Prompt the user for an email address to use for the subscription.
        Console.WriteLine("\nThis example creates resources in a CloudFormation
stack, including an SNS topic" +
            "\nthat will be subscribed to the EventBridge Scheduler
events. " +
            "\n\nYou will need to confirm the subscription in order to
receive event emails. ");

        var emailAddress = PromptUserForEmail();

        // Prompt the user for a name for the CloudFormation stack
        _stackName = PromptUserForStackName();

        // Deploy the CloudFormation stack
        var deploySuccess = await DeployCloudFormationStack(_stackName,
emailAddress);

        if (deploySuccess)
        {
            // Create a schedule group for all schedules
            await
_schedulerWrapper.CreateScheduleGroupAsync(_scheduleGroupName);

```

```

        Console.WriteLine("Application preparation complete.");
        return true;
    }
}
catch (Exception ex)
{
    _logger.LogError(ex, "An error occurred while preparing the
application.");
}
Console.WriteLine("Application preparation failed.");
return false;
}

/// <summary>
/// Deploys the CloudFormation stack with the necessary resources.
/// </summary>
/// <param name="stackName">The name of the CloudFormation stack.</param>
/// <param name="email">The email to use for the subscription.</param>
/// <returns>True if the stack was deployed successfully.</returns>
private static async Task<bool> DeployCloudFormationStack(string stackName,
string email)
{
    Console.WriteLine($"\\nDeploying CloudFormation stack: {stackName}");

    try
    {
        var request = new CreateStackRequest
        {
            StackName = stackName,
            TemplateBody = await File.ReadAllTextAsync(_stackResourcePath),
            Capabilities = { Capability.CAPABILITY_NAMED_IAM }
        };

        // If an email is provided, set the parameter.
        if (!string.IsNullOrEmpty(email))
        {
            request.Parameters = new List<Parameter>()
            {
                new() { ParameterKey = "email", ParameterValue = email }
            };
        }

        var response = await _amazonCloudFormation.CreateStackAsync(request);
    }
}

```



```

        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            Console.WriteLine($"CloudFormation stack creation started:
{stackName}");

            // Wait for the stack to be in CREATE_COMPLETE state
            bool stackCreated = await WaitForStackCompletion(response.StackId);

            if (stackCreated)
            {
                // Retrieve the output values
                var success = await GetStackOutputs(response.StackId);
                return success;
            }
            else
            {
                _logger.LogError($"CloudFormation stack creation failed:
{stackName}");
                return false;
            }
        }
        else
        {
            _logger.LogError($"Failed to create CloudFormation stack:
{stackName}");
            return false;
        }
    }
    catch (AlreadyExistsException)
    {
        _logger.LogWarning($"CloudFormation stack '{stackName}' already exists.
Please provide a unique name.");
        var newStackName = PromptUserForStackName();
        return await DeployCloudFormationStack(newStackName, email);
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while deploying the
CloudFormation stack: {stackName}");
        return false;
    }
}

```

```

/// <summary>
/// Waits for the CloudFormation stack to be in the CREATE_COMPLETE state.
/// </summary>
/// <param name="client">The CloudFormation client.</param>
/// <param name="stackId">The ID of the CloudFormation stack.</param>
/// <returns>True if the stack was created successfully.</returns>
private static async Task<bool> WaitForStackCompletion(string stackId)
{
    int retryCount = 0;
    const int maxRetries = 10;
    const int retryDelay = 30000; // 30 seconds.

    while (retryCount < maxRetries)
    {
        var describeStacksRequest = new DescribeStacksRequest
        {
            StackName = stackId
        };

        var describeStacksResponse = await
        _amazonCloudFormation.DescribeStacksAsync(describeStacksRequest);

        if (describeStacksResponse.Stacks.Count > 0)
        {
            if (describeStacksResponse.Stacks[0].StackStatus ==
StackStatus.CREATE_COMPLETE)
            {
                Console.WriteLine("CloudFormation stack creation complete.");
                return true;
            }
            if (describeStacksResponse.Stacks[0].StackStatus ==
StackStatus.CREATE_FAILED ||
                describeStacksResponse.Stacks[0].StackStatus ==
StackStatus.ROLLBACK_COMPLETE)
            {
                Console.WriteLine("CloudFormation stack creation failed.");
                return false;
            }
        }

        Console.WriteLine("Waiting for CloudFormation stack creation to
complete...");
        await Task.Delay(retryDelay);
        retryCount++;
    }
}

```

```

    }

    _logger.LogError("Timed out waiting for CloudFormation stack creation to
complete.");
    return false;
}

/// <summary>
/// Retrieves the output values from the CloudFormation stack.
/// </summary>
/// <param name="stackId">The ID of the CloudFormation stack.</param>
private static async Task<bool> GetStackOutputs(string stackId)
{
    try
    {
        var describeStacksRequest = new DescribeStacksRequest { StackName =
stackId };

        var describeStacksResponse =
            await
            _amazonCloudFormation.DescribeStacksAsync(describeStacksRequest);

        if (describeStacksResponse.Stacks.Count > 0)
        {
            var stack = describeStacksResponse.Stacks[0];
            _roleArn = GetStackOutputValue(stack, "RoleARN");
            _snsTopicArn = GetStackOutputValue(stack, "SNSStopicARN");
            return true;
        }
        else
        {
            _logger.LogError($"No stack found for stack outputs: {stackId}");
            return false;
        }
    }
    catch (Exception ex)
    {
        _logger.LogError(
            ex, $"Failed to retrieve CloudFormation stack outputs: {stackId}");
        return false;
    }
}

/// <summary>

```

```

    /// Get an output value by key from a CloudFormation stack.
    /// </summary>
    /// <param name="stack">The CloudFormation stack.</param>
    /// <param name="outputKey">The key of the output.</param>
    /// <returns>The value as a string.</returns>
    private static string GetStackOutputValue(Stack stack, string outputKey)
    {
        var output = stack.Outputs.First(o => o.OutputKey == outputKey);
        var outputValue = output.OutputValue;
        Console.WriteLine($"Stack output {outputKey}: {outputValue}");
        return outputValue;
    }

    /// <summary>
    /// Creates a one-time schedule to send an initial event.
    /// </summary>
    /// <returns>True if the one-time schedule was created successfully.</returns>
    public static async Task<bool> CreateOneTimeSchedule()
    {
        var scheduleName =
            PromptUserForResourceName("Enter a name for the one-time schedule:");

        Console.WriteLine($"Creating a one-time schedule named '{scheduleName}' " +
            $"\\nto send an initial event in 1 minute with a flexible
time window...");
        try
        {
            // Create a one-time schedule with a flexible time
            // window set to delete after completion.
            // You may also set a timezone instead of using UTC.
            var scheduledTime = DateTime.UtcNow.AddMinutes(1).ToString("s");

            var createSuccess = await _schedulerWrapper.CreateScheduleAsync(
                scheduleName,
                $"at({scheduledTime})",
                _scheduleGroupName,
                _snsTopicArn,
                _roleArn,
                $"One time scheduled event test from schedule {scheduleName}.",
                true,
                useFlexibleTimeWindow: true);

            Console.WriteLine($"Subscription email will receive an email from this
event.");

```

```

        Console.WriteLine($"You must confirm your subscription to receive event
emails.");

        Console.WriteLine($"One-time schedule '{scheduleName}' created
successfully.");
        return createSuccess;
    }
    catch (ResourceNotFoundException ex)
    {
        _logger.LogError(ex, $"The target with ARN '{_snsTopicArn}' was not
found.");
        return false;
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while creating the one-time
schedule '{scheduleName}'.");
        return false;
    }
}

/// <summary>
/// Create a recurring schedule to send events at a specified rate in minutes.
/// </summary>
/// <returns>True if the recurring schedule was created successfully.</returns>
public static async Task<bool> CreateRecurringSchedule()
{
    Console.WriteLine("Creating a recurring schedule to send events for one
hour...");

    try
    {
        // Prompt the user for a schedule name.
        var scheduleName =
            PromptUserForResourceName("Enter a name for the recurring schedule:
");

        // Prompt the user for the schedule rate (in minutes).
        var scheduleRateInMinutes =
            PromptUserForInteger("Enter the desired schedule rate (in minutes):
");

        // Create the recurring schedule.
        var createSuccess = await _schedulerWrapper.CreateScheduleAsync(

```

```

        scheduleName,
        $"rate({scheduleRateInMinutes} minutes)",
        _scheduleGroupName,
        _snsTopicArn,
        _roleArn,
        $"Recurrent event test from schedule {scheduleName}.");

    Console.WriteLine($"Subscription email will receive an email from this
event.");
    Console.WriteLine($"You must confirm your subscription to receive event
emails.");

    // Delete the schedule when the user is finished.
    if (!_interactive || GetYesNoResponse($"Are you ready to delete the
'{scheduleName}' schedule? (y/n)"))
    {
        await _schedulerWrapper.DeleteScheduleAsync(scheduleName,
_scheduleGroupName);
    }

    return createSuccess;
}
catch (ResourceNotFoundException ex)
{
    _logger.LogError(ex, $"The target with ARN '{_snsTopicArn}' was not
found.");
    return false;
}
catch (Exception ex)
{
    _logger.LogError(ex, "An error occurred while creating the recurring
schedule.");
    return false;
}
}

/// <summary>
/// Cleans up the resources created during the scenario.
/// </summary>
/// <returns>True if the cleanup was successful.</returns>
public static async Task<bool> Cleanup()
{
    // Prompt the user to confirm cleanup.
    var cleanup = !_interactive || GetYesNoResponse(

```

```

        "Do you want to delete all resources created by this scenario? (y/n) ");
    if (cleanup)
    {
        try
        {
            // Delete the schedule group.
            var groupDeleteSuccess = await
                _schedulerWrapper.DeleteScheduleGroupAsync(_scheduleGroupName);

            // Destroy the CloudFormation stack and wait for it to be removed.
            var stackDeleteSuccess = await DeleteCloudFormationStack(_stackName,
                false);

            return groupDeleteSuccess && stackDeleteSuccess;
        }
        catch (Exception ex)
        {
            _logger.LogError(ex,
                "An error occurred while cleaning up the resources.");
            return false;
        }
    }
    _logger.LogInformation("EventBridge Scheduler scenario is complete.");
    return true;
}

/// <summary>
/// Delete the resources in the stack and wait for confirmation.
/// </summary>
/// <param name="stackName">The name of the stack.</param>
/// <param name="forceDelete">True to force delete the stack.</param>
/// <returns>True if successful.</returns>
private static async Task<bool> DeleteCloudFormationStack(string stackName, bool
forceDelete)
{
    var request = new DeleteStackRequest
    {
        StackName = stackName,
    };

    if (forceDelete)
    {
        request.DeletionMode = DeletionMode.FORCE_DELETE_STACK;
    }
}

```

```

        await _amazonCloudFormation.DeleteStackAsync(request);
        Console.WriteLine($"CloudFormation stack '{_stackName}' is being deleted.
This may take a few minutes.");

        bool stackDeleted = await WaitForStackDeletion(_stackName, forceDelete);

        if (stackDeleted)
        {
            Console.WriteLine($"CloudFormation stack '{_stackName}' has been
deleted.");
            return true;
        }
        else
        {
            _logger.LogError($"Failed to delete CloudFormation stack
'{_stackName}'.");
            return false;
        }
    }

    /// <summary>
    /// Wait for the stack to be deleted.
    /// </summary>
    /// <param name="stackName">The name of the stack.</param>
    /// <param name="forceDelete">True to force delete the stack.</param>
    /// <returns>True if successful.</returns>
    private static async Task<bool> WaitForStackDeletion(string stackName, bool
forceDelete)
    {
        int retryCount = 0;
        const int maxRetries = 10;
        const int retryDelay = 30000; // 30 seconds

        while (retryCount < maxRetries)
        {
            var describeStacksRequest = new DescribeStacksRequest
            {
                StackName = stackName
            };

            try
            {

```



```

        var describeStacksResponse = await
        _amazonCloudFormation.DescribeStacksAsync(describeStacksRequest);

        if (describeStacksResponse.Stacks.Count == 0 ||
        describeStacksResponse.Stacks[0].StackStatus == StackStatus.DELETE_COMPLETE)
        {
            return true;
        }
        if (!forceDelete && describeStacksResponse.Stacks[0].StackStatus ==
        StackStatus.DELETE_FAILED)
        {
            // Try one time to force delete.
            return await DeleteCloudFormationStack(stackName, true);
        }
    }
    catch (AmazonCloudFormationException ex) when (ex.ErrorCode ==
    "ValidationError")
    {
        // Stack does not exist, so it has been successfully deleted.
        return true;
    }

    Console.WriteLine($"Waiting for CloudFormation stack '{stackName}' to be
    deleted...");
    await Task.Delay(retryDelay);
    retryCount++;
}

_logger.LogError($"Timed out waiting for CloudFormation stack '{stackName}'
to be deleted.");
return false;
}

/// <summary>
/// Helper method to get a yes or no response from the user.
/// </summary>
/// <param name="question">The question string to print on the console.</param>
/// <returns>True if the user responds with a yes.</returns>
private static bool GetYesNoResponse(string question)
{
    Console.WriteLine(question);
    var ynResponse = Console.ReadLine();
    var response = ynResponse != null && ynResponse.Equals("y",
    StringComparison.InvariantCultureIgnoreCase);
}

```

```

        return response;
    }

    /// <summary>
    /// Prompt the user for a valid email address.
    /// </summary>
    /// <returns>The valid email address.</returns>
    private static string PromptUserForEmail()
    {
        if (!_interactive)
        {
            Console.WriteLine("Enter an email address to use for event
subscriptions: ");

            string email = Console.ReadLine()!;

            if (!IsValidEmail(email))
            {
                Console.WriteLine("Invalid email address. Please try again.");
                return PromptUserForEmail();
            }
            return email;
        }
        // Used when running without user prompts.
        return "";
    }

    /// <summary>
    /// Prompt the user for a non-empty stack name.
    /// </summary>
    /// <returns>The valid stack name</returns>
    private static string PromptUserForStackName()
    {
        Console.WriteLine("Enter a name for the AWS Cloud Formation Stack: ");
        if (!_interactive)
        {
            string stackName = Console.ReadLine()!;
            var regex = "[a-zA-Z][-a-zA-Z0-9]|arn:[-a-zA-Z0-9:/._+]";
            if (!Regex.IsMatch(stackName, regex))
            {
                Console.WriteLine(
                    $"Invalid stack name. Please use a name that matches the pattern
{regex}.");
            }
            return PromptUserForStackName();
        }
    }

```

```

    }

    return stackName;
}
// Used when running without user prompts.
return _stackName;
}

/// <summary>
/// Prompt the user for a non-empty resource name.
/// </summary>
/// <returns>The valid stack name</returns>
private static string PromptUserForResourceName(string prompt)
{
    if (_interactive)
    {
        Console.WriteLine(prompt);
        string resourceName = Console.ReadLine();
        var regex = "[0-9a-zA-Z-_.]+";
        if (!Regex.IsMatch(resourceName, regex))
        {
            Console.WriteLine($"Invalid resource name. Please use a name that
matches the pattern {regex}.");
            return PromptUserForResourceName(prompt);
        }
        return resourceName!;
    }
    // Used when running without user prompts.
    return "resource-" + Guid.NewGuid();
}

/// <summary>
/// Prompt the user for a non-empty resource name.
/// </summary>
/// <returns>The valid stack name</returns>
private static int PromptUserForInteger(string prompt)
{
    if (_interactive)
    {
        Console.WriteLine(prompt);
        string stringResponse = Console.ReadLine();
        if (string.IsNullOrEmpty(stringResponse) ||
            !Int32.TryParse(stringResponse, out var intResponse))
        {

```

```

        Console.WriteLine($"Invalid integer. ");
        return PromptUserForInteger(prompt);
    }
    return intResponse!;
}
// Used when running without user prompts.
return 1;
}

/// <summary>
/// Use System Mail to check for a valid email address.
/// </summary>
/// <param name="email">The string to verify.</param>
/// <returns>True if a valid email address.</returns>
private static bool IsValidEmail(string email)
{
    try
    {
        var mailAddress = new System.Net.Mail.MailAddress(email);
        return mailAddress.Address == email;
    }
    catch
    {
        // Invalid emails will cause an exception, return false.
        return false;
    }
}
}

```

适用于服务操作的包装器。

```

using Amazon.Scheduler;
using Amazon.Scheduler.Model;
using Microsoft.Extensions.Logging;

namespace SchedulerActions;

/// <summary>
/// Wrapper class for Amazon EventBridge Scheduler operations.
/// </summary>
public class SchedulerWrapper
{

```

```

private readonly IAmazonScheduler _amazonScheduler;
private readonly ILogger<SchedulerWrapper> _logger;

/// <summary>
/// Constructor for the SchedulerWrapper class.
/// </summary>
/// <param name="amazonScheduler">The injected EventBridge Scheduler client.</
param>
/// <param name="logger">The injected logger.</param>
public SchedulerWrapper(IAmazonScheduler amazonScheduler,
ILogger<SchedulerWrapper> logger)
{
    _amazonScheduler = amazonScheduler;
    _logger = logger;
}

/// <summary>
/// Creates a new schedule in Amazon EventBridge Scheduler.
/// </summary>
/// <param name="name">The name of the schedule.</param>
/// <param name="scheduleExpression">The schedule expression that defines when
the schedule should run.</param>
/// <param name="scheduleGroupName">The name of the schedule group to which the
schedule should be added.</param>
/// <param name="deleteAfterCompletion">Indicates whether to delete the schedule
after completion.</param>
/// <param name="useFlexibleTimeWindow">Indicates whether to use a flexible time
window for the schedule.</param>
/// <param name="targetArn">ARN of the event target.</param>
/// <param name="roleArn">Execution Role ARN.</param>
/// <returns>True if the schedule was created successfully, false otherwise.</
returns>
public async Task<bool> CreateScheduleAsync(
    string name,
    string scheduleExpression,
    string scheduleGroupName,
    string targetArn,
    string roleArn,
    string input,
    bool deleteAfterCompletion = false,
    bool useFlexibleTimeWindow = false)
{
    try
    {

```

```

        int hoursToRun = 1;
        int flexibleTimeWindowMinutes = 10;

        var request = new CreateScheduleRequest
        {
            Name = name,
            ScheduleExpression = scheduleExpression,
            GroupName = scheduleGroupName,
            Target = new Target { Arn = targetArn, RoleArn = roleArn, Input =
input },
            ActionAfterCompletion = deleteAfterCompletion
                ? ActionAfterCompletion.DELETE
                : ActionAfterCompletion.NONE,
            StartDate = DateTime.UtcNow, // Ignored for one-time schedules.
            EndDate =
                DateTime.UtcNow
                    .AddHours(hoursToRun) // Ignored for one-time schedules.
        };
        // Allow a flexible time window if the caller specifies it.
        request.FlexibleTimeWindow = new FlexibleTimeWindow
        {
            Mode = useFlexibleTimeWindow
                ? FlexibleTimeWindowMode.FLEXIBLE
                : FlexibleTimeWindowMode.OFF,
            MaximumWindowInMinutes = useFlexibleTimeWindow
                ? flexibleTimeWindowMinutes
                : null
        };

        var response = await _amazonScheduler.CreateScheduleAsync(request);

        Console.WriteLine($"Successfully created schedule '{name}' " +
            $"in schedule group '{scheduleGroupName}':
{response.ScheduleArn}.");
        return true;
    }
    catch (ConflictException ex)
    {
        // If the name is not unique, a ConflictException will be thrown.
        _logger.LogError($"Failed to create schedule '{name}' due to a conflict.
{ex.Message}");
        return false;
    }
    catch (Exception ex)

```

```

        {
            _logger.LogError($"An error occurred while creating schedule '{name}' "
+
                                $"in schedule group '{scheduleGroupName}':
{ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Creates a new schedule group in Amazon EventBridge Scheduler.
    /// </summary>
    /// <param name="name">The name of the schedule group.</param>
    /// <returns>True if the schedule group was created successfully, false
otherwise.</returns>
    public async Task<bool> CreateScheduleGroupAsync(string name)
    {
        try
        {
            var request = new CreateScheduleGroupRequest { Name = name };

            var response = await _amazonScheduler.CreateScheduleGroupAsync(request);

            Console.WriteLine($"Successfully created schedule group '{name}':
{response.ScheduleGroupArn}.");
            return true;
        }
        catch (ConflictException ex)
        {
            // If the name is not unique, a ConflictException will be thrown.
            _logger.LogError($"Failed to create schedule group '{name}' due to a
conflict. {ex.Message}");
            return false;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while creating schedule group '{name}':
{ex.Message}");
            return false;
        }
    }
}

```

```

    /// <summary>
    /// Deletes an existing schedule from Amazon EventBridge Scheduler.
    /// </summary>
    /// <param name="name">The name of the schedule to delete.</param>
    /// <param name="groupName">The group name of the schedule to delete.</param>
    /// <returns>True if the schedule was deleted successfully, false otherwise.</
returns>
    public async Task<bool> DeleteScheduleAsync(string name, string groupName)
    {
        try
        {
            var request = new DeleteScheduleRequest
            {
                Name = name,
                GroupName = groupName
            };

            await _amazonScheduler.DeleteScheduleAsync(request);

            Console.WriteLine($"Successfully deleted schedule with name '{name}'.");
            return true;
        }
        catch (ResourceNotFoundException ex)
        {
            _logger.LogError(
                $"Failed to delete schedule with ID '{name}' because the resource
was not found: {ex.Message}");
            return true;
        }
        catch (Exception ex)
        {
            _logger.LogError(
                $"An error occurred while deleting schedule with ID '{name}':
{ex.Message}");
            return false;
        }
    }

    /// <summary>
    /// Deletes an existing schedule group from Amazon EventBridge Scheduler.
    /// </summary>
    /// <param name="name">The name of the schedule group to delete.</param>

```



```
/// <returns>True if the schedule group was deleted successfully, false
otherwise.</returns>
public async Task<bool> DeleteScheduleGroupAsync(string name)
{
    try
    {
        var request = new DeleteScheduleGroupRequest { Name = name };

        await _amazonScheduler.DeleteScheduleGroupAsync(request);

        Console.WriteLine($"Successfully deleted schedule group '{name}'.");
        return true;
    }
    catch (ResourceNotFoundException ex)
    {
        _logger.LogError(
            $"Failed to delete schedule group '{name}' because the resource was
not found: {ex.Message}");
        return true;
    }
    catch (Exception ex)
    {
        _logger.LogError(
            $"An error occurred while deleting schedule group '{name}':
{ex.Message}");
        return false;
    }
}
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。
 - [CreateSchedule](#)
 - [CreateScheduleGroup](#)
 - [DeleteSchedule](#)
 - [DeleteScheduleGroups](#)

使用 Amazon Glacier 的示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Amazon Glacier 中 适用于 .NET 的 AWS SDK 使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [操作](#)

开始使用

欢迎使用 Amazon Glacier

以下代码示例演示了如何开始使用 Amazon Glacier。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using Amazon.Glacier;
using Amazon.Glacier.Model;

namespace GlacierActions;

public static class HelloGlacier
{
    static async Task Main()
    {
```

```
var glacierService = new AmazonGlacierClient();

Console.WriteLine("Hello Amazon Glacier!");
Console.WriteLine("Let's list your Glacier vaults:");

// You can use await and any of the async methods to get a response.
// Let's get the vaults using a paginator.
var glacierVaultPaginator = glacierService.Paginators.ListVaults(
    new ListVaultsRequest { AccountId = "-" });

await foreach (var vault in glacierVaultPaginator.VaultList)
{
    Console.WriteLine($"{vault.CreationDate}:{vault.VaultName}, ARN:
{vault.VaultARN}");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListVaults](#)中的。

操作

AddTagsToVault

以下代码示例演示了如何使用 AddTagsToVault。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Add tags to the items in an Amazon S3 Glacier vault.
/// </summary>
/// <param name="vaultName">The name of the vault to add tags to.</param>
/// <param name="key">The name of the object to tag.</param>
/// <param name="value">The tag value to add.</param>
```

```

    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> AddTagsToVaultAsync(string vaultName, string key, string
value)
    {
        var request = new AddTagsToVaultRequest
        {
            Tags = new Dictionary<string, string>
            {
                { key, value },
            },
            AccountId = "-",
            VaultName = vaultName,
        };

        var response = await _glacierService.AddTagsToVaultAsync(request);
        return response.HttpStatusCode == HttpStatusCode.NoContent;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[AddTagsToVault](#)中的。

CreateVault

以下代码示例演示了如何使用 CreateVault。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Create an Amazon S3 Glacier vault.
    /// </summary>
    /// <param name="vaultName">The name of the vault to create.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> CreateVaultAsync(string vaultName)
    {
        var request = new CreateVaultRequest
        {

```

```

        // Setting the AccountId to "-" means that
        // the account associated with the current
        // account will be used.
        AccountId = "-",
        VaultName = vaultName,
    };

    var response = await _glacierService.CreateVaultAsync(request);

    Console.WriteLine($"Created {vaultName} at: {response.Location}");

    return response.HttpStatusCode == HttpStatusCode.Created;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateVault](#) 中的。

DescribeVault

以下代码示例演示了如何使用 DescribeVault。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Describe an Amazon S3 Glacier vault.
/// </summary>
/// <param name="vaultName">The name of the vault to describe.</param>
/// <returns>The Amazon Resource Name (ARN) of the vault.</returns>
public async Task<string> DescribeVaultAsync(string vaultName)
{
    var request = new DescribeVaultRequest
    {
        AccountId = "-",
        VaultName = vaultName,
    };
}

```

```

        var response = await _glacierService.DescribeVaultAsync(request);

        // Display the information about the vault.
        Console.WriteLine($"{response.VaultName}\tARN: {response.VaultARN}");
        Console.WriteLine($"Created on: {response.CreationDate}\tNumber of Archives: {response.NumberOfArchives}\tSize (in bytes): {response.SizeInBytes}");
        if (response.LastInventoryDate != DateTime.MinValue)
        {
            Console.WriteLine($"Last inventory: {response.LastInventoryDate}");
        }

        return response.VaultARN;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeVault](#)中的。

InitiateJob

以下代码示例演示了如何使用 InitiateJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

从文件库中检索档案。此示例使用 ArchiveTransferManager 类。有关 API 的详细信息，请参阅[ArchiveTransferManager](#)。

```

/// <summary>
/// Download an archive from an Amazon S3 Glacier vault using the Archive
/// Transfer Manager.
/// </summary>
/// <param name="vaultName">The name of the vault containing the object.</param>
/// <param name="archiveId">The Id of the archive to download.</param>
/// <param name="localFilePath">The local directory where the file will
/// be stored after download.</param>
/// <returns>Async Task.</returns>

```

```

    public async Task<bool> DownloadArchiveWithArchiveManagerAsync(string vaultName,
string archiveId, string localFilePath)
    {
        try
        {
            var manager = new ArchiveTransferManager(_glacierService);

            var options = new DownloadOptions
            {
                StreamTransferProgress = Progress!,
            };

            // Download an archive.
            Console.WriteLine("Initiating the archive retrieval job and then polling
SQS queue for the archive to be available.");
            Console.WriteLine("When the archive is available, downloading will
begin.");
            await manager.DownloadAsync(vaultName, archiveId, localFilePath,
options);

            return true;
        }
        catch (AmazonGlacierException ex)
        {
            Console.WriteLine(ex.Message);
            return false;
        }
    }

    /// <summary>
    /// Event handler to track the progress of the Archive Transfer Manager.
    /// </summary>
    /// <param name="sender">The object that raised the event.</param>
    /// <param name="args">The argument values from the object that raised the
    /// event.</param>
    static void Progress(object sender, StreamTransferProgressArgs args)
    {
        if (args.PercentDone != _currentPercentage)
        {
            _currentPercentage = args.PercentDone;
            Console.WriteLine($"Downloaded {_currentPercentage}%");
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[InitiateJob](#)中的。

ListJobs

以下代码示例演示了如何使用 ListJobs。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List Amazon S3 Glacier jobs.
/// </summary>
/// <param name="vaultName">The name of the vault to list jobs for.</param>
/// <returns>A list of Amazon S3 Glacier jobs.</returns>
public async Task<List<GlacierJobDescription>> ListJobsAsync(string vaultName)
{
    var request = new ListJobsRequest
    {
        // Using a hyphen "-" for the Account Id will
        // cause the SDK to use the Account Id associated
        // with the current account.
        AccountId = "-",
        VaultName = vaultName,
    };

    var response = await _glacierService.ListJobsAsync(request);

    return response.JobList;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListJobs](#)中的。

ListTagsForVault

以下代码示例演示了如何使用 ListTagsForVault。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List tags for an Amazon S3 Glacier vault.
/// </summary>
/// <param name="vaultName">The name of the vault to list tags for.</param>
/// <returns>A dictionary listing the tags attached to each object in the
/// vault and its tags.</returns>
public async Task<Dictionary<string, string>> ListTagsForVaultAsync(string
vaultName)
{
    var request = new ListTagsForVaultRequest
    {
        // Using a hyphen "-" for the Account Id will
        // cause the SDK to use the Account Id associated
        // with the default user.
        AccountId = "-",
        VaultName = vaultName,
    };

    var response = await _glacierService.ListTagsForVaultAsync(request);

    return response.Tags;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListTagsForVault](#) 中的。

ListVaults

以下代码示例演示了如何使用 ListVaults。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List the Amazon S3 Glacier vaults associated with the current account.
/// </summary>
/// <returns>A list containing information about each vault.</returns>
public async Task<List<DescribeVaultOutput>> ListVaultsAsync()
{
    var glacierVaultPaginator = _glacierService.Paginators.ListVaults(
        new ListVaultsRequest { AccountId = "-" });
    var vaultList = new List<DescribeVaultOutput>();

    await foreach (var vault in glacierVaultPaginator.VaultList)
    {
        vaultList.Add(vault);
    }

    return vaultList;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListVaults](#) 中的。

UploadArchive

以下代码示例演示了如何使用 UploadArchive。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Upload an object to an Amazon S3 Glacier vault.
    /// </summary>
    /// <param name="vaultName">The name of the Amazon S3 Glacier vault to upload
    /// the archive to.</param>
    /// <param name="archiveFilePath">The file path of the archive to upload to the
    vault.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<string> UploadArchiveWithArchiveManager(string vaultName,
string archiveFilePath)
    {
        try
        {
            var manager = new ArchiveTransferManager(_glacierService);

            // Upload an archive.
            var response = await manager.UploadAsync(vaultName, "upload archive
test", archiveFilePath);
            return response.ArchiveId;
        }
        catch (AmazonGlacierException ex)
        {
            Console.WriteLine(ex.Message);
            return string.Empty;
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[UploadArchive](#)中的。

AWS Glue 使用示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用with来执行操作和实现常见场景 AWS Glue。适用于 .NET 的 AWS SDK

基本功能是向您展示如何在服务中执行基本操作的代码示例。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [基本功能](#)
- [操作](#)

开始使用

你好 AWS Glue

以下代码示例展示了如何开始使用 AWS Glue。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
namespace GlueActions;

public class HelloGlue
{
    private static ILogger logger = null!;

    static async Task Main(string[] args)
    {
        // Set up dependency injection for AWS Glue.
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                    .AddFilter<DebugLoggerProvider>("Microsoft",
                        LogLevel.Information)
                    .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonGlue>()
                    .AddTransient<GlueWrapper>())
```

```

        )
        .Build();

logger = LoggerFactory.Create(builder => { builder.AddConsole(); })
    .CreateLogger<HelloGlue>();
var glueClient = host.Services.GetRequiredService<IAmazonGlue>();

var request = new ListJobsRequest();

var jobNames = new List<string>();

do
{
    var response = await glueClient.ListJobsAsync(request);
    jobNames.AddRange(response.JobNames);
    request.NextToken = response.NextToken;
}
while (request.NextToken is not null);

Console.Clear();
Console.WriteLine("Hello, Glue. Let's list your existing Glue Jobs:");
if (jobNames.Count == 0)
{
    Console.WriteLine("You don't have any AWS Glue jobs.");
}
else
{
    jobNames.ForEach(Console.WriteLine);
}
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListJobs](#)中的。

基本功能

了解基本功能

以下代码示例展示了如何：

- 创建爬网程序，爬取公有 Amazon S3 存储桶并生成包含 CSV 格式的元数据的数据库。

- 列出您的中的数据库和表的相关信息 AWS Glue Data Catalog。
- 创建任务，从 S3 存储桶提取 CSV 数据，转换数据，然后将 JSON 格式的输出加载到另一个 S3 存储桶中。
- 列出有关作业运行的信息，查看转换后的数据，并清除资源。

有关更多信息，请参阅[教程：AWS Glue Studio 入门](#)。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

创建一个封装场景中使用的 AWS Glue 函数的类。

```
using System.Net;

namespace GlueActions;

public class GlueWrapper
{
    private readonly IAmazonGlue _amazonGlue;

    /// <summary>
    /// Constructor for the AWS Glue actions wrapper.
    /// </summary>
    /// <param name="amazonGlue"></param>
    public GlueWrapper(IAmazonGlue amazonGlue)
    {
        _amazonGlue = amazonGlue;
    }

    /// <summary>
    /// Create an AWS Glue crawler.
    /// </summary>
    /// <param name="crawlerName">The name for the crawler.</param>
    /// <param name="crawlerDescription">A description of the crawler.</param>
    /// <param name="role">The AWS Identity and Access Management (IAM) role to
```

```
/// be assumed by the crawler.</param>
/// <param name="schedule">The schedule on which the crawler will be executed.</
param>
/// <param name="s3Path">The path to the Amazon Simple Storage Service (Amazon
S3)
/// bucket where the Python script has been stored.</param>
/// <param name="dbName">The name to use for the database that will be
/// created by the crawler.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> CreateCrawlerAsync(
    string crawlerName,
    string crawlerDescription,
    string role,
    string schedule,
    string s3Path,
    string dbName)
{
    var s3Target = new S3Target
    {
        Path = s3Path,
    };

    var targetList = new List<S3Target>
    {
        s3Target,
    };

    var targets = new CrawlerTargets
    {
        S3Targets = targetList,
    };

    var crawlerRequest = new CreateCrawlerRequest
    {
        DatabaseName = dbName,
        Name = crawlerName,
        Description = crawlerDescription,
        Targets = targets,
        Role = role,
        Schedule = schedule,
    };

    var response = await _amazonGlue.CreateCrawlerAsync(crawlerRequest);
    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

```
}

/// <summary>
/// Create an AWS Glue job.
/// </summary>
/// <param name="jobName">The name of the job.</param>
/// <param name="roleName">The name of the IAM role to be assumed by
/// the job.</param>
/// <param name="description">A description of the job.</param>
/// <param name="scriptUrl">The URL to the script.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> CreateJobAsync(string dbName, string tableName, string
bucketUrl, string jobName, string roleName, string description, string scriptUrl)
{
    var command = new JobCommand
    {
        PythonVersion = "3",
        Name = "glueetl",
        ScriptLocation = scriptUrl,
    };

    var arguments = new Dictionary<string, string>
    {
        { "--input_database", dbName },
        { "--input_table", tableName },
        { "--output_bucket_url", bucketUrl }
    };

    var request = new CreateJobRequest
    {
        Command = command,
        DefaultArguments = arguments,
        Description = description,
        GlueVersion = "3.0",
        Name = jobName,
        NumberOfWorkers = 10,
        Role = roleName,
        WorkerType = "G.1X"
    };

    var response = await _amazonGlue.CreateJobAsync(request);
    return response.HttpStatusCode == HttpStatusCode.OK;
}
```



```
/// <summary>
/// Delete an AWS Glue crawler.
/// </summary>
/// <param name="crawlerName">The name of the crawler.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteCrawlerAsync(string crawlerName)
{
    var response = await _amazonGlue.DeleteCrawlerAsync(new DeleteCrawlerRequest
{ Name = crawlerName });
    return response.HttpStatusCode == HttpStatusCode.OK;
}

/// <summary>
/// Delete the AWS Glue database.
/// </summary>
/// <param name="dbName">The name of the database.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteDatabaseAsync(string dbName)
{
    var response = await _amazonGlue.DeleteDatabaseAsync(new
DeleteDatabaseRequest { Name = dbName });
    return response.HttpStatusCode == HttpStatusCode.OK;
}

/// <summary>
/// Delete an AWS Glue job.
/// </summary>
/// <param name="jobName">The name of the job.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteJobAsync(string jobName)
{
    var response = await _amazonGlue.DeleteJobAsync(new DeleteJobRequest
{ JobName = jobName });
    return response.HttpStatusCode == HttpStatusCode.OK;
}

/// <summary>
/// Delete a table from an AWS Glue database.
/// </summary>
```

```

    /// <param name="tableName">The table to delete.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteTableAsync(string dbName, string tableName)
    {
        var response = await _amazonGlue.DeleteTableAsync(new DeleteTableRequest
        { Name = tableName, DatabaseName = dbName });
        return response.HttpStatusCode == HttpStatusCode.OK;
    }

    /// <summary>
    /// Get information about an AWS Glue crawler.
    /// </summary>
    /// <param name="crawlerName">The name of the crawler.</param>
    /// <returns>A Crawler object describing the crawler.</returns>
    public async Task<Crawler?> GetCrawlerAsync(string crawlerName)
    {
        var crawlerRequest = new GetCrawlerRequest
        {
            Name = crawlerName,
        };

        var response = await _amazonGlue.GetCrawlerAsync(crawlerRequest);
        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            var databaseName = response.Crawler.DatabaseName;
            Console.WriteLine($"{crawlerName} has the database {databaseName}");
            return response.Crawler;
        }

        Console.WriteLine($"No information regarding {crawlerName} could be
found.");
        return null;
    }

    /// <summary>
    /// Get information about the state of an AWS Glue crawler.
    /// </summary>
    /// <param name="crawlerName">The name of the crawler.</param>
    /// <returns>A value describing the state of the crawler.</returns>
    public async Task<CrawlerState> GetCrawlerStateAsync(string crawlerName)
    {
        var response = await _amazonGlue.GetCrawlerAsync(

```

```

        new GetCrawlerRequest { Name = crawlerName });
    return response.Crawler.State;
}

/// <summary>
/// Get information about an AWS Glue database.
/// </summary>
/// <param name="dbName">The name of the database.</param>
/// <returns>A Database object containing information about the database.</
returns>
public async Task<Database> GetDatabaseAsync(string dbName)
{
    var databasesRequest = new GetDatabaseRequest
    {
        Name = dbName,
    };

    var response = await _amazonGlue.GetDatabaseAsync(databasesRequest);
    return response.Database;
}

/// <summary>
/// Get information about a specific AWS Glue job run.
/// </summary>
/// <param name="jobName">The name of the job.</param>
/// <param name="jobRunId">The Id of the job run.</param>
/// <returns>A JobRun object with information about the job run.</returns>
public async Task<JobRun> GetJobRunAsync(string jobName, string jobRunId)
{
    var response = await _amazonGlue.GetJobRunAsync(new GetJobRunRequest
{ JobName = jobName, RunId = jobRunId });
    return response.JobRun;
}

/// <summary>
/// Get information about all AWS Glue runs of a specific job.
/// </summary>
/// <param name="jobName">The name of the job.</param>
/// <returns>A list of JobRun objects.</returns>
public async Task<List<JobRun>> GetJobRunsAsync(string jobName)
{

```

```

        var jobRuns = new List<JobRun>();

        var request = new GetJobRunsRequest
        {
            JobName = jobName,
        };

        // No need to loop to get all the log groups--the SDK does it for us behind
the scenes
        var paginatorForJobRuns =
            _amazonGlue.Paginators.GetJobRuns(request);

        await foreach (var response in paginatorForJobRuns.Responses)
        {
            response.JobRuns.ForEach(jobRun =>
            {
                jobRuns.Add(jobRun);
            });
        }

        return jobRuns;
    }

    /// <summary>
    /// Get a list of tables for an AWS Glue database.
    /// </summary>
    /// <param name="dbName">The name of the database.</param>
    /// <returns>A list of Table objects.</returns>
    public async Task<List<Table>> GetTablesAsync(string dbName)
    {
        var request = new GetTablesRequest { DatabaseName = dbName };
        var tables = new List<Table>();

        // Get a paginator for listing the tables.
        var tablePaginator = _amazonGlue.Paginators.GetTables(request);

        await foreach (var response in tablePaginator.Responses)
        {
            tables.AddRange(response.TableList);
        }

        return tables;
    }
}

```

```
/// <summary>
/// List AWS Glue jobs using a paginator.
/// </summary>
/// <returns>A list of AWS Glue job names.</returns>
public async Task<List<string>> ListJobsAsync()
{
    var jobNames = new List<string>();

    var listJobsPaginator = _amazonGlue.Paginators.ListJobs(new ListJobsRequest
{ MaxResults = 10 });
    await foreach (var response in listJobsPaginator.Responses)
    {
        jobNames.AddRange(response.JobNames);
    }

    return jobNames;
}

/// <summary>
/// Start an AWS Glue crawler.
/// </summary>
/// <param name="crawlerName">The name of the crawler.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> StartCrawlerAsync(string crawlerName)
{
    var crawlerRequest = new StartCrawlerRequest
    {
        Name = crawlerName,
    };

    var response = await _amazonGlue.StartCrawlerAsync(crawlerRequest);

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}

/// <summary>
/// Start an AWS Glue job run.
/// </summary>
/// <param name="jobName">The name of the job.</param>
/// <returns>A string representing the job run Id.</returns>
```

```

public async Task<string> StartJobRunAsync(
    string jobName,
    string inputDatabase,
    string inputTable,
    string bucketName)
{
    var request = new StartJobRunRequest
    {
        JobName = jobName,
        Arguments = new Dictionary<string, string>
        {
            {"--input_database", inputDatabase},
            {"--input_table", inputTable},
            {"--output_bucket_url", $"s3://{bucketName}/"}
        }
    };

    var response = await _amazonGlue.StartJobRunAsync(request);
    return response.JobRunId;
}
}

```

创建运行场景的类。

```

global using Amazon.Glue;
global using GlueActions;
global using Microsoft.Extensions.Configuration;
global using Microsoft.Extensions.DependencyInjection;
global using Microsoft.Extensions.Hosting;
global using Microsoft.Extensions.Logging;
global using Microsoft.Extensions.Logging.Console;
global using Microsoft.Extensions.Logging.Debug;

using Amazon.Glue.Model;
using Amazon.S3;
using Amazon.S3.Model;

namespace GlueBasics;

```

```

public class GlueBasics
{
    private static ILogger logger = null!;
    private static IConfiguration _configuration = null!;

    static async Task Main(string[] args)
    {
        // Set up dependency injection for AWS Glue.
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                    .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
                    .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonGlue>()
                    .AddTransient<GlueWrapper>()
                    .AddTransient<UiWrapper>()
                )
            .Build();

        logger = LoggerFactory.Create(builder => { builder.AddConsole(); })
            .CreateLogger<GlueBasics>();

        _configuration = new ConfigurationBuilder()
            .SetBasePath(Directory.GetCurrentDirectory())
            .AddJsonFile("settings.json") // Load settings from .json file.
            .AddJsonFile("settings.local.json",
                true) // Optionally load local settings.
            .Build();

        // These values are stored in settings.json
        // Once you have run the CDK script to deploy the resources,
        // edit the file to set "BucketName", "RoleName", and "ScriptURL"
        // to the appropriate values. Also set "CrawlerName" to the name
        // you want to give the crawler when it is created.
        string bucketName = _configuration["BucketName"]!;
        string bucketUrl = _configuration["BucketUrl"]!;
        string crawlerName = _configuration["CrawlerName"]!;
        string roleName = _configuration["RoleName"]!;
        string sourceData = _configuration["SourceData"]!;
        string dbName = _configuration["DbName"]!;
        string cron = _configuration["Cron"]!;
    }
}

```

```

string scriptUrl = _configuration["ScriptURL"]!;
string jobName = _configuration["JobName"]!;

var wrapper = host.Services.GetRequiredService<GlueWrapper>();
var uiWrapper = host.Services.GetRequiredService<UiWrapper>();

uiWrapper.DisplayOverview();
uiWrapper.PressEnter();

// Create the crawler and wait for it to be ready.
uiWrapper.DisplayTitle("Create AWS Glue crawler");
Console.WriteLine("Let's begin by creating the AWS Glue crawler.");

var crawlerDescription = "Crawler created for the AWS Glue Basics
scenario.";
var crawlerCreated = await wrapper.CreateCrawlerAsync(crawlerName,
crawlerDescription, roleName, cron, sourceData, dbName);
if (crawlerCreated)
{
    Console.WriteLine($"The crawler: {crawlerName} has been created. Now
let's wait until it's ready.");
    CrawlerState crawlerState;
    do
    {
        crawlerState = await wrapper.GetCrawlerStateAsync(crawlerName);
    }
    while (crawlerState != "READY");
    Console.WriteLine($"The crawler {crawlerName} is now ready for use.");
}
else
{
    Console.WriteLine($"Couldn't create crawler {crawlerName}.");
    return; // Exit the application.
}

uiWrapper.DisplayTitle("Start AWS Glue crawler");
Console.WriteLine("Now let's wait until the crawler has successfully
started.");
var crawlerStarted = await wrapper.StartCrawlerAsync(crawlerName);
if (crawlerStarted)
{
    CrawlerState crawlerState;
    do
    {

```



```

        crawlerState = await wrapper.GetCrawlerStateAsync(crawlerName);
    }
    while (crawlerState != "READY");
    Console.WriteLine($"The crawler {crawlerName} is now ready for use.");
}
else
{
    Console.WriteLine($"Couldn't start the crawler {crawlerName}.");
    return; // Exit the application.
}

uiWrapper.PressEnter();

Console.WriteLine($"\\nLet's take a look at the database: {dbName}");
var database = await wrapper.GetDatabaseAsync(dbName);

if (database != null)
{
    uiWrapper.DisplayTitle($"{database.Name} Details");
    Console.WriteLine($"{database.Name} created on {database.CreateTime}");
    Console.WriteLine(database.Description);
}

uiWrapper.PressEnter();

var tables = await wrapper.GetTablesAsync(dbName);
if (tables.Count > 0)
{
    tables.ForEach(table =>
    {
        Console.WriteLine($"{table.Name}\\tCreated:
{table.CreateTime}\\tUpdated: {table.UpdateTime}");
    });
}

uiWrapper.PressEnter();

uiWrapper.DisplayTitle("Create AWS Glue job");
Console.WriteLine("Creating a new AWS Glue job.");
var description = "An AWS Glue job created using the AWS SDK for .NET";
await wrapper.CreateJobAsync(dbName, tables[0].Name, bucketUrl, jobName,
roleName, description, scriptUrl);

uiWrapper.PressEnter();

```

```

        uiWrapper.DisplayTitle("Starting AWS Glue job");
        Console.WriteLine("Starting the new AWS Glue job...");
        var jobRunId = await wrapper.StartJobRunAsync(jobName, dbName,
tables[0].Name, bucketName);
        var jobRunComplete = false;
        var jobRun = new JobRun();
        do
        {
            jobRun = await wrapper.GetJobRunAsync(jobName, jobRunId);
            if (jobRun.JobRunState == "SUCCEEDED" || jobRun.JobRunState == "STOPPED"
||
                jobRun.JobRunState == "FAILED" || jobRun.JobRunState == "TIMEOUT")
            {
                jobRunComplete = true;
            }
        } while (!jobRunComplete);

        uiWrapper.DisplayTitle($"Data in {bucketName}");

        // Get the list of data stored in the S3 bucket.
        var s3Client = new AmazonS3Client();

        var response = await s3Client.ListObjectsAsync(new ListObjectsRequest
{ BucketName = bucketName });
        response.S3Objects.ForEach(s3Object =>
        {
            Console.WriteLine(s3Object.Key);
        });

        uiWrapper.DisplayTitle("AWS Glue jobs");
        var jobNames = await wrapper.ListJobsAsync();
        jobNames.ForEach(jobName =>
        {
            Console.WriteLine(jobName);
        });

        uiWrapper.PressEnter();

        uiWrapper.DisplayTitle("Get AWS Glue job run information");
        Console.WriteLine("Getting information about the AWS Glue job.");
        var jobRuns = await wrapper.GetJobRunsAsync(jobName);

        jobRuns.ForEach(jobRun =>

```

```

        {

Console.WriteLine($"{jobRun.JobName}\t{jobRun.JobRunState}\t{jobRun.CompletedOn}");
        });

        uiWrapper.PressEnter();

        uiWrapper.DisplayTitle("Deleting resources");
        Console.WriteLine("Deleting the AWS Glue job used by the example.");
        await wrapper.DeleteJobAsync(jobName);

        Console.WriteLine("Deleting the tables from the database.");
        tables.ForEach(async table =>
        {
            await wrapper.DeleteTableAsync(dbName, table.Name);
        });

        Console.WriteLine("Deleting the database.");
        await wrapper.DeleteDatabaseAsync(dbName);

        Console.WriteLine("Deleting the AWS Glue crawler.");
        await wrapper.DeleteCrawlerAsync(crawlerName);

        Console.WriteLine("The AWS Glue scenario has completed.");
        uiWrapper.PressEnter();
    }
}

namespace GlueBasics;

public class UiWrapper
{
    public readonly string SepBar = new string('-', Console.WindowWidth);

    /// <summary>
    /// Show information about the scenario.
    /// </summary>
    public void DisplayOverview()
    {
        Console.Clear();
        DisplayTitle("Amazon Glue: get started with crawlers and jobs");

        Console.WriteLine("This example application does the following:");
    }
}

```

```

        Console.WriteLine("\t 1. Create a crawler, pass it the IAM role and the URL
to the public S3 bucket that contains the source data");
        Console.WriteLine("\t 2. Start the crawler.");
        Console.WriteLine("\t 3. Get the database created by the crawler and the
tables in the database.");
        Console.WriteLine("\t 4. Create a job.");
        Console.WriteLine("\t 5. Start a job run.");
        Console.WriteLine("\t 6. Wait for the job run to complete.");
        Console.WriteLine("\t 7. Show the data stored in the bucket.");
        Console.WriteLine("\t 8. List jobs for the account.");
        Console.WriteLine("\t 9. Get job run details for the job that was run.");
        Console.WriteLine("\t10. Delete the demo job.");
        Console.WriteLine("\t11. Delete the database and tables created for the
demo.");
        Console.WriteLine("\t12. Delete the crawler.");
    }

    /// <summary>
    /// Display a message and wait until the user presses enter.
    /// </summary>
    public void PressEnter()
    {
        Console.Write("\nPlease press <Enter> to continue. ");
        _ = Console.ReadLine();
    }

    /// <summary>
    /// Pad a string with spaces to center it on the console display.
    /// </summary>
    /// <param name="strToCenter">The string to center on the screen.</param>
    /// <returns>The string padded to make it center on the screen.</returns>
    public string CenterString(string strToCenter)
    {
        var padAmount = (Console.WindowWidth - strToCenter.Length) / 2;
        var leftPad = new string(' ', padAmount);
        return $"{leftPad}{strToCenter}";
    }

    /// <summary>
    /// Display a line of hyphens, the centered text of the title and another
    /// line of hyphens.
    /// </summary>
    /// <param name="strTitle">The string to be displayed.</param>
    public void DisplayTitle(string strTitle)

```

```
{
    Console.WriteLine(SepBar);
    Console.WriteLine(CenterString(strTitle));
    Console.WriteLine(SepBar);
}
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [CreateCrawler](#)
- [CreateJob](#)
- [DeleteCrawler](#)
- [DeleteDatabase](#)
- [DeleteJob](#)
- [DeleteTable](#)
- [GetCrawler](#)
- [GetDatabase](#)
- [GetDatabases](#)
- [GetJob](#)
- [GetJobRun](#)
- [GetJobRuns](#)
- [GetTables](#)
- [ListJobs](#)
- [StartCrawler](#)
- [StartJobRun](#)

操作

CreateCrawler

以下代码示例演示了如何使用 CreateCrawler。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create an AWS Glue crawler.
/// </summary>
/// <param name="crawlerName">The name for the crawler.</param>
/// <param name="crawlerDescription">A description of the crawler.</param>
/// <param name="role">The AWS Identity and Access Management (IAM) role to
/// be assumed by the crawler.</param>
/// <param name="schedule">The schedule on which the crawler will be executed.</
param>
/// <param name="s3Path">The path to the Amazon Simple Storage Service (Amazon
S3)
/// bucket where the Python script has been stored.</param>
/// <param name="dbName">The name to use for the database that will be
/// created by the crawler.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> CreateCrawlerAsync(
    string crawlerName,
    string crawlerDescription,
    string role,
    string schedule,
    string s3Path,
    string dbName)
{
    var s3Target = new S3Target
    {
        Path = s3Path,
    };

    var targetList = new List<S3Target>
    {
        s3Target,
    };

    var targets = new CrawlerTargets
```

```
{
    S3Targets = targetList,
};

var crawlerRequest = new CreateCrawlerRequest
{
    DatabaseName = dbName,
    Name = crawlerName,
    Description = crawlerDescription,
    Targets = targets,
    Role = role,
    Schedule = schedule,
};

var response = await _amazonGlue.CreateCrawlerAsync(crawlerRequest);
return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateCrawler](#)中的。

CreateJob

以下代码示例演示了如何使用 CreateJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create an AWS Glue job.
/// </summary>
/// <param name="jobName">The name of the job.</param>
/// <param name="roleName">The name of the IAM role to be assumed by
/// the job.</param>
/// <param name="description">A description of the job.</param>
```

```

/// <param name="scriptId">The URL to the script.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> CreateJobAsync(string dbName, string tableName, string
bucketUrl, string jobName, string roleName, string description, string scriptUrl)
{
    var command = new JobCommand
    {
        PythonVersion = "3",
        Name = "glueetl",
        ScriptLocation = scriptUrl,
    };

    var arguments = new Dictionary<string, string>
    {
        { "--input_database", dbName },
        { "--input_table", tableName },
        { "--output_bucket_url", bucketUrl }
    };

    var request = new CreateJobRequest
    {
        Command = command,
        DefaultArguments = arguments,
        Description = description,
        GlueVersion = "3.0",
        Name = jobName,
        NumberOfWorkers = 10,
        Role = roleName,
        WorkerType = "G.1X"
    };

    var response = await _amazonGlue.CreateJobAsync(request);
    return response.HttpStatusCode == HttpStatusCode.OK;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateJob](#)中的。

DeleteCrawler

以下代码示例演示了如何使用 DeleteCrawler。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an AWS Glue crawler.
/// </summary>
/// <param name="crawlerName">The name of the crawler.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteCrawlerAsync(string crawlerName)
{
    var response = await _amazonGlue.DeleteCrawlerAsync(new DeleteCrawlerRequest
    { Name = crawlerName });
    return response.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteCrawler](#) 中的。

DeleteDatabase

以下代码示例演示了如何使用 DeleteDatabase。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete the AWS Glue database.
/// </summary>
```

```
/// <param name="dbName">The name of the database.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteDatabaseAsync(string dbName)
{
    var response = await _amazonGlue.DeleteDatabaseAsync(new
DeleteDatabaseRequest { Name = dbName });
    return response.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteDatabase](#)中的。

DeleteJob

以下代码示例演示了如何使用 DeleteJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an AWS Glue job.
/// </summary>
/// <param name="jobName">The name of the job.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteJobAsync(string jobName)
{
    var response = await _amazonGlue.DeleteJobAsync(new DeleteJobRequest
{ JobName = jobName });
    return response.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteJob](#)中的。

DeleteTable

以下代码示例演示了如何使用 DeleteTable。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete a table from an AWS Glue database.
/// </summary>
/// <param name="tableName">The table to delete.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteTableAsync(string dbName, string tableName)
{
    var response = await _amazonGlue.DeleteTableAsync(new DeleteTableRequest
    { Name = tableName, DatabaseName = dbName });
    return response.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteTable](#) 中的。

GetCrawler

以下代码示例演示了如何使用 GetCrawler。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information about an AWS Glue crawler.
/// </summary>
/// <param name="crawlerName">The name of the crawler.</param>
/// <returns>A Crawler object describing the crawler.</returns>
public async Task<Crawler?> GetCrawlerAsync(string crawlerName)
{
    var crawlerRequest = new GetCrawlerRequest
    {
        Name = crawlerName,
    };

    var response = await _amazonGlue.GetCrawlerAsync(crawlerRequest);
    if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
    {
        var databaseName = response.Crawler.DatabaseName;
        Console.WriteLine($"{crawlerName} has the database {databaseName}");
        return response.Crawler;
    }

    Console.WriteLine($"No information regarding {crawlerName} could be found.");
    return null;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetCrawler](#)中的。

GetDatabase

以下代码示例演示了如何使用 GetDatabase。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information about an AWS Glue database.
/// </summary>
/// <param name="dbName">The name of the database.</param>
/// <returns>A Database object containing information about the database.</
returns>
public async Task<Database> GetDatabaseAsync(string dbName)
{
    var databasesRequest = new GetDatabaseRequest
    {
        Name = dbName,
    };

    var response = await _amazonGlue.GetDatabaseAsync(databasesRequest);
    return response.Database;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetDatabase](#)中的。

GetJobRun

以下代码示例演示了如何使用 GetJobRun。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information about a specific AWS Glue job run.
/// </summary>
/// <param name="jobName">The name of the job.</param>
/// <param name="jobRunId">The Id of the job run.</param>
/// <returns>A JobRun object with information about the job run.</returns>
public async Task<JobRun> GetJobRunAsync(string jobName, string jobRunId)
{

```

```
var response = await _amazonGlue.GetJobRunAsync(new GetJobRunRequest
{ JobName = jobName, RunId = jobRunId });
return response.JobRun;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetJobRun](#)中的。

GetJobRuns

以下代码示例演示了如何使用 GetJobRuns。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information about all AWS Glue runs of a specific job.
/// </summary>
/// <param name="jobName">The name of the job.</param>
/// <returns>A list of JobRun objects.</returns>
public async Task<List<JobRun>> GetJobRunsAsync(string jobName)
{
    var jobRuns = new List<JobRun>();

    var request = new GetJobRunsRequest
    {
        JobName = jobName,
    };

    // No need to loop to get all the log groups--the SDK does it for us behind
the scenes
    var paginatorForJobRuns =
        _amazonGlue.Paginators.GetJobRuns(request);

    await foreach (var response in paginatorForJobRuns.Responses)
    {
```

```
        response.JobRuns.ForEach(jobRun =>
        {
            jobRuns.Add(jobRun);
        });
    }

    return jobRuns;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetJobRuns](#)中的。

GetTables

以下代码示例演示了如何使用 GetTables。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get a list of tables for an AWS Glue database.
/// </summary>
/// <param name="dbName">The name of the database.</param>
/// <returns>A list of Table objects.</returns>
public async Task<List<Table>> GetTablesAsync(string dbName)
{
    var request = new GetTablesRequest { DatabaseName = dbName };
    var tables = new List<Table>();

    // Get a paginator for listing the tables.
    var tablePaginator = _amazonGlue.Paginators.GetTables(request);

    await foreach (var response in tablePaginator.Responses)
    {
        tables.AddRange(response.TableList);
    }
}
```

```
        return tables;
    }
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetTables](#)中的。

ListJobs

以下代码示例演示了如何使用 ListJobs。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List AWS Glue jobs using a paginator.
/// </summary>
/// <returns>A list of AWS Glue job names.</returns>
public async Task<List<string>> ListJobsAsync()
{
    var jobNames = new List<string>();

    var listJobsPaginator = _amazonGlue.Paginators.ListJobs(new ListJobsRequest
    { MaxResults = 10 });
    await foreach (var response in listJobsPaginator.Responses)
    {
        jobNames.AddRange(response.JobNames);
    }

    return jobNames;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListJobs](#)中的。

StartCrawler

以下代码示例演示了如何使用 StartCrawler。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Start an AWS Glue crawler.
/// </summary>
/// <param name="crawlerName">The name of the crawler.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> StartCrawlerAsync(string crawlerName)
{
    var crawlerRequest = new StartCrawlerRequest
    {
        Name = crawlerName,
    };

    var response = await _amazonGlue.StartCrawlerAsync(crawlerRequest);

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[StartCrawler](#)中的。

StartJobRun

以下代码示例演示了如何使用 StartJobRun。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Start an AWS Glue job run.
/// </summary>
/// <param name="jobName">The name of the job.</param>
/// <returns>A string representing the job run Id.</returns>
public async Task<string> StartJobRunAsync(
    string jobName,
    string inputDatabase,
    string inputTable,
    string bucketName)
{
    var request = new StartJobRunRequest
    {
        JobName = jobName,
        Arguments = new Dictionary<string, string>
        {
            {"--input_database", inputDatabase},
            {"--input_table", inputTable},
            {"--output_bucket_url", $"s3://{bucketName}/"}
        }
    };

    var response = await _amazonGlue.StartJobRunAsync(request);
    return response.JobRunId;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[StartJobRun](#)中的。

使用的 IAM 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 with IAM 来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

基本功能是向您展示如何在服务中执行基本操作的代码示例。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [基本功能](#)
- [操作](#)
- [场景](#)

开始使用

开始使用 IAM

以下代码示例展示了如何开始使用 IAM。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
namespace IAMActions;

public class HelloIAM
{
    static async Task Main(string[] args)
    {
        // Getting started with AWS Identity and Access Management (IAM). List
        // the policies for the account.
```

```
var iamClient = new AmazonIdentityManagementServiceClient();

var listPoliciesPaginator = iamClient.Paginators.ListPolicies(new
ListPoliciesRequest());
var policies = new List<ManagedPolicy>();

await foreach (var response in listPoliciesPaginator.Responses)
{
    policies.AddRange(response.Policies);
}

Console.WriteLine("Here are the policies defined for your account:\n");
policies.ForEach(policy =>
{
    Console.WriteLine($"Created:
{policy.CreateDate}\t{policy.PolicyName}\t{policy.Description}");
});
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListPolicies](#)中的。

基本功能

了解基本功能

以下代码示例展示了如何创建用户并代入角色。

Warning

为了避免安全风险，在开发专用软件或处理真实数据时，请勿使用 IAM 用户进行身份验证，而是使用与身份提供者的联合身份验证，例如 [AWS IAM Identity Center](#)。

- 创建没有权限的用户。
- 创建授予列出账户的 Amazon S3 存储桶的权限的角色
- 添加策略以允许用户代入该角色。
- 代入角色并使用临时凭证列出 S3 存储桶，然后清除资源。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
global using Amazon.IdentityManagement;
global using Amazon.S3;
global using Amazon.SecurityToken;
global using IAMActions;
global using IamScenariosCommon;
global using Microsoft.Extensions.DependencyInjection;
global using Microsoft.Extensions.Hosting;
global using Microsoft.Extensions.Logging;
global using Microsoft.Extensions.Logging.Console;
global using Microsoft.Extensions.Logging.Debug;

namespace IAMActions;

public class IAMWrapper
{
    private readonly IAmazonIdentityManagementService _IAMService;

    /// <summary>
    /// Constructor for the IAMWrapper class.
    /// </summary>
    /// <param name="IAMService">An IAM client object.</param>
    public IAMWrapper(IAmazonIdentityManagementService IAMService)
    {
        _IAMService = IAMService;
    }

    /// <summary>
    /// Attach an IAM policy to a role.
    /// </summary>
    /// <param name="policyArn">The policy to attach.</param>
    /// <param name="roleName">The role that the policy will be attached to.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> AttachRolePolicyAsync(string policyArn, string roleName)
```

```

    {
        var response = await _IAMService.AttachRolePolicyAsync(new
AttachRolePolicyRequest
        {
            PolicyArn = policyArn,
            RoleName = roleName,
        });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Create an IAM access key for a user.
    /// </summary>
    /// <param name="userName">The username for which to create the IAM access
    /// key.</param>
    /// <returns>The AccessKey.</returns>
    public async Task<AccessKey> CreateAccessKeyAsync(string userName)
    {
        var response = await _IAMService.CreateAccessKeyAsync(new
CreateAccessKeyRequest
        {
            UserName = userName,
        });

        return response.AccessKey;
    }

    /// <summary>
    /// Create an IAM policy.
    /// </summary>
    /// <param name="policyName">The name to give the new IAM policy.</param>
    /// <param name="policyDocument">The policy document for the new policy.</param>
    /// <returns>The new IAM policy object.</returns>
    public async Task<ManagedPolicy> CreatePolicyAsync(string policyName, string
policyDocument)
    {
        var response = await _IAMService.CreatePolicyAsync(new CreatePolicyRequest
        {
            PolicyDocument = policyDocument,
            PolicyName = policyName,

```

```

    });

    return response.Policy;
}

/// <summary>
/// Create a new IAM role.
/// </summary>
/// <param name="roleName">The name of the IAM role.</param>
/// <param name="rolePolicyDocument">The name of the IAM policy document
/// for the new role.</param>
/// <returns>The Amazon Resource Name (ARN) of the role.</returns>
public async Task<string> CreateRoleAsync(string roleName, string
rolePolicyDocument)
{
    var request = new CreateRoleRequest
    {
        RoleName = roleName,
        AssumeRolePolicyDocument = rolePolicyDocument,
    };

    var response = await _IAMService.CreateRoleAsync(request);
    return response.Role.Arn;
}

/// <summary>
/// Create an IAM service-linked role.
/// </summary>
/// <param name="serviceName">The name of the AWS Service.</param>
/// <param name="description">A description of the IAM service-linked role.</
param>
/// <returns>The IAM role that was created.</returns>
public async Task<Role> CreateServiceLinkedRoleAsync(string serviceName, string
description)
{
    var request = new CreateServiceLinkedRoleRequest
    {
        AWSServiceName = serviceName,
        Description = description
    };

    var response = await _IAMService.CreateServiceLinkedRoleAsync(request);

```

```
        return response.Role;
    }

    /// <summary>
    /// Create an IAM user.
    /// </summary>
    /// <param name="userName">The username for the new IAM user.</param>
    /// <returns>The IAM user that was created.</returns>
    public async Task<User> CreateUserAsync(string userName)
    {
        var response = await _IAMService.CreateUserAsync(new CreateUserRequest
        { UserName = userName });
        return response.User;
    }

    /// <summary>
    /// Delete an IAM user's access key.
    /// </summary>
    /// <param name="accessKeyId">The Id for the IAM access key.</param>
    /// <param name="userName">The username of the user that owns the IAM
    /// access key.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteAccessKeyAsync(string accessKeyId, string
    userName)
    {
        var response = await _IAMService.DeleteAccessKeyAsync(new
    DeleteAccessKeyRequest
        {
            AccessKeyId = accessKeyId,
            UserName = userName,
        });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Delete an IAM policy.
    /// </summary>
    /// <param name="policyArn">The Amazon Resource Name (ARN) of the policy to
    /// delete.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
```



```

    public async Task<bool> DeletePolicyAsync(string policyArn)
    {
        var response = await _IAMService.DeletePolicyAsync(new DeletePolicyRequest
        { PolicyArn = policyArn });
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Delete an IAM role.
    /// </summary>
    /// <param name="roleName">The name of the IAM role to delete.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteRoleAsync(string roleName)
    {
        var response = await _IAMService.DeleteRoleAsync(new DeleteRoleRequest
        { RoleName = roleName });
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Delete an IAM role policy.
    /// </summary>
    /// <param name="roleName">The name of the IAM role.</param>
    /// <param name="policyName">The name of the IAM role policy to delete.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteRolePolicyAsync(string roleName, string
policyName)
    {
        var response = await _IAMService.DeleteRolePolicyAsync(new
DeleteRolePolicyRequest
        {
            PolicyName = policyName,
            RoleName = roleName,
        });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Delete an IAM user.
    /// </summary>

```

```

    /// <param name="userName">The username of the IAM user to delete.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteUserAsync(string userName)
    {
        var response = await _IAMService.DeleteUserAsync(new DeleteUserRequest
        { UserName = userName });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Delete an IAM user policy.
    /// </summary>
    /// <param name="policyName">The name of the IAM policy to delete.</param>
    /// <param name="userName">The username of the IAM user.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteUserPolicyAsync(string policyName, string
    userName)
    {
        var response = await _IAMService.DeleteUserPolicyAsync(new
        DeleteUserPolicyRequest { PolicyName = policyName, UserName = userName });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Detach an IAM policy from an IAM role.
    /// </summary>
    /// <param name="policyArn">The Amazon Resource Name (ARN) of the IAM policy.</
    param>
    /// <param name="roleName">The name of the IAM role.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DetachRolePolicyAsync(string policyArn, string roleName)
    {
        var response = await _IAMService.DetachRolePolicyAsync(new
        DetachRolePolicyRequest
        {
            PolicyArn = policyArn,
            RoleName = roleName,
        });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

```

```

    }

    /// <summary>
    /// Gets the IAM password policy for an AWS account.
    /// </summary>
    /// <returns>The PasswordPolicy for the AWS account.</returns>
    public async Task<PasswordPolicy> GetAccountPasswordPolicyAsync()
    {
        var response = await _IAMService.GetAccountPasswordPolicyAsync(new
GetAccountPasswordPolicyRequest());
        return response.PasswordPolicy;
    }

    /// <summary>
    /// Get information about an IAM policy.
    /// </summary>
    /// <param name="policyArn">The IAM policy to retrieve information for.</param>
    /// <returns>The IAM policy.</returns>
    public async Task<ManagedPolicy> GetPolicyAsync(string policyArn)
    {
        var response = await _IAMService.GetPolicyAsync(new GetPolicyRequest
{ PolicyArn = policyArn });
        return response.Policy;
    }

    /// <summary>
    /// Get information about an IAM role.
    /// </summary>
    /// <param name="roleName">The name of the IAM role to retrieve information
    /// for.</param>
    /// <returns>The IAM role that was retrieved.</returns>
    public async Task<Role> GetRoleAsync(string roleName)
    {
        var response = await _IAMService.GetRoleAsync(new GetRoleRequest
        {
            RoleName = roleName,
        });

        return response.Role;
    }

```

```
/// <summary>
/// Get information about an IAM user.
/// </summary>
/// <param name="userName">The username of the user.</param>
/// <returns>An IAM user object.</returns>
public async Task<User> GetUserAsync(string userName)
{
    var response = await _IAMService.GetUserAsync(new GetUserRequest { UserName
= userName });
    return response.User;
}

/// <summary>
/// List the IAM role policies that are attached to an IAM role.
/// </summary>
/// <param name="roleName">The IAM role to list IAM policies for.</param>
/// <returns>A list of the IAM policies attached to the IAM role.</returns>
public async Task<List<AttachedPolicyType>> ListAttachedRolePoliciesAsync(string
roleName)
{
    var attachedPolicies = new List<AttachedPolicyType>();
    var attachedRolePoliciesPaginator =
_IAMService.Paginators.ListAttachedRolePolicies(new ListAttachedRolePoliciesRequest
{ RoleName = roleName });

    await foreach (var response in attachedRolePoliciesPaginator.Responses)
    {
        attachedPolicies.AddRange(response.AttachedPolicies);
    }

    return attachedPolicies;
}

/// <summary>
/// List IAM groups.
/// </summary>
/// <returns>A list of IAM groups.</returns>
public async Task<List<Group>> ListGroupsAsync()
{
```

```
        var groupsPaginator = _IAMService.Paginators.ListGroups(new
ListGroupsRequest());
        var groups = new List<Group>();

        await foreach (var response in groupsPaginator.Responses)
        {
            groups.AddRange(response.Groups);
        }

        return groups;
    }

    /// <summary>
    /// List IAM policies.
    /// </summary>
    /// <returns>A list of the IAM policies.</returns>
    public async Task<List<ManagedPolicy>> ListPoliciesAsync()
    {
        var listPoliciesPaginator = _IAMService.Paginators.ListPolicies(new
ListPoliciesRequest());
        var policies = new List<ManagedPolicy>();

        await foreach (var response in listPoliciesPaginator.Responses)
        {
            policies.AddRange(response.Policies);
        }

        return policies;
    }

    /// <summary>
    /// List IAM role policies.
    /// </summary>
    /// <param name="roleName">The IAM role for which to list IAM policies.</param>
    /// <returns>A list of IAM policy names.</returns>
    public async Task<List<string>> ListRolePoliciesAsync(string roleName)
    {
        var listRolePoliciesPaginator = _IAMService.Paginators.ListRolePolicies(new
ListRolePoliciesRequest { RoleName = roleName });
        var policyNames = new List<string>();

        await foreach (var response in listRolePoliciesPaginator.Responses)
```

```
        {
            policyNames.AddRange(response.PolicyNames);
        }

        return policyNames;
    }

    /// <summary>
    /// List IAM roles.
    /// </summary>
    /// <returns>A list of IAM roles.</returns>
    public async Task<List<Role>> ListRolesAsync()
    {
        var listRolesPaginator = _IAMService.Paginators.ListRoles(new
ListRolesRequest());
        var roles = new List<Role>();

        await foreach (var response in listRolesPaginator.Responses)
        {
            roles.AddRange(response.Roles);
        }

        return roles;
    }

    /// <summary>
    /// List SAML authentication providers.
    /// </summary>
    /// <returns>A list of SAML providers.</returns>
    public async Task<List<SAMLProviderListEntry>> ListSAMLProvidersAsync()
    {
        var response = await _IAMService.ListSAMLProvidersAsync(new
ListSAMLProvidersRequest());
        return response.SAMLProviderList;
    }

    /// <summary>
    /// List IAM users.
    /// </summary>
    /// <returns>A list of IAM users.</returns>
    public async Task<List<User>> ListUsersAsync()
```

```

{
    var listUsersPaginator = _IAMService.Paginators.ListUsers(new
ListUsersRequest());
    var users = new List<User>();

    await foreach (var response in listUsersPaginator.Responses)
    {
        users.AddRange(response.Users);
    }

    return users;
}

/// <summary>
/// Update the inline policy document embedded in a role.
/// </summary>
/// <param name="policyName">The name of the policy to embed.</param>
/// <param name="roleName">The name of the role to update.</param>
/// <param name="policyDocument">The policy document that defines the role.</
param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> PutRolePolicyAsync(string policyName, string roleName,
string policyDocument)
{
    var request = new PutRolePolicyRequest
    {
        PolicyName = policyName,
        RoleName = roleName,
        PolicyDocument = policyDocument
    };

    var response = await _IAMService.PutRolePolicyAsync(request);
    return response.HttpStatusCode == HttpStatusCode.OK;
}

/// <summary>
/// Add or update an inline policy document that is embedded in an IAM user.
/// </summary>
/// <param name="userName">The name of the IAM user.</param>
/// <param name="policyName">The name of the IAM policy.</param>
/// <param name="policyDocument">The policy document defining the IAM policy.</
param>

```

```

    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> PutUserPolicyAsync(string userName, string policyName,
string policyDocument)
    {
        var request = new PutUserPolicyRequest
        {
            UserName = userName,
            PolicyName = policyName,
            PolicyDocument = policyDocument
        };

        var response = await _IAMService.PutUserPolicyAsync(request);
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Wait for a new access key to be ready to use.
    /// </summary>
    /// <param name="accessKeyId">The Id of the access key.</param>
    /// <returns>A boolean value indicating the success of the action.</returns>
    public async Task<bool> WaitUntilAccessKeyIsReady(string accessKeyId)
    {
        var keyReady = false;

        do
        {
            try
            {
                var response = await _IAMService.GetAccessKeyLastUsedAsync(
                    new GetAccessKeyLastUsedRequest { AccessKeyId = accessKeyId });
                if (response.UserName is not null)
                {
                    keyReady = true;
                }
            }
            catch (NoSuchEntityException)
            {
                keyReady = false;
            }
        } while (!keyReady);

        return keyReady;
    }
}

```



```
using Microsoft.Extensions.Configuration;

namespace IAMBasics;

public class IAMBasics
{
    private static ILogger logger = null!;

    static async Task Main(string[] args)
    {
        // Set up dependency injection for the AWS service.
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                    .AddFilter<DebugLoggerProvider>("Microsoft",
                        LogLevel.Information)
                    .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonIdentityManagementService>()
                    .AddTransient<IAMWrapper>()
                    .AddTransient<UIWrapper>()
                )
            .Build();

        logger = LoggerFactory.Create(builder => { builder.AddConsole(); })
            .CreateLogger<IAMBasics>();

        IConfiguration configuration = new ConfigurationBuilder()
            .SetBasePath(Directory.GetCurrentDirectory())
            .AddJsonFile("settings.json") // Load test settings from .json file.
            .AddJsonFile("settings.local.json",
                true) // Optionally load local settings.
            .Build();

        // Values needed for user, role, and policies.
        string userName = configuration["UserName"]!;
        string s3PolicyName = configuration["S3PolicyName"]!;
        string roleName = configuration["RoleName"]!;
```

```

var iamWrapper = host.Services.GetRequiredService<IAMWrapper>();
var uiWrapper = host.Services.GetRequiredService<UIWrapper>();

uiWrapper.DisplayBasicsOverview();
uiWrapper.PressEnter();

// First create a user. By default, the new user has
// no permissions.
uiWrapper.DisplayTitle("Create User");
Console.WriteLine($"Creating a new user with user name: {userName}.");
var user = await iamWrapper.CreateUserAsync(userName);
var userArn = user.Arn;

Console.WriteLine($"Successfully created user: {userName} with ARN:
{userArn}.");
uiWrapper.WaitABit(15, "Now let's wait for the user to be ready for use.");

// Define a role policy document that allows the new user
// to assume the role.
string assumeRolePolicyDocument = "{" +
    "\"Version\": \"2012-10-17\"," +
    "\"Statement\": [{" +
        "\"Effect\": \"Allow\"," +
        "\"Principal\": {" +
            "\"AWS\": \"{userArn}\"" +
        "}," +
        "\"Action\": \"sts:AssumeRole\"" +
    "}]}" +
    "}";

// Permissions to list all buckets.
string policyDocument = "{" +
    "\"Version\": \"2012-10-17\"," +
    "\"Statement\" : [{" +
        "\"Action\" : [\"s3:ListAllMyBuckets\"]," +
        "\"Effect\" : \"Allow\"," +
        "\"Resource\" : \"*\"," +
    "}]}" +
    "}";

// Create an AccessKey for the user.
uiWrapper.DisplayTitle("Create access key");
Console.WriteLine("Now let's create an access key for the new user.");
var accessKey = await iamWrapper.CreateAccessKeyAsync(userName);

```

```
var accessKeyId = accessKey.AccessKeyId;
var secretAccessKey = accessKey.SecretAccessKey;

Console.WriteLine($"We have created the access key with Access key id:
{accessKeyId}.");

Console.WriteLine("Now let's wait until the IAM access key is ready to
use.");
var keyReady = await iamWrapper.WaitUntilAccessKeyIsReady(accessKeyId);

// Now try listing the Amazon Simple Storage Service (Amazon S3)
// buckets. This should fail at this point because the user doesn't
// have permissions to perform this task.
uiWrapper.DisplayTitle("Try to display Amazon S3 buckets");
Console.WriteLine("Now let's try to display a list of the user's Amazon S3
buckets.");
var s3Client1 = new AmazonS3Client(accessKeyId, secretAccessKey);
var stsClient1 = new AmazonSecurityTokenServiceClient(accessKeyId,
secretAccessKey);

var s3Wrapper = new S3Wrapper(s3Client1, stsClient1);
var buckets = await s3Wrapper.ListMyBucketsAsync();

Console.WriteLine(buckets is null
    ? "As expected, the call to list the buckets has returned a null list."
    : "Something went wrong. This shouldn't have worked.");

uiWrapper.PressEnter();

uiWrapper.DisplayTitle("Create IAM role");
Console.WriteLine($"Creating the role: {roleName}");

// Creating an IAM role to allow listing the S3 buckets. A role name
// is not case sensitive and must be unique to the account for which it
// is created.
var roleArn = await iamWrapper.CreateRoleAsync(roleName,
assumeRolePolicyDocument);

uiWrapper.PressEnter();

// Create a policy with permissions to list S3 buckets.
uiWrapper.DisplayTitle("Create IAM policy");
Console.WriteLine($"Creating the policy: {s3PolicyName}");
```

```
        Console.WriteLine("with permissions to list the Amazon S3 buckets for the
account.");
        var policy = await iamWrapper.CreatePolicyAsync(s3PolicyName,
policyDocument);

        // Wait 15 seconds for the IAM policy to be available.
        uiWrapper.WaitABit(15, "Waiting for the policy to be available.");

        // Attach the policy to the role you created earlier.
        uiWrapper.DisplayTitle("Attach new IAM policy");
        Console.WriteLine("Now let's attach the policy to the role.");
        await iamWrapper.AttachRolePolicyAsync(policy.Arn, roleName);

        // Wait 15 seconds for the role to be updated.
        Console.WriteLine();
        uiWrapper.WaitABit(15, "Waiting for the policy to be attached.");

        // Use the AWS Security Token Service (AWS STS) to have the user
        // assume the role we created.
        var stsClient2 = new AmazonSecurityTokenServiceClient(accessKeyId,
secretAccessKey);

        // Wait for the new credentials to become valid.
        uiWrapper.WaitABit(10, "Waiting for the credentials to be valid.");

        var assumedRoleCredentials = await s3Wrapper.AssumeS3RoleAsync("temporary-
session", roleArn);

        // Try again to list the buckets using the client created with
        // the new user's credentials. This time, it should work.
        var s3Client2 = new AmazonS3Client(assumedRoleCredentials);

        s3Wrapper.UpdateClients(s3Client2, stsClient2);

        buckets = await s3Wrapper.ListMyBucketsAsync();

        uiWrapper.DisplayTitle("List Amazon S3 buckets");
        Console.WriteLine("This time we should have buckets to list.");
        if (buckets is not null)
        {
            buckets.ForEach(bucket =>
            {
                Console.WriteLine($"{bucket.BucketName} created:
{bucket.CreationDate}");
            });
        }
    }
}
```

```

        });
    }

    uiWrapper.PressEnter();

    // Now clean up all the resources used in the example.
    uiWrapper.DisplayTitle("Clean up resources");
    Console.WriteLine("Thank you for watching. The IAM Basics demo is
complete.");
    Console.WriteLine("Please wait while we clean up the resources we
created.");

    await iamWrapper.DetachRolePolicyAsync(policy.Arn, roleName);

    await iamWrapper.DeletePolicyAsync(policy.Arn);

    await iamWrapper.DeleteRoleAsync(roleName);

    await iamWrapper.DeleteAccessKeyAsync(accessKeyId, userName);

    await iamWrapper.DeleteUserAsync(userName);

    uiWrapper.PressEnter();

    Console.WriteLine("All done cleaning up our resources. Thank you for your
patience.");
    }
}

namespace IamScenariosCommon;

using System.Net;

/// <summary>
/// A class to perform Amazon Simple Storage Service (Amazon S3) actions for
/// the IAM Basics scenario.
/// </summary>
public class S3Wrapper
{
    private IAmazonS3 _s3Service;
    private IAmazonSecurityTokenService _stsService;

    /// <summary>

```

```

    /// Constructor for the S3Wrapper class.
    /// </summary>
    /// <param name="s3Service">An Amazon S3 client object.</param>
    /// <param name="stsService">An AWS Security Token Service (AWS STS)
    /// client object.</param>
    public S3Wrapper(IAmazonS3 s3Service, IAmazonSecurityTokenService stsService)
    {
        _s3Service = s3Service;
        _stsService = stsService;
    }

    /// <summary>
    /// Assumes an AWS Identity and Access Management (IAM) role that allows
    /// Amazon S3 access for the current session.
    /// </summary>
    /// <param name="roleSession">A string representing the current session.</param>
    /// <param name="roleToAssume">The name of the IAM role to assume.</param>
    /// <returns>Credentials for the newly assumed IAM role.</returns>
    public async Task<Credentials> AssumeS3RoleAsync(string roleSession, string
roleToAssume)
    {
        // Create the request to use with the AssumeRoleAsync call.
        var request = new AssumeRoleRequest()
        {
            RoleSessionName = roleSession,
            RoleArn = roleToAssume,
        };

        var response = await _stsService.AssumeRoleAsync(request);

        return response.Credentials;
    }

    /// <summary>
    /// Delete an S3 bucket.
    /// </summary>
    /// <param name="bucketName">Name of the S3 bucket to delete.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteBucketAsync(string bucketName)
    {
        var result = await _s3Service.DeleteBucketAsync(new DeleteBucketRequest
{ BucketName = bucketName });
        return result.HttpStatusCode == HttpStatusCode.OK;
    }

```

```

    }

    /// <summary>
    /// List the buckets that are owned by the user's account.
    /// </summary>
    /// <returns>Async Task.</returns>
    public async Task<List<S3Bucket>?> ListMyBucketsAsync()
    {
        try
        {
            // Get the list of buckets accessible by the new user.
            var response = await _s3Service.ListBucketsAsync();

            return response.Buckets;
        }
        catch (AmazonS3Exception ex)
        {
            // Something else went wrong. Display the error message.
            Console.WriteLine($"Error: {ex.Message}");
            return null;
        }
    }

    /// <summary>
    /// Create a new S3 bucket.
    /// </summary>
    /// <param name="bucketName">The name for the new bucket.</param>
    /// <returns>A Boolean value indicating whether the action completed
    /// successfully.</returns>
    public async Task<bool> PutBucketAsync(string bucketName)
    {
        var response = await _s3Service.PutBucketAsync(new PutBucketRequest
        { BucketName = bucketName });
        return response.HttpStatusCode == HttpStatusCode.OK;
    }

    /// <summary>
    /// Update the client objects with new client objects. This is available
    /// because the scenario uses the methods of this class without and then
    /// with the proper permissions to list S3 buckets.
    /// </summary>
    /// <param name="s3Service">The Amazon S3 client object.</param>
    /// <param name="stsService">The AWS STS client object.</param>

```

```

        public void UpdateClients(IAmazonS3 s3Service, IAmazonSecurityTokenService
stsService)
        {
            _s3Service = s3Service;
            _stsService = stsService;
        }
    }

namespace IamScenariosCommon;

public class UIWrapper
{
    public readonly string SepBar = new('-', Console.WindowWidth);

    /// <summary>
    /// Show information about the IAM Groups scenario.
    /// </summary>
    public void DisplayGroupsOverview()
    {
        Console.Clear();

        DisplayTitle("Welcome to the IAM Groups Demo");
        Console.WriteLine("This example application does the following:");
        Console.WriteLine("\t1. Creates an Amazon Identity and Access Management
(IAM) group.");
        Console.WriteLine("\t2. Adds an IAM policy to the IAM group giving it full
access to Amazon S3.");
        Console.WriteLine("\t3. Creates a new IAM user.");
        Console.WriteLine("\t4. Creates an IAM access key for the user.");
        Console.WriteLine("\t5. Adds the user to the IAM group.");
        Console.WriteLine("\t6. Lists the buckets on the account.");
        Console.WriteLine("\t7. Proves that the user has full Amazon S3 access by
creating a bucket.");
        Console.WriteLine("\t8. List the buckets again to show the new bucket.");
        Console.WriteLine("\t9. Cleans up all the resources created.");
    }

    /// <summary>
    /// Show information about the IAM Basics scenario.
    /// </summary>
    public void DisplayBasicsOverview()
    {
        Console.Clear();
    }
}

```



```

        DisplayTitle("Welcome to IAM Basics");
        Console.WriteLine("This example application does the following:");
        Console.WriteLine("\t1. Creates a user with no permissions.");
        Console.WriteLine("\t2. Creates a role and policy that grant
s3:ListAllMyBuckets permission.");
        Console.WriteLine("\t3. Grants the user permission to assume the role.");
        Console.WriteLine("\t4. Creates an S3 client object as the user and tries to
list buckets (this will fail).");
        Console.WriteLine("\t5. Gets temporary credentials by assuming the role.");
        Console.WriteLine("\t6. Creates a new S3 client object with the temporary
credentials and lists the buckets (this will succeed).");
        Console.WriteLine("\t7. Deletes all the resources.");
    }

    /// <summary>
    /// Display a message and wait until the user presses enter.
    /// </summary>
    public void PressEnter()
    {
        Console.Write("\nPress <Enter> to continue. ");
        _ = Console.ReadLine();
        Console.WriteLine();
    }

    /// <summary>
    /// Pad a string with spaces to center it on the console display.
    /// </summary>
    /// <param name="strToCenter">The string to be centered.</param>
    /// <returns>The padded string.</returns>
    public string CenterString(string strToCenter)
    {
        var padAmount = (Console.WindowWidth - strToCenter.Length) / 2;
        var leftPad = new string(' ', padAmount);
        return $"{leftPad}{strToCenter}";
    }

    /// <summary>
    /// Display a line of hyphens, the centered text of the title, and another
    /// line of hyphens.
    /// </summary>
    /// <param name="strTitle">The string to be displayed.</param>
    public void DisplayTitle(string strTitle)
    {

```

```
        Console.WriteLine(SepBar);
        Console.WriteLine(CenterString(strTitle));
        Console.WriteLine(SepBar);
    }

    /// <summary>
    /// Display a countdown and wait for a number of seconds.
    /// </summary>
    /// <param name="numSeconds">The number of seconds to wait.</param>
    public void WaitABit(int numSeconds, string msg)
    {
        Console.WriteLine(msg);

        // Wait for the requested number of seconds.
        for (int i = numSeconds; i > 0; i--)
        {
            System.Threading.Thread.Sleep(1000);
            Console.Write($"{i}...");
        }

        PressEnter();
    }
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [AttachRolePolicy](#)
- [CreateAccessKey](#)
- [CreatePolicy](#)
- [CreateRole](#)
- [CreateUser](#)
- [DeleteAccessKey](#)
- [DeletePolicy](#)
- [DeleteRole](#)
- [DeleteUser](#)
- [DeleteUserPolicy](#)
- [DetachRolePolicy](#)

- [PutUserPolicy](#)

操作

AttachRolePolicy

以下代码示例演示了如何使用 AttachRolePolicy。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Attach an IAM policy to a role.
/// </summary>
/// <param name="policyArn">The policy to attach.</param>
/// <param name="roleName">The role that the policy will be attached to.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> AttachRolePolicyAsync(string policyArn, string roleName)
{
    var response = await _IAMService.AttachRolePolicyAsync(new
AttachRolePolicyRequest
    {
        PolicyArn = policyArn,
        RoleName = roleName,
    });

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[AttachRolePolicy](#)中的。

CreateAccessKey

以下代码示例演示了如何使用 CreateAccessKey。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create an IAM access key for a user.
/// </summary>
/// <param name="userName">The username for which to create the IAM access
/// key.</param>
/// <returns>The AccessKey.</returns>
public async Task<AccessKey> CreateAccessKeyAsync(string userName)
{
    var response = await _IAMService.CreateAccessKeyAsync(new
CreateAccessKeyRequest
    {
        UserName = userName,
    });

    return response.AccessKey;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateAccessKey](#) 中的。

CreateInstanceProfile

以下代码示例演示了如何使用 CreateInstanceProfile。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Create a policy, role, and profile that is associated with instances with a
    specified name.
    /// An instance's associated profile defines a role that is assumed by the
    /// instance. The role has attached policies that specify the AWS permissions
    granted to
    /// clients that run on the instance.
    /// </summary>
    /// <param name="policyName">Name to use for the policy.</param>
    /// <param name="roleName">Name to use for the role.</param>
    /// <param name="profileName">Name to use for the profile.</param>
    /// <param name="ssmOnlyPolicyFile">Path to a policy file for SSM.</param>
    /// <param name="awsManagedPolicies">AWS Managed policies to be attached to the
    role.</param>
    /// <returns>The Arn of the profile.</returns>
    public async Task<string> CreateInstanceProfileWithName(
        string policyName,
        string roleName,
        string profileName,
        string ssmOnlyPolicyFile,
        List<string>? awsManagedPolicies = null)
    {

        var assumeRoleDoc = "{" +
                                "\"Version\": \"2012-10-17\", " +
                                "\"Statement\": [{ " +
                                    "\"Effect\": \"Allow\", " +
                                    "\"Principal\": { " +
                                        "\"Service\": [ " +
                                            "\"ec2.amazonaws.com\" " +
                                        "], " +
                                    "}, " +
                                "\"Action\": \"sts:AssumeRole\" " +
                                "}] " +

```

```

        "});

var policyDocument = await File.ReadAllTextAsync(ssmOnlyPolicyFile);

var policyArn = "";

try
{
    var createPolicyResult = await _amazonIam.CreatePolicyAsync(
        new CreatePolicyRequest
        {
            PolicyName = policyName,
            PolicyDocument = policyDocument
        });
    policyArn = createPolicyResult.Policy.Arn;
}
catch (EntityAlreadyExistsException)
{
    // The policy already exists, so we look it up to get the Arn.
    var policiesPaginator = _amazonIam.Paginators.ListPolicies(
        new ListPoliciesRequest()
        {
            Scope = PolicyScopeType.Local
        });
    // Get the entire list using the paginator.
    await foreach (var policy in policiesPaginator.Policies)
    {
        if (policy.PolicyName.Equals(policyName))
        {
            policyArn = policy.Arn;
        }
    }

    if (policyArn == null)
    {
        throw new InvalidOperationException("Policy not found");
    }
}

try
{
    await _amazonIam.CreateRoleAsync(new CreateRoleRequest()
    {
        RoleName = roleName,

```

```

        AssumeRolePolicyDocument = assumeRoleDoc,
    });
    await _amazonIam.AttachRolePolicyAsync(new AttachRolePolicyRequest()
    {
        RoleName = roleName,
        PolicyArn = policyArn
    });
    if (awsManagedPolicies != null)
    {
        foreach (var awsPolicy in awsManagedPolicies)
        {
            await _amazonIam.AttachRolePolicyAsync(new
AttachRolePolicyRequest()
            {
                PolicyArn = $"arn:aws:iam::aws:policy/{awsPolicy}",
                RoleName = roleName
            });
        }
    }
}
catch (EntityAlreadyExistsException)
{
    Console.WriteLine("Role already exists.");
}

string profileArn = "";
try
{
    var profileCreateResponse = await _amazonIam.CreateInstanceProfileAsync(
        new CreateInstanceProfileRequest()
        {
            InstanceProfileName = profileName
        });
    // Allow time for the profile to be ready.
    profileArn = profileCreateResponse.InstanceProfile.Arn;
    Thread.Sleep(10000);
    await _amazonIam.AddRoleToInstanceProfileAsync(
        new AddRoleToInstanceProfileRequest()
        {
            InstanceProfileName = profileName,
            RoleName = roleName
        });
}

```

```

        catch (EntityAlreadyExistsException)
        {
            Console.WriteLine("Policy already exists.");
            var profileGetResponse = await _amazonIam.GetInstanceProfileAsync(
                new GetInstanceProfileRequest()
                {
                    InstanceProfileName = profileName
                });
            profileArn = profileGetResponse.InstanceProfile.Arn;
        }
        return profileArn;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateInstanceProfile](#) 中的。

CreatePolicy

以下代码示例演示了如何使用 CreatePolicy。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Create an IAM policy.
/// </summary>
/// <param name="policyName">The name to give the new IAM policy.</param>
/// <param name="policyDocument">The policy document for the new policy.</param>
/// <returns>The new IAM policy object.</returns>
public async Task<ManagedPolicy> CreatePolicyAsync(string policyName, string
policyDocument)
{
    var response = await _IAMService.CreatePolicyAsync(new CreatePolicyRequest
    {
        PolicyDocument = policyDocument,
        PolicyName = policyName,
    });
}

```



```
        return response.Policy;
    }
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreatePolicy](#)中的。

CreateRole

以下代码示例演示了如何使用 CreateRole。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create a new IAM role.
/// </summary>
/// <param name="roleName">The name of the IAM role.</param>
/// <param name="rolePolicyDocument">The name of the IAM policy document
/// for the new role.</param>
/// <returns>The Amazon Resource Name (ARN) of the role.</returns>
public async Task<string> CreateRoleAsync(string roleName, string
rolePolicyDocument)
{
    var request = new CreateRoleRequest
    {
        RoleName = roleName,
        AssumeRolePolicyDocument = rolePolicyDocument,
    };

    var response = await _IAMService.CreateRoleAsync(request);
    return response.Role.Arn;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateRole](#)中的。

CreateServiceLinkedRole

以下代码示例演示了如何使用 CreateServiceLinkedRole。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create an IAM service-linked role.
/// </summary>
/// <param name="serviceName">The name of the AWS Service.</param>
/// <param name="description">A description of the IAM service-linked role.</
param>
/// <returns>The IAM role that was created.</returns>
public async Task<Role> CreateServiceLinkedRoleAsync(string serviceName, string
description)
{
    var request = new CreateServiceLinkedRoleRequest
    {
        AWSServiceName = serviceName,
        Description = description
    };

    var response = await _IAMService.CreateServiceLinkedRoleAsync(request);
    return response.Role;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateServiceLinkedRole](#)中的。

CreateUser

以下代码示例演示了如何使用 CreateUser。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create an IAM user.
/// </summary>
/// <param name="userName">The username for the new IAM user.</param>
/// <returns>The IAM user that was created.</returns>
public async Task<User> CreateUserAsync(string userName)
{
    var response = await _IAMService.CreateUserAsync(new CreateUserRequest
    { Username = userName });
    return response.User;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateUser](#) 中的。

DeleteAccessKey

以下代码示例演示了如何使用 DeleteAccessKey。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Delete an IAM user's access key.
    /// </summary>
    /// <param name="accessKeyId">The Id for the IAM access key.</param>
    /// <param name="userName">The username of the user that owns the IAM
    /// access key.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteAccessKeyAsync(string accessKeyId, string
    userName)
    {
        var response = await _IAMService.DeleteAccessKeyAsync(new
    DeleteAccessKeyRequest
        {
            AccessKeyId = accessKeyId,
            UserName = userName,
        });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteAccessKey](#) 中的。

DeleteInstanceProfile

以下代码示例演示了如何使用 DeleteInstanceProfile。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Detaches a role from an instance profile, detaches policies from the role,
    /// and deletes all the resources.
    /// </summary>
    /// <param name="profileName">The name of the profile to delete.</param>

```

```

/// <param name="roleName">The name of the role to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteInstanceProfile(string profileName, string roleName)
{
    try
    {
        await _amazonIam.RemoveRoleFromInstanceProfileAsync(
            new RemoveRoleFromInstanceProfileRequest()
            {
                InstanceProfileName = profileName,
                RoleName = roleName
            });
        await _amazonIam.DeleteInstanceProfileAsync(
            new DeleteInstanceProfileRequest() { InstanceProfileName =
profileName });
        var attachedPolicies = await _amazonIam.ListAttachedRolePoliciesAsync(
            new ListAttachedRolePoliciesRequest() { RoleName = roleName });
        foreach (var policy in attachedPolicies.AttachedPolicies)
        {
            await _amazonIam.DetachRolePolicyAsync(
                new DetachRolePolicyRequest()
                {
                    RoleName = roleName,
                    PolicyArn = policy.PolicyArn
                });
            // Delete the custom policies only.
            if (!policy.PolicyArn.StartsWith("arn:aws:iam::aws"))
            {
                await _amazonIam.DeletePolicyAsync(
                    new Amazon.IdentityManagement.Model.DeletePolicyRequest()
                    {
                        PolicyArn = policy.PolicyArn
                    });
            }
        }

        await _amazonIam.DeleteRoleAsync(
            new DeleteRoleRequest() { RoleName = roleName });
    }
    catch (NoSuchEntityException)
    {
        Console.WriteLine($"Instance profile {profileName} does not exist.");
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteInstanceProfile](#)中的。

DeletePolicy

以下代码示例演示了如何使用 DeletePolicy。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an IAM policy.
/// </summary>
/// <param name="policyArn">The Amazon Resource Name (ARN) of the policy to
/// delete.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeletePolicyAsync(string policyArn)
{
    var response = await _IAMService.DeletePolicyAsync(new DeletePolicyRequest
    { PolicyArn = policyArn });
    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeletePolicy](#)中的。

DeleteRole

以下代码示例演示了如何使用 DeleteRole。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an IAM role.
/// </summary>
/// <param name="roleName">The name of the IAM role to delete.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteRoleAsync(string roleName)
{
    var response = await _IAMService.DeleteRoleAsync(new DeleteRoleRequest
    { RoleName = roleName });
    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteRole](#) 中的。

DeleteRolePolicy

以下代码示例演示了如何使用 DeleteRolePolicy。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an IAM role policy.
/// </summary>
/// <param name="roleName">The name of the IAM role.</param>
```

```

    /// <param name="policyName">The name of the IAM role policy to delete.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteRolePolicyAsync(string roleName, string
policyName)
    {
        var response = await _IAMService.DeleteRolePolicyAsync(new
DeleteRolePolicyRequest
        {
            PolicyName = policyName,
            RoleName = roleName,
        });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteRolePolicy](#) 中的。

DeleteUser

以下代码示例演示了如何使用 DeleteUser。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Delete an IAM user.
    /// </summary>
    /// <param name="userName">The username of the IAM user to delete.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteUserAsync(string userName)
    {
        var response = await _IAMService.DeleteUserAsync(new DeleteUserRequest
{ UserName = userName });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

```



```
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteUser](#)中的。

DeleteUserPolicy

以下代码示例演示了如何使用 DeleteUserPolicy。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an IAM user policy.
/// </summary>
/// <param name="policyName">The name of the IAM policy to delete.</param>
/// <param name="userName">The username of the IAM user.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteUserPolicyAsync(string policyName, string
userName)
{
    var response = await _IAMService.DeleteUserPolicyAsync(new
DeleteUserPolicyRequest { PolicyName = policyName, UserName = userName });

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteUserPolicy](#)中的。

DetachRolePolicy

以下代码示例演示了如何使用 DetachRolePolicy。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Detach an IAM policy from an IAM role.
/// </summary>
/// <param name="policyArn">The Amazon Resource Name (ARN) of the IAM policy.</
param>
/// <param name="roleName">The name of the IAM role.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DetachRolePolicyAsync(string policyArn, string roleName)
{
    var response = await _IAMService.DetachRolePolicyAsync(new
DetachRolePolicyRequest
    {
        PolicyArn = policyArn,
        RoleName = roleName,
    });

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DetachRolePolicy](#) 中的。

GetAccountPasswordPolicy

以下代码示例演示了如何使用 GetAccountPasswordPolicy。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Gets the IAM password policy for an AWS account.
/// </summary>
/// <returns>The PasswordPolicy for the AWS account.</returns>
public async Task<PasswordPolicy> GetAccountPasswordPolicyAsync()
{
    var response = await _IAMService.GetAccountPasswordPolicyAsync(new
GetAccountPasswordPolicyRequest());
    return response.PasswordPolicy;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [GetAccountPasswordPolicy](#) 中的。

GetPolicy

以下代码示例演示了如何使用 GetPolicy。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information about an IAM policy.
/// </summary>
```

```
/// <param name="policyArn">The IAM policy to retrieve information for.</param>
/// <returns>The IAM policy.</returns>
public async Task<ManagedPolicy> GetPolicyAsync(string policyArn)
{
    var response = await _IAMService.GetPolicyAsync(new GetPolicyRequest
    { PolicyArn = policyArn });
    return response.Policy;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetPolicy](#)中的。

GetRole

以下代码示例演示了如何使用 GetRole。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information about an IAM role.
/// </summary>
/// <param name="roleName">The name of the IAM role to retrieve information
/// for.</param>
/// <returns>The IAM role that was retrieved.</returns>
public async Task<Role> GetRoleAsync(string roleName)
{
    var response = await _IAMService.GetRoleAsync(new GetRoleRequest
    {
        RoleName = roleName,
    });

    return response.Role;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetRole](#)中的。

GetUser

以下代码示例演示了如何使用 GetUser。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information about an IAM user.
/// </summary>
/// <param name="userName">The username of the user.</param>
/// <returns>An IAM user object.</returns>
public async Task<User> GetUserAsync(string userName)
{
    var response = await _IAMService.GetUserAsync(new GetUserRequest { UserName
= userName });
    return response.User;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetUser](#)中的。

ListAttachedRolePolicies

以下代码示例演示了如何使用 ListAttachedRolePolicies。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List the IAM role policies that are attached to an IAM role.
/// </summary>
/// <param name="roleName">The IAM role to list IAM policies for.</param>
/// <returns>A list of the IAM policies attached to the IAM role.</returns>
public async Task<List<AttachedPolicyType>> ListAttachedRolePoliciesAsync(string
roleName)
{
    var attachedPolicies = new List<AttachedPolicyType>();
    var attachedRolePoliciesPaginator =
_IAMService.Paginators.ListAttachedRolePolicies(new ListAttachedRolePoliciesRequest
{ RoleName = roleName });

    await foreach (var response in attachedRolePoliciesPaginator.Responses)
    {
        attachedPolicies.AddRange(response.AttachedPolicies);
    }

    return attachedPolicies;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListAttachedRolePolicies](#)中的。

ListGroups

以下代码示例演示了如何使用 ListGroups。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List IAM groups.
/// </summary>
/// <returns>A list of IAM groups.</returns>
public async Task<List<Group>> ListGroupsAsync()
{
    var groupsPaginator = _IAMService.Paginators.ListGroups(new
ListGroupsRequest());
    var groups = new List<Group>();

    await foreach (var response in groupsPaginator.Responses)
    {
        groups.AddRange(response.Groups);
    }

    return groups;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListGroups](#) 中的。

ListPolicies

以下代码示例演示了如何使用 ListPolicies。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List IAM policies.
/// </summary>
/// <returns>A list of the IAM policies.</returns>
public async Task<List<ManagedPolicy>> ListPoliciesAsync()
{
    var listPoliciesPaginator = _IAMService.Paginators.ListPolicies(new
ListPoliciesRequest());
    var policies = new List<ManagedPolicy>();

    await foreach (var response in listPoliciesPaginator.Responses)
    {
        policies.AddRange(response.Policies);
    }

    return policies;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListPolicies](#)中的。

ListRolePolicies

以下代码示例演示了如何使用 ListRolePolicies。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List IAM role policies.
/// </summary>
/// <param name="roleName">The IAM role for which to list IAM policies.</param>
/// <returns>A list of IAM policy names.</returns>
public async Task<List<string>> ListRolePoliciesAsync(string roleName)
{

```



```
var listRolePoliciesPaginator = _IAMService.Paginators.ListRolePolicies(new
ListRolePoliciesRequest { RoleName = roleName });
var policyNames = new List<string>();

await foreach (var response in listRolePoliciesPaginator.Responses)
{
    policyNames.AddRange(response.PolicyNames);
}

return policyNames;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListRolePolicies](#)中的。

ListRoles

以下代码示例演示了如何使用 ListRoles。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List IAM roles.
/// </summary>
/// <returns>A list of IAM roles.</returns>
public async Task<List<Role>> ListRolesAsync()
{
    var listRolesPaginator = _IAMService.Paginators.ListRoles(new
ListRolesRequest());
    var roles = new List<Role>();

    await foreach (var response in listRolesPaginator.Responses)
    {
        roles.AddRange(response.Roles);
    }
}
```

```
    }

    return roles;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListRoles](#)中的。

ListSAMLProviders

以下代码示例演示了如何使用 ListSAMLProviders。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List SAML authentication providers.
/// </summary>
/// <returns>A list of SAML providers.</returns>
public async Task<List<SAMLProviderListEntry>> ListSAMLProvidersAsync()
{
    var response = await _IAMService.ListSAMLProvidersAsync(new
ListSAMLProvidersRequest());
    return response.SAMLProviderList;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考SAMLProviders中的[列表](#)。

ListUsers

以下代码示例演示了如何使用 ListUsers。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List IAM users.
/// </summary>
/// <returns>A list of IAM users.</returns>
public async Task<List<User>> ListUsersAsync()
{
    var listUsersPaginator = _IAMService.Paginators.ListUsers(new
ListUsersRequest());
    var users = new List<User>();

    await foreach (var response in listUsersPaginator.Responses)
    {
        users.AddRange(response.Users);
    }

    return users;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListUsers](#) 中的。

PutRolePolicy

以下代码示例演示了如何使用 PutRolePolicy。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Update the inline policy document embedded in a role.
    /// </summary>
    /// <param name="policyName">The name of the policy to embed.</param>
    /// <param name="roleName">The name of the role to update.</param>
    /// <param name="policyDocument">The policy document that defines the role.</
param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> PutRolePolicyAsync(string policyName, string roleName,
string policyDocument)
    {
        var request = new PutRolePolicyRequest
        {
            PolicyName = policyName,
            RoleName = roleName,
            PolicyDocument = policyDocument
        };

        var response = await _IAMService.PutRolePolicyAsync(request);
        return response.HttpStatusCode == HttpStatusCode.OK;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[PutRolePolicy](#)中的。

场景

构建和管理弹性服务

以下代码示例演示了如何创建可返回书籍、电影和歌曲推荐的负载均衡的 Web 服务。该示例演示服务如何响应故障，以及如何重组服务以提高故障发生时的弹性。

- 使用 Amazon A EC2 uto Scaling 组根据启动模板创建亚马逊弹性计算云 (Amazon EC2) 实例，并将实例数量保持在指定范围内。
- 使用弹性负载均衡处理和分发 HTTP 请求。
- 监控自动扩缩组中实例的运行状况，并仅将请求转发到运行状况良好的实例。
- 在每个 EC2 实例上运行 Python 网络服务器来处理 HTTP 请求。Web 服务器以建议和运行状况检查作为响应。
- 使用 Amazon DynamoDB 表模拟推荐服务。

- 通过更新 AWS Systems Manager 参数来控制 Web 服务器对请求和运行状况检查的响应。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```
static async Task Main(string[] args)
{
    _configuration = new ConfigurationBuilder()
        .SetBasePath(Directory.GetCurrentDirectory())
        .AddJsonFile("settings.json") // Load settings from .json file.
        .AddJsonFile("settings.local.json",
            true) // Optionally, load local settings.
        .Build();

    // Set up dependency injection for the AWS services.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
            logging.AddFilter("System", LogLevel.Debug)
                .AddFilter<DebugLoggerProvider>("Microsoft",
                    LogLevel.Information)
                .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
        .ConfigureServices((_, services) =>
            services.AddAWSService<IAmazonIdentityManagementService>()
                .AddAWSService<IAmazonDynamoDB>()
                .AddAWSService<IAmazonElasticLoadBalancingV2>()
                .AddAWSService<IAmazonSimpleSystemsManagement>()
                .AddAWSService<IAmazonAutoScaling>()
                .AddAWSService<IAmazonEC2>()
                .AddTransient<AutoScalerWrapper>()
                .AddTransient<ElasticLoadBalancerWrapper>()
                .AddTransient<SmParameterWrapper>()
                .AddTransient<Recommendations>()
                .AddSingleton<IConfiguration>(_configuration)
        )
    }
```

```

        .Build();

        ServicesSetup(host);
        ResourcesSetup();

        try
        {
            Console.WriteLine(new string('-', 80));
            Console.WriteLine("Welcome to the Resilient Architecture Example
Scenario.");
            Console.WriteLine(new string('-', 80));
            await Deploy(true);

            Console.WriteLine("Now let's begin the scenario.");
            Console.WriteLine(new string('-', 80));
            await Demo(true);

            Console.WriteLine(new string('-', 80));
            Console.WriteLine("Finally, let's clean up our resources.");
            Console.WriteLine(new string('-', 80));

            await DestroyResources(true);

            Console.WriteLine(new string('-', 80));
            Console.WriteLine("Resilient Architecture Example Scenario is
complete.");
            Console.WriteLine(new string('-', 80));
        }
        catch (Exception ex)
        {
            Console.WriteLine(new string('-', 80));
            Console.WriteLine($"There was a problem running the scenario:
{ex.Message}");
            await DestroyResources(true);
            Console.WriteLine(new string('-', 80));
        }
    }

    /// <summary>
    /// Setup any common resources, also used for integration testing.
    /// </summary>
    public static void ResourcesSetup()
    {
        _httpClient = new HttpClient();
    }

```

```

    }

    /// <summary>
    /// Populate the services for use within the console application.
    /// </summary>
    /// <param name="host">The services host.</param>
    private static void ServicesSetup(IHost host)
    {
        _elasticLoadBalancerWrapper =
host.Services.GetRequiredService<ElasticLoadBalancerWrapper>();
        _iamClient =
host.Services.GetRequiredService<IAmazonIdentityManagementService>();
        _recommendations = host.Services.GetRequiredService<Recommendations>();
        _autoScalerWrapper = host.Services.GetRequiredService<AutoScalerWrapper>();
        _smParameterWrapper =
host.Services.GetRequiredService<SmParameterWrapper>();
    }

    /// <summary>
    /// Deploy necessary resources for the scenario.
    /// </summary>
    /// <param name="interactive">True to run as interactive.</param>
    /// <returns>True if successful.</returns>
    public static async Task<bool> Deploy(bool interactive)
    {
        var protocol = "HTTP";
        var port = 80;
        var sshPort = 22;

        Console.WriteLine(
            "\nFor this demo, we'll use the AWS SDK for .NET to create several AWS
resources\n" +
            "to set up a load-balanced web service endpoint and explore some ways to
make it resilient\n" +
            "against various kinds of failures.\n\n" +
            "Some of the resources create by this demo are:\n");

        Console.WriteLine(
            "\t* A DynamoDB table that the web service depends on to provide book,
movie, and song recommendations.");
        Console.WriteLine(
            "\t* An EC2 launch template that defines EC2 instances that each contain
a Python web server.");
        Console.WriteLine(

```

```

        "\t* An EC2 Auto Scaling group that manages EC2 instances across several
Availability Zones.");
        Console.WriteLine(
            "\t* An Elastic Load Balancing (ELB) load balancer that targets the Auto
Scaling group to distribute requests.");
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Press Enter when you're ready to start deploying
resources.");
        if (interactive)
            Console.ReadLine();

        // Create and populate the DynamoDB table.
        var databaseTableName = _configuration["databaseName"];
        var recommendationsPath = Path.Join(_configuration["resourcePath"],
            "recommendations_objects.json");
        Console.WriteLine($"Creating and populating a DynamoDB table named
{databaseTableName}.");
        await _recommendations.CreateDatabaseWithName(databaseTableName);
        await _recommendations.PopulateDatabase(databaseTableName,
recommendationsPath);
        Console.WriteLine(new string('-', 80));

        // Create the EC2 Launch Template.

        Console.WriteLine(
            $"Creating an EC2 launch template that runs 'server_startup_script.sh'
when an instance starts.\n"
            + "\nThis script starts a Python web server defined in the `server.py`
script. The web server\n"
            + "listens to HTTP requests on port 80 and responds to requests to '/'
and to '/healthcheck'.\n"
            + "For demo purposes, this server is run as the root user. In
production, the best practice is to\n"
            + "run a web server, such as Apache, with least-privileged
credentials.");
        Console.WriteLine(
            "\n\nThe template also defines an IAM policy that each instance uses to
assume a role that grants\n"
            + "permissions to access the DynamoDB recommendation table and Systems
Manager parameters\n"
            + "that control the flow of the demo.");

        var startupScriptPath = Path.Join(_configuration["resourcePath"],
            "server_startup_script.sh");

```



```

        var instancePolicyPath = Path.Join(_configuration["resourcePath"],
            "instance_policy.json");
        await _autoScalerWrapper.CreateTemplate(startupScriptPath,
instancePolicyPath);
        Console.WriteLine(new string('-', 80));

        Console.WriteLine(
            "Creating an EC2 Auto Scaling group that maintains three EC2 instances,
each in a different\n"
            + "Availability Zone.\n");
        var zones = await _autoScalerWrapper.DescribeAvailabilityZones();
        await _autoScalerWrapper.CreateGroupOfSize(3, _autoScalerWrapper.GroupName,
zones);
        Console.WriteLine(new string('-', 80));

        Console.WriteLine(
            "At this point, you have EC2 instances created. Once each instance
starts, it listens for\n"
            + "HTTP requests. You can see these instances in the console or continue
with the demo.\n");

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Press Enter when you're ready to continue.");
        if (interactive)
            Console.ReadLine();

        Console.WriteLine("Creating variables that control the flow of the demo.");
        await _smParameterWrapper.Reset();

        Console.WriteLine(
            "\nCreating an Elastic Load Balancing target group and load balancer.
The target group\n"
            + "defines how the load balancer connects to instances. The load
balancer provides a\n"
            + "single endpoint where clients connect and dispatches requests to
instances in the group.");

        var defaultVpc = await _autoScalerWrapper.GetDefaultVpc();
        var subnets = await
_autoScalerWrapper.GetAllVpcSubnetsForZones(defaultVpc.VpcId, zones);
        var subnetIds = subnets.Select(s => s.SubnetId).ToList();
        var targetGroup = await
_elasticLoadBalancerWrapper.CreateTargetGroupOnVpc(_elasticLoadBalancerWrapper.TargetGroupN
protocol, port, defaultVpc.VpcId);

```

```

        await
        _elasticLoadBalancerWrapper.CreateLoadBalancerAndListener(_elasticLoadBalancerWrapper.LoadBalancerName,
        subnetIds, targetGroup);
        await
        _autoScalerWrapper.AttachLoadBalancerToGroup(_autoScalerWrapper.GroupName,
        targetGroup.TargetGroupArn);
        Console.WriteLine("\nVerifying access to the load balancer endpoint...");
        var endPoint = await
        _elasticLoadBalancerWrapper.GetEndpointForLoadBalancerByName(_elasticLoadBalancerWrapper.LoadBalancerName);
        var loadBalancerAccess = await
        _elasticLoadBalancerWrapper.VerifyLoadBalancerEndpoint(endPoint);

        if (!loadBalancerAccess)
        {
            Console.WriteLine("\nCouldn't connect to the load balancer, verifying
            that the port is open...");

            var ipString = await _httpClient.GetStringAsync("https://
            checkip.amazonaws.com");
            ipString = ipString.Trim();

            var defaultSecurityGroup = await
            _autoScalerWrapper.GetDefaultSecurityGroupForVpc(defaultVpc);
            var portIsOpen =
            _autoScalerWrapper.VerifyInboundPortForGroup(defaultSecurityGroup, port, ipString);
            var sshPortIsOpen =
            _autoScalerWrapper.VerifyInboundPortForGroup(defaultSecurityGroup, sshPort,
            ipString);

            if (!portIsOpen)
            {
                Console.WriteLine(
                    "\nFor this example to work, the default security group for your
                    default VPC must\n"
                    + "allows access from this computer. You can either add it
                    automatically from this\n"
                    + "example or add it yourself using the AWS Management Console.
                    \n");

                if (!interactive || GetYesNoResponse(
                    "Do you want to add a rule to the security group to allow
                    inbound traffic from your computer's IP address?"))
                {

```

```

        await
        _autoScalerWrapper.OpenInboundPort(defaultSecurityGroup.GroupId, port, ipString);
    }
}

if (!sshPortIsOpen)
{
    if (!interactive || GetYesNoResponse(
        "Do you want to add a rule to the security group to allow
inbound SSH traffic for debugging from your computer's IP address?"))
    {
        await
        _autoScalerWrapper.OpenInboundPort(defaultSecurityGroup.GroupId, sshPort,
ipString);
    }
}

loadBalancerAccess = await
_elasticLoadBalancerWrapper.VerifyLoadBalancerEndpoint(endPoint);
}

if (loadBalancerAccess)
{
    Console.WriteLine("Your load balancer is ready. You can access it by
browsing to:");
    Console.WriteLine($"\\thttp://{endPoint}\\n");
}
else
{
    Console.WriteLine(
        "\\nCouldn't get a successful response from the load balancer
endpoint. Troubleshoot by\\n"
        + "manually verifying that your VPC and security group are
configured correctly and that\\n"
        + "you can successfully make a GET request to the load balancer
endpoint:\\n");
    Console.WriteLine($"\\thttp://{endPoint}\\n");
}
Console.WriteLine(new string('-', 80));
Console.WriteLine("Press Enter when you're ready to continue with the
demo.");
if (interactive)
    Console.ReadLine();
return true;
}

```

```

/// <summary>
/// Demonstrate the steps of the scenario.
/// </summary>
/// <param name="interactive">True to run as an interactive scenario.</param>
/// <returns>Async task.</returns>
public static async Task<bool> Demo(bool interactive)
{
    var ssmOnlyPolicy = Path.Join(_configuration["resourcePath"],
        "ssm_only_policy.json");

    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Resetting parameters to starting values for demo.");
    await _smParameterWrapper.Reset();

    Console.WriteLine("\nThis part of the demonstration shows how to toggle
different parts of the system\n" +
        "to create situations where the web service fails, and
shows how using a resilient\n" +
        "architecture can keep the web service running in spite of
these failures.");
    Console.WriteLine(new string('-', 88));
    Console.WriteLine("At the start, the load balancer endpoint returns
recommendations and reports that all targets are healthy.");
    if (interactive)
        await DemoActionChoices();

    Console.WriteLine($"The web service running on the EC2 instances gets
recommendations by querying a DynamoDB table.\n" +
        $"The table name is contained in a Systems Manager
parameter named '{_smParameterWrapper.TableParameter}'.\n" +
        $"To simulate a failure of the recommendation service,
let's set this parameter to name a non-existent table.\n");
    await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter, "this-
is-not-a-table");
    Console.WriteLine("\nNow, sending a GET request to the load balancer
endpoint returns a failure code. But, the service reports as\n" +
        "healthy to the load balancer because shallow health
checks don't check for failure of the recommendation service.");
    if (interactive)
        await DemoActionChoices();
}

```

```

        Console.WriteLine("Instead of failing when the recommendation service fails,
the web service can return a static response.");
        Console.WriteLine("While this is not a perfect solution, it presents the
customer with a somewhat better experience than failure.");

        await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.FailureResponseParameter,
"static");

        Console.WriteLine("\nNow, sending a GET request to the load balancer
endpoint returns a static response.");
        Console.WriteLine("The service still reports as healthy because health
checks are still shallow.");
        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("Let's reinstate the recommendation service.\n");
        await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter,
_smParameterWrapper.TableName);
        Console.WriteLine(
            "\nLet's also substitute bad credentials for one of the instances in the
target group so that it can't\n" +
            "access the DynamoDB recommendation table.\n"
        );
        await _autoScalerWrapper.CreateInstanceProfileWithName(
            _autoScalerWrapper.BadCredsPolicyName,
            _autoScalerWrapper.BadCredsRoleName,
            _autoScalerWrapper.BadCredsProfileName,
            ssmOnlyPolicy,
            new List<string> { "AmazonSSMManagedInstanceCore" }
        );
        var instances = await
_autoScalerWrapper.GetInstancesByGroupName(_autoScalerWrapper.GroupName);
        var badInstanceId = instances.First();
        var instanceProfile = await
_autoScalerWrapper.GetInstanceProfile(badInstanceId);
        Console.WriteLine(
            $"Replacing the profile for instance {badInstanceId} with a profile that
contains\n" +
            "bad credentials...\n"
        );
        await _autoScalerWrapper.ReplaceInstanceProfile(
            badInstanceId,

```

```

        _autoScalerWrapper.BadCredsProfileName,
        instanceProfile.AssociationId
    );
    Console.WriteLine(
        "Now, sending a GET request to the load balancer endpoint returns either
a recommendation or a static response,\n" +
        "depending on which instance is selected by the load balancer.\n"
    );
    if (interactive)
        await DemoActionChoices();

    Console.WriteLine("\nLet's implement a deep health check. For this demo, a
deep health check tests whether");
    Console.WriteLine("the web service can access the DynamoDB table that it
depends on for recommendations. Note that");
    Console.WriteLine("the deep health check is only for ELB routing and not for
Auto Scaling instance health.");
    Console.WriteLine("This kind of deep health check is not recommended for
Auto Scaling instance health, because it");
    Console.WriteLine("risks accidental termination of all instances in the Auto
Scaling group when a dependent service fails.");

    Console.WriteLine("\nBy implementing deep health checks, the load balancer
can detect when one of the instances is failing");
    Console.WriteLine("and take that instance out of rotation.");

    await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.HealthCheckParameter,
"deep");

    Console.WriteLine($"Now, checking target health indicates that the
instance with bad credentials ({badInstanceId})");
    Console.WriteLine("is unhealthy. Note that it might take a minute or two for
the load balancer to detect the unhealthy");
    Console.WriteLine("instance. Sending a GET request to the load balancer
endpoint always returns a recommendation, because");
    Console.WriteLine("the load balancer takes unhealthy instances out of its
rotation.");

    if (interactive)
        await DemoActionChoices();

    Console.WriteLine("\nBecause the instances in this demo are controlled by an
auto scaler, the simplest way to fix an unhealthy");

```

```

        Console.WriteLine("instance is to terminate it and let the auto scaler start
a new instance to replace it.");

        await _autoScalerWrapper.TryTerminateInstanceById(badInstanceId);

        Console.WriteLine($"\\nEven while the instance is terminating and the new
instance is starting, sending a GET");
        Console.WriteLine("request to the web service continues to get a successful
recommendation response because");
        Console.WriteLine("starts and reports as healthy, it is included in the load
balancing rotation.");
        Console.WriteLine("Note that terminating and replacing an instance typically
takes several minutes, during which time you");
        Console.WriteLine("can see the changing health check status until the new
instance is running and healthy.");

        if (interactive)
            await DemoActionChoices();

        Console.WriteLine("\\nIf the recommendation service fails now, deep health
checks mean all instances report as unhealthy.");

        await
_smParameterWrapper.PutParameterByName(_smParameterWrapper.TableParameter, "this-
is-not-a-table");

        Console.WriteLine($"\\nWhen all instances are unhealthy, the load balancer
continues to route requests even to");
        Console.WriteLine("unhealthy instances, allowing them to fail open and
return a static response rather than fail");
        Console.WriteLine("closed and report failure to the customer.");

        if (interactive)
            await DemoActionChoices();
        await _smParameterWrapper.Reset();

        Console.WriteLine(new string('-', 80));
        return true;
    }

    /// <summary>
    /// Clean up the resources from the scenario.
    /// </summary>
    /// <param name="interactive">True to ask the user for cleanup.</param>

```

```

/// <returns>Async task.</returns>
public static async Task<bool> DestroyResources(bool interactive)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine(
        "To keep things tidy and to avoid unwanted charges on your account, we
can clean up all AWS resources\n" +
        "that were created for this demo."
    );

    if (!interactive || GetYesNoResponse("Do you want to clean up all demo
resources? (y/n) "))
    {
        await
_elasticLoadBalancerWrapper.DeleteLoadBalancerByName(_elasticLoadBalancerWrapper.LoadBalancerName);
        await
_elasticLoadBalancerWrapper.DeleteTargetGroupByName(_elasticLoadBalancerWrapper.TargetGroupName);
        await
_autoScalerWrapper.TerminateAndDeleteAutoScalingGroupWithName(_autoScalerWrapper.GroupName);
        await
_autoScalerWrapper.DeleteKeyPairByName(_autoScalerWrapper.KeyPairName);
        await
_autoScalerWrapper.DeleteTemplateByName(_autoScalerWrapper.LaunchTemplateName);
        await _autoScalerWrapper.DeleteInstanceProfile(
            _autoScalerWrapper.BadCredsProfileName,
            _autoScalerWrapper.BadCredsRoleName
        );
        await
_recommendations.DestroyDatabaseByName(_recommendations.TableName);
    }
    else
    {
        Console.WriteLine(
            "Ok, we'll leave the resources intact.\n" +
            "Don't forget to delete them when you're done with them or you might
incur unexpected charges."
        );
    }

    Console.WriteLine(new string('-', 80));
    return true;
}

```


创建一个包含 Auto Scaling 和 Amazon EC2 操作的类。

```

/// <summary>
/// Encapsulates Amazon EC2 Auto Scaling and EC2 management methods.
/// </summary>
public class AutoScalerWrapper
{
    private readonly IAmazonAutoScaling _amazonAutoScaling;
    private readonly IAmazonEC2 _amazonEc2;
    private readonly IAmazonSimpleSystemsManagement _amazonSsm;
    private readonly IAmazonIdentityManagementService _amazonIam;
    private readonly ILogger<AutoScalerWrapper> _logger;

    private readonly string _instanceType = "";
    private readonly string _amiParam = "";
    private readonly string _launchTemplateName = "";
    private readonly string _groupName = "";
    private readonly string _instancePolicyName = "";
    private readonly string _instanceRoleName = "";
    private readonly string _instanceProfileName = "";
    private readonly string _badCredsProfileName = "";
    private readonly string _badCredsRoleName = "";
    private readonly string _badCredsPolicyName = "";
    private readonly string _keyPairName = "";

    public string GroupName => _groupName;
    public string KeyPairName => _keyPairName;
    public string LaunchTemplateName => _launchTemplateName;
    public string InstancePolicyName => _instancePolicyName;
    public string BadCredsProfileName => _badCredsProfileName;
    public string BadCredsRoleName => _badCredsRoleName;
    public string BadCredsPolicyName => _badCredsPolicyName;

    /// <summary>
    /// Constructor for the AutoScalerWrapper.
    /// </summary>
    /// <param name="amazonAutoScaling">The injected AutoScaling client.</param>
    /// <param name="amazonEc2">The injected EC2 client.</param>
    /// <param name="amazonIam">The injected IAM client.</param>
    /// <param name="amazonSsm">The injected SSM client.</param>
    public AutoScalerWrapper(
        IAmazonAutoScaling amazonAutoScaling,
        IAmazonEC2 amazonEc2,
        IAmazonSimpleSystemsManagement amazonSsm,

```

```

        IAmazonIdentityManagementService amazonIam,
        IConfiguration configuration,
        ILogger<AutoScalerWrapper> logger)
    {
        _amazonAutoScaling = amazonAutoScaling;
        _amazonEc2 = amazonEc2;
        _amazonSsm = amazonSsm;
        _amazonIam = amazonIam;
        _logger = logger;

        var prefix = configuration["resourcePrefix"];
        _instanceType = configuration["instanceType"];
        _amiParam = configuration["amiParam"];

        _launchTemplateName = prefix + "-template";
        _groupName = prefix + "-group";
        _instancePolicyName = prefix + "-pol";
        _instanceRoleName = prefix + "-role";
        _instanceProfileName = prefix + "-prof";
        _badCredsPolicyName = prefix + "-bc-pol";
        _badCredsRoleName = prefix + "-bc-role";
        _badCredsProfileName = prefix + "-bc-prof";
        _keyPairName = prefix + "-key-pair";
    }

    /// <summary>
    /// Create a policy, role, and profile that is associated with instances with a
    specified name.
    /// An instance's associated profile defines a role that is assumed by the
    /// instance. The role has attached policies that specify the AWS permissions
    granted to
    /// clients that run on the instance.
    /// </summary>
    /// <param name="policyName">Name to use for the policy.</param>
    /// <param name="roleName">Name to use for the role.</param>
    /// <param name="profileName">Name to use for the profile.</param>
    /// <param name="ssmOnlyPolicyFile">Path to a policy file for SSM.</param>
    /// <param name="awsManagedPolicies">AWS Managed policies to be attached to the
    role.</param>
    /// <returns>The Arn of the profile.</returns>
    public async Task<string> CreateInstanceProfileWithName(
        string policyName,
        string roleName,
        string profileName,

```

```

string ssmOnlyPolicyFile,
List<string>? awsManagedPolicies = null)
{

    var assumeRoleDoc = "{" +
        "\"Version\": \"2012-10-17\", \" +
        "\"Statement\": [{\" +
            "\"Effect\": \"Allow\", \" +
            "\"Principal\": {\" +
            "\"Service\": [\" +
                \"ec2.amazonaws.com\"\" +
            "]" +
            \",\" +
            "\"Action\": \"sts:AssumeRole\"\" +
        "]" +
    "}";

    var policyDocument = await File.ReadAllTextAsync(ssmOnlyPolicyFile);

    var policyArn = "";

    try
    {
        var createPolicyResult = await _amazonIam.CreatePolicyAsync(
            new CreatePolicyRequest
            {
                PolicyName = policyName,
                PolicyDocument = policyDocument
            });
        policyArn = createPolicyResult.Policy.Arn;
    }
    catch (EntityAlreadyExistsException)
    {
        // The policy already exists, so we look it up to get the Arn.
        var policiesPaginator = _amazonIam.Paginators.ListPolicies(
            new ListPoliciesRequest()
            {
                Scope = PolicyScopeType.Local
            });
        // Get the entire list using the paginator.
        await foreach (var policy in policiesPaginator.Policies)
        {
            if (policy.PolicyName.Equals(policyName))
            {

```

```

        policyArn = policy.Arn;
    }
}

if (policyArn == null)
{
    throw new InvalidOperationException("Policy not found");
}

try
{
    await _amazonIam.CreateRoleAsync(new CreateRoleRequest()
    {
        RoleName = roleName,
        AssumeRolePolicyDocument = assumeRoleDoc,
    });
    await _amazonIam.AttachRolePolicyAsync(new AttachRolePolicyRequest()
    {
        RoleName = roleName,
        PolicyArn = policyArn
    });
    if (awsManagedPolicies != null)
    {
        foreach (var awsPolicy in awsManagedPolicies)
        {
            await _amazonIam.AttachRolePolicyAsync(new
AttachRolePolicyRequest()
            {
                PolicyArn = $"arn:aws:iam::aws:policy/{awsPolicy}",
                RoleName = roleName
            });
        }
    }
}
catch (EntityAlreadyExistsException)
{
    Console.WriteLine("Role already exists.");
}

string profileArn = "";
try
{
    var profileCreateResponse = await _amazonIam.CreateInstanceProfileAsync(

```

```

        new CreateInstanceProfileRequest()
        {
            InstanceProfileName = profileName
        });
    // Allow time for the profile to be ready.
    profileArn = profileCreateResponse.InstanceProfile.Arn;
    Thread.Sleep(10000);
    await _amazonIam.AddRoleToInstanceProfileAsync(
        new AddRoleToInstanceProfileRequest()
        {
            InstanceProfileName = profileName,
            RoleName = roleName
        });

    }
    catch (EntityAlreadyExistsException)
    {
        Console.WriteLine("Policy already exists.");
        var profileGetResponse = await _amazonIam.GetInstanceProfileAsync(
            new GetInstanceProfileRequest()
            {
                InstanceProfileName = profileName
            });
        profileArn = profileGetResponse.InstanceProfile.Arn;
    }
    return profileArn;
}

/// <summary>
/// Create a new key pair and save the file.
/// </summary>
/// <param name="newKeyPairName">The name of the new key pair.</param>
/// <returns>Async task.</returns>
public async Task CreateKeyPair(string newKeyPairName)
{
    try
    {
        var keyResponse = await _amazonEc2.CreateKeyPairAsync(
            new CreateKeyPairRequest() { KeyName = newKeyPairName });
        await File.WriteAllTextAsync($"{newKeyPairName}.pem",
            keyResponse.KeyPair.KeyMaterial);
        Console.WriteLine($"Created key pair {newKeyPairName}.");
    }
    catch (AlreadyExistsException)

```

```

        {
            Console.WriteLine("Key pair already exists.");
        }
    }

    /// <summary>
    /// Delete the key pair and file by name.
    /// </summary>
    /// <param name="deleteKeyPairName">The key pair to delete.</param>
    /// <returns>Async task.</returns>
    public async Task DeleteKeyPairByName(string deleteKeyPairName)
    {
        try
        {
            await _amazonEc2.DeleteKeyPairAsync(
                new DeleteKeyPairRequest() { KeyName = deleteKeyPairName });
            File.Delete($"{deleteKeyPairName}.pem");
        }
        catch (FileNotFoundException)
        {
            Console.WriteLine($"Key pair {deleteKeyPairName} not found.");
        }
    }

    /// <summary>
    /// Creates an Amazon EC2 launch template to use with Amazon EC2 Auto Scaling.
    /// The launch template specifies a Bash script in its user data field that runs
    after
    /// the instance is started. This script installs the Python packages and starts
    a Python
    /// web server on the instance.
    /// </summary>
    /// <param name="startupScriptPath">The path to a Bash script file that is
    run.</param>
    /// <param name="instancePolicyPath">The path to a permissions policy to create
    and attach to the profile.</param>
    /// <returns>The template object.</returns>
    public async Task<Amazon.EC2.Model.LaunchTemplate> CreateTemplate(string
    startupScriptPath, string instancePolicyPath)
    {
        try
        {
            await CreateKeyPair(_keyPairName);

```

```

        await CreateInstanceProfileWithName(_instancePolicyName,
            _instanceRoleName,
            _instanceProfileName, instancePolicyPath);

        var startServerText = await File.ReadAllTextAsync(startupScriptPath);
        var plainTextBytes =
            System.Text.Encoding.UTF8.GetBytes(startServerText);

        var amiLatest = await _amazonSsm.GetParameterAsync(
            new GetParameterRequest() { Name = _amiParam });
        var amiId = amiLatest.Parameter.Value;
        var launchTemplateResponse = await _amazonEc2.CreateLaunchTemplateAsync(
            new CreateLaunchTemplateRequest()
            {
                LaunchTemplateName = _launchTemplateName,
                LaunchTemplateData = new RequestLaunchTemplateData()
                {
                    InstanceType = _instanceType,
                    ImageId = amiId,
                    IamInstanceProfile =
                        new
LaunchTemplateIamInstanceProfileSpecificationRequest()
                        {
                            Name = _instanceProfileName
                        },
                    KeyName = _keyPairName,
                    UserData = System.Convert.ToBase64String(plainTextBytes)
                }
            });
        return launchTemplateResponse.LaunchTemplate;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode ==
            "InvalidLaunchTemplateName.AlreadyExistsException")
        {
            _logger.LogError($"Could not create the template, the name
{_launchTemplateName} already exists. " +
                $"Please try again with a unique name.");
        }

        throw;
    }
}

```

```

        catch (Exception ex)
        {
            _logger.LogError($"An error occurred while creating the template.:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Get a list of Availability Zones in the AWS Region of the Amazon EC2 Client.
    /// </summary>
    /// <returns>A list of availability zones.</returns>
    public async Task<List<string>> DescribeAvailabilityZones()
    {
        try
        {
            var zoneResponse = await _amazonEc2.DescribeAvailabilityZonesAsync(
                new DescribeAvailabilityZonesRequest());
            return zoneResponse.AvailabilityZones.Select(z => z.ZoneName).ToList();
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            _logger.LogError($"An Amazon EC2 error occurred while listing
availability zones.: {ec2Exception.Message}");
            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError($"An error occurred while listing availability zones.:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Create an EC2 Auto Scaling group of a specified size and name.
    /// </summary>
    /// <param name="groupSize">The size for the group.</param>
    /// <param name="groupName">The name for the group.</param>
    /// <param name="availabilityZones">The availability zones for the group.</
param>
    /// <returns>Async task.</returns>
    public async Task CreateGroupOfSize(int groupSize, string groupName,
List<string> availabilityZones)

```



```

    {
        try
        {
            await _amazonAutoScaling.CreateAutoScalingGroupAsync(
                new CreateAutoScalingGroupRequest()
                {
                    AutoScalingGroupName = groupName,
                    AvailabilityZones = availabilityZones,
                    LaunchTemplate =
                        new Amazon.AutoScaling.Model.LaunchTemplateSpecification()
                        {
                            LaunchTemplateName = _launchTemplateName,
                            Version = "$Default"
                        },
                    MaxSize = groupSize,
                    MinSize = groupSize
                });
            Console.WriteLine($"Created EC2 Auto Scaling group {groupName} with size {groupSize}.");
        }
        catch (EntityAlreadyExistsException)
        {
            Console.WriteLine($"EC2 Auto Scaling group {groupName} already exists.");
        }
    }

    /// <summary>
    /// Get the default VPC for the account.
    /// </summary>
    /// <returns>The default VPC object.</returns>
    public async Task<Vpc> GetDefaultVpc()
    {
        try
        {
            var vpcResponse = await _amazonEc2.DescribeVpcsAsync(
                new DescribeVpcsRequest()
                {
                    Filters = new List<Amazon.EC2.Model.Filter>()
                    {
                        new("is-default", new List<string>() { "true" })
                    }
                });
            return vpcResponse.Vpcs[0];
        }
    }

```

```

    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "UnauthorizedOperation")
        {
            _logger.LogError(ec2Exception, $"You do not have the necessary
permissions to describe VPCs.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while describing the vpcs.:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Get all the subnets for a Vpc in a set of availability zones.
/// </summary>
/// <param name="vpcId">The Id of the Vpc.</param>
/// <param name="availabilityZones">The list of availability zones.</param>
/// <returns>The collection of subnet objects.</returns>
public async Task<List<Subnet>> GetAllVpcSubnetsForZones(string vpcId,
List<string> availabilityZones)
{
    try
    {
        var subnets = new List<Subnet>();
        var subnetPaginator = _amazonEc2.Paginators.DescribeSubnets(
            new DescribeSubnetsRequest()
            {
                Filters = new List<Amazon.EC2.Model.Filter>()
                {
                    new("vpc-id", new List<string>() { vpcId }),
                    new("availability-zone", availabilityZones),
                    new("default-for-az", new List<string>() { "true" })
                }
            });

        // Get the entire list using the paginator.
        await foreach (var subnet in subnetPaginator.Subnets)

```

```

        {
            subnets.Add(subnet);
        }

        return subnets;
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidVpcID.NotFound")
        {
            _logger.LogError(ec2Exception, $"The specified VPC ID {vpcId} does
not exist.");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while describing the subnets.:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Delete a launch template by name.
/// </summary>
/// <param name="templateName">The name of the template to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteTemplateByName(string templateName)
{
    try
    {
        await _amazonEc2.DeleteLaunchTemplateAsync(
            new DeleteLaunchTemplateRequest()
            {
                LaunchTemplateName = templateName
            });
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode ==
"InvalidLaunchTemplateName.NotFoundException")
        {

```

```

        _logger.LogError(
            $"Could not delete the template, the name {_launchTemplateName}
was not found.");
    }

    throw;
}
catch (Exception ex)
{
    _logger.LogError($"An error occurred while deleting the template.:
{ex.Message}");
    throw;
}
}

/// <summary>
/// Detaches a role from an instance profile, detaches policies from the role,
/// and deletes all the resources.
/// </summary>
/// <param name="profileName">The name of the profile to delete.</param>
/// <param name="roleName">The name of the role to delete.</param>
/// <returns>Async task.</returns>
public async Task DeleteInstanceProfile(string profileName, string roleName)
{
    try
    {
        await _amazonIam.RemoveRoleFromInstanceProfileAsync(
            new RemoveRoleFromInstanceProfileRequest()
            {
                InstanceProfileName = profileName,
                RoleName = roleName
            });
        await _amazonIam.DeleteInstanceProfileAsync(
            new DeleteInstanceProfileRequest() { InstanceProfileName =
profileName });
        var attachedPolicies = await _amazonIam.ListAttachedRolePoliciesAsync(
            new ListAttachedRolePoliciesRequest() { RoleName = roleName });
        foreach (var policy in attachedPolicies.AttachedPolicies)
        {
            await _amazonIam.DetachRolePolicyAsync(
                new DetachRolePolicyRequest()
                {
                    RoleName = roleName,
                    PolicyArn = policy.PolicyArn
                }
            );
        }
    }
    catch (Exception ex)
    {
        _logger.LogError($"An error occurred while deleting the instance profile.:
{ex.Message}");
        throw;
    }
}

```

```

        });
        // Delete the custom policies only.
        if (!policy.PolicyArn.StartsWith("arn:aws:iam::aws"))
        {
            await _amazonIam.DeletePolicyAsync(
                new Amazon.IdentityManagement.Model.DeletePolicyRequest()
                {
                    PolicyArn = policy.PolicyArn
                });
        }
    }

    await _amazonIam.DeleteRoleAsync(
        new DeleteRoleRequest() { RoleName = roleName });
}
catch (NoSuchEntityException)
{
    Console.WriteLine($"Instance profile {profileName} does not exist.");
}
}

/// <summary>
/// Gets data about the instances in an EC2 Auto Scaling group by its group
name.
/// </summary>
/// <param name="group">The name of the auto scaling group.</param>
/// <returns>A collection of instance Ids.</returns>
public async Task<IEnumerable<string>> GetInstancesByGroupName(string group)
{
    var instanceResponse = await
        _amazonAutoScaling.DescribeAutoScalingGroupsAsync(
            new DescribeAutoScalingGroupsRequest()
            {
                AutoScalingGroupNames = new List<string>() { group }
            });
    var instanceIds = instanceResponse.AutoScalingGroups.SelectMany(
        g => g.Instances.Select(i => i.InstanceId));
    return instanceIds;
}

/// <summary>
/// Get the instance profile association data for an instance.
/// </summary>
/// <param name="instanceId">The Id of the instance.</param>

```

```

    /// <returns>Instance profile associations data.</returns>
    public async Task<IamInstanceProfileAssociation> GetInstanceProfile(string
instanceId)
    {
        try
        {
            var response = await
_amazonEc2.DescribeIamInstanceProfileAssociationsAsync(
                new DescribeIamInstanceProfileAssociationsRequest()
                {
                    Filters = new List<Amazon.EC2.Model.Filter>()
                    {
                        new("instance-id", new List<string>() { instanceId })
                    },
                });
            return response.IamInstanceProfileAssociations[0];
        }
        catch (AmazonEC2Exception ec2Exception)
        {
            if (ec2Exception.ErrorCode == "InvalidInstanceID.NotFound")
            {
                _logger.LogError(ec2Exception, $"Instance {instanceId} not found");
            }

            throw;
        }
        catch (Exception ex)
        {
            _logger.LogError(ex, $"An error occurred while creating the template.:
{ex.Message}");
            throw;
        }
    }

    /// <summary>
    /// Replace the profile associated with a running instance. After the profile is
replaced, the instance
    /// is rebooted to ensure that it uses the new profile. When the instance is
ready, Systems Manager is
    /// used to restart the Python web server.
    /// </summary>
    /// <param name="instanceId">The Id of the instance to update.</param>
    /// <param name="credsProfileName">The name of the new profile to associate with
the specified instance.</param>

```

```

    /// <param name="associationId">The Id of the existing profile association for
    the instance.</param>
    /// <returns>Async task.</returns>
    public async Task ReplaceInstanceProfile(string instanceId, string
    credsProfileName, string associationId)
    {
        try
        {
            await _amazonEc2.ReplaceIamInstanceProfileAssociationAsync(
                new ReplaceIamInstanceProfileAssociationRequest()
                {
                    AssociationId = associationId,
                    IamInstanceProfile = new IamInstanceProfileSpecification()
                    {
                        Name = credsProfileName
                    }
                });
            // Allow time before resetting.
            Thread.Sleep(25000);

            await _amazonEc2.RebootInstancesAsync(
                new RebootInstancesRequest(new List<string>() { instanceId }));
            Thread.Sleep(25000);
            var instanceReady = false;
            var retries = 5;
            while (retries-- > 0 && !instanceReady)
            {
                var instancesPaginator =
                    _amazonSsm.Paginators.DescribeInstanceInformation(
                        new DescribeInstanceInformationRequest());
                // Get the entire list using the paginator.
                await foreach (var instance in
instancesPaginator.InstanceInformationList)
                {
                    instanceReady = instance.InstanceId == instanceId;
                    if (instanceReady)
                    {
                        break;
                    }
                }
            }
            Console.WriteLine("Waiting for instance to be running.");
            await WaitForInstanceState(instanceId, InstanceStateName.Running);
            Console.WriteLine("Instance ready.");

```

```

        Console.WriteLine($"Sending restart command to instance {instanceId}");
        await _amazonSsm.SendCommandAsync(
            new SendCommandRequest()
            {
                InstanceIds = new List<string>() { instanceId },
                DocumentName = "AWS-RunShellScript",
                Parameters = new Dictionary<string, List<string>>()
                {
                    {
                        "commands",
                        new List<string>() { "cd / && sudo python3 server.py"
80" }
                    }
                }
            });
        Console.WriteLine($"Restarted the web server on instance {instanceId}");
    }
    catch (AmazonEC2Exception ec2Exception)
    {
        if (ec2Exception.ErrorCode == "InvalidInstanceID.NotFound")
        {
            _logger.LogError(ec2Exception, $"Instance {instanceId} not found");
        }

        throw;
    }
    catch (Exception ex)
    {
        _logger.LogError(ex, $"An error occurred while replacing the template.:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Try to terminate an instance by its Id.
/// </summary>
/// <param name="instanceId">The Id of the instance to terminate.</param>
/// <returns>Async task.</returns>
public async Task TryTerminateInstanceById(string instanceId)
{
    var stopping = false;
    Console.WriteLine($"Stopping {instanceId}...");
    while (!stopping)

```



```

        {
            try
            {
                await _amazonAutoScaling.TerminateInstanceInAutoScalingGroupAsync(
                    new TerminateInstanceInAutoScalingGroupRequest()
                    {
                        InstanceId = instanceId,
                        ShouldDecrementDesiredCapacity = false
                    });
                stopping = true;
            }
            catch (ScalingActivityInProgressException)
            {
                Console.WriteLine($"Scaling activity in progress for {instanceId}.
Waiting...");
                Thread.Sleep(10000);
            }
        }
    }

    /// <summary>
    /// Tries to delete the EC2 Auto Scaling group. If the group is in use or in
    progress,
    /// waits and retries until the group is successfully deleted.
    /// </summary>
    /// <param name="groupName">The name of the group to try to delete.</param>
    /// <returns>Async task.</returns>
    public async Task TryDeleteGroupByName(string groupName)
    {
        var stopped = false;
        while (!stopped)
        {
            try
            {
                await _amazonAutoScaling.DeleteAutoScalingGroupAsync(
                    new DeleteAutoScalingGroupRequest()
                    {
                        AutoScalingGroupName = groupName
                    });
                stopped = true;
            }
            catch (Exception e)
                when ((e is ScalingActivityInProgressException)
                    || (e is Amazon.AutoScaling.Model.ResourceInUseException))
        }
    }

```

```

        {
            Console.WriteLine($"Some instances are still running. Waiting...");
            Thread.Sleep(10000);
        }
    }
}

/// <summary>
/// Terminate instances and delete the Auto Scaling group by name.
/// </summary>
/// <param name="groupName">The name of the group to delete.</param>
/// <returns>Async task.</returns>
public async Task TerminateAndDeleteAutoScalingGroupWithName(string groupName)
{
    var describeGroupsResponse = await
        _amazonAutoScaling.DescribeAutoScalingGroupsAsync(
            new DescribeAutoScalingGroupsRequest()
            {
                AutoScalingGroupNames = new List<string>() { groupName }
            });
    if (describeGroupsResponse.AutoScalingGroups.Any())
    {
        // Update the size to 0.
        await _amazonAutoScaling.UpdateAutoScalingGroupAsync(
            new UpdateAutoScalingGroupRequest()
            {
                AutoScalingGroupName = groupName,
                MinSize = 0
            });
        var group = describeGroupsResponse.AutoScalingGroups[0];
        foreach (var instance in group.Instances)
        {
            await TryTerminateInstanceById(instance.InstanceId);
        }

        await TryDeleteGroupByName(groupName);
    }
    else
    {
        Console.WriteLine($"No groups found with name {groupName}.");
    }
}

```

```

    /// <summary>
    /// Get the default security group for a specified Vpc.
    /// </summary>
    /// <param name="vpc">The Vpc to search.</param>
    /// <returns>The default security group.</returns>
    public async Task<SecurityGroup> GetDefaultSecurityGroupForVpc(Vpc vpc)
    {
        var groupResponse = await _amazonEc2.DescribeSecurityGroupsAsync(
            new DescribeSecurityGroupsRequest()
            {
                Filters = new List<Amazon.EC2.Model.Filter>()
                {
                    new ("group-name", new List<string>() { "default" }),
                    new ("vpc-id", new List<string>() { vpc.VpcId })
                }
            });
        return groupResponse.SecurityGroups[0];
    }

    /// <summary>
    /// Verify the default security group of a Vpc allows ingress from the calling
    computer.
    /// This can be done by allowing ingress from this computer's IP address.
    /// In some situations, such as connecting from a corporate network, you must
    instead specify
    /// a prefix list Id. You can also temporarily open the port to any IP address
    while running this example.
    /// If you do, be sure to remove public access when you're done.
    /// </summary>
    /// <param name="vpc">The group to check.</param>
    /// <param name="port">The port to verify.</param>
    /// <param name="ipAddress">This computer's IP address.</param>
    /// <returns>True if the ip address is allowed on the group.</returns>
    public bool VerifyInboundPortForGroup(SecurityGroup group, int port, string
    ipAddress)
    {
        var portIsOpen = false;
        foreach (var ipPermission in group.IpPermissions)
        {
            if (ipPermission.FromPort == port)
            {
                foreach (var ipRange in ipPermission.Ipv4Ranges)
                {
                    var cidr = ipRange.CidrIp;

```

```

        if (cidr.StartsWith(ipAddress) || cidr == "0.0.0.0/0")
        {
            portIsOpen = true;
        }
    }

    if (ipPermission.PrefixListIds.Any())
    {
        portIsOpen = true;
    }

    if (!portIsOpen)
    {
        Console.WriteLine("The inbound rule does not appear to be open
to either this computer's IP\n" +
                                "address, to all IP addresses (0.0.0.0/0), or
to a prefix list ID.");
    }
    else
    {
        break;
    }
}

return portIsOpen;
}

/// <summary>
/// Add an ingress rule to the specified security group that allows access on
the
/// specified port from the specified IP address.
/// </summary>
/// <param name="groupId">The Id of the security group to modify.</param>
/// <param name="port">The port to open.</param>
/// <param name="ipAddress">The IP address to allow access.</param>
/// <returns>Async task.</returns>
public async Task OpenInboundPort(string groupId, int port, string ipAddress)
{
    await _amazonEc2.AuthorizeSecurityGroupIngressAsync(
        new AuthorizeSecurityGroupIngressRequest()
        {
            GroupId = groupId,
            IpPermissions = new List<IpPermission>()

```

```

        {
            new IpPermission()
            {
                FromPort = port,
                ToPort = port,
                IpProtocol = "tcp",
                Ipv4Ranges = new List<IpRange>()
                {
                    new IpRange() { CidrIp = $"{ipAddress}/32" }
                }
            }
        }
    });
}

/// <summary>
/// Attaches an Elastic Load Balancing (ELB) target group to this EC2 Auto
Scaling group.
/// The
/// </summary>
/// <param name="autoScalingGroupName">The name of the Auto Scaling group.</
param>
/// <param name="targetGroupArn">The Arn for the target group.</param>
/// <returns>Async task.</returns>
public async Task AttachLoadBalancerToGroup(string autoScalingGroupName, string
targetGroupArn)
{
    await _amazonAutoScaling.AttachLoadBalancerTargetGroupsAsync(
        new AttachLoadBalancerTargetGroupsRequest()
        {
            AutoScalingGroupName = autoScalingGroupName,
            TargetGroupARNs = new List<string>() { targetGroupArn }
        });
}

/// <summary>
/// Wait until an EC2 instance is in a specified state.
/// </summary>
/// <param name="instanceId">The instance Id.</param>
/// <param name="stateName">The state to wait for.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> WaitForInstanceState(string instanceId,
InstanceStateName stateName)
{

```

```

        var request = new DescribeInstancesRequest
        {
            InstanceIds = new List<string> { instanceId }
        };

        // Wait until the instance is in the specified state.
        var hasState = false;
        do
        {
            // Wait 5 seconds.
            Thread.Sleep(5000);

            // Check for the desired state.
            var response = await _amazonEc2.DescribeInstancesAsync(request);
            var instance = response.Reservations[0].Instances[0];
            hasState = instance.State.Name == stateName;
            Console.Write(". ");
        } while (!hasState);

        return hasState;
    }
}

```

创建一个包含弹性负载均衡操作的类。

```

/// <summary>
/// Encapsulates Elastic Load Balancer actions.
/// </summary>
public class ElasticLoadBalancerWrapper
{
    private readonly IAmazonElasticLoadBalancingV2 _amazonElasticLoadBalancingV2;
    private string? _endpoint = null;
    private readonly string _targetGroupName = "";
    private readonly string _loadBalancerName = "";
    HttpClient _httpClient = new();

    public string TargetGroupName => _targetGroupName;
    public string LoadBalancerName => _loadBalancerName;

    /// <summary>
    /// Constructor for the Elastic Load Balancer wrapper.

```

```

    /// </summary>
    /// <param name="amazonElasticLoadBalancingV2">The injected load balancing v2
client.</param>
    /// <param name="configuration">The injected configuration.</param>
    public ElasticLoadBalancerWrapper(
        IAmazonElasticLoadBalancingV2 amazonElasticLoadBalancingV2,
        IConfiguration configuration)
    {
        _amazonElasticLoadBalancingV2 = amazonElasticLoadBalancingV2;
        var prefix = configuration["resourcePrefix"];
        _targetGroupName = prefix + "-tg";
        _loadBalancerName = prefix + "-lb";
    }

    /// <summary>
    /// Get the HTTP Endpoint of a load balancer by its name.
    /// </summary>
    /// <param name="loadBalancerName">The name of the load balancer.</param>
    /// <returns>The HTTP endpoint.</returns>
    public async Task<string> GetEndpointForLoadBalancerByName(string
loadBalancerName)
    {
        if (_endpoint == null)
        {
            var endpointResponse =
                await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                    new DescribeLoadBalancersRequest()
                    {
                        Names = new List<string>() { loadBalancerName }
                    });
            _endpoint = endpointResponse.LoadBalancers[0].DNSName;
        }

        return _endpoint;
    }

    /// <summary>
    /// Return the GET response for an endpoint as text.
    /// </summary>
    /// <param name="endpoint">The endpoint for the request.</param>
    /// <returns>The request response.</returns>
    public async Task<string> GetEndPointResponse(string endpoint)
    {
        var endpointResponse = await _httpClient.GetAsync($"http://{endpoint}");
    }

```

```

        var textResponse = await endpointResponse.Content.ReadAsStringAsync();
        return textResponse!;
    }

    /// <summary>
    /// Get the target health for a group by name.
    /// </summary>
    /// <param name="groupName">The name of the group.</param>
    /// <returns>The collection of health descriptions.</returns>
    public async Task<List<TargetHealthDescription>>
CheckTargetHealthForGroup(string groupName)
    {
        List<TargetHealthDescription> result = null!;
        try
        {
            var groupResponse =
                await _amazonElasticLoadBalancingV2.DescribeTargetGroupsAsync(
                    new DescribeTargetGroupsRequest()
                    {
                        Names = new List<string>() { groupName }
                    });
            var healthResponse =
                await _amazonElasticLoadBalancingV2.DescribeTargetHealthAsync(
                    new DescribeTargetHealthRequest()
                    {
                        TargetGroupArn =
groupResponse.TargetGroups[0].TargetGroupArn
                    });
            ;
            result = healthResponse.TargetHealthDescriptions;
        }
        catch (TargetGroupNotFoundException)
        {
            Console.WriteLine($"Target group {groupName} not found.");
        }
        return result;
    }

    /// <summary>
    /// Create an Elastic Load Balancing target group. The target group specifies
    how the load balancer forwards
    /// requests to instances in the group and how instance health is checked.
    ///

```



```

    /// To speed up this demo, the health check is configured with shortened times
    and lower thresholds. In production,
    /// you might want to decrease the sensitivity of your health checks to avoid
    unwanted failures.
    /// </summary>
    /// <param name="groupName">The name for the group.</param>
    /// <param name="protocol">The protocol, such as HTTP.</param>
    /// <param name="port">The port to use to forward requests, such as 80.</param>
    /// <param name="vpcId">The Id of the Vpc in which the load balancer exists.</
param>
    /// <returns>The new TargetGroup object.</returns>
    public async Task<TargetGroup> CreateTargetGroupOnVpc(string groupName,
        ProtocolEnum protocol, int port, string vpcId)
    {
        var createResponse = await
        _amazonElasticLoadBalancingV2.CreateTargetGroupAsync(
            new CreateTargetGroupRequest()
            {
                Name = groupName,
                Protocol = protocol,
                Port = port,
                HealthCheckPath = "/healthcheck",
                HealthCheckIntervalSeconds = 10,
                HealthCheckTimeoutSeconds = 5,
                HealthyThresholdCount = 2,
                UnhealthyThresholdCount = 2,
                VpcId = vpcId
            });
        var targetGroup = createResponse.TargetGroups[0];
        return targetGroup;
    }

    /// <summary>
    /// Create an Elastic Load Balancing load balancer that uses the specified
    subnets
    /// and forwards requests to the specified target group.
    /// </summary>
    /// <param name="name">The name for the new load balancer.</param>
    /// <param name="subnetIds">Subnets for the load balancer.</param>
    /// <param name="targetGroup">Target group for forwarded requests.</param>
    /// <returns>The new LoadBalancer object.</returns>
    public async Task<LoadBalancer> CreateLoadBalancerAndListener(string name,
        List<string> subnetIds, TargetGroup targetGroup)
    {

```

```
var createLbResponse = await
_amazonElasticLoadBalancingV2.CreateLoadBalancerAsync(
    new CreateLoadBalancerRequest()
    {
        Name = name,
        Subnets = subnetIds
    });
var loadBalancerArn = createLbResponse.LoadBalancers[0].LoadBalancerArn;

// Wait for load balancer to be available.
var loadBalancerReady = false;
while (!loadBalancerReady)
{
    try
    {
        var describeResponse =
            await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                new DescribeLoadBalancersRequest()
                {
                    Names = new List<string>() { name }
                });

        var loadBalancerState =
describeResponse.LoadBalancers[0].State.Code;

        loadBalancerReady = loadBalancerState ==
LoadBalancerStateEnum.Active;
    }
    catch (LoadBalancerNotFoundException)
    {
        loadBalancerReady = false;
    }
    Thread.Sleep(10000);
}
// Create the listener.
await _amazonElasticLoadBalancingV2.CreateListenerAsync(
    new CreateListenerRequest()
    {
        LoadBalancerArn = loadBalancerArn,
        Protocol = targetGroup.Protocol,
        Port = targetGroup.Port,
        DefaultActions = new List<Action>()
        {
            new Action()
```

```

        {
            Type = ActionTypeEnum.Forward,
            TargetGroupArn = targetGroup.TargetGroupArn
        }
    }
});
return createLbResponse.LoadBalancers[0];
}

/// <summary>
/// Verify this computer can successfully send a GET request to the
/// load balancer endpoint.
/// </summary>
/// <param name="endpoint">The endpoint to check.</param>
/// <returns>True if successful.</returns>
public async Task<bool> VerifyLoadBalancerEndpoint(string endpoint)
{
    var success = false;
    var retries = 3;
    while (!success && retries > 0)
    {
        try
        {
            var endpointResponse = await _httpClient.GetAsync($"http://{
{endpoint}}");
            Console.WriteLine($"Response: {endpointResponse.StatusCode}.");

            if (endpointResponse.IsSuccessStatusCode)
            {
                success = true;
            }
            else
            {
                retries = 0;
            }
        }
        catch (HttpRequestException)
        {
            Console.WriteLine("Connection error, retrying...");
            retries--;
            Thread.Sleep(10000);
        }
    }
}

```

```

        return success;
    }

    /// <summary>
    /// Delete a load balancer by its specified name.
    /// </summary>
    /// <param name="name">The name of the load balancer to delete.</param>
    /// <returns>Async task.</returns>
    public async Task DeleteLoadBalancerByName(string name)
    {
        try
        {
            var describeLoadBalancerResponse =
                await _amazonElasticLoadBalancingV2.DescribeLoadBalancersAsync(
                    new DescribeLoadBalancersRequest()
                    {
                        Names = new List<string>() { name }
                    });
            var lbArn =
                describeLoadBalancerResponse.LoadBalancers[0].LoadBalancerArn;
            await _amazonElasticLoadBalancingV2.DeleteLoadBalancerAsync(
                new DeleteLoadBalancerRequest()
                {
                    LoadBalancerArn = lbArn
                }
            );
        }
        catch (LoadBalancerNotFoundException)
        {
            Console.WriteLine($"Load balancer {name} not found.");
        }
    }

    /// <summary>
    /// Delete a TargetGroup by its specified name.
    /// </summary>
    /// <param name="groupName">Name of the group to delete.</param>
    /// <returns>Async task.</returns>
    public async Task DeleteTargetGroupByName(string groupName)
    {
        var done = false;
        while (!done)
        {
            try

```

```

        {
            var groupResponse =
                await _amazonElasticLoadBalancingV2.DescribeTargetGroupsAsync(
                    new DescribeTargetGroupsRequest()
                    {
                        Names = new List<string>() { groupName }
                    });

            var targetArn = groupResponse.TargetGroups[0].TargetGroupArn;
            await _amazonElasticLoadBalancingV2.DeleteTargetGroupAsync(
                new DeleteTargetGroupRequest() { TargetGroupArn = targetArn });
            Console.WriteLine($"Deleted load balancing target group
{groupName}.");
            done = true;
        }
        catch (TargetGroupNotFoundException)
        {
            Console.WriteLine(
                $"Target group {groupName} not found, could not delete.");
            done = true;
        }
        catch (ResourceInUseException)
        {
            Console.WriteLine("Target group not yet released, waiting...");
            Thread.Sleep(10000);
        }
    }
}
}

```

创建一个使用 DynamoDB 模拟推荐服务的类。

```

/// <summary>
/// Encapsulates a DynamoDB table to use as a service that recommends books, movies,
/// and songs.
/// </summary>
public class Recommendations
{
    private readonly IAmazonDynamoDB _amazonDynamoDb;
    private readonly DynamoDBContext _context;
    private readonly string _tableName;
}

```

```

public string TableName => _tableName;

/// <summary>
/// Constructor for the Recommendations service.
/// </summary>
/// <param name="amazonDynamoDb">The injected DynamoDb client.</param>
/// <param name="configuration">The injected configuration.</param>
public Recommendations(IAmazonDynamoDB amazonDynamoDb, IConfiguration
configuration)
{
    _amazonDynamoDb = amazonDynamoDb;
    _context = new DynamoDBContext(_amazonDynamoDb);
    _tableName = configuration["databaseName"]!;
}

/// <summary>
/// Create the DynamoDb table with a specified name.
/// </summary>
/// <param name="tableName">The name for the table.</param>
/// <returns>True when ready.</returns>
public async Task<bool> CreateDatabaseWithName(string tableName)
{
    try
    {
        Console.WriteLine($"Creating table {tableName}...");
        var createRequest = new CreateTableRequest()
        {
            TableName = tableName,
            AttributeDefinitions = new List<AttributeDefinition>()
            {
                new AttributeDefinition()
                {
                    AttributeName = "MediaType",
                    AttributeType = ScalarAttributeType.S
                },
                new AttributeDefinition()
                {
                    AttributeName = "ItemId",
                    AttributeType = ScalarAttributeType.N
                }
            },
            KeySchema = new List<KeySchemaElement>()
            {
                new KeySchemaElement()

```

```

        {
            AttributeName = "MediaType",
            KeyType = KeyType.HASH
        },
        new KeySchemaElement()
        {
            AttributeName = "ItemId",
            KeyType = KeyType.RANGE
        }
    },
    ProvisionedThroughput = new ProvisionedThroughput()
    {
        ReadCapacityUnits = 5,
        WriteCapacityUnits = 5
    }
};
await _amazonDynamoDb.CreateTableAsync(createRequest);

// Wait until the table is ACTIVE and then report success.
Console.WriteLine("\nWaiting for table to become active...");

var request = new DescribeTableRequest
{
    TableName = tableName
};

TableStatus status;
do
{
    Thread.Sleep(2000);

    var describeTableResponse = await
        _amazonDynamoDb.DescribeTableAsync(request);
    status = describeTableResponse.Table.TableStatus;

    Console.WriteLine(".");
}
while (status != "ACTIVE");

return status == TableStatus.ACTIVE;
}
catch (ResourceInUseException)
{
    Console.WriteLine($"Table {tableName} already exists.");
}

```

```

        return false;
    }
}

/// <summary>
/// Populate the database table with data from a specified path.
/// </summary>
/// <param name="databaseTableName">The name of the table.</param>
/// <param name="recommendationsPath">The path of the recommendations data.</
param>
/// <returns>Async task.</returns>
public async Task PopulateDatabase(string databaseTableName, string
recommendationsPath)
{
    var recommendationsText = await File.ReadAllTextAsync(recommendationsPath);
    var records =
        JsonSerializer.Deserialize<RecommendationModel[]>(recommendationsText);
    var batchWrite = _context.CreateBatchWrite<RecommendationModel>();

    foreach (var record in records!)
    {
        batchWrite.AddPutItem(record);
    }

    await batchWrite.ExecuteAsync();
}

/// <summary>
/// Delete the recommendation table by name.
/// </summary>
/// <param name="tableName">The name of the recommendation table.</param>
/// <returns>Async task.</returns>
public async Task DestroyDatabaseByName(string tableName)
{
    try
    {
        await _amazonDynamoDb.DeleteTableAsync(
            new DeleteTableRequest() { TableName = tableName });
        Console.WriteLine($"Table {tableName} was deleted.");
    }
    catch (ResourceNotFoundException)
    {
        Console.WriteLine($"Table {tableName} not found");
    }
}

```



```

    }
}

```

创建一个包含 Systems Manager 操作的类。

```

/// <summary>
/// Encapsulates Systems Manager parameter operations. This example uses these
/// parameters
/// to drive the demonstration of resilient architecture, such as failure of a
/// dependency or
/// how the service responds to a health check.
/// </summary>
public class SmParameterWrapper
{
    private readonly IAmazonSimpleSystemsManagement _amazonSimpleSystemsManagement;

    private readonly string _tableParameter = "doc-example-resilient-architecture-
table";
    private readonly string _failureResponseParameter = "doc-example-resilient-
architecture-failure-response";
    private readonly string _healthCheckParameter = "doc-example-resilient-
architecture-health-check";
    private readonly string _tableName = "";

    public string TableParameter => _tableParameter;
    public string TableName => _tableName;
    public string HealthCheckParameter => _healthCheckParameter;
    public string FailureResponseParameter => _failureResponseParameter;

    /// <summary>
    /// Constructor for the SmParameterWrapper.
    /// </summary>
    /// <param name="amazonSimpleSystemsManagement">The injected Simple Systems
Management client.</param>
    /// <param name="configuration">The injected configuration.</param>
    public SmParameterWrapper(IAmazonSimpleSystemsManagement
amazonSimpleSystemsManagement, IConfiguration configuration)
    {
        _amazonSimpleSystemsManagement = amazonSimpleSystemsManagement;
        _tableName = configuration["databaseName"]!;
    }
}

```

```
/// <summary>
/// Reset the Systems Manager parameters to starting values for the demo.
/// </summary>
/// <returns>Async task.</returns>
public async Task Reset()
{
    await this.PutParameterByName(_tableParameter, _tableName);
    await this.PutParameterByName(_failureResponseParameter, "none");
    await this.PutParameterByName(_healthCheckParameter, "shallow");
}

/// <summary>
/// Set the value of a named Systems Manager parameter.
/// </summary>
/// <param name="name">The name of the parameter.</param>
/// <param name="value">The value to set.</param>
/// <returns>Async task.</returns>
public async Task PutParameterByName(string name, string value)
{
    await _amazonSimpleSystemsManagement.PutParameterAsync(
        new PutParameterRequest() { Name = name, Value = value, Overwrite =
true });
}
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [AttachLoadBalancerTargetGroups](#)
- [CreateAutoScalingGroup](#)
- [CreateInstanceProfile](#)
- [CreateLaunchTemplate](#)
- [CreateListener](#)
- [CreateLoadBalancer](#)
- [CreateTargetGroup](#)
- [DeleteAutoScalingGroup](#)
- [DeleteInstanceProfile](#)
- [DeleteLaunchTemplate](#)
- [DeleteLoadBalancer](#)

- [DeleteTargetGroup](#)
- [DescribeAutoScalingGroups](#)
- [DescribeAvailabilityZones](#)
- [DescribeIamInstanceProfileAssociations](#)
- [DescribeInstances](#)
- [DescribeLoadBalancers](#)
- [DescribeSubnets](#)
- [DescribeTargetGroups](#)
- [DescribeTargetHealth](#)
- [DescribeVpcs](#)
- [RebootInstances](#)
- [ReplaceIamInstanceProfileAssociation](#)
- [TerminateInstanceInAutoScalingGroup](#)
- [UpdateAutoScalingGroup](#)

使用 Amazon Keyspaces 的示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Amazon Keyspaces 配合使用来执行操作和实现常见场景。

基本功能是向您展示如何在服务中执行基本操作的代码示例。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [基本功能](#)
- [操作](#)

开始使用

开始使用 Amazon Keysp

以下代码示例展示了如何开始使用 Amazon Keyspaces。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
namespace KeyspacesActions;

public class HelloKeyspaces
{
    private static ILogger logger = null!;

    static async Task Main(string[] args)
    {
        // Set up dependency injection for Amazon Keyspaces (for Apache Cassandra).
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                .AddFilter<DebugLoggerProvider>("Microsoft",
                    LogLevel.Information)
                .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonKeyspaces>()
                .AddTransient<KeyspacesWrapper>()
            )
            .Build();

        logger = LoggerFactory.Create(builder => { builder.AddConsole(); })
            .CreateLogger<HelloKeyspaces>();

        var keyspacesClient = host.Services.GetRequiredService<IAmazonKeyspaces>();
        var keyspacesWrapper = new KeyspacesWrapper(keyspacesClient);

        Console.WriteLine("Hello, Amazon Keyspaces! Let's list your keyspaces:");
```

```
        await keyspacesWrapper.ListKeyspaces();  
    }  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListKeyspaces](#)中的。

基本功能

了解基本功能

以下代码示例展示了如何：

- 创建密钥空间和表。表架构保存电影数据并启用了 point-in-time 恢复。
- 使用带有 Sigv4 身份验证的安全 TLS 连接连接到密钥空间。
- 查询表。添加、检索和更新电影数据。
- 更新表。添加一列来跟踪观看的电影。
- 将表还原到以前的状态并清理资源。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
global using System.Security.Cryptography.X509Certificates;  
global using Amazon.Keyspaces;  
global using Amazon.Keyspaces.Model;  
global using KeyspacesActions;  
global using KeyspacesScenario;  
global using Microsoft.Extensions.Configuration;  
global using Microsoft.Extensions.DependencyInjection;  
global using Microsoft.Extensions.Hosting;  
global using Microsoft.Extensions.Logging;  
global using Microsoft.Extensions.Logging.Console;  
global using Microsoft.Extensions.Logging.Debug;
```

```
global using Newtonsoft.Json;

namespace KeyspacesBasics;

/// <summary>
/// Amazon Keyspaces (for Apache Cassandra) scenario. Shows some of the basic
/// actions performed with Amazon Keyspaces.
/// </summary>
public class KeyspacesBasics
{
    private static ILogger logger = null!;

    static async Task Main(string[] args)
    {
        // Set up dependency injection for the Amazon service.
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                    .AddFilter<DebugLoggerProvider>("Microsoft",
                        LogLevel.Information)
                    .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonKeyspaces>()
                    .AddTransient<KeyspacesWrapper>()
                    .AddTransient<CassandraWrapper>()
                )
            .Build();

        logger = LoggerFactory.Create(builder => { builder.AddConsole(); })
            .CreateLogger<KeyspacesBasics>();

        var configuration = new ConfigurationBuilder()
            .SetBasePath(Directory.GetCurrentDirectory())
            .AddJsonFile("settings.json") // Load test settings from .json file.
            .AddJsonFile("settings.local.json",
                true) // Optionally load local settings.
            .Build();

        var keyspacesWrapper = host.Services.GetRequiredService<KeyspacesWrapper>();
        var uiMethods = new UiMethods();

        var keyspaceName = configuration["KeyspaceName"];
        var tableName = configuration["TableName"];
```

```
bool success; // Used to track the results of some operations.

uiMethods.DisplayOverview();
uiMethods.PressEnter();

// Create the keyspace.
var keyspaceArn = await keyspacesWrapper.CreateKeyspace(keyspaceName);

// Wait for the keyspace to be available. GetKeyspace results in a
// resource not found error until it is ready for use.
try
{
    var getKeyspaceArn = "";
    Console.Write($"Created {keyspaceName}. Waiting for it to become
available. ");
    do
    {
        getKeyspaceArn = await keyspacesWrapper.GetKeyspace(keyspaceName);
        Console.Write(". ");
    } while (getKeyspaceArn != keyspaceArn);
}
catch (ResourceNotFoundException)
{
    Console.WriteLine("Waiting for keyspace to be created.");
}

Console.WriteLine($"\\nThe keyspace {keyspaceName} is ready for use.");

uiMethods.PressEnter();

// Create the table.
// First define the schema.
var allColumns = new List<ColumnDefinition>
{
    new ColumnDefinition { Name = "title", Type = "text" },
    new ColumnDefinition { Name = "year", Type = "int" },
    new ColumnDefinition { Name = "release_date", Type = "timestamp" },
    new ColumnDefinition { Name = "plot", Type = "text" },
};

var partitionKeys = new List<PartitionKey>
{
    new PartitionKey { Name = "year", },

```

```

        new PartitionKey { Name = "title" },
    };

    var tableSchema = new SchemaDefinition
    {
        AllColumns = allColumns,
        PartitionKeys = partitionKeys,
    };

    var tableArn = await keyspacesWrapper.CreateTable(keyspaceName, tableSchema,
    tableName);

    // Wait for the table to be active.
    try
    {
        var resp = new GetTableResponse();
        Console.WriteLine("Waiting for the new table to be active. ");
        do
        {
            try
            {
                resp = await keyspacesWrapper.GetTable(keyspaceName, tableName);
                Console.WriteLine(".");
            }
            catch (ResourceNotFoundException)
            {
                Console.WriteLine(".");
            }
        } while (resp.Status != TableStatus.ACTIVE);

        // Display the table's schema.
        Console.WriteLine($"\\nTable {tableName} has been created in
    {keyspaceName}");
        Console.WriteLine("Let's take a look at the schema.");
        uiMethods.DisplayTitle("All columns");
        resp.SchemaDefinition.AllColumns.ForEach(column =>
        {
            Console.WriteLine($"{column.Name, -40}\\t{column.Type, -20}");
        });

        uiMethods.DisplayTitle("Cluster keys");
        resp.SchemaDefinition.ClusteringKeys.ForEach(clusterKey =>
        {

```



```
Console.WriteLine($"{clusterKey.Name, -40}\t{clusterKey.OrderBy, -20}");
    });

    uiMethods.DisplayTitle("Partition keys");
    resp.SchemaDefinition.PartitionKeys.ForEach(partitionKey =>
    {
        Console.WriteLine($"{partitionKey.Name}");
    });

    uiMethods.PressEnter();
}
catch (ResourceNotFoundException ex)
{
    Console.WriteLine($"Error: {ex.Message}");
}

// Access Apache Cassandra using the Cassandra drive for C#.
var cassandraWrapper = host.Services.GetRequiredService<CassandraWrapper>();
var movieFilePath = configuration["MovieFile"];

Console.WriteLine("Let's add some movies to the table we created.");
var inserted = await cassandraWrapper.InsertIntoMovieTable(keyspaceName,
tableName, movieFilePath);

uiMethods.PressEnter();

Console.WriteLine("Added the following movies to the table:");
var rows = await cassandraWrapper.GetMovies(keyspaceName, tableName);
uiMethods.DisplayTitle("All Movies");

foreach (var row in rows)
{
    var title = row.GetValue<string>("title");
    var year = row.GetValue<int>("year");
    var plot = row.GetValue<string>("plot");
    var release_date = row.GetValue<DateTime>("release_date");
    Console.WriteLine($"{release_date}\t{title}\t{year}\n{plot}");
    Console.WriteLine(uiMethods.SepBar);
}

// Update the table schema
uiMethods.DisplayTitle("Update table schema");
```

```
Console.WriteLine("Now we will update the table to add a boolean field
called watched.");

// First save the current time as a UTC Date so the original
// table can be restored later.
var timeChanged = DateTime.UtcNow;

// Now update the schema.
var resourceArn = await keyspacesWrapper.UpdateTable(keyspaceName,
tableName);
uiMethods.PressEnter();

Console.WriteLine("Now let's mark some of the movies as watched.");

// Pick some files to mark as watched.
var movieToWatch = rows[2].GetValue<string>("title");
var watchedMovieYear = rows[2].GetValue<int>("year");
var changedRows = await cassandraWrapper.MarkMovieAsWatched(keyspaceName,
tableName, movieToWatch, watchedMovieYear);

movieToWatch = rows[6].GetValue<string>("title");
watchedMovieYear = rows[6].GetValue<int>("year");
changedRows = await cassandraWrapper.MarkMovieAsWatched(keyspaceName,
tableName, movieToWatch, watchedMovieYear);

movieToWatch = rows[9].GetValue<string>("title");
watchedMovieYear = rows[9].GetValue<int>("year");
changedRows = await cassandraWrapper.MarkMovieAsWatched(keyspaceName,
tableName, movieToWatch, watchedMovieYear);

movieToWatch = rows[10].GetValue<string>("title");
watchedMovieYear = rows[10].GetValue<int>("year");
changedRows = await cassandraWrapper.MarkMovieAsWatched(keyspaceName,
tableName, movieToWatch, watchedMovieYear);

movieToWatch = rows[13].GetValue<string>("title");
watchedMovieYear = rows[13].GetValue<int>("year");
changedRows = await cassandraWrapper.MarkMovieAsWatched(keyspaceName,
tableName, movieToWatch, watchedMovieYear);

uiMethods.DisplayTitle("Watched movies");
Console.WriteLine("These movies have been marked as watched:");
rows = await cassandraWrapper.GetWatchedMovies(keyspaceName, tableName);
foreach (var row in rows)
```

```

    {
        var title = row.GetValue<string>("title");
        var year = row.GetValue<int>("year");
        Console.WriteLine($"{title,-40}\t{year,8}");
    }
    uiMethods.PressEnter();

    Console.WriteLine("We can restore the table to its previous state but that
can take up to 20 minutes to complete.");
    string answer;
    do
    {
        Console.WriteLine("Do you want to restore the table? (y/n)");
        answer = Console.ReadLine();
    } while (answer.ToLower() != "y" && answer.ToLower() != "n");

    if (answer == "y")
    {
        var restoredTableName = $"{tableName}_restored";
        var restoredTableArn = await keyspacesWrapper.RestoreTable(
            keyspaceName,
            tableName,
            restoredTableName,
            timeChanged);
        // Loop and call GetTable until the table is gone. Once it has been
        // deleted completely, GetTable will raise a ResourceNotFoundException.
        bool wasRestored = false;

        try
        {
            do
            {
                var resp = await keyspacesWrapper.GetTable(keyspaceName,
restoredTableName);
                wasRestored = (resp.Status == TableStatus.ACTIVE);
            } while (!wasRestored);
        }
        catch (ResourceNotFoundException)
        {
            // If the restored table raised an error, it isn't
            // ready yet.
            Console.Write(".");
        }
    }
}

```

```

        uiMethods.DisplayTitle("Clean up resources.");

        // Delete the table.
        success = await keyspacesWrapper.DeleteTable(keyspaceName, tableName);

        Console.WriteLine($"Table {tableName} successfully deleted from
{keyspaceName}.");
        Console.WriteLine("Waiting for the table to be removed completely. ");

        // Loop and call GetTable until the table is gone. Once it has been
        // deleted completely, GetTable will raise a ResourceNotFoundException.
        bool wasDeleted = false;

        try
        {
            do
            {
                var resp = await keyspacesWrapper.GetTable(keyspaceName, tableName);
            } while (!wasDeleted);
        }
        catch (ResourceNotFoundException ex)
        {
            wasDeleted = true;
            Console.WriteLine($"{ex.Message} indicates that the table has been
deleted.");
        }

        // Delete the keyspace.
        success = await keyspacesWrapper.DeleteKeyspace(keyspaceName);
        Console.WriteLine("The keyspace has been deleted and the demo is now
complete.");
    }
}

```

```
namespace KeyspacesActions;
```

```

/// <summary>
/// Performs Amazon Keyspaces (for Apache Cassandra) actions.
/// </summary>
public class KeyspacesWrapper

```

```

{
    private readonly IAmazonKeyspaces _amazonKeyspaces;

    /// <summary>
    /// Constructor for the KeyspaceWrapper.
    /// </summary>
    /// <param name="amazonKeyspaces">An Amazon Keyspaces client object.</param>
    public KeyspacesWrapper(IAmazonKeyspaces amazonKeyspaces)
    {
        _amazonKeyspaces = amazonKeyspaces;
    }

    /// <summary>
    /// Create a new keyspace.
    /// </summary>
    /// <param name="keyspaceName">The name for the new keyspace.</param>
    /// <returns>The Amazon Resource Name (ARN) of the new keyspace.</returns>
    public async Task<string> CreateKeyspace(string keyspaceName)
    {
        var response =
            await _amazonKeyspaces.CreateKeyspaceAsync(
                new CreateKeyspaceRequest { KeyspaceName = keyspaceName });
        return response.ResourceArn;
    }

    /// <summary>
    /// Create a new Amazon Keyspaces table.
    /// </summary>
    /// <param name="keyspaceName">The keyspace where the table will be created.</
param>
    /// <param name="schema">The schema for the new table.</param>
    /// <param name="tableName">The name of the new table.</param>
    /// <returns>The Amazon Resource Name (ARN) of the new table.</returns>
    public async Task<string> CreateTable(string keyspaceName, SchemaDefinition
schema, string tableName)
    {
        var request = new CreateTableRequest
        {
            KeyspaceName = keyspaceName,
            SchemaDefinition = schema,
            TableName = tableName,
            PointInTimeRecovery = new PointInTimeRecovery { Status =
PointInTimeRecoveryStatus.ENABLED }

```

```

    };

    var response = await _amazonKeyspaces.CreateTableAsync(request);
    return response.ResourceArn;
}

/// <summary>
/// Delete an existing keyspace.
/// </summary>
/// <param name="keyspaceName"></param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteKeyspace(string keyspaceName)
{
    var response = await _amazonKeyspaces.DeleteKeyspaceAsync(
        new DeleteKeyspaceRequest { KeyspaceName = keyspaceName });
    return response.HttpStatusCode == HttpStatusCode.OK;
}

/// <summary>
/// Delete an Amazon Keyspaces table.
/// </summary>
/// <param name="keyspaceName">The keyspace containing the table.</param>
/// <param name="tableName">The name of the table to delete.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteTable(string keyspaceName, string tableName)
{
    var response = await _amazonKeyspaces.DeleteTableAsync(
        new DeleteTableRequest { KeyspaceName = keyspaceName, TableName =
tableName });
    return response.HttpStatusCode == HttpStatusCode.OK;
}

/// <summary>
/// Get data about a keyspace.
/// </summary>
/// <param name="keyspaceName">The name of the keyspace.</param>
/// <returns>The Amazon Resource Name (ARN) of the keyspace.</returns>
public async Task<string> GetKeyspace(string keyspaceName)
{
    var response = await _amazonKeyspaces.GetKeyspaceAsync(
        new GetKeyspaceRequest { KeyspaceName = keyspaceName });

```

```

        return response.ResourceArn;
    }

    /// <summary>
    /// Get information about an Amazon Keyspaces table.
    /// </summary>
    /// <param name="keyspaceName">The keyspace containing the table.</param>
    /// <param name="tableName">The name of the Amazon Keyspaces table.</param>
    /// <returns>The response containing data about the table.</returns>
    public async Task<GetTableResponse> GetTable(string keyspaceName, string
tableName)
    {
        var response = await _amazonKeyspaces.GetTableAsync(
            new GetTableRequest { KeyspaceName = keyspaceName, TableName =
tableName });
        return response;
    }

    /// <summary>
    /// Lists all keyspaces for the account.
    /// </summary>
    /// <returns>Async task.</returns>
    public async Task ListKeyspaces()
    {
        var paginator = _amazonKeyspaces.Paginators.ListKeyspaces(new
ListKeyspacesRequest());

        Console.WriteLine("{0, -30}\t{1}", "Keyspace name", "Keyspace ARN");
        Console.WriteLine(new string('-', Console.WindowWidth));
        await foreach (var keyspace in paginator.Keyspaces)
        {
            Console.WriteLine($"{keyspace.KeyspaceName, -30}\t{keyspace.ResourceArn}");
        }
    }

    /// <summary>
    /// Lists the Amazon Keyspaces tables in a keyspace.
    /// </summary>
    /// <param name="keyspaceName">The name of the keyspace.</param>
    /// <returns>A list of TableSummary objects.</returns>

```

```

    public async Task<List<TableSummary>> ListTables(string keyspaceName)
    {
        var response = await _amazonKeyspaces.ListTablesAsync(new ListTablesRequest
        { KeyspaceName = keyspaceName });
        response.Tables.ForEach(table =>
        {

Console.WriteLine($"{table.KeyspaceName}\t{table.TableName}\t{table.ResourceArn}");
        });

        return response.Tables;
    }

    /// <summary>
    /// Restores the specified table to the specified point in time.
    /// </summary>
    /// <param name="keyspaceName">The keyspace containing the table.</param>
    /// <param name="tableName">The name of the table to restore.</param>
    /// <param name="timestamp">The time to which the table will be restored.</
param>
    /// <returns>The Amazon Resource Name (ARN) of the restored table.</returns>
    public async Task<string> RestoreTable(string keyspaceName, string tableName,
string restoredTableName, DateTime timestamp)
    {
        var request = new RestoreTableRequest
        {
            RestoreTimestamp = timestamp,
            SourceKeyspaceName = keyspaceName,
            SourceTableName = tableName,
            TargetKeyspaceName = keyspaceName,
            TargetTableName = restoredTableName
        };

        var response = await _amazonKeyspaces.RestoreTableAsync(request);
        return response.RestoredTableARN;
    }

    /// <summary>
    /// Updates the movie table to add a boolean column named watched.
    /// </summary>
    /// <param name="keyspaceName">The keyspace containing the table.</param>
    /// <param name="tableName">The name of the table to change.</param>

```



```

    /// <returns>The Amazon Resource Name (ARN) of the updated table.</returns>
    public async Task<string> UpdateTable(string keyspaceName, string tableName)
    {
        var newColumn = new ColumnDefinition { Name = "watched", Type = "boolean" };
        var request = new UpdateTableRequest
        {
            KeyspaceName = keyspaceName,
            TableName = tableName,
            AddColumns = new List<ColumnDefinition> { newColumn }
        };
        var response = await _amazonKeyspaces.UpdateTableAsync(request);
        return response.ResourceArn;
    }
}

```

```

using System.Net;
using Cassandra;

namespace KeyspacesScenario;

/// <summary>
/// Class to perform CRUD methods on an Amazon Keyspaces (for Apache Cassandra)
/// database.
///
/// NOTE: This sample uses a plain text authenticator for example purposes only.
/// Recommended best practice is to use a SigV4 authentication plugin, if available.
/// </summary>
public class CassandraWrapper
{
    private readonly IConfiguration _configuration;
    private readonly string _localPathToFile;
    private const string _certLocation = "https://certs.secureserver.net/repository/
sf-class2-root.crt";
    private const string _certFileName = "sf-class2-root.crt";
    private readonly X509Certificate2Collection _certCollection;
    private X509Certificate2 _amazoncert;
    private Cluster _cluster;

    // User name and password for the service.
    private string _userName = null!;

```

```

private string _pwd = null!;

public CassandraWrapper()
{
    _configuration = new ConfigurationBuilder()
        .SetBasePath(Directory.GetCurrentDirectory())
        .AddJsonFile("settings.json") // Load test settings from .json file.
        .AddJsonFile("settings.local.json",
            true) // Optionally load local settings.
        .Build();

    _localPathToFile = Path.GetTempPath();

    // Get the Starfield digital certificate and save it locally.
    var client = new WebClient();
    client.DownloadFile(_certLocation, $"{_localPathToFile}/{_certFileName}");

    //var httpClient = new HttpClient();
    //var httpResult = httpClient.Get(fileUrl);
    //using var resultStream = await httpResult.Content.ReadAsStreamAsync();
    //using var fileStream = File.Create(pathToSave);
    //resultStream.CopyTo(fileStream);

    _certCollection = new X509Certificate2Collection();
    _amazoncert = new X509Certificate2($"{_localPathToFile}/{_certFileName}");

    // Get the user name and password stored in the configuration file.
    _userName = _configuration["UserName"]!;
    _pwd = _configuration["Password"]!;

    // For a list of Service Endpoints for Amazon Keyspaces, see:
    // https://docs.aws.amazon.com/keyspaces/latest/devguide/
    programmatic.endpoints.html
    var awsEndpoint = _configuration["ServiceEndpoint"];

    _cluster = Cluster.Builder()
        .AddContactPoints(awsEndpoint)
        .WithPort(9142)
        .WithAuthProvider(new PlainTextAuthProvider(_userName, _pwd))
        .WithSSL(new SSLOptions().SetCertificateCollection(_certCollection))
        .WithQueryOptions(
            new QueryOptions()
                .SetConsistencyLevel(ConsistencyLevel.LocalQuorum)
                .SetSerialConsistencyLevel(ConsistencyLevel.LocalSerial))

```

```

        .Build();
    }

    /// <summary>
    /// Loads the contents of a JSON file into a list of movies to be
    /// added to the Apache Cassandra table.
    /// </summary>
    /// <param name="movieFileName">The full path to the JSON file.</param>
    /// <returns>A list of movie objects.</returns>
    public List<Movie> ImportMoviesFromJson(string movieFileName, int numToImport =
0)
    {
        if (!File.Exists(movieFileName))
        {
            return null!;
        }

        using var sr = new StreamReader(movieFileName);
        string json = sr.ReadToEnd();

        var allMovies = JsonConvert.DeserializeObject<List<Movie>>(json);

        // If numToImport = 0, return all movies in the collection.
        if (numToImport == 0)
        {
            // Now return the entire list of movies.
            return allMovies;
        }
        else
        {
            // Now return the first numToImport entries.
            return allMovies.GetRange(0, numToImport);
        }
    }

    /// <summary>
    /// Insert movies into the movie table.
    /// </summary>
    /// <param name="keyspaceName">The keyspace containing the table.</param>
    /// <param name="movieTableName">The Amazon Keyspaces table.</param>
    /// <param name="movieFilePath">The path to the resource file containing
    /// movie data to insert into the table.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>

```

```

    public async Task<bool> InsertIntoMovieTable(string keyspaceName, string
movieTableName, string movieFilePath, int numToImport = 20)
    {
        // Get some movie data from the movies.json file
        var movies = ImportMoviesFromJson(movieFilePath, numToImport);

        var session = _cluster.Connect(keyspaceName);

        string insertCql;

        RowSet rs;

        // Now we insert the numToImport movies into the table.
        foreach (var movie in movies)
        {
            // Escape single quote characters in the plot.
            insertCql = $"INSERT INTO {keyspaceName}.{movieTableName}
(title, year, release_date, plot) values(${movie.Title}$, {movie.Year},
'{movie.Info.Release_Date.ToString("yyyy-MM-dd")}', ${movie.Info.Plot}$)";
            rs = await session.ExecuteAsync(new SimpleStatement(insertCql));
        }

        return true;
    }

    /// <summary>
    /// Gets all of the movies in the movies table.
    /// </summary>
    /// <param name="keyspaceName">The keyspace containing the table.</param>
    /// <param name="tableName">The name of the table.</param>
    /// <returns>A list of row objects containing movie data.</returns>
    public async Task<List<Row>> GetMovies(string keyspaceName, string tableName)
    {
        var session = _cluster.Connect();
        RowSet rs;
        try
        {
            rs = await session.ExecuteAsync(new SimpleStatement($"SELECT * FROM
{keyspaceName}.{tableName}"));

            // Extract the row data from the returned RowSet.
            var rows = rs.GetRows().ToList();
            return rows;
        }
    }

```

```

        catch (Exception ex)
        {
            Console.WriteLine(ex.Message);
            return null!;
        }
    }

    /// <summary>
    /// Mark a movie in the movie table as watched.
    /// </summary>
    /// <param name="keyspaceName">The keyspace containing the table.</param>
    /// <param name="tableName">The name of the table.</param>
    /// <param name="title">The title of the movie to mark as watched.</param>
    /// <param name="year">The year the movie was released.</param>
    /// <returns>A set of rows containing the changed data.</returns>
    public async Task<List<Row>> MarkMovieAsWatched(string keyspaceName, string
tableName, string title, int year)
    {
        var session = _cluster.Connect();
        string updateCql = $"UPDATE {keyspaceName}.{tableName} SET watched=true
WHERE title = ${title} AND year = {year}";
        var rs = await session.ExecuteAsync(new SimpleStatement(updateCql));
        var rows = rs.GetRows().ToList();
        return rows;
    }

    /// <summary>
    /// Retrieve the movies in the movies table where watched is true.
    /// </summary>
    /// <param name="keyspaceName">The keyspace containing the table.</param>
    /// <param name="tableName">The name of the table.</param>
    /// <returns>A list of row objects containing information about movies
    /// where watched is true.</returns>
    public async Task<List<Row>> GetWatchedMovies(string keyspaceName, string
tableName)
    {
        var session = _cluster.Connect();
        RowSet rs;
        try
        {
            rs = await session.ExecuteAsync(new SimpleStatement($"SELECT title,
year, plot FROM {keyspaceName}.{tableName} WHERE watched = true ALLOW FILTERING"));

            // Extract the row data from the returned RowSet.

```

```
        var rows = rs.GetRows().ToList();
        return rows;
    }
    catch (Exception ex)
    {
        Console.WriteLine(ex.Message);
        return null!;
    }
}
```

• 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [CreateKeyspace](#)
- [CreateTable](#)
- [DeleteKeyspace](#)
- [DeleteTable](#)
- [GetKeyspace](#)
- [GetTable](#)
- [ListKeyspaces](#)
- [ListTables](#)
- [RestoreTable](#)
- [UpdateTable](#)

操作

CreateKeyspace

以下代码示例演示了如何使用 CreateKeyspace。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create a new keyspace.
/// </summary>
/// <param name="keyspaceName">The name for the new keyspace.</param>
/// <returns>The Amazon Resource Name (ARN) of the new keyspace.</returns>
public async Task<string> CreateKeyspace(string keyspaceName)
{
    var response =
        await _amazonKeyspaces.CreateKeyspaceAsync(
            new CreateKeyspaceRequest { KeyspaceName = keyspaceName });
    return response.ResourceArn;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateKeyspace](#)中的。

CreateTable

以下代码示例演示了如何使用 CreateTable。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create a new Amazon Keyspaces table.
/// </summary>
/// <param name="keyspaceName">The keyspace where the table will be created.</param>
/// <param name="schema">The schema for the new table.</param>
/// <param name="tableName">The name of the new table.</param>
/// <returns>The Amazon Resource Name (ARN) of the new table.</returns>
public async Task<string> CreateTable(string keyspaceName, SchemaDefinition
schema, string tableName)
{
    var request = new CreateTableRequest
```

```

    {
        KeyspaceName = keySpaceName,
        SchemaDefinition = schema,
        TableName = tableName,
        PointInTimeRecovery = new PointInTimeRecovery { Status =
PointInTimeRecoveryStatus.ENABLED }
    };

    var response = await _amazonKeyspaces.CreateTableAsync(request);
    return response.ResourceArn;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateTable](#)中的。

DeleteKeyspace

以下代码示例演示了如何使用 DeleteKeyspace。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Delete an existing keyspace.
/// </summary>
/// <param name="keyspaceName"></param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteKeyspace(string keyspaceName)
{
    var response = await _amazonKeyspaces.DeleteKeyspaceAsync(
        new DeleteKeyspaceRequest { KeyspaceName = keyspaceName });
    return response.HttpStatusCode == HttpStatusCode.OK;
}

```


- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteKeyspace](#) 中的。

DeleteTable

以下代码示例演示了如何使用 DeleteTable。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an Amazon Keyspaces table.
/// </summary>
/// <param name="keyspaceName">The keyspace containing the table.</param>
/// <param name="tableName">The name of the table to delete.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteTable(string keyspaceName, string tableName)
{
    var response = await _amazonKeyspaces.DeleteTableAsync(
        new DeleteTableRequest { KeyspaceName = keyspaceName, TableName =
tableName });
    return response.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteTable](#) 中的。

GetKeyspace

以下代码示例演示了如何使用 GetKeyspace。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get data about a keyspace.
/// </summary>
/// <param name="keyspaceName">The name of the keyspace.</param>
/// <returns>The Amazon Resource Name (ARN) of the keyspace.</returns>
public async Task<string> GetKeyspace(string keyspaceName)
{
    var response = await _amazonKeyspaces.GetKeyspaceAsync(
        new GetKeyspaceRequest { KeyspaceName = keyspaceName });
    return response.ResourceArn;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetKeyspace](#)中的。

GetTable

以下代码示例演示了如何使用 GetTable。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information about an Amazon Keyspaces table.
/// </summary>
/// <param name="keyspaceName">The keyspace containing the table.</param>
```

```

    /// <param name="tableName">The name of the Amazon Keyspaces table.</param>
    /// <returns>The response containing data about the table.</returns>
    public async Task<GetTableResponse> GetTable(string keyspaceName, string
tableName)
    {
        var response = await _amazonKeyspaces.GetTableAsync(
            new GetTableRequest { KeyspaceName = keyspaceName, TableName =
tableName });
        return response;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetTable](#)中的。

ListKeyspaces

以下代码示例演示了如何使用 ListKeyspaces。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Lists all keyspaces for the account.
    /// </summary>
    /// <returns>Async task.</returns>
    public async Task ListKeyspaces()
    {
        var paginator = _amazonKeyspaces.Paginators.ListKeyspaces(new
ListKeyspacesRequest());

        Console.WriteLine("{0, -30}\t{1}", "Keyspace name", "Keyspace ARN");
        Console.WriteLine(new string('-', Console.WindowWidth));
        await foreach (var keyspace in paginator.Keyspaces)
        {
            Console.WriteLine($"{keyspace.KeyspaceName, -30}\t{keyspace.ResourceArn}");
        }
    }

```

```
}  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListKeyspaces](#)中的。

ListTables

以下代码示例演示了如何使用 ListTables。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>  
/// Lists the Amazon Keyspaces tables in a keyspace.  
/// </summary>  
/// <param name="keyspaceName">The name of the keyspace.</param>  
/// <returns>A list of TableSummary objects.</returns>  
public async Task<List<TableSummary>> ListTables(string keyspaceName)  
{  
    var response = await _amazonKeyspaces.ListTablesAsync(new ListTablesRequest  
{ KeyspaceName = keyspaceName });  
    response.Tables.ForEach(table =>  
    {  
  
        Console.WriteLine($"{table.KeyspaceName}\t{table.TableName}\t{table.ResourceArn}");  
    });  
  
    return response.Tables;  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListTables](#)中的。

RestoreTable

以下代码示例演示了如何使用 RestoreTable。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Restores the specified table to the specified point in time.
/// </summary>
/// <param name="keyspaceName">The keyspace containing the table.</param>
/// <param name="tableName">The name of the table to restore.</param>
/// <param name="timestamp">The time to which the table will be restored.</
param>
/// <returns>The Amazon Resource Name (ARN) of the restored table.</returns>
public async Task<string> RestoreTable(string keyspaceName, string tableName,
string restoredTableName, DateTime timestamp)
{
    var request = new RestoreTableRequest
    {
        RestoreTimestamp = timestamp,
        SourceKeyspaceName = keyspaceName,
        SourceTableName = tableName,
        TargetKeyspaceName = keyspaceName,
        TargetTableName = restoredTableName
    };

    var response = await _amazonKeyspaces.RestoreTableAsync(request);
    return response.RestoredTableARN;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[RestoreTable](#)中的。

UpdateTable

以下代码示例演示了如何使用 UpdateTable。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Updates the movie table to add a boolean column named watched.
/// </summary>
/// <param name="keyspaceName">The keyspace containing the table.</param>
/// <param name="tableName">The name of the table to change.</param>
/// <returns>The Amazon Resource Name (ARN) of the updated table.</returns>
public async Task<string> UpdateTable(string keyspaceName, string tableName)
{
    var newColumn = new ColumnDefinition { Name = "watched", Type = "boolean" };
    var request = new UpdateTableRequest
    {
        KeyspaceName = keyspaceName,
        TableName = tableName,
        AddColumns = new List<ColumnDefinition> { newColumn }
    };
    var response = await _amazonKeyspaces.UpdateTableAsync(request);
    return response.ResourceArn;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [UpdateTable](#) 中的。

使用的 Kinesis 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Kinesis 配合使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [无服务器示例](#)

操作

AddTagsToStream

以下代码示例演示了如何使用 AddTagsToStream。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.Kinesis;
using Amazon.Kinesis.Model;

/// <summary>
/// This example shows how to apply key/value pairs to an Amazon Kinesis
/// stream.
/// </summary>
public class TagStream
{
    public static async Task Main()
    {
        IAmazonKinesis client = new AmazonKinesisClient();
```

```

        string streamName = "AmazonKinesisStream";
        var tags = new Dictionary<string, string>
        {
            { "Project", "Sample Kinesis Project" },
            { "Application", "Sample Kinesis App" },
        };

        var success = await ApplyTagsToStreamAsync(client, streamName, tags);

        if (success)
        {
            Console.WriteLine($"Taggs successfully added to {streamName}.");
        }
        else
        {
            Console.WriteLine("Tags were not added to the stream.");
        }
    }

    /// <summary>
    /// Applies the set of tags to the named Kinesis stream.
    /// </summary>
    /// <param name="client">The initialized Kinesis client.</param>
    /// <param name="streamName">The name of the Kinesis stream to which
    /// the tags will be attached.</param>
    /// <param name="tags">A sictionary containing key/value pairs which
    /// will be used to create the Kinesis tags.</param>
    /// <returns>A Boolean value which represents the success or failure
    /// of AddTagsToStreamAsync.</returns>
    public static async Task<bool> ApplyTagsToStreamAsync(
        IAmazonKinesis client,
        string streamName,
        Dictionary<string, string> tags)
    {
        var request = new AddTagsToStreamRequest
        {
            StreamName = streamName,
            Tags = tags,
        };

        var response = await client.AddTagsToStreamAsync(request);

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

```



```
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AddTagsToStream](#) 中的。

CreateStream

以下代码示例演示了如何使用 CreateStream。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Kinesis;
using Amazon.Kinesis.Model;

/// <summary>
/// This example shows how to create a new Amazon Kinesis stream.
/// </summary>
public class CreateStream
{
    public static async Task Main()
    {
        IAmazonKinesis client = new AmazonKinesisClient();

        string streamName = "AmazonKinesisStream";
        int shardCount = 1;

        var success = await CreateNewStreamAsync(client, streamName,
shardCount);
        if (success)
        {
            Console.WriteLine($"The stream, {streamName} successfully
created.");
        }
    }
}
```

```

    }

    /// <summary>
    /// Creates a new Kinesis stream.
    /// </summary>
    /// <param name="client">An initialized Kinesis client.</param>
    /// <param name="streamName">The name for the new stream.</param>
    /// <param name="shardCount">The number of shards the new stream will
    /// use. The throughput of the stream is a function of the number of
    /// shards; more shards are required for greater provisioned
    /// throughput.</param>
    /// <returns>A Boolean value indicating whether the stream was created.</
returns>
    public static async Task<bool> CreateNewStreamAsync(IAmazonKinesis client,
string streamName, int shardCount)
    {
        var request = new CreateStreamRequest
        {
            StreamName = streamName,
            ShardCount = shardCount,
        };

        var response = await client.CreateStreamAsync(request);

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateStream](#) 中的。

DeleteStream

以下代码示例演示了如何使用 DeleteStream。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

using System;
using System.Threading.Tasks;
using Amazon.Kinesis;
using Amazon.Kinesis.Model;

/// <summary>
/// Shows how to delete an Amazon Kinesis stream.
/// </summary>
public class DeleteStream
{
    public static async Task Main()
    {
        IAmazonKinesis client = new AmazonKinesisClient();
        string streamName = "AmazonKinesisStream";

        var success = await DeleteStreamAsync(client, streamName);

        if (success)
        {
            Console.WriteLine($"Stream, {streamName} successfully deleted.");
        }
        else
        {
            Console.WriteLine("Stream not deleted.");
        }
    }

    /// <summary>
    /// Deletes a Kinesis stream.
    /// </summary>
    /// <param name="client">An initialized Kinesis client object.</param>
    /// <param name="streamName">The name of the string to delete.</param>
    /// <returns>A Boolean value representing the success of the operation.</
returns>
    public static async Task<bool> DeleteStreamAsync(IAmazonKinesis client,
string streamName)
    {
        // If EnforceConsumerDeletion is true, any consumers
        // of this stream will also be deleted. If it is set
        // to false and this stream has any consumers, the
        // call will fail with a ResourceInUseException.
        var request = new DeleteStreamRequest
        {

```

```

        StreamName = streamName,
        EnforceConsumerDeletion = true,
    };

    var response = await client.DeleteStreamAsync(request);

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteStream](#) 中的。

DeregisterStreamConsumer

以下代码示例演示了如何使用 DeregisterStreamConsumer。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

using System;
using System.Threading.Tasks;
using Amazon.Kinesis;
using Amazon.Kinesis.Model;

/// <summary>
/// Shows how to deregister a consumer from an Amazon Kinesis stream.
/// </summary>
public class DeregisterConsumer
{
    public static async Task Main(string[] args)
    {
        IAmazonKinesis client = new AmazonKinesisClient();

        string streamARN = "arn:aws:kinesis:us-west-2:000000000000:stream/
AmazonKinesisStream";
    }
}

```

```

        string consumerName = "CONSUMER_NAME";
        string consumerARN = "arn:aws:kinesis:us-west-2:000000000000:stream/
AmazonKinesisStream/consumer/CONSUMER_NAME:000000000000";

        var success = await DeregisterConsumerAsync(client, streamARN,
consumerARN, consumerName);

        if (success)
        {
            Console.WriteLine($"{consumerName} successfully deregistered.");
        }
        else
        {
            Console.WriteLine($"{consumerName} was not successfully
deregistered.");
        }
    }

    /// <summary>
    /// Deregisters a consumer from a Kinesis stream.
    /// </summary>
    /// <param name="client">An initialized Kinesis client object.</param>
    /// <param name="streamARN">The ARN of a Kinesis stream.</param>
    /// <param name="consumerARN">The ARN of the consumer.</param>
    /// <param name="consumerName">The name of the consumer.</param>
    /// <returns>A Boolean value representing the success of the operation.</
returns>
    public static async Task<bool> DeregisterConsumerAsync(
        IAmazonKinesis client,
        string streamARN,
        string consumerARN,
        string consumerName)
    {
        var request = new DeregisterStreamConsumerRequest
        {
            StreamARN = streamARN,
            ConsumerARN = consumerARN,
            ConsumerName = consumerName,
        };

        var response = await client.DeregisterStreamConsumerAsync(request);

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

```

```
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeregisterStreamConsumer](#) 中的。

ListStreamConsumers

以下代码示例演示了如何使用 ListStreamConsumers。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.Kinesis;
using Amazon.Kinesis.Model;

/// <summary>
/// List the consumers of an Amazon Kinesis stream.
/// </summary>
public class ListConsumers
{
    public static async Task Main()
    {
        IAmazonKinesis client = new AmazonKinesisClient();

        string streamARN = "arn:aws:kinesis:us-east-2:000000000000:stream/AmazonKinesisStream";
        int maxResults = 10;

        var consumers = await ListConsumersAsync(client, streamARN, maxResults);

        if (consumers.Count > 0)
```

```

        {
            consumers
                .ForEach(c => Console.WriteLine($"Name: {c.ConsumerName} ARN:
{c.ConsumerARN}"));
        }
        else
        {
            Console.WriteLine("No consumers found.");
        }
    }

    /// <summary>
    /// Retrieve a list of the consumers for a Kinesis stream.
    /// </summary>
    /// <param name="client">An initialized Kinesis client object.</param>
    /// <param name="streamARN">The ARN of the stream for which we want to
    /// retrieve a list of clients.</param>
    /// <param name="maxResults">The maximum number of results to return.</
param>
    /// <returns>A list of Consumer objects.</returns>
    public static async Task<List<Consumer>> ListConsumersAsync(IAmazonKinesis
client, string streamARN, int maxResults)
    {
        var request = new ListStreamConsumersRequest
        {
            StreamARN = streamARN,
            MaxResults = maxResults,
        };

        var response = await client.ListStreamConsumersAsync(request);

        return response.Consumers;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListStreamConsumers](#)中的。

ListStreams

以下代码示例演示了如何使用 ListStreams。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.Kinesis;
using Amazon.Kinesis.Model;

/// <summary>
/// Retrieves and displays a list of existing Amazon Kinesis streams.
/// </summary>
public class ListStreams
{
    public static async Task Main(string[] args)
    {
        IAmazonKinesis client = new AmazonKinesisClient();
        var response = await client.ListStreamsAsync(new ListStreamsRequest());

        List<string> streamNames = response.StreamNames;

        if (streamNames.Count > 0)
        {
            streamNames
                .ForEach(s => Console.WriteLine($"Stream name: {s}"));
        }
        else
        {
            Console.WriteLine("No streams were found.");
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListStreams](#) 中的。

ListTagsForStream

以下代码示例演示了如何使用 ListTagsForStream。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.Kinesis;
using Amazon.Kinesis.Model;

/// <summary>
/// Shows how to list the tags that have been attached to an Amazon Kinesis
/// stream.
/// </summary>
public class ListTags
{
    public static async Task Main()
    {
        IAmazonKinesis client = new AmazonKinesisClient();
        string streamName = "AmazonKinesisStream";

        await ListTagsAsync(client, streamName);
    }

    /// <summary>
    /// List the tags attached to a Kinesis stream.
    /// </summary>
    /// <param name="client">An initialized Kinesis client object.</param>
    /// <param name="streamName">The name of the Kinesis stream for which you
    /// wish to display tags.</param>
    public static async Task ListTagsAsync(IAmazonKinesis client, string
streamName)
    {
        var request = new ListTagsForStreamRequest
        {
```

```

        StreamName = streamName,
        Limit = 10,
    };

    var response = await client.ListTagsForStreamAsync(request);
    DisplayTags(response.Tags);

    while (response.HasMoreTags)
    {
        request.ExclusiveStartTagKey = response.Tags[response.Tags.Count -
1].Key;
        response = await client.ListTagsForStreamAsync(request);
    }
}

/// <summary>
/// Displays the items in a list of Kinesis tags.
/// </summary>
/// <param name="tags">A list of the Tag objects to be displayed.</param>
public static void DisplayTags(List<Tag> tags)
{
    tags
        .ForEach(t => Console.WriteLine($"Key: {t.Key} Value: {t.Value}"));
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListTagsForStream](#) 中的。

RegisterStreamConsumer

以下代码示例演示了如何使用 RegisterStreamConsumer。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

using System;
using System.Threading.Tasks;
using Amazon.Kinesis;
using Amazon.Kinesis.Model;

/// <summary>
/// This example shows how to register a consumer to an Amazon Kinesis
/// stream.
/// </summary>
public class RegisterConsumer
{
    public static async Task Main()
    {
        IAmazonKinesis client = new AmazonKinesisClient();
        string consumerName = "NEW_CONSUMER_NAME";
        string streamARN = "arn:aws:kinesis:us-east-2:000000000000:stream/
AmazonKinesisStream";

        var consumer = await RegisterConsumerAsync(client, consumerName,
streamARN);

        if (consumer is not null)
        {
            Console.WriteLine($"{consumer.ConsumerName}");
        }
    }

    /// <summary>
    /// Registers the consumer to a Kinesis stream.
    /// </summary>
    /// <param name="client">The initialized Kinesis client object.</param>
    /// <param name="consumerName">A string representing the consumer.</param>
    /// <param name="streamARN">The ARN of the stream.</param>
    /// <returns>A Consumer object that contains information about the
consumer.</returns>
    public static async Task<Consumer> RegisterConsumerAsync(IAmazonKinesis
client, string consumerName, string streamARN)
    {
        var request = new RegisterStreamConsumerRequest
        {
            ConsumerName = consumerName,
            StreamARN = streamARN,
        };
    }
}

```

```
        var response = await client.RegisterStreamConsumerAsync(request);  
        return response.Consumer;  
    }  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[RegisterStreamConsumer](#)中的。

无服务器示例

通过 Kinesis 触发器调用 Lambda 函数

以下代码示例展示了如何实现一个 Lambda 函数，该函数接收因接收来自 Kinesis 流的记录而触发的事件。该函数检索 Kinesis 有效负载，将 Base64 解码，并记录下记录内容。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

通过 .NET 将 Kinesis 事件与 Lambda 结合使用。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.  
// SPDX-License-Identifier: Apache-2.0  
using System.Text;  
using Amazon.Lambda.Core;  
using Amazon.Lambda.KinesisEvents;  
using AWS.Lambda.Powertools.Logging;  
  
// Assembly attribute to enable the Lambda function's JSON input to be converted  
// into a .NET class.  
[assembly:  
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))  
]  
  
namespace KinesisIntegrationSampleCode;
```

```

public class Function
{
    // Powertools Logger requires an environment variables against your function
    // POWERTOOLS_SERVICE_NAME
    [Logging(LogEvent = true)]
    public async Task FunctionHandler(KinesisEvent evnt, ILambdaContext context)
    {
        if (evnt.Records.Count == 0)
        {
            Logger.LogInformation("Empty Kinesis Event received");
            return;
        }

        foreach (var record in evnt.Records)
        {
            try
            {
                Logger.LogInformation($"Processed Event with EventId:
{record.EventId}");
                string data = await GetRecordDataAsync(record.Kinesis, context);
                Logger.LogInformation($"Data: {data}");
                // TODO: Do interesting work based on the new data
            }
            catch (Exception ex)
            {
                Logger.LogError($"An error occurred {ex.Message}");
                throw;
            }
        }
        Logger.LogInformation($"Successfully processed {evnt.Records.Count}
records.");
    }

    private async Task<string> GetRecordDataAsync(KinesisEvent.Record record,
ILambdaContext context)
    {
        byte[] bytes = record.Data.ToArray();
        string data = Encoding.UTF8.GetString(bytes);
        await Task.CompletedTask; //Placeholder for actual async work
        return data;
    }
}

```

通过 Kinesis 触发器报告 Lambda 函数批处理项目失败

以下代码示例展示了如何为接收来自 Kinesis 流的事件的 Lambda 函数实现部分批处理响应。该函数在响应中报告批处理项目失败，并指示 Lambda 稍后重试这些消息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

报告使用 .NET 进行 Lambda Kinesis 批处理项目失败。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using System.Text;
using System.Text.Json.Serialization;
using Amazon.Lambda.Core;
using Amazon.Lambda.KinesisEvents;
using AWS.Lambda.Powertools.Logging;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace KinesisIntegration;

public class Function
{
    // Powertools Logger requires an environment variables against your function
    // POWERTOOLS_SERVICE_NAME
    [Logging(LogEvent = true)]
    public async Task<StreamsEventResponse> FunctionHandler(KinesisEvent evnt,
        ILambdaContext context)
    {
        if (evnt.Records.Count == 0)
        {
            Logger.LogInformation("Empty Kinesis Event received");
            return new StreamsEventResponse();
        }
    }
}
```

```

        foreach (var record in evnt.Records)
        {
            try
            {
                Logger.LogInformation($"Processed Event with EventId:
{record.EventId}");
                string data = await GetRecordDataAsync(record.Kinesis, context);
                Logger.LogInformation($"Data: {data}");
                // TODO: Do interesting work based on the new data
            }
            catch (Exception ex)
            {
                Logger.LogError($"An error occurred {ex.Message}");
                /* Since we are working with streams, we can return the failed item
immediately.
                Lambda will immediately begin to retry processing from this
failed item onwards. */
                return new StreamsEventResponse
                {
                    BatchItemFailures = new
List<StreamsEventResponse.BatchItemFailure>
                    {
                        new StreamsEventResponse.BatchItemFailure { ItemIdentifier =
record.Kinesis.SequenceNumber }
                    }
                };
            }
            Logger.LogInformation($"Successfully processed {evnt.Records.Count}
records.");
            return new StreamsEventResponse();
        }

        private async Task<string> GetRecordDataAsync(KinesisEvent.Record record,
ILambdaContext context)
        {
            byte[] bytes = record.Data.ToArray();
            string data = Encoding.UTF8.GetString(bytes);
            await Task.CompletedTask; //Placeholder for actual async work
            return data;
        }
    }

```

```
public class StreamsEventResponse
{
    [JsonPropertyName("batchItemFailures")]
    public IList<BatchItemFailure> BatchItemFailures { get; set; }
    public class BatchItemFailure
    {
        [JsonPropertyName("itemIdentifier")]
        public string ItemIdentifier { get; set; }
    }
}
```

AWS KMS 使用示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用with来执行操作和实现常见场景 AWS KMS。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)

操作

CreateAlias

以下代码示例演示了如何使用 CreateAlias。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。


```
using System;
using System.Threading.Tasks;
using Amazon.KeyManagementService;
using Amazon.KeyManagementService.Model;

/// <summary>
/// Creates an alias for an AWS Key Management Service (AWS KMS) key.
/// </summary>
public class CreateAlias
{
    public static async Task Main()
    {
        var client = new AmazonKeyManagementServiceClient();

        // The alias name must start with alias/ and can be
        // up to 256 alphanumeric characters long.
        var aliasName = "alias/ExampleAlias";

        // The value supplied as the TargetKeyId can be either
        // the key ID or key Amazon Resource Name (ARN) of the
        // AWS KMS key.
        var keyId = "1234abcd-12ab-34cd-56ef-1234567890ab";

        var request = new CreateAliasRequest
        {
            AliasName = aliasName,
            TargetKeyId = keyId,
        };

        var response = await client.CreateAliasAsync(request);

        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            Console.WriteLine($"Alias, {aliasName}, successfully created.");
        }
        else
        {
            Console.WriteLine($"Could not create alias.");
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateAlias](#) 中的。

CreateGrant

以下代码示例演示了如何使用 CreateGrant。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
public static async Task Main()
{
    var client = new AmazonKeyManagementServiceClient();

    // The identity that is given permission to perform the operations
    // specified in the grant.
    var grantee = "arn:aws:iam::111122223333:role/ExampleRole";

    // The identifier of the AWS KMS key to which the grant applies. You
    // can use the key ID or the Amazon Resource Name (ARN) of the KMS key.
    var keyId = "7c9eccc2-38cb-4c4f-9db3-766ee8dd3ad4";

    var request = new CreateGrantRequest
    {
        GranteePrincipal = grantee,
        KeyId = keyId,

        // A list of operations that the grant allows.
        Operations = new List<string>
        {
            "Encrypt",
            "Decrypt",
        },
    };

    var response = await client.CreateGrantAsync(request);
}
```

```
        string grantId = response.GrantId; // The unique identifier of the
grant.
        string grantToken = response.GrantToken; // The grant token.

        Console.WriteLine($"Id: {grantId}, Token: {grantToken}");
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateGrant](#) 中的。

CreateKey

以下代码示例演示了如何使用 CreateKey。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.KeyManagementService;
using Amazon.KeyManagementService.Model;

/// <summary>
/// Shows how to create a new AWS Key Management Service (AWS KMS)
/// key.
/// </summary>
public class CreateKey
{
    public static async Task Main()
    {
        // Note that if you need to create a Key in an AWS Region
        // other than the Region defined for the default user, you need to
        // pass the Region to the client constructor.
        var client = new AmazonKeyManagementServiceClient();
```

```
// The call to CreateKeyAsync will create a symmetrical AWS KMS
// key. For more information about symmetrical and asymmetrical
// keys, see:
//
// https://docs.aws.amazon.com/kms/latest/developerguide/symm-asymm-
choose.html
var response = await client.CreateKeyAsync(new CreateKeyRequest());

// The KeyMetadata object contains information about the new AWS KMS
key.
KeyMetadata keyMetadata = response.KeyMetadata;

if (keyMetadata is not null)
{
    Console.WriteLine($"KMS Key: {keyMetadata.KeyId} was successfully
created.");
}
else
{
    Console.WriteLine("Could not create KMS Key.");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateKey](#)中的。

DescribeKey

以下代码示例演示了如何使用 DescribeKey。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
```

```
using System.Threading.Tasks;
using Amazon.KeyManagementService;
using Amazon.KeyManagementService.Model;

/// <summary>
/// Retrieve information about an AWS Key Management Service (AWS KMS) key.
/// You can supply either the key Id or the key Amazon Resource Name (ARN)
/// to the DescribeKeyRequest KeyId property.
/// </summary>
public class DescribeKey
{
    public static async Task Main()
    {
        var keyId = "7c9eccc2-38cb-4c4f-9db3-766ee8dd3ad4";
        var request = new DescribeKeyRequest
        {
            KeyId = keyId,
        };

        var client = new AmazonKeyManagementServiceClient();

        var response = await client.DescribeKeyAsync(request);
        var metadata = response.KeyMetadata;

        Console.WriteLine($"{metadata.KeyId} created on:
{metadata.CreationDate}");
        Console.WriteLine($"State: {metadata.KeyState}");
        Console.WriteLine($"{metadata.Description}");
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeKey](#)中的。

DisableKey

以下代码示例演示了如何使用 DisableKey。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.KeyManagementService;
using Amazon.KeyManagementService.Model;

/// <summary>
/// Disable an AWS Key Management Service (AWS KMS) key and then retrieve
/// the key's status to show that it has been disabled.
/// </summary>
public class DisableKey
{
    public static async Task Main()
    {
        var client = new AmazonKeyManagementServiceClient();

        // The identifier of the AWS KMS key to disable. You can use the
        // key Id or the Amazon Resource Name (ARN) of the AWS KMS key.
        var keyId = "1234abcd-12ab-34cd-56ef-1234567890ab";

        var request = new DisableKeyRequest
        {
            KeyId = keyId,
        };

        var response = await client.DisableKeyAsync(request);

        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            // Retrieve information about the key to show that it has now
            // been disabled.
            var describeResponse = await client.DescribeKeyAsync(new
DescribeKeyRequest
            {
                KeyId = keyId,
```

```
        });  
        Console.WriteLine($"{describeResponse.KeyMetadata.KeyId} - state:  
{describeResponse.KeyMetadata.KeyState}");  
    }  
}  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DisableKey](#) 中的。

EnableKey

以下代码示例演示了如何使用 EnableKey。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;  
using System.Threading.Tasks;  
using Amazon.KeyManagementService;  
using Amazon.KeyManagementService.Model;  
  
/// <summary>  
/// Enable an AWS Key Management Service (AWS KMS) key.  
/// </summary>  
public class EnableKey  
{  
    public static async Task Main()  
    {  
        var client = new AmazonKeyManagementServiceClient();  
  
        // The identifier of the AWS KMS key to enable. You can use the  
        // key Id or the Amazon Resource Name (ARN) of the AWS KMS key.  
        var keyId = "1234abcd-12ab-34cd-56ef-1234567890ab";
```

```
var request = new EnableKeyRequest
{
    KeyId = keyId,
};

var response = await client.EnableKeyAsync(request);
if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
{
    // Retrieve information about the key to show that it has now
    // been enabled.
    var describeResponse = await client.DescribeKeyAsync(new
DescribeKeyRequest
    {
        KeyId = keyId,
    });
    Console.WriteLine($"{describeResponse.KeyMetadata.KeyId} - state:
{describeResponse.KeyMetadata.KeyState}");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[EnableKey](#)中的。

ListAliases

以下代码示例演示了如何使用 ListAliases。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.KeyManagementService;
using Amazon.KeyManagementService.Model;
```



```

    /// <summary>
    /// List the AWS Key Management Service (AWS KMS) aliases that have been defined
for
    /// the keys in the same AWS Region as the default user. If you want to list
    /// the aliases in a different Region, pass the Region to the client
    /// constructor.
    /// </summary>
    public class ListAliases
    {
        public static async Task Main()
        {
            var client = new AmazonKeyManagementServiceClient();
            var request = new ListAliasesRequest();
            var response = new ListAliasesResponse();

            do
            {
                response = await client.ListAliasesAsync(request);

                response.Aliases.ForEach(alias =>
                {
                    Console.WriteLine($"Created: {alias.CreationDate} Last Update:
{alias.LastUpdatedDate} Name: {alias.AliasName}");
                });

                request.Marker = response.NextMarker;
            }
            while (response.Truncated);
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListAliases](#)中的。

ListGrants

以下代码示例演示了如何使用 ListGrants。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.KeyManagementService;
using Amazon.KeyManagementService.Model;

/// <summary>
/// List the AWS Key Management Service (AWS KMS) grants that are associated
with
/// a specific key.
/// </summary>
public class ListGrants
{
    public static async Task Main()
    {
        // The identifier of the AWS KMS key to disable. You can use the
        // key Id or the Amazon Resource Name (ARN) of the AWS KMS key.
        var keyId = "1234abcd-12ab-34cd-56ef-1234567890ab";
        var client = new AmazonKeyManagementServiceClient();
        var request = new ListGrantsRequest
        {
            KeyId = keyId,
        };

        var response = new ListGrantsResponse();

        do
        {
            response = await client.ListGrantsAsync(request);

            response.Grants.ForEach(grant =>
            {
                Console.WriteLine($"{grant.GrantId}");
            });
        }
    }
}
```

```
        request.Marker = response.NextMarker;
    }
    while (response.Truncated);
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListGrants](#)中的。

ListKeys

以下代码示例演示了如何使用 ListKeys。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.KeyManagementService;
using Amazon.KeyManagementService.Model;

/// <summary>
/// List the AWS Key Managements Service (AWS KMS) keys for the AWS Region
/// of the default user. To list keys in another AWS Region, supply the Region
/// as a parameter to the client constructor.
/// </summary>
public class ListKeys
{
    public static async Task Main()
    {
        var client = new AmazonKeyManagementServiceClient();
        var request = new ListKeysRequest();
        var response = new ListKeysResponse();

        do
        {
```

```
        response = await client.ListKeysAsync(request);

        response.Keys.ForEach(key =>
        {
            Console.WriteLine($"ID: {key.KeyId}, {key.KeyArn}");
        });

        // Set the Marker property when response.Truncated is true
        // in order to get the next keys.
        request.Marker = response.NextMarker;
    }
    while (response.Truncated);
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListKeys](#)中的。

使用 Lambda 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 with Lambda 来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

基本功能是向您展示如何在服务中执行基本操作的代码示例。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您展示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

AWS 社区贡献就是由多个团队创建和维护的示例 AWS。要提供反馈，请使用链接存储库中提供的机制。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [基本功能](#)

- [操作](#)
- [场景](#)
- [无服务器示例](#)
- [AWS 社区捐款](#)

开始使用

开始使用 Lambda

以下代码示例显示了如何开始使用 Lambda。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
namespace LambdaActions;

using Amazon.Lambda;

public class HelloLambda
{
    static async Task Main(string[] args)
    {
        var lambdaClient = new AmazonLambdaClient();

        Console.WriteLine("Hello AWS Lambda");
        Console.WriteLine("Let's get started with AWS Lambda by listing your existing Lambda functions:");

        var response = await lambdaClient.ListFunctionsAsync();
        response.Functions.ForEach(function =>
        {
            Console.WriteLine($"{function.FunctionName}\t{function.Description}");
        });
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListFunctions](#)中的。

基本功能

了解基本功能

以下代码示例展示了如何：

- 创建 IAM 角色和 Lambda 函数，然后上传处理程序代码。
- 使用单个参数来调用函数并获取结果。
- 更新函数代码并使用环境变量进行配置。
- 使用新参数来调用函数并获取结果。显示返回的执行日志。
- 列出账户函数，然后清除函数。

有关更多信息，请参阅[使用控制台创建 Lambda 函数](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

创建用于执行 Lambda 操作的方法。

```
namespace LambdaActions;

using Amazon.Lambda;
using Amazon.Lambda.Model;

/// <summary>
/// A class that implements AWS Lambda methods.
/// </summary>
public class LambdaWrapper
{
```

```

private readonly IAmazonLambda _lambdaService;

/// <summary>
/// Constructor for the LambdaWrapper class.
/// </summary>
/// <param name="lambdaService">An initialized Lambda service client.</param>
public LambdaWrapper(IAmazonLambda lambdaService)
{
    _lambdaService = lambdaService;
}

/// <summary>
/// Creates a new Lambda function.
/// </summary>
/// <param name="functionName">The name of the function.</param>
/// <param name="s3Bucket">The Amazon Simple Storage Service (Amazon S3)
/// bucket where the zip file containing the code is located.</param>
/// <param name="s3Key">The Amazon S3 key of the zip file.</param>
/// <param name="role">The Amazon Resource Name (ARN) of a role with the
/// appropriate Lambda permissions.</param>
/// <param name="handler">The name of the handler function.</param>
/// <returns>The Amazon Resource Name (ARN) of the newly created
/// Lambda function.</returns>
public async Task<string> CreateLambdaFunctionAsync(
    string functionName,
    string s3Bucket,
    string s3Key,
    string role,
    string handler)
{
    // Defines the location for the function code.
    // S3Bucket - The S3 bucket where the file containing
    //           the source code is stored.
    // S3Key     - The name of the file containing the code.
    var functionCode = new FunctionCode
    {
        S3Bucket = s3Bucket,
        S3Key = s3Key,
    };

    var createFunctionRequest = new CreateFunctionRequest
    {
        FunctionName = functionName,
        Description = "Created by the Lambda .NET API",
    };
}

```

```

        Code = functionCode,
        Handler = handler,
        Runtime = Runtime.Dotnet6,
        Role = role,
    };

    var reponse = await
_lambdaService.CreateFunctionAsync(createFunctionRequest);
    return reponse.FunctionArn;
}

/// <summary>
/// Delete an AWS Lambda function.
/// </summary>
/// <param name="functionName">The name of the Lambda function to
/// delete.</param>
/// <returns>A Boolean value that indicates the success of the action.</returns>
public async Task<bool> DeleteFunctionAsync(string functionName)
{
    var request = new DeleteFunctionRequest
    {
        FunctionName = functionName,
    };

    var response = await _lambdaService.DeleteFunctionAsync(request);

    // A return value of NoContent means that the request was processed.
    // In this case, the function was deleted, and the return value
    // is intentionally blank.
    return response.HttpStatusCode == System.Net.HttpStatusCode.NoContent;
}

/// <summary>
/// Gets information about a Lambda function.
/// </summary>
/// <param name="functionName">The name of the Lambda function for
/// which to retrieve information.</param>
/// <returns>Async Task.</returns>
public async Task<FunctionConfiguration> GetFunctionAsync(string functionName)
{
    var functionRequest = new GetFunctionRequest
    {

```



```

        FunctionName = functionName,
    };

    var response = await _lambdaService.GetFunctionAsync(functionRequest);
    return response.Configuration;
}

/// <summary>
/// Invoke a Lambda function.
/// </summary>
/// <param name="functionName">The name of the Lambda function to
/// invoke.</param>
/// <param name="parameters">The parameter values that will be passed to the
function.</param>
/// <returns>A System Threading Task.</returns>
public async Task<string> InvokeFunctionAsync(
    string functionName,
    string parameters)
{
    var payload = parameters;
    var request = new InvokeRequest
    {
        FunctionName = functionName,
        Payload = payload,
    };

    var response = await _lambdaService.InvokeAsync(request);
    MemoryStream stream = response.Payload;
    string returnValue = System.Text.Encoding.UTF8.GetString(stream.ToArray());
    return returnValue;
}

/// <summary>
/// Get a list of Lambda functions.
/// </summary>
/// <returns>A list of FunctionConfiguration objects.</returns>
public async Task<List<FunctionConfiguration>> ListFunctionsAsync()
{
    var functionList = new List<FunctionConfiguration>();

    var functionPaginator =
        _lambdaService.Paginators.ListFunctions(new ListFunctionsRequest());

```

```

        await foreach (var function in functionPaginator.Functions)
        {
            functionList.Add(function);
        }

        return functionList;
    }

    /// <summary>
    /// Update an existing Lambda function.
    /// </summary>
    /// <param name="functionName">The name of the Lambda function to update.</
param>
    /// <param name="bucketName">The bucket where the zip file containing
    /// the Lambda function code is stored.</param>
    /// <param name="key">The key name of the source code file.</param>
    /// <returns>Async Task.</returns>
    public async Task UpdateFunctionCodeAsync(
        string functionName,
        string bucketName,
        string key)
    {
        var functionCodeRequest = new UpdateFunctionCodeRequest
        {
            FunctionName = functionName,
            Publish = true,
            S3Bucket = bucketName,
            S3Key = key,
        };

        var response = await
        _lambdaService.UpdateFunctionCodeAsync(functionCodeRequest);
        Console.WriteLine($"The Function was last modified at
        {response.LastModified}.");
    }

    /// <summary>
    /// Update the code of a Lambda function.
    /// </summary>
    /// <param name="functionName">The name of the function to update.</param>
    /// <param name="functionHandler">The code that performs the function's
    actions.</param>

```

```

    /// <param name="environmentVariables">A dictionary of environment variables.</
param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> UpdateFunctionConfigurationAsync(
        string functionName,
        string functionHandler,
        Dictionary<string, string> environmentVariables)
    {
        var request = new UpdateFunctionConfigurationRequest
        {
            Handler = functionHandler,
            FunctionName = functionName,
            Environment = new Amazon.Lambda.Model.Environment { Variables =
environmentVariables },
        };

        var response = await
_lambdaService.UpdateFunctionConfigurationAsync(request);

        Console.WriteLine(response.LastModified);

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }
}

```

创建运行场景的函数。

```

global using System.Threading.Tasks;
global using Amazon.IdentityManagement;
global using Amazon.Lambda;
global using LambdaActions;
global using LambdaScenarioCommon;
global using Microsoft.Extensions.DependencyInjection;
global using Microsoft.Extensions.Hosting;
global using Microsoft.Extensions.Logging;
global using Microsoft.Extensions.Logging.Console;
global using Microsoft.Extensions.Logging.Debug;

```

```
using Amazon.Lambda.Model;
using Microsoft.Extensions.Configuration;

namespace LambdaBasics;

public class LambdaBasics
{
    private static ILogger logger = null!;

    static async Task Main(string[] args)
    {
        // Set up dependency injection for the Amazon service.
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                    .AddFilter<DebugLoggerProvider>("Microsoft",
                        LogLevel.Information)
                    .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonLambda>()
                    .AddAWSService<IAmazonIdentityManagementService>()
                    .AddTransient<LambdaWrapper>()
                    .AddTransient<LambdaRoleWrapper>()
                    .AddTransient<UIWrapper>()
            )
            .Build();

        var configuration = new ConfigurationBuilder()
            .SetBasePath(Directory.GetCurrentDirectory())
            .AddJsonFile("settings.json") // Load test settings from .json file.
            .AddJsonFile("settings.local.json",
                true) // Optionally load local settings.
            .Build();

        logger = LoggerFactory.Create(builder => { builder.AddConsole(); })
            .CreateLogger<LambdaBasics>();

        var lambdaWrapper = host.Services.GetRequiredService<LambdaWrapper>();
        var lambdaRoleWrapper =
            host.Services.GetRequiredService<LambdaRoleWrapper>();
        var uiWrapper = host.Services.GetRequiredService<UIWrapper>();

        string functionName = configuration["FunctionName"]!;
```

```

string roleName = configuration["RoleName"]!;
string policyDocument = "{" +
    "\"Version\": \"2012-10-17\", \" +
    "\"Statement\": [ \" +
    \"    {\" +
    \"        \"Effect\": \"Allow\", \" +
    \"        \"Principal\": {\" +
    \"            \"Service\": \"lambda.amazonaws.com\" \" +
    \"    }, \" +
    \"        \"Action\": \"sts:AssumeRole\" \" +
    \"    }\" +
    "]" +
    "}";

var incrementHandler = configuration["IncrementHandler"];
var calculatorHandler = configuration["CalculatorHandler"];
var bucketName = configuration["BucketName"];
var incrementKey = configuration["IncrementKey"];
var calculatorKey = configuration["CalculatorKey"];
var policyArn = configuration["PolicyArn"];

uiWrapper.DisplayLambdaBasicsOverview();

// Create the policy to use with the AWS Lambda functions and then attach
the
// policy to a new role.
var roleArn = await lambdaRoleWrapper.CreateLambdaRoleAsync(roleName,
policyDocument);

Console.WriteLine("Waiting for role to become active.");
uiWrapper.WaitABit(15, "Wait until the role is active before trying to use
it.");

// Attach the appropriate AWS Identity and Access Management (IAM) role
policy to the new role.
var success = await lambdaRoleWrapper.AttachLambdaRolePolicyAsync(policyArn,
roleName);
uiWrapper.WaitABit(10, "Allow time for the IAM policy to be attached to the
role.");

// Create the Lambda function using a zip file stored in an Amazon Simple
Storage Service
// (Amazon S3) bucket.
uiWrapper.DisplayTitle("Create Lambda Function");

```

```
Console.WriteLine($"Creating the AWS Lambda function: {functionName}.");
var lambdaArn = await lambdaWrapper.CreateLambdaFunctionAsync(
    functionName,
    bucketName,
    incrementKey,
    roleArn,
    incrementHandler);

Console.WriteLine("Waiting for the new function to be available.");
Console.WriteLine($"The AWS Lambda ARN is {lambdaArn}");

// Get the Lambda function.
Console.WriteLine($"Getting the {functionName} AWS Lambda function.");
FunctionConfiguration config;
do
{
    config = await lambdaWrapper.GetFunctionAsync(functionName);
    Console.WriteLine(".");
}
while (config.State != State.Active);

Console.WriteLine($"\\nThe function, {functionName} has been created.");
Console.WriteLine($"The runtime of this Lambda function is
{config.Runtime}.");

uiWrapper.PressEnter();

// List the Lambda functions.
uiWrapper.DisplayTitle("Listing all Lambda functions.");
var functions = await lambdaWrapper.ListFunctionsAsync();
DisplayFunctionList(functions);

uiWrapper.DisplayTitle("Invoke increment function");
Console.WriteLine("Now that it has been created, invoke the Lambda increment
function.");
string? value;
do
{
    Console.WriteLine("Enter a value to increment: ");
    value = Console.ReadLine();
}
while (string.IsNullOrEmpty(value));

string functionParameters = "{" +
```

```

        "\"action\": \"increment\", \" +
        "\"x\": \"\" + value + \"\" +
        "\"}";
        var answer = await lambdaWrapper.InvokeFunctionAsync(functionName,
functionParameters);
        Console.WriteLine($"{value} + 1 = {answer}.");

        uiWrapper.DisplayTitle("Update function");
        Console.WriteLine("Now update the Lambda function code.");
        await lambdaWrapper.UpdateFunctionCodeAsync(functionName, bucketName,
calculatorKey);

        do
        {
            config = await lambdaWrapper.GetFunctionAsync(functionName);
            Console.WriteLine(".");
        }
        while (config.LastUpdateStatus == LastUpdateStatus.InProgress);

        await lambdaWrapper.UpdateFunctionConfigurationAsync(
            functionName,
            calculatorHandler,
            new Dictionary<string, string> { { "LOG_LEVEL", "DEBUG" } });

        do
        {
            config = await lambdaWrapper.GetFunctionAsync(functionName);
            Console.WriteLine(".");
        }
        while (config.LastUpdateStatus == LastUpdateStatus.InProgress);

        uiWrapper.DisplayTitle("Call updated function");
        Console.WriteLine("Now call the updated function...");

        bool done = false;

        do
        {
            string? opSelected;

            Console.WriteLine("Select the operation to perform:");
            Console.WriteLine("\t1. add");
            Console.WriteLine("\t2. subtract");
            Console.WriteLine("\t3. multiply");

```

```
        Console.WriteLine("\t4. divide");
        Console.WriteLine("\t0r enter \"q\" to quit.");
        Console.WriteLine("Enter the number (1, 2, 3, 4, or q) of the operation
you want to perform: ");
        do
        {
            Console.Write("Your choice? ");
            opSelected = Console.ReadLine();
        }
        while (opSelected == string.Empty);

        var operation = (opSelected) switch
        {
            "1" => "add",
            "2" => "subtract",
            "3" => "multiply",
            "4" => "divide",
            "q" => "quit",
            _ => "add",
        };

        if (operation == "quit")
        {
            done = true;
        }
        else
        {
            // Get two numbers and an action from the user.
            value = string.Empty;
            do
            {
                Console.Write("Enter the first value: ");
                value = Console.ReadLine();
            }
            while (value == string.Empty);

            string? value2;
            do
            {
                Console.Write("Enter a second value: ");
                value2 = Console.ReadLine();
            }
            while (value2 == string.Empty);
```



```

        functionParameters = "{" +
            "\"action\": \"" + operation + "\", " +
            "\"x\": \"" + value + "\", " +
            "\"y\": \"" + value2 + "\"" +
        "}";

        answer = await lambdaWrapper.InvokeFunctionAsync(functionName,
functionParameters);
        Console.WriteLine($"The answer when we {operation} the two numbers
is: {answer}.");
    }

    uiWrapper.PressEnter();
} while (!done);

// Delete the function created earlier.

uiWrapper.DisplayTitle("Clean up resources");
// Detach the IAM policy from the IAM role.
Console.WriteLine("First detach the IAM policy from the role.");
success = await lambdaRoleWrapper.DetachLambdaRolePolicyAsync(policyArn,
roleName);
uiWrapper.WaitABit(15, "Let's wait for the policy to be fully detached from
the role.");

Console.WriteLine("Delete the AWS Lambda function.");
success = await lambdaWrapper.DeleteFunctionAsync(functionName);
if (success)
{
    Console.WriteLine($"The {functionName} function was deleted.");
}
else
{
    Console.WriteLine($"Could not remove the function {functionName}");
}

// Now delete the IAM role created for use with the functions
// created by the application.
Console.WriteLine("Now we can delete the role that we created.");
success = await lambdaRoleWrapper.DeleteLambdaRoleAsync(roleName);
if (success)
{
    Console.WriteLine("The role has been successfully removed.");
}

```

```

        else
        {
            Console.WriteLine("Couldn't delete the role.");
        }

        Console.WriteLine("The Lambda Scenario is now complete.");
        uiWrapper.PressEnter();

        // Displays a formatted list of existing functions returned by the
        // LambdaMethods.ListFunctions.
        void DisplayFunctionList(List<FunctionConfiguration> functions)
        {
            functions.ForEach(functionConfig =>
            {
                Console.WriteLine($"{functionConfig.FunctionName}\t{functionConfig.Description}");
            });
        }
    }
}

namespace LambdaActions;

using Amazon.IdentityManagement;
using Amazon.IdentityManagement.Model;

public class LambdaRoleWrapper
{
    private readonly IAmazonIdentityManagementService _lambdaRoleService;

    public LambdaRoleWrapper(IAmazonIdentityManagementService lambdaRoleService)
    {
        _lambdaRoleService = lambdaRoleService;
    }

    /// <summary>
    /// Attach an AWS Identity and Access Management (IAM) role policy to the
    /// IAM role to be assumed by the AWS Lambda functions created for the scenario.
    /// </summary>
    /// <param name="policyArn">The Amazon Resource Name (ARN) of the IAM policy.</
param>
    /// <param name="roleName">The name of the IAM role to attach the IAM policy
to.</param>

```

```

    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> AttachLambdaRolePolicyAsync(string policyArn, string
roleName)
    {
        var response = await _lambdaRoleService.AttachRolePolicyAsync(new
AttachRolePolicyRequest { PolicyArn = policyArn, RoleName = roleName });
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Create a new IAM role.
    /// </summary>
    /// <param name="roleName">The name of the IAM role to create.</param>
    /// <param name="policyDocument">The policy document for the new IAM role.</
param>
    /// <returns>A string representing the ARN for newly created role.</returns>
    public async Task<string> CreateLambdaRoleAsync(string roleName, string
policyDocument)
    {
        var request = new CreateRoleRequest
        {
            AssumeRolePolicyDocument = policyDocument,
            RoleName = roleName,
        };

        var response = await _lambdaRoleService.CreateRoleAsync(request);
        return response.Role.Arn;
    }

    /// <summary>
    /// Deletes an IAM role.
    /// </summary>
    /// <param name="roleName">The name of the role to delete.</param>
    /// <returns>A Boolean value indicating the success of the operation.</returns>
    public async Task<bool> DeleteLambdaRoleAsync(string roleName)
    {
        var request = new DeleteRoleRequest
        {
            RoleName = roleName,
        };

        var response = await _lambdaRoleService.DeleteRoleAsync(request);
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

```

```

        public async Task<bool> DetachLambdaRolePolicyAsync(string policyArn, string
roleName)
        {
            var response = await _lambdaRoleService.DetachRolePolicyAsync(new
DetachRolePolicyRequest { PolicyArn = policyArn, RoleName = roleName });
            return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
        }
    }

namespace LambdaScenarioCommon;

public class UIWrapper
{
    public readonly string SepBar = new('-', Console.WindowWidth);

    /// <summary>
    /// Show information about the AWS Lambda Basics scenario.
    /// </summary>
    public void DisplayLambdaBasicsOverview()
    {
        Console.Clear();

        DisplayTitle("Welcome to AWS Lambda Basics");
        Console.WriteLine("This example application does the following:");
        Console.WriteLine("\t1. Creates an AWS Identity and Access Management (IAM)
role that will be assumed by the functions we create.");
        Console.WriteLine("\t2. Attaches an IAM role policy that has Lambda
permissions.");
        Console.WriteLine("\t3. Creates a Lambda function that increments the value
passed to it.");
        Console.WriteLine("\t4. Calls the increment function and passes a value.");
        Console.WriteLine("\t5. Updates the code so that the function is a simple
calculator.");
        Console.WriteLine("\t6. Calls the calculator function with the values
entered.");
        Console.WriteLine("\t7. Deletes the Lambda function.");
        Console.WriteLine("\t7. Detaches the IAM role policy.");
        Console.WriteLine("\t8. Deletes the IAM role.");
        PressEnter();
    }

    /// <summary>

```

```
/// Display a message and wait until the user presses enter.
/// </summary>
public void PressEnter()
{
    Console.WriteLine("\nPress <Enter> to continue. ");
    _ = Console.ReadLine();
    Console.WriteLine();
}

/// <summary>
/// Pad a string with spaces to center it on the console display.
/// </summary>
/// <param name="strToCenter">The string to be centered.</param>
/// <returns>The padded string.</returns>
public string CenterString(string strToCenter)
{
    var padAmount = (Console.WindowWidth - strToCenter.Length) / 2;
    var leftPad = new string(' ', padAmount);
    return $"{leftPad}{strToCenter}";
}

/// <summary>
/// Display a line of hyphens, the centered text of the title and another
/// line of hyphens.
/// </summary>
/// <param name="strTitle">The string to be displayed.</param>
public void DisplayTitle(string strTitle)
{
    Console.WriteLine(SepBar);
    Console.WriteLine(CenterString(strTitle));
    Console.WriteLine(SepBar);
}

/// <summary>
/// Display a countdown and wait for a number of seconds.
/// </summary>
/// <param name="numSeconds">The number of seconds to wait.</param>
public void WaitABit(int numSeconds, string msg)
{
    Console.WriteLine(msg);

    // Wait for the requested number of seconds.
    for (int i = numSeconds; i > 0; i--)
    {
```

```

        System.Threading.Thread.Sleep(1000);
        Console.Write($"{i}...");
    }

    PressEnter();
}
}

```

定义一个递增数字的 Lambda 处理程序。

```

using Amazon.Lambda.Core;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace LambdaIncrement;

public class Function
{
    /// <summary>
    /// A simple function increments the integer parameter.
    /// </summary>
    /// <param name="input">A JSON string containing an action, which must be
    /// "increment" and a string representing the value to increment.</param>
    /// <param name="context">The context object passed by Lambda containing
    /// information about invocation, function, and execution environment.</param>
    /// <returns>A string representing the incremented value of the parameter.</
returns>
    public int FunctionHandler(Dictionary<string, string> input, ILambdaContext
context)
    {
        if (input["action"] == "increment")
        {
            int inputValue = Convert.ToInt32(input["x"]);
            return inputValue + 1;
        }
        else
        {

```

```

        return 0;
    }
}
}

```

定义执行算术运算的第二个 Lambda 处理程序。

```

using Amazon.Lambda.Core;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace LambdaCalculator;

public class Function
{
    /// <summary>
    /// A simple function that takes two number in string format and performs
    /// the requested arithmetic function.
    /// </summary>
    /// <param name="input">JSON data containing an action, and x and y values.
    /// Valid actions include: add, subtract, multiply, and divide.</param>
    /// <param name="context">The context object passed by Lambda containing
    /// information about invocation, function, and execution environment.</param>
    /// <returns>A string representing the results of the calculation.</returns>
    public int FunctionHandler(Dictionary<string, string> input, ILambdaContext
context)
    {
        var action = input["action"];
        int x = Convert.ToInt32(input["x"]);
        int y = Convert.ToInt32(input["y"]);
        int result;
        switch (action)
        {
            case "add":
                result = x + y;
                break;
            case "subtract":

```

```
        result = x - y;
        break;
    case "multiply":
        result = x * y;
        break;
    case "divide":
        if (y == 0)
        {
            Console.Error.WriteLine("Divide by zero error.");
            result = 0;
        }
        else
            result = x / y;
        break;
    default:
        Console.Error.WriteLine($"{action} is not a valid operation.");
        result = 0;
        break;
    }
    return result;
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [CreateFunction](#)
- [DeleteFunction](#)
- [GetFunction](#)
- [Invoke](#)
- [ListFunctions](#)
- [UpdateFunctionCode](#)
- [UpdateFunctionConfiguration](#)

操作

CreateFunction

以下代码示例演示了如何使用 CreateFunction。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Creates a new Lambda function.
/// </summary>
/// <param name="functionName">The name of the function.</param>
/// <param name="s3Bucket">The Amazon Simple Storage Service (Amazon S3)
/// bucket where the zip file containing the code is located.</param>
/// <param name="s3Key">The Amazon S3 key of the zip file.</param>
/// <param name="role">The Amazon Resource Name (ARN) of a role with the
/// appropriate Lambda permissions.</param>
/// <param name="handler">The name of the handler function.</param>
/// <returns>The Amazon Resource Name (ARN) of the newly created
/// Lambda function.</returns>
public async Task<string> CreateLambdaFunctionAsync(
    string functionName,
    string s3Bucket,
    string s3Key,
    string role,
    string handler)
{
    // Defines the location for the function code.
    // S3Bucket - The S3 bucket where the file containing
    //           the source code is stored.
    // S3Key     - The name of the file containing the code.
    var functionCode = new FunctionCode
    {
        S3Bucket = s3Bucket,
        S3Key = s3Key,
    };

    var createFunctionRequest = new CreateFunctionRequest
    {
        FunctionName = functionName,
        Description = "Created by the Lambda .NET API",
        Code = functionCode,
    };
}
```

```

        Handler = handler,
        Runtime = Runtime.Dotnet6,
        Role = role,
    };

    var reponse = await
_lambdaService.CreateFunctionAsync(createFunctionRequest);
    return reponse.FunctionArn;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateFunction](#)中的。

DeleteFunction

以下代码示例演示了如何使用 DeleteFunction。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Delete an AWS Lambda function.
/// </summary>
/// <param name="functionName">The name of the Lambda function to
/// delete.</param>
/// <returns>A Boolean value that indicates the success of the action.</returns>
public async Task<bool> DeleteFunctionAsync(string functionName)
{
    var request = new DeleteFunctionRequest
    {
        FunctionName = functionName,
    };

    var response = await _lambdaService.DeleteFunctionAsync(request);

    // A return value of NoContent means that the request was processed.
}

```

```
// In this case, the function was deleted, and the return value
// is intentionally blank.
return response.HttpStatusCode == System.Net.HttpStatusCode.NoContent;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteFunction](#)中的。

GetFunction

以下代码示例演示了如何使用 GetFunction。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Gets information about a Lambda function.
/// </summary>
/// <param name="functionName">The name of the Lambda function for
/// which to retrieve information.</param>
/// <returns>Async Task.</returns>
public async Task<FunctionConfiguration> GetFunctionAsync(string functionName)
{
    var functionRequest = new GetFunctionRequest
    {
        FunctionName = functionName,
    };

    var response = await _lambdaService.GetFunctionAsync(functionRequest);
    return response.Configuration;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetFunction](#)中的。

Invoke

以下代码示例演示了如何使用 Invoke。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Invoke a Lambda function.
/// </summary>
/// <param name="functionName">The name of the Lambda function to
/// invoke.</param>
/// <param name="parameters">The parameter values that will be passed to the
function.</param>
/// <returns>A System Threading Task.</returns>
public async Task<string> InvokeFunctionAsync(
    string functionName,
    string parameters)
{
    var payload = parameters;
    var request = new InvokeRequest
    {
        FunctionName = functionName,
        Payload = payload,
    };

    var response = await _lambdaService.InvokeAsync(request);
    MemoryStream stream = response.Payload;
    string returnValue = System.Text.Encoding.UTF8.GetString(stream.ToArray());
    return returnValue;
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的 [Invoke](#)。

ListFunctions

以下代码示例演示了如何使用 ListFunctions。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get a list of Lambda functions.
/// </summary>
/// <returns>A list of FunctionConfiguration objects.</returns>
public async Task<List<FunctionConfiguration>> ListFunctionsAsync()
{
    var functionList = new List<FunctionConfiguration>();

    var functionPaginator =
        _lambdaService.Paginators.ListFunctions(new ListFunctionsRequest());
    await foreach (var function in functionPaginator.Functions)
    {
        functionList.Add(function);
    }

    return functionList;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListFunctions](#) 中的。

UpdateFunctionCode

以下代码示例演示了如何使用 UpdateFunctionCode。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Update an existing Lambda function.
/// </summary>
/// <param name="functionName">The name of the Lambda function to update.</
param>
/// <param name="bucketName">The bucket where the zip file containing
/// the Lambda function code is stored.</param>
/// <param name="key">The key name of the source code file.</param>
/// <returns>Async Task.</returns>
public async Task UpdateFunctionCodeAsync(
    string functionName,
    string bucketName,
    string key)
{
    var functionCodeRequest = new UpdateFunctionCodeRequest
    {
        FunctionName = functionName,
        Publish = true,
        S3Bucket = bucketName,
        S3Key = key,
    };

    var response = await
_lambdaService.UpdateFunctionCodeAsync(functionCodeRequest);
    Console.WriteLine($"The Function was last modified at
{response.LastModified}.");
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [UpdateFunctionCode](#) 中的。

UpdateFunctionConfiguration

以下代码示例演示了如何使用 UpdateFunctionConfiguration。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Update the code of a Lambda function.
/// </summary>
/// <param name="functionName">The name of the function to update.</param>
/// <param name="functionHandler">The code that performs the function's
actions.</param>
/// <param name="environmentVariables">A dictionary of environment variables.</
param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> UpdateFunctionConfigurationAsync(
    string functionName,
    string functionHandler,
    Dictionary<string, string> environmentVariables)
{
    var request = new UpdateFunctionConfigurationRequest
    {
        Handler = functionHandler,
        FunctionName = functionName,
        Environment = new Amazon.Lambda.Model.Environment { Variables =
environmentVariables },
    };

    var response = await
_lambdaService.UpdateFunctionConfigurationAsync(request);

    Console.WriteLine(response.LastModified);

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [UpdateFunctionConfiguration](#) 中的。

场景

创建无服务器应用程序来管理照片

以下代码示例演示如何创建无服务器应用程序，让用户能够使用标签管理照片。

适用于 .NET 的 SDK

演示如何开发照片资产管理应用程序，该应用程序使用 Amazon Rekognition 检测图像中的标签并将其存储以供日后检索。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例 [GitHub](#)。

要深入了解这个例子的起源，请参阅 [AWS 社区](#) 上的博文。

本示例中使用的服务

- API Gateway
- DynamoDB
- Lambda
- Amazon Rekognition
- Amazon S3
- Amazon SNS

创建用于分析客户反馈的应用程序

以下代码示例说明如何创建应用程序来分析客户意见卡、翻译其母语、确定其情绪并根据译后的文本生成音频文件。

适用于 .NET 的 SDK

此示例应用程序可分析并存储客户反馈卡。具体来说，它满足了纽约市一家虚构酒店的需求。酒店以实体意见卡的形式收集来自不同语种的客人的反馈。该反馈通过 Web 客户端上传到应用程序中。意见卡图片上传后，将执行以下步骤：

- 使用 Amazon Textract 从图片中提取文本。
- Amazon Comprehend 确定所提取文本的情绪及其语言。
- 使用 Amazon Translate 将所提取文本翻译为英语。
- Amazon Polly 根据所提取文本合成音频文件。

完整的应用程序可使用 AWS CDK 进行部署。有关源代码和部署说明，请参阅中的项目 [GitHub](#)。

本示例中使用的服务

- Amazon Comprehend
- Lambda
- Amazon Polly
- Amazon Textract
- Amazon Translate

使用 S3 对象 Lambda 转换数据

下面的代码示例显示如何使用 S3 对象 Lambda 转换应用程序的数据。

适用于 .NET 的 SDK

显示如何将自定义代码添加到标准 S3 GET 请求中，来修改从 S3 检索的请求对象，从而使该对象适合发出请求的客户端或应用程序的需要。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- Lambda
- Amazon S3

无服务器示例

使用 Lambda 函数连接到 Amazon RDS 数据库

以下代码示例显示如何实现连接到 RDS 数据库的 Lambda 函数。该函数发出一个简单的数据库请求并返回结果。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

在 Lambda 函数中使用 .NET 连接到 Amazon RDS 数据库。

```
using System.Data;
using System.Text.Json;
using Amazon.Lambda.APIGatewayEvents;
using Amazon.Lambda.Core;
using MySql.Data.MySqlClient;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace aws_rds;

public class InputModel
{
    public string key1 { get; set; }
    public string key2 { get; set; }
}

public class Function
{
    /// <summary>
    /// Handles the Lambda function execution for connecting to RDS using IAM
    authentication.
    /// </summary>
    /// <param name="input">The input event data passed to the Lambda function</
param>
    /// <param name="context">The Lambda execution context that provides runtime
information</param>
    /// <returns>A response object containing the execution result</returns>

    public async Task<APIGatewayProxyResponse>
    FunctionHandler(APIGatewayProxyRequest request, ILambdaContext context)
```

```

{
    // Sample Input: {"body": "{\"key1\": \"20\", \"key2\": \"25\"}"}
    var input = JsonSerializer.Deserialize<InputModel>(request.Body);

    /// Obtain authentication token
    var authToken = RDSAuthTokenGenerator.GenerateAuthToken(
        Environment.GetEnvironmentVariable("RDS_ENDPOINT"),
        Convert.ToInt32(Environment.GetEnvironmentVariable("RDS_PORT")),
        Environment.GetEnvironmentVariable("RDS_USERNAME")
    );

    /// Build the Connection String with the Token
    string connectionString =
        $"Server={Environment.GetEnvironmentVariable("RDS_ENDPOINT")};" +
        $"Port={Environment.GetEnvironmentVariable("RDS_PORT")};" +
        $"Uid={Environment.GetEnvironmentVariable("RDS_USERNAME")};" +
        $"Pwd={authToken}";

    try
    {
        await using var connection = new MySqlConnection(connectionString);
        await connection.OpenAsync();

        const string sql = "SELECT @param1 + @param2 AS Sum";

        await using var command = new MySqlCommand(sql, connection);
        command.Parameters.AddWithValue("@param1", int.Parse(input.key1 ??
"0"));
        command.Parameters.AddWithValue("@param2", int.Parse(input.key2 ??
"0"));

        await using var reader = await command.ExecuteReaderAsync();
        if (await reader.ReadAsync())
        {
            int result = reader.GetInt32("Sum");

            //Sample Response: {"statusCode":200,"body":{"\"message\": \"The sum
is: 45\"},"isBase64Encoded":false}
            return new APIGatewayProxyResponse
            {
                StatusCode = 200,

```

```

        Body = JsonSerializer.Serialize(new { message = $"The sum is:
{result}" })
    };
}

}
catch (Exception ex)
{
    Console.WriteLine($"Error: {ex.Message}");
}

return new APIGatewayProxyResponse
{
    StatusCode = 500,
    Body = JsonSerializer.Serialize(new { error = "Internal server error" })
};
}
}

```

通过 Kinesis 触发器调用 Lambda 函数

以下代码示例展示了如何实现一个 Lambda 函数，该函数接收因接收来自 Kinesis 流的记录而触发的事件。该函数检索 Kinesis 有效负载，将 Base64 解码，并记录下记录内容。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

通过 .NET 将 Kinesis 事件与 Lambda 结合使用。

```

// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using System.Text;
using Amazon.Lambda.Core;
using Amazon.Lambda.KinesisEvents;
using AWS.Lambda.Powertools.Logging;

```

```
// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace KinesisIntegrationSampleCode;

public class Function
{
    // Powertools Logger requires an environment variables against your function
    // POWERTOOLS_SERVICE_NAME
    [Logging(LogEvent = true)]
    public async Task FunctionHandler(KinesisEvent evnt, ILambdaContext context)
    {
        if (evnt.Records.Count == 0)
        {
            Logger.LogInformation("Empty Kinesis Event received");
            return;
        }

        foreach (var record in evnt.Records)
        {
            try
            {
                Logger.LogInformation($"Processed Event with EventId:
{record.EventId}");
                string data = await GetRecordDataAsync(record.Kinesis, context);
                Logger.LogInformation($"Data: {data}");
                // TODO: Do interesting work based on the new data
            }
            catch (Exception ex)
            {
                Logger.LogError($"An error occurred {ex.Message}");
                throw;
            }
        }
        Logger.LogInformation($"Successfully processed {evnt.Records.Count}
records.");
    }

    private async Task<string> GetRecordDataAsync(KinesisEvent.Record record,
ILambdaContext context)
    {
        byte[] bytes = record.Data.ToArray();
    }
}
```

```

        string data = Encoding.UTF8.GetString(bytes);
        await Task.CompletedTask; //Placeholder for actual async work
        return data;
    }
}

```

通过 DynamoDB 触发器调用 Lambda 函数

以下代码示例演示如何实现一个 Lambda 函数，该函数接收通过接收来自 DynamoDB 流的记录而触发的事件。该函数检索 DynamoDB 有效负载，并记录下记录内容。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

通过 .NET 将 DynamoDB 事件与 Lambda 结合使用。

```

// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using System.Text.Json;
using System.Text;
using Amazon.Lambda.Core;
using Amazon.Lambda.DynamoDBEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace AWSLambda_DDB;

public class Function
{
    public void FunctionHandler(DynamoDBEvent dynamoEvent, ILambdaContext context)
    {
        context.Logger.LogInformation($"Beginning to process
        {dynamoEvent.Records.Count} records...");
    }
}

```

```

        foreach (var record in dynamoEvent.Records)
        {
            context.Logger.LogInformation($"Event ID: {record.EventID}");
            context.Logger.LogInformation($"Event Name: {record.EventName}");

            context.Logger.LogInformation(JsonSerializer.Serialize(record));
        }

        context.Logger.LogInformation("Stream processing complete.");
    }
}

```

通过 Amazon DocumentDB 触发器调用 Lambda 函数

以下代码示例演示如何实现一个 Lambda 函数，该函数接收通过接收来自 DocumentDB 更改流的记录而触发的事件。该函数检索 DocumentDB 有效负载，并记录下记录内容。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

使用 .NET 将 Amazon DocumentDB 事件与 Lambda 结合使用。

```

using Amazon.Lambda.Core;
using System.Text.Json;
using System;
using System.Collections.Generic;
using System.Text.Json.Serialization;
//Assembly attribute to enable the Lambda function's JSON input to be converted into
a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace LambdaDocDb;

public class Function
{

```

```

    /// <summary>
    /// Lambda function entry point to process Amazon DocumentDB events.
    /// </summary>
    /// <param name="event">The Amazon DocumentDB event.</param>
    /// <param name="context">The Lambda context object.</param>
    /// <returns>A string to indicate successful processing.</returns>
    public string FunctionHandler(Event evnt, ILambdaContext context)
    {
        foreach (var record in evnt.Events)
        {
            ProcessDocumentDBEvent(record, context);
        }

        return "OK";
    }

    private void ProcessDocumentDBEvent(DocumentDBEventRecord record,
    ILambdaContext context)
    {
        var eventData = record.Event;
        var operationType = eventData.OperationType;
        var databaseName = eventData.Ns.Db;
        var collectionName = eventData.Ns.Coll;
        var fullDocument = JsonSerializer.Serialize(eventData.FullDocument, new
        JsonSerializerOptions { WriteIndented = true });

        context.Logger.LogLine($"Operation type: {operationType}");
        context.Logger.LogLine($"Database: {databaseName}");
        context.Logger.LogLine($"Collection: {collectionName}");
        context.Logger.LogLine($"Full document:\n{fullDocument}");
    }

    public class Event
    {
        [JsonPropertyName("eventSourceArn")]
        public string EventSourceArn { get; set; }

        [JsonPropertyName("events")]
        public List<DocumentDBEventRecord> Events { get; set; }
    }

```



```
        [JsonPropertyName("eventSource")]
        public string EventSource { get; set; }
    }

    public class DocumentDBEventRecord
    {
        [JsonPropertyName("event")]
        public EventData Event { get; set; }
    }

    public class EventData
    {
        [JsonPropertyName("_id")]
        public IdData Id { get; set; }

        [JsonPropertyName("clusterTime")]
        public ClusterTime ClusterTime { get; set; }

        [JsonPropertyName("documentKey")]
        public DocumentKey DocumentKey { get; set; }

        [JsonPropertyName("fullDocument")]
        public Dictionary<string, object> FullDocument { get; set; }

        [JsonPropertyName("ns")]
        public Namespace Ns { get; set; }

        [JsonPropertyName("operationType")]
        public string OperationType { get; set; }
    }

    public class IdData
    {
        [JsonPropertyName("_data")]
        public string Data { get; set; }
    }

    public class ClusterTime
    {
        [JsonPropertyName("$timestamp")]
        public Timestamp Timestamp { get; set; }
    }
```

```
public class Timestamp
{
    [JsonPropertyName("t")]
    public long T { get; set; }

    [JsonPropertyName("i")]
    public int I { get; set; }
}

public class DocumentKey
{
    [JsonPropertyName("_id")]
    public Id Id { get; set; }
}

public class Id
{
    [JsonPropertyName("$oid")]
    public string Oid { get; set; }
}

public class Namespace
{
    [JsonPropertyName("db")]
    public string Db { get; set; }

    [JsonPropertyName("coll")]
    public string Coll { get; set; }
}
}
```

通过 Amazon MSK 触发器调用 Lambda 函数

以下代码示例演示如何实现一个 Lambda 函数，该函数接收通过接收来自 Amazon MSK 集群的记录而触发的事件。该函数检索 MSK 有效负载，并记录下记录内容。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

通过 .NET 将 Amazon MSK 事件与 Lambda 结合使用。

```
using System.Text;
using Amazon.Lambda.Core;
using Amazon.Lambda.KafkaEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace MSKLambda;

public class Function
{
    /// <param name="input">The event for the Lambda function handler to process.</param>
    /// <param name="context">The ILambdaContext that provides methods for logging
    and describing the Lambda environment.</param>
    /// <returns></returns>
    public void FunctionHandler(KafkaEvent evnt, ILambdaContext context)
    {
        foreach (var record in evnt.Records)
        {
            Console.WriteLine("Key:" + record.Key);
            foreach (var eventRecord in record.Value)
            {
                var valueBytes = eventRecord.Value.ToArray();
                var valueText = Encoding.UTF8.GetString(valueBytes);

                Console.WriteLine("Message:" + valueText);
            }
        }
    }
}
```

```

    }
  }
}

}

```

通过 Amazon S3 触发器调用 Lambda 函数

以下代码示例展示了如何实现一个 Lambda 函数，该函数接收通过将对象上传到 S3 桶而触发的事件。该函数从事件参数中检索 S3 存储桶名称和对象密钥，并调用 Amazon S3 API 来检索和记录对象的内容类型。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

使用 .NET 将 S3 事件与 Lambda 结合使用。

```

// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using System.Threading.Tasks;
using Amazon.Lambda.Core;
using Amazon.S3;
using System;
using Amazon.Lambda.S3Events;
using System.Web;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace S3Integration
{
    public class Function

```

```
{
    private static AmazonS3Client _s3Client;
    public Function() : this(null)
    {
    }

    internal Function(AmazonS3Client s3Client)
    {
        _s3Client = s3Client ?? new AmazonS3Client();
    }

    public async Task<string> Handler(S3Event evt, ILambdaContext context)
    {
        try
        {
            if (evt.Records.Count <= 0)
            {
                context.Logger.LogLine("Empty S3 Event received");
                return string.Empty;
            }

            var bucket = evt.Records[0].S3.Bucket.Name;
            var key = HttpUtility.UrlDecode(evt.Records[0].S3.Object.Key);

            context.Logger.LogLine($"Request is for {bucket} and {key}");

            var objectResult = await _s3Client.GetObjectAsync(bucket, key);

            context.Logger.LogLine($"Returning {objectResult.Key}");

            return objectResult.Key;
        }
        catch (Exception e)
        {
            context.Logger.LogLine($"Error processing request - {e.Message}");

            return string.Empty;
        }
    }
}
```

通过 Amazon SNS 触发器调用 Lambda 函数

以下代码示例展示了如何实现一个 Lambda 函数，该函数接收因接收来自 SNS 主题的消息而触发的事件。该函数从事件参数检索消息并记录每条消息的内容。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

使用 .NET 将 SNS 事件与 Lambda 结合使用。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using Amazon.Lambda.Core;
using Amazon.Lambda.SNSEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly: LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace SnsIntegration;

public class Function
{
    public async Task FunctionHandler(SNSEvent evnt, ILambdaContext context)
    {
        foreach (var record in evnt.Records)
        {
            await ProcessRecordAsync(record, context);
        }
        context.Logger.LogInformation("done");
    }

    private async Task ProcessRecordAsync(SNSEvent.SNSRecord record, ILambdaContext context)
    {
        try
```

```

    {
        context.Logger.LogInformation($"Processed record {record.Sns.Message}");

        // TODO: Do interesting work based on the new message
        await Task.CompletedTask;
    }
    catch (Exception e)
    {
        //You can use Dead Letter Queue to handle failures. By configuring a
        Lambda DLQ.
        context.Logger.LogError($"An error occurred");
        throw;
    }
}
}

```

通过 Amazon SQS 触发器调用 Lambda 函数

以下代码示例展示了如何实现一个 Lambda 函数，该函数接收因接收来自 SNS 队列的消息而触发的事件。该函数从事件参数检索消息并记录每条消息的内容。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

通过 .NET 将 SQS 事件与 Lambda 结合使用。

```

// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using Amazon.Lambda.Core;
using Amazon.Lambda.SQSEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSeriali

```

```
namespace SqsIntegrationSampleCode
{
    public async Task FunctionHandler(SQSEvent evnt, ILambdaContext context)
    {
        foreach (var message in evnt.Records)
        {
            await ProcessMessageAsync(message, context);
        }

        context.Logger.LogInformation("done");
    }

    private async Task ProcessMessageAsync(SQSEvent.SQSMessage message,
    ILambdaContext context)
    {
        try
        {
            context.Logger.LogInformation($"Processed message {message.Body}");

            // TODO: Do interesting work based on the new message
            await Task.CompletedTask;
        }
        catch (Exception e)
        {
            //You can use Dead Letter Queue to handle failures. By configuring a
            Lambda DLQ.
            context.Logger.LogError($"An error occurred");
            throw;
        }
    }
}
```

通过 Kinesis 触发器报告 Lambda 函数批处理项目失败

以下代码示例展示了如何为接收来自 Kinesis 流的事件的 Lambda 函数实现部分批处理响应。该函数在响应中报告批处理项目失败，并指示 Lambda 稍后重试这些消息。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

报告使用 .NET 进行 Lambda Kinesis 批处理项目失败。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using System.Text;
using System.Text.Json.Serialization;
using Amazon.Lambda.Core;
using Amazon.Lambda.KinesisEvents;
using AWS.Lambda.Powertools.Logging;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace KinesisIntegration;

public class Function
{
    // Powertools Logger requires an environment variables against your function
    // POWERTOOLS_SERVICE_NAME
    [Logging(LogEvent = true)]
    public async Task<StreamsEventResponse> FunctionHandler(KinesisEvent evnt,
        ILambdaContext context)
    {
        if (evnt.Records.Count == 0)
        {
            Logger.LogInformation("Empty Kinesis Event received");
            return new StreamsEventResponse();
        }

        foreach (var record in evnt.Records)
        {
            try
            {

```

```

        Logger.LogInformation($"Processed Event with EventId:
{record.EventId}");
        string data = await GetRecordDataAsync(record.Kinesis, context);
        Logger.LogInformation($"Data: {data}");
        // TODO: Do interesting work based on the new data
    }
    catch (Exception ex)
    {
        Logger.LogError($"An error occurred {ex.Message}");
        /* Since we are working with streams, we can return the failed item
immediately.
        Lambda will immediately begin to retry processing from this
failed item onwards. */
        return new StreamsEventResponse
        {
            BatchItemFailures = new
List<StreamsEventResponse.BatchItemFailure>
            {
                new StreamsEventResponse.BatchItemFailure { ItemIdentifier =
record.Kinesis.SequenceNumber }
            }
        };
    }
    }
    Logger.LogInformation($"Successfully processed {evnt.Records.Count}
records.");
    return new StreamsEventResponse();
}

private async Task<string> GetRecordDataAsync(KinesisEvent.Record record,
ILambdaContext context)
{
    byte[] bytes = record.Data.ToArray();
    string data = Encoding.UTF8.GetString(bytes);
    await Task.CompletedTask; //Placeholder for actual async work
    return data;
}
}

public class StreamsEventResponse
{
    [JsonPropertyName("batchItemFailures")]
    public IList<BatchItemFailure> BatchItemFailures { get; set; }
    public class BatchItemFailure

```

```

    {
        [JsonPropertyName("itemIdentifier")]
        public string ItemIdentifier { get; set; }
    }
}

```

通过 DynamoDB 触发器报告 Lambda 函数批处理项目失败

以下代码示例演示如何为接收来自 DynamoDB 流的事件的 Lambda 函数实现部分批处理响应。该函数在响应中报告批处理项目失败，并指示 Lambda 稍后重试这些消息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

报告使用 .NET 通过 Lambda 进行 DynamoDB 批处理项目失败。

```

// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using System.Text.Json;
using System.Text;
using Amazon.Lambda.Core;
using Amazon.Lambda.DynamoDBEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace AWSLambda_DDB;

public class Function
{
    public StreamsEventResponse FunctionHandler(DynamoDBEvent dynamoEvent,
        ILambdaContext context)
    {

```

```
        context.Logger.LogInformation($"Beginning to process
{dynamoEvent.Records.Count} records...");
        List<StreamsEventResponse.BatchItemFailure> batchItemFailures = new
List<StreamsEventResponse.BatchItemFailure>();
        StreamsEventResponse streamsEventResponse = new StreamsEventResponse();

        foreach (var record in dynamoEvent.Records)
        {
            try
            {
                var sequenceNumber = record.Dynamodb.SequenceNumber;
                context.Logger.LogInformation(sequenceNumber);
            }
            catch (Exception ex)
            {
                context.Logger.LogError(ex.Message);
                batchItemFailures.Add(new StreamsEventResponse.BatchItemFailure()
{ ItemIdentifier = record.Dynamodb.SequenceNumber });
            }
        }

        if (batchItemFailures.Count > 0)
        {
            streamsEventResponse.BatchItemFailures = batchItemFailures;
        }

        context.Logger.LogInformation("Stream processing complete.");
        return streamsEventResponse;
    }
}
```

报告使用 Amazon SQS 触发器进行 Lambda 函数批处理项目失败

以下代码示例展示了如何为接收来自 SQS 队列的事件的 Lambda 函数实现部分批处理响应。该函数在响应中报告批处理项目失败，并指示 Lambda 稍后重试这些消息。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

报告使用 .NET 进行 Lambda SQS 批处理项目失败。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using Amazon.Lambda.Core;
using Amazon.Lambda.SQSEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer),
    namespace sqsSample;

public class Function
{
    public async Task<SQSBatchResponse> FunctionHandler(SQSEvent evnt,
        ILambdaContext context)
    {
        List<SQSBatchResponse.BatchItemFailure> batchItemFailures = new
        List<SQSBatchResponse.BatchItemFailure>();
        foreach (var message in evnt.Records)
        {
            try
            {
                //process your message
                await ProcessMessageAsync(message, context);
            }
            catch (System.Exception)
            {
                //Add failed message identifier to the batchItemFailures list
                batchItemFailures.Add(new
                SQSBatchResponse.BatchItemFailure{ItemIdentifier=message.MessageId});
            }
        }
        return new SQSBatchResponse(batchItemFailures);
    }
}
```

```
}

private async Task ProcessMessageAsync(SQSEvent.SQSMessage message,
ILambdaContext context)
{
    if (String.IsNullOrEmpty(message.Body))
    {
        throw new Exception("No Body in SQS Message.");
    }
    context.Logger.LogInformation($"Processed message {message.Body}");
    // TODO: Do interesting work based on the new message
    await Task.CompletedTask;
}
}
```

AWS 社区捐款

构建和测试无服务器应用程序

以下代码示例演示如何使用 API Gateway 与 Lambda 和 DynamoDB 构建和测试无服务器应用程序

适用于 .NET 的 SDK

演示如何使用 .NET SDK 构建和测试包含 API Gateway 以及 Lambda 和 DynamoDB 的无服务器应用程序。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- API Gateway
- DynamoDB
- Lambda

MediaConvert 使用示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用with来执行操作和实现常见场景 MediaConvert。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [操作](#)

开始使用

你好 MediaConvert

以下代码示例展示了如何开始使用 AWS Elemental MediaConvert。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using Amazon.MediaConvert;
using Amazon.MediaConvert.Model;

namespace MediaConvertActions;

public static class HelloMediaConvert
{
    static async Task Main(string[] args)
    {
        // Create the client using the default profile.
        var mediaConvertClient = new AmazonMediaConvertClient();

        Console.WriteLine($"Hello AWS Elemental MediaConvert! Your MediaConvert Jobs are:");
        Console.WriteLine();

        // You can use await and any of the async methods to get a response.
        // Let's get some MediaConvert jobs.
        var response = await mediaConvertClient.ListJobsAsync()
```

```
        new ListJobsRequest()
        {
            MaxResults = 10
        }
    );

    foreach (var job in response.Jobs)
    {
        Console.WriteLine($"{job.Id} status {job.Status}");
        Console.WriteLine();
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeEndpoints](#) 中的。

操作

CreateJob

以下代码示例演示了如何使用 CreateJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

设置文件位置、客户端和包装器。

```
// MediaConvert role Amazon Resource Name (ARN).
// For information on creating this role, see
// https://docs.aws.amazon.com/mediaconvert/latest/ug/creating-the-iam-role-
in-mediaconvert-configured.html.
var mediaConvertRole = _configuration["mediaConvertRoleARN"];

// Include the file input and output locations in settings.json or
settings.local.json.
```



```
var fileInput = _configuration["fileInput"];
var fileOutput = _configuration["fileOutput"];

AmazonMediaConvertClient mcClient = new AmazonMediaConvertClient();

var wrapper = new MediaConvertWrapper(mcClient);
```

```
Console.WriteLine(new string('-', 80));
Console.WriteLine($"Creating job for input file {fileInput}.");
var jobId = await wrapper.CreateJob(mediaConvertRole!, fileInput!,
fileOutput!);
Console.WriteLine($"Created job with Job ID: {jobId}");
Console.WriteLine(new string('-', 80));
```

使用包装程序方法创建任务并返回任务 ID。

```
/// <summary>
/// Create a job to convert a media file.
/// </summary>
/// <param name="mediaConvertRole">The Amazon Resource Name (ARN) of the media
convert role, as specified here:
/// https://docs.aws.amazon.com/mediaconvert/latest/ug/creating-the-iam-role-in-mediaconvert-configured.html</param>
/// <param name="fileInput">The Amazon Simple Storage Service (Amazon S3)
location of the input media file.</param>
/// <param name="fileOutput">The Amazon S3 location for the output media file.</
param>
/// <returns>The ID of the new job.</returns>
public async Task<string> CreateJob(string mediaConvertRole, string fileInput,
string fileOutput)
{
    CreateJobRequest createJobRequest = new CreateJobRequest
    {
        Role = mediaConvertRole
    };

    createJobRequest.UserMetadata.Add("Customer", "Amazon");

    JobSettings jobSettings = new JobSettings
    {
```

```
        AdAvailOffset = 0,
        TimecodeConfig = new TimecodeConfig
        {
            Source = TimecodeSource.EMBEDDED
        }
    };
createJobRequest.Settings = jobSettings;

#region OutputGroup

OutputGroup ofg = new OutputGroup
{
    Name = "File Group",
    OutputGroupSettings = new OutputGroupSettings
    {
        Type = OutputGroupType.FILE_GROUP_SETTINGS,
        FileGroupSettings = new FileGroupSettings
        {
            Destination = fileOutput
        }
    }
};

Output output = new Output
{
    NameModifier = "_1"
};

#region VideoDescription

VideoDescription vdes = new VideoDescription
{
    ScalingBehavior = ScalingBehavior.DEFAULT,
    TimecodeInsertion = VideoTimecodeInsertion.DISABLED,
    AntiAlias = AntiAlias.ENABLED,
    Sharpness = 50,
    AfdSignaling = AfdSignaling.NONE,
    DropFrameTimecode = DropFrameTimecode.ENABLED,
    RespondToAfd = RespondToAfd.NONE,
    ColorMetadata = ColorMetadata.INSERT,
    CodecSettings = new VideoCodecSettings
    {
        Codec = VideoCodec.H_264
    }
}
```

```
};  
output.VideoDescription = vdes;  
  
H264Settings h264 = new H264Settings  
{  
    InterlaceMode = H264InterlaceMode.PROGRESSIVE,  
    NumberReferenceFrames = 3,  
    Syntax = H264Syntax.DEFAULT,  
    Softness = 0,  
    GopClosedCadence = 1,  
    GopSize = 90,  
    Slices = 1,  
    GopBReference = H264GopBReference.DISABLED,  
    SlowPal = H264SlowPal.DISABLED,  
    SpatialAdaptiveQuantization = H264SpatialAdaptiveQuantization.ENABLED,  
    TemporalAdaptiveQuantization = H264TemporalAdaptiveQuantization.ENABLED,  
    FlickerAdaptiveQuantization = H264FlickerAdaptiveQuantization.DISABLED,  
    EntropyEncoding = H264EntropyEncoding.CABAC,  
    Bitrate = 5000000,  
    FramerateControl = H264FramerateControl.SPECIFIED,  
    RateControlMode = H264RateControlMode.CBR,  
    CodecProfile = H264CodecProfile.MAIN,  
    Telecine = H264Telecine.NONE,  
    MinIInterval = 0,  
    AdaptiveQuantization = H264AdaptiveQuantization.HIGH,  
    CodecLevel = H264CodecLevel.AUTO,  
    FieldEncoding = H264FieldEncoding.PAFF,  
    SceneChangeDetect = H264SceneChangeDetect.ENABLED,  
    QualityTuningLevel = H264QualityTuningLevel.SINGLE_PASS,  
    FramerateConversionAlgorithm =  
        H264FramerateConversionAlgorithm.DUPLICATE_DROP,  
    UnregisteredSeiTimecode = H264UnregisteredSeiTimecode.DISABLED,  
    GopSizeUnits = H264GopSizeUnits.FRAMES,  
    ParControl = H264ParControl.SPECIFIED,  
    NumberBFramesBetweenReferenceFrames = 2,  
    RepeatPps = H264RepeatPps.DISABLED,  
    FramerateNumerator = 30,  
    FramerateDenominator = 1,  
    ParNumerator = 1,  
    ParDenominator = 1  
};  
output.VideoDescription.CodecSettings.H264Settings = h264;  
  
#endregion VideoDescription
```

```

#region AudioDescription

AudioDescription ades = new AudioDescription
{
    LanguageCodeControl = AudioLanguageCodeControl.FOLLOW_INPUT,
    // This name matches one specified in the following Inputs.
    AudioSourceName = "Audio Selector 1",
    CodecSettings = new AudioCodecSettings
    {
        Codec = AudioCodec.AAC
    }
};

AacSettings aac = new AacSettings
{
    AudioDescriptionBroadcasterMix =
AacAudioDescriptionBroadcasterMix.NORMAL,
    RateControlMode = AacRateControlMode.CBR,
    CodecProfile = AacCodecProfile.LC,
    CodingMode = AacCodingMode.CODING_MODE_2_0,
    RawFormat = AacRawFormat.NONE,
    SampleRate = 48000,
    Specification = AacSpecification.MPEG4,
    Bitrate = 64000
};
ades.CodecSettings.AacSettings = aac;
output.AudioDescriptions.Add(ades);

#endregion AudioDescription

#region Mp4 Container

output.ContainerSettings = new ContainerSettings
{
    Container = ContainerType.MP4
};
Mp4Settings mp4 = new Mp4Settings
{
    CslgAtom = Mp4CslgAtom.INCLUDE,
    FreeSpaceBox = Mp4FreeSpaceBox.EXCLUDE,
    MoovPlacement = Mp4MoovPlacement.PROGRESSIVE_DOWNLOAD
};
output.ContainerSettings.Mp4Settings = mp4;

```

```
#endregion Mp4 Container

ofg.Outputs.Add(output);
createJobRequest.Settings.OutputGroups.Add(ofg);

#endregion OutputGroup

#region Input

Input input = new Input
{
    FilterEnable = InputFilterEnable.AUTO,
    PsiControl = InputPsiControl.USE_PSI,
    FilterStrength = 0,
    DeblockFilter = InputDeblockFilter.DISABLED,
    DenoiseFilter = InputDenoiseFilter.DISABLED,
    TimecodeSource = InputTimecodeSource.EMBEDDED,
    FileInput = fileInput
};

AudioSelector audsel = new AudioSelector
{
    Offset = 0,
    DefaultSelection = AudioDefaultSelection.NOT_DEFAULT,
    ProgramSelection = 1,
    SelectorType = AudioSelectorType.TRACK
};
audsel.Tracks.Add(1);
input.AudioSelectors.Add("Audio Selector 1", audsel);

input.VideoSelector = new VideoSelector
{
    ColorSpace = ColorSpace.FOLLOW
};

createJobRequest.Settings.Inputs.Add(input);

#endregion Input

CreateJobResponse createJobResponse =
    await _amazonMediaConvert.CreateJobAsync(createJobRequest);

var jobId = createJobResponse.Job.Id;
```

```
        return jobId;
    }
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateJob](#)中的。

GetJob

以下代码示例演示了如何使用 GetJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

设置文件位置、客户端和包装器。

```
// MediaConvert role Amazon Resource Name (ARN).
// For information on creating this role, see
// https://docs.aws.amazon.com/mediaconvert/latest/ug/creating-the-iam-role-
in-mediaconvert-configured.html.
var mediaConvertRole = _configuration["mediaConvertRoleARN"];

// Include the file input and output locations in settings.json or
settings.local.json.
var fileInput = _configuration["fileInput"];
var fileOutput = _configuration["fileOutput"];

AmazonMediaConvertClient mcClient = new AmazonMediaConvertClient();

var wrapper = new MediaConvertWrapper(mcClient);
```

通过 ID 获取任务。

```
Console.WriteLine(new string('-', 80));
```

```
Console.WriteLine($"Getting job information for Job ID {jobId}");
var job = await wrapper.GetJobById(jobId);
Console.WriteLine($"Job {job.Id} created on {job.CreatedAt:d} has status
{job.Status}.");
Console.WriteLine(new string('-', 80));
```

```
/// <summary>
/// Get the job information for a job by its ID.
/// </summary>
/// <param name="jobId">The ID of the job.</param>
/// <returns>The Job object.</returns>
public async Task<Job> GetJobById(string jobId)
{
    var jobResponse = await _amazonMediaConvert.GetJobAsync(
        new GetJobRequest
        {
            Id = jobId
        });

    return jobResponse.Job;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetJob](#)中的。

ListJobs

以下代码示例演示了如何使用 ListJobs。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

设置文件位置、客户端和包装器。

```
// MediaConvert role Amazon Resource Name (ARN).
// For information on creating this role, see
// https://docs.aws.amazon.com/mediaconvert/latest/ug/creating-the-iam-role-
in-mediaconvert-configured.html.
var mediaConvertRole = _configuration["mediaConvertRoleARN"];

// Include the file input and output locations in settings.json or
settings.local.json.
var fileInput = _configuration["fileInput"];
var fileOutput = _configuration["fileOutput"];

AmazonMediaConvertClient mcClient = new AmazonMediaConvertClient();

var wrapper = new MediaConvertWrapper(mcClient);
```

列出具有特定状态的任务。

```
Console.WriteLine(new string('-', 80));
Console.WriteLine($"Listing all complete jobs.");
var completeJobs = await wrapper.ListAllJobsByStatus(JobStatus.COMPLETE);
completeJobs.ForEach(j =>
{
    Console.WriteLine($"Job {j.Id} created on {j.CreatedAt:d} has status
{j.Status}.");
});
```

使用分页工具列出任务。

```
/// <summary>
/// List all of the jobs with a particular status using a paginator.
/// </summary>
/// <param name="status">The status to use when listing jobs.</param>
/// <returns>The list of jobs matching the status.</returns>
public async Task<List<Job>> ListAllJobsByStatus(JobStatus? status = null)
{
    var returnedJobs = new List<Job>();

    var paginatedJobs = _amazonMediaConvert.Paginators.ListJobs(
        new ListJobsRequest
        {
            Status = status
```



```
        });  
  
        // Get the entire list using the paginator.  
        await foreach (var job in paginatedJobs.Jobs)  
        {  
            returnedJobs.Add(job);  
        }  
  
        return returnedJobs;  
    }  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListJobs](#) 中的。

使用 Amazon MSK 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Amazon MSK 配合使用来执行操作和实现常见场景。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [无服务器示例](#)

无服务器示例

通过 Amazon MSK 触发器调用 Lambda 函数

以下代码示例演示如何实现一个 Lambda 函数，该函数接收通过接收来自 Amazon MSK 集群的记录而触发的事件。该函数检索 MSK 有效负载，并记录下记录内容。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [无服务器示例](#) 存储库中查找完整示例，并了解如何进行设置和运行。

通过 .NET 将 Amazon MSK 事件与 Lambda 结合使用。

```
using System.Text;
using Amazon.Lambda.Core;
using Amazon.Lambda.KafkaEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace MSKLambda;

public class Function
{
    /// <param name="input">The event for the Lambda function handler to process.</param>
    /// <param name="context">The ILambdaContext that provides methods for logging
    and describing the Lambda environment.</param>
    /// <returns></returns>
    public void FunctionHandler(KafkaEvent evnt, ILambdaContext context)
    {
        foreach (var record in evnt.Records)
        {
            Console.WriteLine("Key:" + record.Key);
            foreach (var eventRecord in record.Value)
            {
                var valueBytes = eventRecord.Value.ToArray();
                var valueText = Encoding.UTF8.GetString(valueBytes);

                Console.WriteLine("Message:" + valueText);
            }
        }
    }
}
```

使用 Organizations 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 with Organizations 来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)

操作

AttachPolicy

以下代码示例演示了如何使用 AttachPolicy。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;

/// <summary>
/// Shows how to attach an AWS Organizations policy to an organization,
/// an organizational unit, or an account.
/// </summary>
public class AttachPolicy
{
```

```
/// <summary>
/// Initializes the Organizations client object and then calls the
/// AttachPolicyAsync method to attach the policy to the root
/// organization.
/// </summary>
public static async Task Main()
{
    IAmazonOrganizations client = new AmazonOrganizationsClient();
    var policyId = "p-000000000";
    var targetId = "r-0000";

    var request = new AttachPolicyRequest
    {
        PolicyId = policyId,
        TargetId = targetId,
    };

    var response = await client.AttachPolicyAsync(request);

    if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
    {
        Console.WriteLine($"Successfully attached Policy ID {policyId} to
Target ID: {targetId}.");
    }
    else
    {
        Console.WriteLine("Was not successful in attaching the policy.");
    }
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[AttachPolicy](#)中的。

CreateAccount

以下代码示例演示了如何使用 CreateAccount。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;

/// <summary>
/// Creates a new AWS Organizations account.
/// </summary>
public class CreateAccount
{
    /// <summary>
    /// Initializes an Organizations client object and uses it to create
    /// the new account with the name specified in accountName.
    /// </summary>
    public static async Task Main()
    {
        IAmazonOrganizations client = new AmazonOrganizationsClient();
        var accountName = "ExampleAccount";
        var email = "someone@example.com";

        var request = new CreateAccountRequest
        {
            AccountName = accountName,
            Email = email,
        };

        var response = await client.CreateAccountAsync(request);
        var status = response.CreateAccountStatus;

        Console.WriteLine($"The status of {status.AccountName} is
{status.State}.");
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateAccount](#) 中的。

CreateOrganization

以下代码示例演示了如何使用 CreateOrganization。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;

/// <summary>
/// Creates an organization in AWS Organizations.
/// </summary>
public class CreateOrganization
{
    /// <summary>
    /// Creates an Organizations client object and then uses it to create
    /// a new organization with the default user as the administrator, and
    /// then displays information about the new organization.
    /// </summary>
    public static async Task Main()
    {
        IAmazonOrganizations client = new AmazonOrganizationsClient();

        var response = await client.CreateOrganizationAsync(new
CreateOrganizationRequest
        {
            FeatureSet = "ALL",
        });

        Organization newOrg = response.Organization;
```

```
        Console.WriteLine($"Organization: {newOrg.Id} Main Account:
{newOrg.MasterAccountId}");
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateOrganization](#)中的。

CreateOrganizationalUnit

以下代码示例演示了如何使用 CreateOrganizationalUnit。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;

/// <summary>
/// Creates a new organizational unit in AWS Organizations.
/// </summary>
public class CreateOrganizationalUnit
{
    /// <summary>
    /// Initializes an Organizations client object and then uses it to call
    /// the CreateOrganizationalUnit method. If the call succeeds, it
    /// displays information about the new organizational unit.
    /// </summary>
    public static async Task Main()
    {
        // Create the client object using the default account.
        IAmazonOrganizations client = new AmazonOrganizationsClient();
```

```
var orgUnitName = "ProductDevelopmentUnit";

var request = new CreateOrganizationalUnitRequest
{
    Name = orgUnitName,
    ParentId = "r-0000",
};

var response = await client.CreateOrganizationalUnitAsync(request);

if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
{
    Console.WriteLine($"Successfully created organizational unit:
{orgUnitName}.");
    Console.WriteLine($"Organizational unit {orgUnitName} Details");
    Console.WriteLine($"ARN: {response.OrganizationalUnit.Arn} Id:
{response.OrganizationalUnit.Id}");
}
else
{
    Console.WriteLine("Could not create new organizational unit.");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateOrganizationalUnit](#)中的。

CreatePolicy

以下代码示例演示了如何使用 CreatePolicy。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。


```

using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;

/// <summary>
/// Creates a new AWS Organizations Policy.
/// </summary>
public class CreatePolicy
{
    /// <summary>
    /// Initializes the AWS Organizations client object, uses it to
    /// create a new Organizations Policy, and then displays information
    /// about the newly created Policy.
    /// </summary>
    public static async Task Main()
    {
        IAmazonOrganizations client = new AmazonOrganizationsClient();
        var policyContent = "{" +
            "  \"Version\": \"2012-10-17\", \" +
            "  \"Statement\" : [{\" +
            "    \"Action\" : [\"s3:*\"], \" +
            "    \"Effect\" : \"Allow\", \" +
            "    \"Resource\" : \"*\" \" +
            "  }]" +
            "}";

        try
        {
            var response = await client.CreatePolicyAsync(new
CreatePolicyRequest
            {
                Content = policyContent,
                Description = "Enables admins of attached accounts to delegate
all Amazon S3 permissions",
                Name = "AllowAllS3Actions",
                Type = "SERVICE_CONTROL_POLICY",
            });

            Policy policy = response.Policy;
            Console.WriteLine($"{policy.PolicySummary.Name} has the following
content: {policy.Content}");
        }
    }
}

```

```
        catch (Exception ex)
        {
            Console.WriteLine(ex.Message);
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreatePolicy](#)中的。

DeleteOrganization

以下代码示例演示了如何使用 DeleteOrganization。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;

/// <summary>
/// Shows how to delete an existing organization using the AWS
/// Organizations Service.
/// </summary>
public class DeleteOrganization
{
    /// <summary>
    /// Initializes the Organizations client and then calls
    /// DeleteOrganizationAsync to delete the organization.
    /// </summary>
    public static async Task Main()
    {
        // Create the client object using the default account.
```

```
IAmazonOrganizations client = new AmazonOrganizationsClient();

var response = await client.DeleteOrganizationAsync(new
DeleteOrganizationRequest());

if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
{
    Console.WriteLine("Successfully deleted organization.");
}
else
{
    Console.WriteLine("Could not delete organization.");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteOrganization](#) 中的。

DeleteOrganizationalUnit

以下代码示例演示了如何使用 DeleteOrganizationalUnit。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;

/// <summary>
/// Shows how to delete an existing AWS Organizations organizational unit.
/// </summary>
public class DeleteOrganizationalUnit
```

```

{
    /// <summary>
    /// Initializes the Organizations client object and calls
    /// DeleteOrganizationalUnitAsync to delete the organizational unit
    /// with the selected ID.
    /// </summary>
    public static async Task Main()
    {
        // Create the client object using the default account.
        IAmazonOrganizations client = new AmazonOrganizationsClient();

        var orgUnitId = "ou-0000-000000000";

        var request = new DeleteOrganizationalUnitRequest
        {
            OrganizationalUnitId = orgUnitId,
        };

        var response = await client.DeleteOrganizationalUnitAsync(request);

        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            Console.WriteLine($"Successfully deleted the organizational unit
with ID: {orgUnitId}.");
        }
        else
        {
            Console.WriteLine($"Could not delete the organizational unit with
ID: {orgUnitId}.");
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteOrganizationalUnit](#) 中的。

DeletePolicy

以下代码示例演示了如何使用 DeletePolicy。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;

/// <summary>
/// Deletes an existing AWS Organizations policy.
/// </summary>
public class DeletePolicy
{
    /// <summary>
    /// Initializes the Organizations client object and then uses it to
    /// delete the policy with the specified policyId.
    /// </summary>
    public static async Task Main()
    {
        // Create the client object using the default account.
        IAmazonOrganizations client = new AmazonOrganizationsClient();

        var policyId = "p-000000000";

        var request = new DeletePolicyRequest
        {
            PolicyId = policyId,
        };

        var response = await client.DeletePolicyAsync(request);

        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            Console.WriteLine($"Successfully deleted Policy: {policyId}.");
        }
        else
        {

```

```

        Console.WriteLine($"Could not delete Policy: {policyId}.");
    }
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeletePolicy](#) 中的。

DetachPolicy

以下代码示例演示了如何使用 DetachPolicy。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;

/// <summary>
/// Shows how to detach a policy from an AWS Organizations organization,
/// organizational unit, or account.
/// </summary>
public class DetachPolicy
{
    /// <summary>
    /// Initializes the Organizations client object and uses it to call
    /// DetachPolicyAsync to detach the policy.
    /// </summary>
    public static async Task Main()
    {
        // Create the client object using the default account.
        IAmazonOrganizations client = new AmazonOrganizationsClient();

        var policyId = "p-000000000";
    }
}

```

```
var targetId = "r-0000";

var request = new DetachPolicyRequest
{
    PolicyId = policyId,
    TargetId = targetId,
};

var response = await client.DetachPolicyAsync(request);

if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
{
    Console.WriteLine($"Successfully detached policy with Policy Id:
{policyId}.");
}
else
{
    Console.WriteLine("Could not detach the policy.");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DetachPolicy](#)中的。

ListAccounts

以下代码示例演示了如何使用 ListAccounts。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;
```

```
/// <summary>
/// Uses the AWS Organizations service to list the accounts associated
/// with the default account.
/// </summary>
public class ListAccounts
{
    /// <summary>
    /// Creates the Organizations client and then calls its
    /// ListAccountsAsync method.
    /// </summary>
    public static async Task Main()
    {
        // Create the client object using the default account.
        IAmazonOrganizations client = new AmazonOrganizationsClient();

        var request = new ListAccountsRequest
        {
            MaxResults = 5,
        };

        var response = new ListAccountsResponse();
        try
        {
            do
            {
                response = await client.ListAccountsAsync(request);
                response.Accounts.ForEach(a => DisplayAccounts(a));
                if (response.NextToken is not null)
                {
                    request.NextToken = response.NextToken;
                }
            }
            while (response.NextToken is not null);
        }
        catch (AWSOrganizationsNotInUseException ex)
        {
            Console.WriteLine(ex.Message);
        }
    }

    /// <summary>
    /// Displays information about an Organizations account.
    /// </summary>
}
```



```
/// <param name="account">An Organizations account for which to display
/// information on the console.</param>
private static void DisplayAccounts(Account account)
{
    string accountInfo = $"{account.Id} {account.Name}\t{account.Status}";

    Console.WriteLine(accountInfo);
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListAccounts](#)中的。

ListOrganizationalUnitsForParent

以下代码示例演示了如何使用 ListOrganizationalUnitsForParent。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;

/// <summary>
/// Lists the AWS Organizations organizational units that belong to an
/// organization.
/// </summary>
public class ListOrganizationalUnitsForParent
{
    /// <summary>
    /// Initializes the Organizations client object and then uses it to
    /// call the ListOrganizationalUnitsForParentAsync method to retrieve
    /// the list of organizational units.
    /// </summary>
```

```

public static async Task Main()
{
    // Create the client object using the default account.
    IAmazonOrganizations client = new AmazonOrganizationsClient();

    var parentId = "r-0000";

    var request = new ListOrganizationalUnitsForParentRequest
    {
        ParentId = parentId,
        MaxResults = 5,
    };

    var response = new ListOrganizationalUnitsForParentResponse();
    try
    {
        do
        {
            response = await
client.ListOrganizationalUnitsForParentAsync(request);
            response.OrganizationalUnits.ForEach(u =>
DisplayOrganizationalUnit(u));
            if (response.NextToken is not null)
            {
                request.NextToken = response.NextToken;
            }
        }
        while (response.NextToken is not null);
    }
    catch (Exception ex)
    {
        Console.WriteLine(ex.Message);
    }
}

/// <summary>
/// Displays information about an Organizations organizational unit.
/// </summary>
/// <param name="unit">The OrganizationalUnit for which to display
/// information.</param>
public static void DisplayOrganizationalUnit(OrganizationalUnit unit)
{
    string accountInfo = $"{unit.Id} {unit.Name}\t{unit.Arn}";
}

```

```
        Console.WriteLine(accountInfo);
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListOrganizationalUnitsForParent](#) 中的。

ListPolicies

以下代码示例演示了如何使用 ListPolicies。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Organizations;
using Amazon.Organizations.Model;

/// <summary>
/// Shows how to list the AWS Organizations policies associated with an
/// organization.
/// </summary>
public class ListPolicies
{
    /// <summary>
    /// Initializes an Organizations client object, and then calls its
    /// ListPoliciesAsync method.
    /// </summary>
    public static async Task Main()
    {
        // Create the client object using the default account.
        IAmazonOrganizations client = new AmazonOrganizationsClient();
```

```

        // The value for the Filter parameter is required and must must be
        // one of the following:
        //     AISERVICES_OPT_OUT_POLICY
        //     BACKUP_POLICY
        //     SERVICE_CONTROL_POLICY
        //     TAG_POLICY
        var request = new ListPoliciesRequest
        {
            Filter = "SERVICE_CONTROL_POLICY",
            MaxResults = 5,
        };

        var response = new ListPoliciesResponse();
        try
        {
            do
            {
                response = await client.ListPoliciesAsync(request);
                response.Policies.ForEach(p => DisplayPolicies(p));
                if (response.NextToken is not null)
                {
                    request.NextToken = response.NextToken;
                }
            }
            while (response.NextToken is not null);
        }
        catch (AWSOrganizationsNotInUseException ex)
        {
            Console.WriteLine(ex.Message);
        }
    }

    /// <summary>
    /// Displays information about the Organizations policies associated
    /// with an organization.
    /// </summary>
    /// <param name="policy">An Organizations policy summary to display
    /// information on the console.</param>
    private static void DisplayPolicies(PolicySummary policy)
    {
        string policyInfo = $"{policy.Id} {policy.Name}\t{policy.Description}";

        Console.WriteLine(policyInfo);
    }

```

```
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListPolicies](#)中的。

使用“合作伙伴中心”示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用与 Partner Central 适用于 .NET 的 AWS SDK 一起使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)

操作

CreateOpportunity

以下代码示例演示了如何使用 CreateOpportunity。

适用于 .NET 的 SDK

创建机会。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.  
// PDX-License-Identifier: Apache-2.0  
  
using System;  
using Newtonsoft.Json;  
using Amazon;  
using Amazon.Runtime;  
using Amazon.PartnerCentralSelling;  
using Amazon.PartnerCentralSelling.Model;  
  
namespace AWSExample
```

```

{
    class Program
    {
        static readonly string catalogToUse = "AWS";
        static async Task Main(string[] args)
        {
            // Initialize credentials from .aws/credentials file
            var credentials = new
Amazon.Runtime.CredentialManagement.SharedCredentialsFile();
            if (credentials.TryGetProfile("default", out var profile))
            {
                AWSCredentials awsCredentials =
profile.GetAWSCredentials(credentials);

                var client = new AmazonPartnerCentralSellingClient(awsCredentials);

                var request = new CreateOpportunityRequest
                {
                    Catalog = catalogToUse,
                    Origin = "Partner Referral",
                    Customer = new Customer
                    {
                        Account = new Account
                        {
                            Address = new Address
                            {
                                CountryCode = "US",
                                PostalCode = "99502",
                                StateOrRegion = "Alaska"
                            },
                            CompanyName = "TestCompanyName",
                            Duns = "123456789",
                            WebsiteUrl = "www.test.io",
                            Industry = "Automotive"
                        },
                        Contacts = new List<Contact>
                        {
                            new Contact
                            {
                                Email = "test@test.io",
                                FirstName = "John ",
                                LastName = "Doe",
                                Phone = "+14444444444",
                                BusinessTitle = "test title"
                            }
                        }
                    }
                }
            }
        }
    }
}

```

```

        }
    },
    Lifecycle = new Lifecycle
    {
        ReviewStatus = "Submitted",
        TargetCloseDate = "2024-12-30"
    },
    Marketing = new Marketing
    {
        Source = "None"
    },
    OpportunityType = "Net New Business",
    PrimaryNeedsFromAws = new List<string> { "Co-Sell -
Architectural Validation" },
    Project = new Project
    {
        Title = "Moin Test UUID",
        CustomerBusinessProblem = "Sandbox is not working as
expected",

        CustomerUseCase = "AI Machine Learning and Analytics",
        DeliveryModels = new List<string> { "SaaS or PaaS" },
        ExpectedCustomerSpend = new List<ExpectedCustomerSpend>
        {
            new ExpectedCustomerSpend
            {
                Amount = "2000.0",
                CurrencyCode = "USD",
                Frequency = "Monthly",
                TargetCompany = "Ibexlabs"
            }
        },
        SalesActivities = new List<string> { "Initialized
discussions with customer" }
    }
};

try
{
    var response = await client.CreateOpportunityAsync(request);
    Console.WriteLine(response.HttpStatusCode);
    string formattedJson = JsonConvert.SerializeObject(response,
Formatting.Indented);
    Console.WriteLine(formattedJson);
}

```

```

        }
        catch (ValidationException ex)
        {
            Console.WriteLine("Validation error: " + ex.Message);
        }
        catch (AmazonPartnerCentralSellingException e)
        {
            Console.WriteLine("Failed:");
            Console.WriteLine(e.RequestId);
            Console.WriteLine(e.ErrorCode);
            Console.WriteLine(e.Message);
        }
    }
    else
    {
        Console.WriteLine("Profile not found.");
    }
}
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateOpportunity](#)中的。

GetOpportunity

以下代码示例演示了如何使用 GetOpportunity。

适用于 .NET 的 SDK

获得机会。

```

// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// PDX-License-Identifier: Apache-2.0

using System;
using Newtonsoft.Json;
using Amazon;
using Amazon.Runtime;
using Amazon.PartnerCentralSelling;
using Amazon.PartnerCentralSelling.Model;

namespace AWSExample
{

```



```

class Program
{
    static readonly string catalogToUse = "AWS";
    static readonly string identifier = "01111111";
    static async Task Main(string[] args)
    {
        // Initialize credentials from .aws/credentials file
        var credentials = new
Amazon.Runtime.CredentialManagement.SharedCredentialsFile();
        if (credentials.TryGetProfile("default", out var profile))
        {
            AWSCredentials awsCredentials =
profile.GetAWSCredentials(credentials);

            var client = new AmazonPartnerCentralSellingClient(awsCredentials);

            var request = new GetOpportunityRequest
            {
                Catalog = catalogToUse,
                Identifier = identifier
            };

            try {
                var response = await client.GetOpportunityAsync(request);
                Console.WriteLine(response.HttpStatusCode);
                string formattedJson = JsonConvert.SerializeObject(response,
Formatting.Indented);
                Console.WriteLine(formattedJson);
            } catch (ValidationException ex) {
                Console.WriteLine("Validation error: " + ex.Message);
            } catch (AmazonPartnerCentralSellingException e) {
                Console.WriteLine("Failed:");
                Console.WriteLine(e.RequestId);
                Console.WriteLine(e.ErrorCode);
                Console.WriteLine(e.Message);
            }
        }
        else
        {
            Console.WriteLine("Profile not found.");
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetOpportunity](#)中的。

ListOpportunities

以下代码示例演示了如何使用 ListOpportunities。

适用于 .NET 的 SDK

列出机会。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// PDX-License-Identifier: Apache-2.0

using System;
using Newtonsoft.Json;
using Amazon;
using Amazon.Runtime;
using Amazon.PartnerCentralSelling;
using Amazon.PartnerCentralSelling.Model;

namespace AWSExample
{
    class Program
    {
        static readonly string catalogToUse = "Sandbox";
        static async Task Main(string[] args)
        {
            // Initialize credentials from .aws/credentials file
            var credentials = new
Amazon.Runtime.CredentialManagement.SharedCredentialsFile();
            if (credentials.TryGetProfile("default", out var profile))
            {
                AWSCredentials awsCredentials =
profile.GetAWSCredentials(credentials);

                //var config = new AmazonPartnerCentralSellingConfig()
                //{
                //    ServiceURL = "https://partnercentral-selling.us-
east-1.api.aws",
                //};
```

```

        //var client = new AmazonPartnerCentralSellingClient(awsCredentials,
config);

var client = new AmazonPartnerCentralSellingClient(awsCredentials);
var request = new ListOpportunitiesRequest
{
    Catalog = catalogToUse,
    MaxResults = 2
};

try {
    var response = await client.ListOpportunitiesAsync(request);
    Console.WriteLine(response.HttpStatusCode);
    foreach (var opportunity in response.OpportunitySummaries)
    {
        Console.WriteLine("Opportunity id: " + opportunity.Id);
    }
    string formattedJson =
JsonConvert.SerializeObject(response.OpportunitySummaries, Formatting.Indented);
    Console.WriteLine(formattedJson);
} catch (ValidationException ex) {
    Console.WriteLine("Validation error: " + ex.Message);
} catch (AmazonPartnerCentralSellingException e) {
    Console.WriteLine("Failed:");
    Console.WriteLine(e.RequestId);
    Console.WriteLine(e.ErrorCode);
    Console.WriteLine(e.Message);
}
}
else
{
    Console.WriteLine("Profile not found.");
}
}
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListOpportunities](#) 中的。

使用 Amazon Pinpoint 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Amazon Pinpoint 配合使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)

操作

SendMessages

以下代码示例演示了如何使用 SendMessages。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

发送电子邮件。

```
using Amazon;
using Amazon.Pinpoint;
using Amazon.Pinpoint.Model;
using Microsoft.Extensions.Configuration;

namespace SendEmailMessage;

public class SendEmailMainClass
{
    public static async Task Main(string[] args)
```

```

{
    var configuration = new ConfigurationBuilder()
        .SetBasePath(Directory.GetCurrentDirectory())
        .AddJsonFile("settings.json") // Load test settings from .json file.
        .AddJsonFile("settings.local.json",
            true) // Optionally load local settings.
        .Build();

    // The AWS Region that you want to use to send the email. For a list of
    // AWS Regions where the Amazon Pinpoint API is available, see
    // https://docs.aws.amazon.com/pinpoint/latest/apireference/
    string region = "us-east-1";

    // The "From" address. This address has to be verified in Amazon Pinpoint
    // in the region you're using to send email.
    string senderAddress = configuration["SenderAddress"]!;

    // The address on the "To" line. If your Amazon Pinpoint account is in
    // the sandbox, this address also has to be verified.
    string toAddress = configuration["ToAddress"]!;

    // The Amazon Pinpoint project/application ID to use when you send this
    message.
    // Make sure that the SMS channel is enabled for the project or application
    // that you choose.
    string appId = configuration["AppId"]!;

    try
    {
        await SendEmailMessage(region, appId, toAddress, senderAddress);
    }
    catch (Exception ex)
    {
        Console.WriteLine("The message wasn't sent. Error message: " +
            ex.Message);
    }
}

public static async Task<MessageResponse> SendEmailMessage(
    string region, string appId, string toAddress, string senderAddress)
{
    var client = new
    AmazonPinpointClient(RegionEndpoint.GetBySystemName(region));

```

```

// The subject line of the email.
string subject = "Amazon Pinpoint Email test";

// The body of the email for recipients whose email clients don't
// support HTML content.
string textBody = @"Amazon Pinpoint Email Test (.NET)"
    + "\n-----"
    + "\nThis email was sent using the Amazon Pinpoint API
using the AWS SDK for .NET.";

// The body of the email for recipients whose email clients support
// HTML content.
string htmlBody = @"<html>"
    + "\n<head></head>"
    + "\n<body>"
    + "\n  <h1>Amazon Pinpoint Email Test (AWS SDK for .NET)</
h1>"
    + "\n  <p>This email was sent using the "
    + "\n    <a href='https://aws.amazon.com/pinpoint/'>Amazon
Pinpoint</a> API "
    + "\n    using the <a href='https://aws.amazon.com/sdk-
for-net/'>AWS SDK for .NET</a>"
    + "\n  </p>"
    + "\n</body>"
    + "\n</html>";

// The character encoding the you want to use for the subject line and
// message body of the email.
string charset = "UTF-8";

var sendRequest = new SendMessagesRequest
{
    ApplicationId = appId,
    MessageRequest = new MessageRequest
    {
        Addresses = new Dictionary<string, AddressConfiguration>
        {
            {
                toAddress,
                new AddressConfiguration
                {
                    ChannelType = ChannelType.EMAIL
                }
            }
        }
    }
}

```

```

    },
    MessageConfiguration = new DirectMessageConfiguration
    {
        EmailMessage = new EmailMessage
        {
            FromAddress = senderAddress,
            SimpleEmail = new SimpleEmail
            {
                HtmlPart = new SimpleEmailPart
                {
                    Charset = charset,
                    Data = htmlBody
                },
                TextPart = new SimpleEmailPart
                {
                    Charset = charset,
                    Data = textBody
                },
                Subject = new SimpleEmailPart
                {
                    Charset = charset,
                    Data = subject
                }
            }
        }
    }
};
Console.WriteLine("Sending message...");
SendMessageResponse response = await client.SendMessagesAsync(sendRequest);
Console.WriteLine("Message sent!");
return response.MessageResponse;
}
}

```

发送短信。

```

using Amazon;
using Amazon.Pinpoint;
using Amazon.Pinpoint.Model;

```

```
using Microsoft.Extensions.Configuration;

namespace SendSmsMessage;

public class SendSmsMessageMainClass
{
    public static async Task Main(string[] args)
    {
        var configuration = new ConfigurationBuilder()
            .SetBasePath(Directory.GetCurrentDirectory())
            .AddJsonFile("settings.json") // Load test settings from .json file.
            .AddJsonFile("settings.local.json",
                true) // Optionally load local settings.
            .Build();

        // The AWS Region that you want to use to send the message. For a list of
        // AWS Regions where the Amazon Pinpoint API is available, see
        // https://docs.aws.amazon.com/pinpoint/latest/apireference/
        string region = "us-east-1";

        // The phone number or short code to send the message from. The phone number
        // or short code that you specify has to be associated with your Amazon
        Pinpoint
        // account. For best results, specify long codes in E.164 format.
        string originationNumber = configuration["OriginationNumber"]!;

        // The recipient's phone number. For best results, you should specify the
        // phone number in E.164 format.
        string destinationNumber = configuration["DestinationNumber"]!;

        // The Pinpoint project/ application ID to use when you send this message.
        // Make sure that the SMS channel is enabled for the project or application
        // that you choose.
        string appId = configuration["AppId"]!;

        // The type of SMS message that you want to send. If you plan to send
        // time-sensitive content, specify TRANSACTIONAL. If you plan to send
        // marketing-related content, specify PROMOTIONAL.
        MessageType messageType = MessageType.TRANSACTIONAL;

        // The registered keyword associated with the originating short code.
        string? registeredKeyword = configuration["RegisteredKeyword"];

        // The sender ID to use when sending the message. Support for sender ID
```



```

        // varies by country or region. For more information, see
        // https://docs.aws.amazon.com/pinpoint/latest/userguide/channels-sms-
countries.html
        string? senderId = configuration["SenderId"];

        try
        {
            var response = await SendSmsMessage(region, appId, destinationNumber,
                originationNumber, registeredKeyword, senderId, messageType);
            Console.WriteLine($"Message sent to
{response.MessageResponse.Result.Count} recipient(s).");
            foreach (var messageResultValue in
                response.MessageResponse.Result.Select(r => r.Value))
            {
                Console.WriteLine($"{messageResultValue.MessageId} Status:
{messageResultValue.DeliveryStatus}");
            }
        }
        catch (Exception ex)
        {
            Console.WriteLine("The message wasn't sent. Error message: " +
ex.Message);
        }
    }

    public static async Task<SendMessagesResponse> SendSmsMessage(
        string region, string appId, string destinationNumber, string
originationNumber,
        string? keyword, string? senderId, MessageType messageType)
    {
        // The content of the SMS message.
        string message = "This message was sent through Amazon Pinpoint using" +
            " the AWS SDK for .NET. Reply STOP to opt out.";

        var client = new
AmazonPinpointClient(RegionEndpoint.GetBySystemName(region));

        SendMessagesRequest sendRequest = new SendMessagesRequest
        {
            ApplicationId = appId,
            MessageRequest = new MessageRequest
            {

```

```

        Addresses =
            new Dictionary<string, AddressConfiguration>
            {
                {
                    destinationNumber,
                    new AddressConfiguration { ChannelType =
ChannelType.SMS }
                },
            },
        MessageConfiguration = new DirectMessageConfiguration
        {
            SMSMessage = new SMSMessage
            {
                Body = message,
                MessageType = MessageType.TRANSACTIONAL,
                OriginationNumber = originationNumber,
                SenderId = senderId,
                Keyword = keyword
            }
        }
    };
    SendMessagesResponse response = await client.SendMessagesAsync(sendRequest);
    return response;
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[SendMessages](#)中的。

使用 Amazon Polly 的示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Amazon Polly 中使用来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [场景](#)

操作

DeleteLexicon

以下代码示例演示了如何使用 DeleteLexicon。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Polly;
using Amazon.Polly.Model;

/// <summary>
/// Deletes an existing Amazon Polly lexicon using the AWS SDK for .NET.
/// </summary>
public class DeleteLexicon
{
    public static async Task Main()
    {
        string lexiconName = "SampleLexicon";

        var client = new AmazonPollyClient();

        var success = await DeletePollyLexiconAsync(client, lexiconName);

        if (success)
```

```

        {
            Console.WriteLine($"Successfully deleted {lexiconName}.");
        }
        else
        {
            Console.WriteLine($"Could not delete {lexiconName}.");
        }
    }

    /// <summary>
    /// Deletes the named Amazon Polly lexicon.
    /// </summary>
    /// <param name="client">The initialized Amazon Polly client object.</param>
    /// <param name="lexiconName">The name of the Amazon Polly lexicon to
    /// delete.</param>
    /// <returns>A Boolean value indicating the success of the operation.</
returns>
    public static async Task<bool> DeletePollyLexiconAsync(
        AmazonPollyClient client,
        string lexiconName)
    {
        var deleteLexiconRequest = new DeleteLexiconRequest()
        {
            Name = lexiconName,
        };

        var response = await client.DeleteLexiconAsync(deleteLexiconRequest);

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteLexicon](#) 中的。

DescribeVoices

以下代码示例演示了如何使用 DescribeVoices。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Polly;
using Amazon.Polly.Model;

public class DescribeVoices
{
    public static async Task Main()
    {
        var client = new AmazonPollyClient();

        var allVoicesRequest = new DescribeVoicesRequest();
        var enUsVoicesRequest = new DescribeVoicesRequest()
        {
            LanguageCode = "en-US",
        };

        try
        {
            string nextToken;
            do
            {
                var allVoicesResponse = await
client.DescribeVoicesAsync(allVoicesRequest);
                nextToken = allVoicesResponse.NextToken;
                allVoicesRequest.NextToken = nextToken;

                Console.WriteLine("\nAll voices: ");
                allVoicesResponse.Voices.ForEach(voice =>
                {
                    DisplayVoiceInfo(voice);
                });
            }
            while (nextToken is not null);
        }
    }
}
```

```

        do
        {
            var enUsVoicesResponse = await
client.DescribeVoicesAsync(enUsVoicesRequest);
            nextToken = enUsVoicesResponse.NextToken;
            enUsVoicesRequest.NextToken = nextToken;

            Console.WriteLine("\nen-US voices: ");
            enUsVoicesResponse.Voices.ForEach(voice =>
            {
                DisplayVoiceInfo(voice);
            });
        }
        while (nextToken is not null);
    }
    catch (Exception ex)
    {
        Console.WriteLine("Exception caught: " + ex.Message);
    }
}

public static void DisplayVoiceInfo(Voice voice)
{
    Console.WriteLine($" Name: {voice.Name}\tGender:
{voice.Gender}\tLanguageName: {voice.LanguageName}");
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeVoices](#)中的。

GetLexicon

以下代码示例演示了如何使用 GetLexicon。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Polly;
using Amazon.Polly.Model;

/// <summary>
/// Retrieves information about a specific Amazon Polly lexicon.
/// </summary>
public class GetLexicon
{
    public static async Task Main(string[] args)
    {
        string lexiconName = "SampleLexicon";

        var client = new AmazonPollyClient();

        await GetPollyLexiconAsync(client, lexiconName);
    }

    public static async Task GetPollyLexiconAsync(AmazonPollyClient client,
string lexiconName)
    {
        var getLexiconRequest = new GetLexiconRequest()
        {
            Name = lexiconName,
        };

        try
        {
            var response = await client.GetLexiconAsync(getLexiconRequest);
            Console.WriteLine($"Lexicon:\n Name: {response.Lexicon.Name}");
            Console.WriteLine($"Content: {response.Lexicon.Content}");
        }
        catch (Exception ex)
```

```
        {  
            Console.WriteLine("Error: " + ex.Message);  
        }  
    }  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetLexicon](#)中的。

ListLexicons

以下代码示例演示了如何使用 ListLexicons。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;  
using System.Threading.Tasks;  
using Amazon.Polly;  
using Amazon.Polly.Model;  
  
/// <summary>  
/// Lists the Amazon Polly lexicons that have been defined. By default,  
/// lists the lexicons that are defined in the same AWS Region as the default  
/// user. To view Amazon Polly lexicons that are defined in a different AWS  
/// Region, supply it as a parameter to the Amazon Polly constructor.  
/// </summary>  
public class ListLexicons  
{  
    public static async Task Main()  
    {  
        var client = new AmazonPollyClient();  
        var request = new ListLexiconsRequest();  
  
        try
```



```

    {
        Console.WriteLine("All voices: ");

        do
        {
            var response = await client.ListLexiconsAsync(request);
            request.NextToken = response.NextToken;

            response.Lexicons.ForEach(lexicon =>
            {
                var attributes = lexicon.Attributes;
                Console.WriteLine($"Name: {lexicon.Name}");
                Console.WriteLine($"\\tAlphabet: {attributes.Alphabet}");
                Console.WriteLine($"\\tLanguageCode:
{attributes.LanguageCode}");
                Console.WriteLine($"\\tLastModified:
{attributes.LastModified}");
                Console.WriteLine($"\\tLexemesCount:
{attributes.LexemesCount}");
                Console.WriteLine($"\\tLexiconArn: {attributes.LexiconArn}");
                Console.WriteLine($"\\tSize: {attributes.Size}");
            });
        }
        while (request.NextToken is not null);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"Error: {ex.Message}");
    }
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListLexicons](#)中的。

PutLexicon

以下代码示例演示了如何使用 PutLexicon。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Polly;
using Amazon.Polly.Model;

/// <summary>
/// Creates a new Amazon Polly lexicon using the AWS SDK for .NET.
/// </summary>
public class PutLexicon
{
    public static async Task Main()
    {
        string lexiconContent = "<?xml version=\"1.0\" encoding=\"UTF-8\"?>" +
            "<lexicon version=\"1.0\" xmlns=\"http://www.w3.org/2005/01/" +
            "pronunciation-lexicon\" xmlns:xsi=\"http://www.w3.org/2001/XMLSchema-instance\" " +
            "xsi:schemaLocation=\"http://www.w3.org/2005/01/pronunciation-" +
            "lexicon http://www.w3.org/TR/2007/CR-pronunciation-lexicon-20071212/pls.xsd\" " +
            "alphabet=\"ipa\" xml:lang=\"en-US\">" +
            "<lexeme><grapheme>test1</grapheme><alias>test2</alias></lexeme>" +
            "</lexicon>";
        string lexiconName = "SampleLexicon";

        var client = new AmazonPollyClient();
        var putLexiconRequest = new PutLexiconRequest()
        {
            Name = lexiconName,
            Content = lexiconContent,
        };

        try
        {
            var response = await client.PutLexiconAsync(putLexiconRequest);
            if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
            {

```

```
        Console.WriteLine($"Successfully created Lexicon:
{lexiconName}.");
    }
    else
    {
        Console.WriteLine($"Could not create Lexicon: {lexiconName}.");
    }
}
catch (Exception ex)
{
    Console.WriteLine("Exception caught: " + ex.Message);
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[PutLexicon](#)中的。

SynthesizeSpeech

以下代码示例演示了如何使用 SynthesizeSpeech。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.IO;
using System.Threading.Tasks;
using Amazon.Polly;
using Amazon.Polly.Model;

public class SynthesizeSpeech
{
    public static async Task Main()
    {
        string outputFileName = "speech.mp3";
```

```

        string text = "Twas brillig, and the slithy toves did gyre and gimbol in
the wabe";

        var client = new AmazonPollyClient();
        var response = await PollySynthesizeSpeech(client, text);

        WriteSpeechToStream(response.AudioStream, outputFileName);
    }

    /// <summary>
    /// Calls the Amazon Polly SynthesizeSpeechAsync method to convert text
    /// to speech.
    /// </summary>
    /// <param name="client">The Amazon Polly client object used to connect
    /// to the Amazon Polly service.</param>
    /// <param name="text">The text to convert to speech.</param>
    /// <returns>A SynthesizeSpeechResponse object that includes an AudioStream
    /// object with the converted text.</returns>
    private static async Task<SynthesizeSpeechResponse>
PollySynthesizeSpeech(IAmazonPolly client, string text)
    {
        var synthesizeSpeechRequest = new SynthesizeSpeechRequest()
        {
            OutputFormat = OutputFormat.Mp3,
            VoiceId = VoiceId.Joanna,
            Text = text,
        };

        var synthesizeSpeechResponse =
            await client.SynthesizeSpeechAsync(synthesizeSpeechRequest);

        return synthesizeSpeechResponse;
    }

    /// <summary>
    /// Writes the AudioStream returned from the call to
    /// SynthesizeSpeechAsync to a file in MP3 format.
    /// </summary>
    /// <param name="audioStream">The AudioStream returned from the
    /// call to the SynthesizeSpeechAsync method.</param>
    /// <param name="outputFileName">The full path to the file in which to
    /// save the audio stream.</param>
    private static void WriteSpeechToStream(Stream audioStream, string
outputFileName)

```

```

    {
        var outputStream = new FileStream(
            outputFileName,
            FileMode.Create,
            FileAccess.Write);
        byte[] buffer = new byte[2 * 1024];
        int readBytes;

        while ((readBytes = audioStream.Read(buffer, 0, 2 * 1024)) > 0)
        {
            outputStream.Write(buffer, 0, readBytes);
        }

        // Flushes the buffer to avoid losing the last second or so of
        // the synthesized text.
        outputStream.Flush();
        Console.WriteLine($"Saved {outputFileName} to disk.");
    }
}

```

使用软件开发工具包在 Amazon Polly 中使用语音标记合成文本中的语音。 AWS

```

using System;
using System.Collections.Generic;
using System.IO;
using System.Threading.Tasks;
using Amazon.Polly;
using Amazon.Polly.Model;

public class SynthesizeSpeechMarks
{
    public static async Task Main()
    {
        var client = new AmazonPollyClient();
        string outputFileName = "speechMarks.json";

        var synthesizeSpeechRequest = new SynthesizeSpeechRequest()
        {
            OutputFormat = OutputFormat.Json,
            SpeechMarkTypes = new List<string>
            {

```

```

        SpeechMarkType.Viseme,
        SpeechMarkType.Word,
    },
    VoiceId = VoiceId.Joanna,
    Text = "This is a sample text to be synthesized.",
};

try
{
    using (var outputStream = new FileStream(outputFileName,
        FileMode.Create, FileAccess.Write))
    {
        var synthesizeSpeechResponse = await
client.SynthesizeSpeechAsync(synthesizeSpeechRequest);
        var buffer = new byte[2 * 1024];
        int readBytes;

        var inputStream = synthesizeSpeechResponse.AudioStream;
        while ((readBytes = inputStream.Read(buffer, 0, 2 * 1024)) > 0)
        {
            outputStream.Write(buffer, 0, readBytes);
        }
    }
}
catch (Exception ex)
{
    Console.WriteLine($"Error: {ex.Message}");
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [SynthesizeSpeech](#) 中的。

场景

创建用于分析客户反馈的应用程序

以下代码示例说明如何创建应用程序来分析客户意见卡、翻译其母语、确定其情绪并根据译后的文本生成音频文件。

适用于 .NET 的 SDK

此示例应用程序可分析并存储客户反馈卡。具体来说，它满足了纽约市一家虚构酒店的需求。酒店以实体意见卡的形式收集来自不同语种的客人的反馈。该反馈通过 Web 客户端上传到应用程序中。意见卡图片上传后，将执行以下步骤：

- 使用 Amazon Textract 从图片中提取文本。
- Amazon Comprehend 确定所提取文本的情绪及其语言。
- 使用 Amazon Translate 将所提取文本翻译为英语。
- Amazon Polly 根据所提取文本合成音频文件。

完整的应用程序可使用 AWS CDK 进行部署。有关源代码和部署说明，请参阅中的项目 [GitHub](#)。

本示例中使用的服务

- Amazon Comprehend
- Lambda
- Amazon Polly
- Amazon Textract
- Amazon Translate

使用 Amazon RDS 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Amazon RDS 中使用来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

基本功能是向您展示如何在服务中执行基本操作的代码示例。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

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开始使用

开始使用 Amazon RDS

以下代码示例展示了如何开始使用 Amazon RDS。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.RDS;
using Amazon.RDS.Model;

namespace RDSActions;

public static class HelloRds
{
    static async Task Main(string[] args)
    {
        var rdsClient = new AmazonRDSClient();

        Console.WriteLine($"Hello Amazon RDS! Following are some of your DB
instances:");
        Console.WriteLine();

        // You can use await and any of the async methods to get a response.
        // Let's get the first twenty DB instances.
        var response = await rdsClient.DescribeDBInstancesAsync(
            new DescribeDBInstancesRequest()
```



```
        {
            MaxRecords = 20 // Must be between 20 and 100.
        });

        foreach (var instance in response.DBInstances)
        {
            Console.WriteLine($"\\tDB name: {instance.DBName}");
            Console.WriteLine($"\\tArn: {instance.DBInstanceArn}");
            Console.WriteLine($"\\tIdentifier: {instance.DBInstanceIdentifier}");
            Console.WriteLine();
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考DBInstances中的[描述](#)。

基本功能

了解基本功能

以下代码示例展示了如何：

- 创建自定义数据库参数组并设置参数值。
- 创建一个配置为使用参数组的数据库实例。数据库实例还包含一个数据库。
- 拍摄实例的快照。
- 删除实例和参数组。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```
/// <summary>
```

```

/// Scenario for RDS DB instance example.
/// </summary>
public class RDSInstanceScenario
{
    /*
        Before running this .NET code example, set up your development environment,
        including your credentials.

        This .NET example performs the following tasks:
        1. Returns a list of the available DB engine families using the
DescribeDBEngineVersionsAsync method.
        2. Selects an engine family and creates a custom DB parameter group using the
CreateDBParameterGroupAsync method.
        3. Gets the parameter groups using the DescribeDBParameterGroupsAsync method.
        4. Gets parameters in the group using the DescribeDBParameters method.
        5. Parses and displays parameters in the group.
        6. Modifies both the auto_increment_offset and auto_increment_increment
parameters
        using the ModifyDBParameterGroupAsync method.
        7. Gets and displays the updated parameters using the DescribeDBParameters
method with a source of "user".
        8. Gets a list of allowed engine versions using the
DescribeDBEngineVersionsAsync method.
        9. Displays and selects from a list of micro instance classes available for the
selected engine and version.
        10. Creates an RDS DB instance that contains a MySql database and uses the
parameter group
        using the CreateDBInstanceAsync method.
        11. Waits for DB instance to be ready using the DescribeDBInstancesAsync method.
        12. Prints out the connection endpoint string for the new DB instance.
        13. Creates a snapshot of the DB instance using the CreateDBSnapshotAsync
method.
        14. Waits for DB snapshot to be ready using the DescribeDBSnapshots method.
        15. Deletes the DB instance using the DeleteDBInstanceAsync method.
        16. Waits for DB instance to be deleted using the DescribeDbInstances method.
        17. Deletes the parameter group using the DeleteDBParameterGroupAsync.
    */

    private static readonly string sepBar = new('-', 80);
    private static RDSWrapper rdsWrapper = null!;
    private static ILogger logger = null!;
    private static readonly string engine = "mysql";
    static async Task Main(string[] args)
    {

```

```

// Set up dependency injection for the Amazon RDS service.
using var host = Host.CreateDefaultBuilder(args)
    .ConfigureLogging(logging =>
        logging.AddFilter("System", LogLevel.Debug)
        .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
        .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
    .ConfigureServices((_, services) =>
        services.AddAWSService<IAmazonRDS>()
        .AddTransient<RDSWrapper>()
    )
    .Build();

logger = LoggerFactory.Create(builder =>
{
    builder.AddConsole();
}).CreateLogger<RDSInstanceScenario>();

rdsWrapper = host.Services.GetRequiredService<RDSWrapper>();

Console.WriteLine(sepBar);
Console.WriteLine(
    "Welcome to the Amazon Relational Database Service (Amazon RDS) DB
instance scenario example.");
Console.WriteLine(sepBar);

try
{
    var parameterGroupFamily = await ChooseParameterGroupFamily();

    var parameterGroup = await CreateDbParameterGroup(parameterGroupFamily);

    var parameters = await
DescribeParametersInGroup(parameterGroup.DBParameterGroupName,
        new List<string> { "auto_increment_offset",
"auto_increment_increment" });

    await ModifyParameters(parameterGroup.DBParameterGroupName, parameters);

    await DescribeUserSourceParameters(parameterGroup.DBParameterGroupName);

    var engineVersionChoice = await
ChooseDbEngineVersion(parameterGroupFamily);

```

```

        var instanceChoice = await ChooseDbInstanceClass(engine,
engineVersionChoice.EngineVersion);

        var newInstanceIdentifier = "Example-Instance-" + DateTime.Now.Ticks;

        var newInstance = await CreateRdsNewInstance(parameterGroup, engine,
engineVersionChoice.EngineVersion,
            instanceChoice.DBInstanceClass, newInstanceIdentifier);
        if (newInstance != null)
        {
            DisplayConnectionString(newInstance);

            await CreateSnapshot(newInstance);

            await DeleteRdsInstance(newInstance);
        }

        await DeleteParameterGroup(parameterGroup);

        Console.WriteLine("Scenario complete.");
        Console.WriteLine(sepBar);
    }
    catch (Exception ex)
    {
        logger.LogError(ex, "There was a problem executing the scenario.");
    }
}

/// <summary>
/// Choose the RDS DB parameter group family from a list of available options.
/// </summary>
/// <returns>The selected parameter group family.</returns>
public static async Task<string> ChooseParameterGroupFamily()
{
    Console.WriteLine(sepBar);
    // 1. Get a list of available engines.
    var engines = await rdsWrapper.DescribeDBEngineVersions(engine);

    Console.WriteLine("1. The following is a list of available DB parameter
group families:");
    int i = 1;
    var parameterGroupFamilies = engines.GroupBy(e =>
e.DBParameterGroupFamily).ToList();
    foreach (var parameterGroupFamily in parameterGroupFamilies)

```

```

    {
        // List the available parameter group families.
        Console.WriteLine(
            $"{t{i}. Family: {parameterGroupFamily.Key}");
        i++;
    }

    var choiceNumber = 0;
    while (choiceNumber < 1 || choiceNumber > parameterGroupFamilies.Count)
    {
        Console.WriteLine("Select an available DB parameter group family by
entering a number from the list above:");
        var choice = Console.ReadLine();
        Int32.TryParse(choice, out choiceNumber);
    }
    var parameterGroupFamilyChoice = parameterGroupFamilies[choiceNumber - 1];
    Console.WriteLine(sepBar);
    return parameterGroupFamilyChoice.Key;
}

/// <summary>
/// Create and get information on a DB parameter group.
/// </summary>
/// <param name="dbParameterGroupFamily">The DBParameterGroupFamily for the new
DB parameter group.</param>
/// <returns>The new DBParameterGroup.</returns>
public static async Task<DBParameterGroup> CreateDbParameterGroup(string
dbParameterGroupFamily)
{
    Console.WriteLine(sepBar);
    Console.WriteLine($"2. Create new DB parameter group with family
{dbParameterGroupFamily}:");

    var parameterGroup = await rdsWrapper.CreateDBParameterGroup(
        "ExampleParameterGroup-" + DateTime.Now.Ticks,
        dbParameterGroupFamily, "New example parameter group");

    var groupInfo =
        await rdsWrapper.DescribeDBParameterGroups(parameterGroup
            .DBParameterGroupName);

    Console.WriteLine(
        $"3. New DB parameter group: \n\t{groupInfo[0].Description}, \n\tARN
{groupInfo[0].DBParameterGroupArn}");
}

```

```

        Console.WriteLine(sepBar);
        return parameterGroup;
    }

    /// <summary>
    /// Get and describe parameters from a DBParameterGroup.
    /// </summary>
    /// <param name="parameterGroupName">Name of the DBParameterGroup.</param>
    /// <param name="parameterNames">Optional specific names of parameters to
describe.</param>
    /// <returns>The list of requested parameters.</returns>
    public static async Task<List<Parameter>> DescribeParametersInGroup(string
parameterGroupName, List<string>? parameterNames = null)
    {
        Console.WriteLine(sepBar);
        Console.WriteLine("4. Get some parameters from the group.");
        Console.WriteLine(sepBar);

        var parameters =
            await rdsWrapper.DescribeDBParameters(parameterGroupName);

        var matchingParameters =
            parameters.Where(p => parameterNames == null ||
parameterNames.Contains(p.ParameterName)).ToList();

        Console.WriteLine("5. Parameter information:");
        matchingParameters.ForEach(p =>
            Console.WriteLine(
                $"{p.ParameterName}." +
                $"{p.Description}." +
                $"{p.AllowedValues}." +
                $"{p.ParameterValue}"));

        Console.WriteLine(sepBar);

        return matchingParameters;
    }

    /// <summary>
    /// Modify a parameter from a DBParameterGroup.
    /// </summary>
    /// <param name="parameterGroupName">Name of the DBParameterGroup.</param>
    /// <param name="parameters">The parameters to modify.</param>
    /// <returns>Async task.</returns>

```

```

    public static async Task ModifyParameters(string parameterGroupName,
List<Parameter> parameters)
    {
        Console.WriteLine(sepBar);
        Console.WriteLine("6. Modify some parameters in the group.");

        foreach (var p in parameters)
        {
            if (p.IsModifiable && p.DataType == "integer")
            {
                int newValue = 0;
                while (newValue == 0)
                {
                    Console.WriteLine(
                        $"Enter a new value for {p.ParameterName} from the allowed
values {p.AllowedValues} ");

                    var choice = Console.ReadLine();
                    Int32.TryParse(choice, out newValue);
                }

                p.ParameterValue = newValue.ToString();
            }
        }

        await rdsWrapper.ModifyDBParameterGroup(parameterGroupName, parameters);

        Console.WriteLine(sepBar);
    }

    /// <summary>
    /// Describe the user source parameters in the group.
    /// </summary>
    /// <param name="parameterGroupName">Name of the DBParameterGroup.</param>
    /// <returns>Async task.</returns>
    public static async Task DescribeUserSourceParameters(string parameterGroupName)
    {
        Console.WriteLine(sepBar);
        Console.WriteLine("7. Describe user source parameters in the group.");

        var parameters =
            await rdsWrapper.DescribeDBParameters(parameterGroupName, "user");
    }

```

```

        parameters.ForEach(p =>
            Console.WriteLine(
                $"\\n\\tParameter: {p.ParameterName}." +
                $"\\n\\tDescription: {p.Description}." +
                $"\\n\\tAllowed Values: {p.AllowedValues}." +
                $"\\n\\tValue: {p.ParameterValue}."));

        Console.WriteLine(sepBar);
    }

    /// <summary>
    /// Choose a DB engine version.
    /// </summary>
    /// <param name="dbParameterGroupFamily">DB parameter group family for engine
choice.</param>
    /// <returns>The selected engine version.</returns>
    public static async Task<DBEngineVersion> ChooseDbEngineVersion(string
dbParameterGroupFamily)
    {
        Console.WriteLine(sepBar);
        // Get a list of allowed engines.
        var allowedEngines =
            await rdsWrapper.DescribeDBEngineVersions(engine,
dbParameterGroupFamily);

        Console.WriteLine($"Available DB engine versions for parameter group family
{dbParameterGroupFamily}:");
        int i = 1;
        foreach (var version in allowedEngines)
        {
            Console.WriteLine(
                $"\\t{i}. Engine: {version.Engine} Version
{version.EngineVersion}.");
            i++;
        }

        var choiceNumber = 0;
        while (choiceNumber < 1 || choiceNumber > allowedEngines.Count)
        {
            Console.WriteLine("8. Select an available DB engine version by entering
a number from the list above:");
            var choice = Console.ReadLine();
            Int32.TryParse(choice, out choiceNumber);
        }
    }

```



```

    }

    var engineChoice = allowedEngines[choiceNumber - 1];
    Console.WriteLine(sepBar);
    return engineChoice;
}

/// <summary>
/// Choose a DB instance class for a particular engine and engine version.
/// </summary>
/// <param name="engine">DB engine for DB instance choice.</param>
/// <param name="engineVersion">DB engine version for DB instance choice.</
param>
/// <returns>The selected orderable DB instance option.</returns>
public static async Task<OrderableDBInstanceOption> ChooseDbInstanceClass(string
engine, string engineVersion)
{
    Console.WriteLine(sepBar);
    // Get a list of allowed DB instance classes.
    var allowedInstances =
        await rdsWrapper.DescribeOrderableDBInstanceOptions(engine,
engineVersion);

    Console.WriteLine($"8. Available micro DB instance classes for engine
{engine} and version {engineVersion}:");
    int i = 1;

    // Filter to micro instances for this example.
    allowedInstances = allowedInstances
        .Where(i => i.DBInstanceClass.Contains("micro")).ToList();

    foreach (var instance in allowedInstances)
    {
        Console.WriteLine(
            $"{i}. Instance class: {instance.DBInstanceClass} (storage type
{instance.StorageType})");
        i++;
    }

    var choiceNumber = 0;
    while (choiceNumber < 1 || choiceNumber > allowedInstances.Count)
    {
        Console.WriteLine("9. Select an available DB instance class by entering
a number from the list above:");
    }
}

```

```

        var choice = Console.ReadLine();
        Int32.TryParse(choice, out choiceNumber);
    }

    var instanceChoice = allowedInstances[choiceNumber - 1];
    Console.WriteLine(sepBar);
    return instanceChoice;
}

/// <summary>
/// Create a new RDS DB instance.
/// </summary>
/// <param name="parameterGroup">Parameter group to use for the DB instance.</
param>
/// <param name="engineName">Engine to use for the DB instance.</param>
/// <param name="engineVersion">Engine version to use for the DB instance.</
param>
/// <param name="instanceClass">Instance class to use for the DB instance.</
param>
/// <param name="instanceIdentifier">Instance identifier to use for the DB
instance.</param>
/// <returns>The new DB instance.</returns>
public static async Task<DBInstance?> CreateRdsNewInstance(DBParameterGroup
parameterGroup,
    string engineName, string engineVersion, string instanceClass, string
instanceIdentifier)
{
    Console.WriteLine(sepBar);
    Console.WriteLine($"10. Create a new DB instance with identifier
{instanceIdentifier}.");
    bool isInstanceReady = false;
    DBInstance newInstance;
    var instances = await rdsWrapper.DescribeDBInstances();
    isInstanceReady = instances.FirstOrDefault(i =>
        i.DBInstanceIdentifier == instanceIdentifier)?.DBInstanceStatus ==
"available";

    if (isInstanceReady)
    {
        Console.WriteLine("Instance already created.");
        newInstance = instances.First(i => i.DBInstanceIdentifier ==
instanceIdentifier);
    }
    else

```

```

    {
        Console.WriteLine("Please enter an admin user name:");
        var username = Console.ReadLine();

        Console.WriteLine("Please enter an admin password:");
        var password = Console.ReadLine();

        newInstance = await rdsWrapper.CreateDBInstance(
            "ExampleInstance",
            instanceIdentifier,
            parameterGroup.DBParameterGroupName,
            engineName,
            engineVersion,
            instanceClass,
            20,
            username,
            password
        );

        // 11. Wait for the DB instance to be ready.

        Console.WriteLine("11. Waiting for DB instance to be ready...");
        while (!newInstance.IsInstanceReady)
        {
            instances = await
rdsWrapper.DescribeDBInstances(instanceIdentifier);
            newInstance.IsInstanceReady = instances.FirstOrDefault()?.DBInstanceStatus ==
"available";
            newInstance = instances.First();
            Thread.Sleep(30000);
        }

        Console.WriteLine(sepBar);
        return newInstance;
    }

    /// <summary>
    /// Display a connection string for an RDS DB instance.
    /// </summary>
    /// <param name="instance">The DB instance to use to get a connection string.</
param>
    public static void DisplayConnectionString(DBInstance instance)
    {

```

```

        Console.WriteLine(sepBar);
        // Display the connection string.
        Console.WriteLine("12. New DB instance connection string: ");
        Console.WriteLine(
            $"\\n{engine} -h {instance.Endpoint.Address} -P {instance.Endpoint.Port}
"
            + $"-u {instance.MasterUsername} -p [YOUR PASSWORD]\\n");

        Console.WriteLine(sepBar);
    }

    /// <summary>
    /// Create a snapshot from an RDS DB instance.
    /// </summary>
    /// <param name="instance">DB instance to use when creating a snapshot.</param>
    /// <returns>The snapshot object.</returns>
    public static async Task<DBSnapshot> CreateSnapshot(DBInstance instance)
    {
        Console.WriteLine(sepBar);
        // Create a snapshot.
        Console.WriteLine($"13. Creating snapshot from DB instance
{instance.DBInstanceIdentifier}.");
        var snapshot = await
rdsWrapper.CreateDBSnapshot(instance.DBInstanceIdentifier, "ExampleSnapshot-" +
DateTime.Now.Ticks);

        // Wait for the snapshot to be available
        bool isSnapshotReady = false;

        Console.WriteLine($"14. Waiting for snapshot to be ready...");
        while (!isSnapshotReady)
        {
            var snapshots = await
rdsWrapper.DescribeDBSnapshots(instance.DBInstanceIdentifier);
            isSnapshotReady = snapshots.FirstOrDefault()?.Status == "available";
            snapshot = snapshots.First();
            Thread.Sleep(30000);
        }

        Console.WriteLine(
            $"Snapshot {snapshot.DBSnapshotIdentifier} status is
{snapshot.Status}.");
        Console.WriteLine(sepBar);
        return snapshot;
    }

```

```

    }

    /// <summary>
    /// Delete an RDS DB instance.
    /// </summary>
    /// <param name="instance">The DB instance to delete.</param>
    /// <returns>Async task.</returns>
    public static async Task DeleteRdsInstance(DBInstance newInstance)
    {
        Console.WriteLine(sepBar);
        // Delete the DB instance.
        Console.WriteLine($"15. Delete the DB instance
{newInstance.DBInstanceIdentifier}.");
        await rdsWrapper.DeleteDBInstance(newInstance.DBInstanceIdentifier);

        // Wait for the DB instance to delete.
        Console.WriteLine($"16. Waiting for the DB instance to delete...");
        bool isInstanceDeleted = false;

        while (!isInstanceDeleted)
        {
            var instance = await rdsWrapper.DescribeDBInstances();
            isInstanceDeleted = instance.All(i => i.DBInstanceIdentifier !=
newInstance.DBInstanceIdentifier);
            Thread.Sleep(30000);
        }

        Console.WriteLine("DB instance deleted.");
        Console.WriteLine(sepBar);
    }

    /// <summary>
    /// Delete a DB parameter group.
    /// </summary>
    /// <param name="parameterGroup">The parameter group to delete.</param>
    /// <returns>Async task.</returns>
    public static async Task DeleteParameterGroup(DBParameterGroup parameterGroup)
    {
        Console.WriteLine(sepBar);
        // Delete the parameter group.
        Console.WriteLine($"17. Delete the DB parameter group
{parameterGroup.DBParameterGroupName}.");
        await
rdsWrapper.DeleteDBParameterGroup(parameterGroup.DBParameterGroupName);
    }

```

```
        Console.WriteLine(sepBar);  
    }
```

场景用于数据库实例操作的包装程序方法。

```
/// <summary>  
/// Wrapper methods to use Amazon Relational Database Service (Amazon RDS) with DB  
/// instance operations.  
/// </summary>  
public partial class RDSWrapper  
{  
    private readonly IAmazonRDS _amazonRDS;  
    public RDSWrapper(IAmazonRDS amazonRDS)  
    {  
        _amazonRDS = amazonRDS;  
    }  
  
    /// <summary>  
    /// Get a list of DB engine versions for a particular DB engine.  
    /// </summary>  
    /// <param name="engine">Name of the engine.</param>  
    /// <param name="dbParameterGroupFamily">Optional parameter group family name.</  
param>  
    /// <returns>List of DBEngineVersions.</returns>  
    public async Task<List<DBEngineVersion>> DescribeDBEngineVersions(string engine,  
        string dbParameterGroupFamily = null)  
    {  
        var response = await _amazonRDS.DescribeDBEngineVersionsAsync(  
            new DescribeDBEngineVersionsRequest()  
            {  
                Engine = engine,  
                DBParameterGroupFamily = dbParameterGroupFamily  
            });  
        return response.DBEngineVersions;  
    }  
  
    /// <summary>
```

```

    /// Get a list of orderable DB instance options for a specific
    /// engine and engine version.
    /// </summary>
    /// <param name="engine">Name of the engine.</param>
    /// <param name="engineVersion">Version of the engine.</param>
    /// <returns>List of OrderableDBInstanceOptions.</returns>
    public async Task<List<OrderableDBInstanceOption>>
DescribeOrderableDBInstanceOptions(string engine, string engineVersion)
    {
        // Use a paginator to get a list of DB instance options.
        var results = new List<OrderableDBInstanceOption>();
        var paginateInstanceOptions =
        _amazonRDS.Paginators.DescribeOrderableDBInstanceOptions(
            new DescribeOrderableDBInstanceOptionsRequest()
            {
                Engine = engine,
                EngineVersion = engineVersion,
            });
        // Get the entire list using the paginator.
        await foreach (var instanceOptions in
paginateInstanceOptions.OrderableDBInstanceOptions)
        {
            results.Add(instanceOptions);
        }
        return results;
    }

    /// <summary>
    /// Returns a list of DB instances.
    /// </summary>
    /// <param name="dbInstanceIdentifier">Optional name of a specific DB
instance.</param>
    /// <returns>List of DB instances.</returns>
    public async Task<List<DBInstance>> DescribeDBInstances(string
dbInstanceIdentifier = null)
    {
        var results = new List<DBInstance>();
        var instancesPaginator = _amazonRDS.Paginators.DescribeDBInstances(
            new DescribeDBInstancesRequest
            {
                DBInstanceIdentifier = dbInstanceIdentifier
            });
    }

```

```

        // Get the entire list using the paginator.
        await foreach (var instances in instancesPaginator.DBInstances)
        {
            results.Add(instances);
        }
        return results;
    }

    /// <summary>
    /// Create an RDS DB instance with a particular set of properties. Use the
    action DescribeDBInstancesAsync
    /// to determine when the DB instance is ready to use.
    /// </summary>
    /// <param name="dbName">Name for the DB instance.</param>
    /// <param name="dbInstanceId">DB instance identifier.</param>
    /// <param name="parameterGroupName">DB parameter group to associate with the
    instance.</param>
    /// <param name="dbEngine">The engine for the DB instance.</param>
    /// <param name="dbEngineVersion">Version for the DB instance.</param>
    /// <param name="instanceClass">Class for the DB instance.</param>
    /// <param name="allocatedStorage">The amount of storage in gibibytes (GiB) to
    allocate to the DB instance.</param>
    /// <param name="adminName">Admin user name.</param>
    /// <param name="adminPassword">Admin user password.</param>
    /// <returns>DB instance object.</returns>
    public async Task<DBInstance> CreateDBInstance(string dbName, string
    dbInstanceId,
        string parameterGroupName, string dbEngine, string dbEngineVersion,
        string instanceClass, int allocatedStorage, string adminName, string
    adminPassword)
    {
        var response = await _amazonRDS.CreateDBInstanceAsync(
            new CreateDBInstanceRequest()
            {
                DBName = dbName,
                DBInstanceId = dbInstanceId,
                DBParameterGroupName = parameterGroupName,
                Engine = dbEngine,
                EngineVersion = dbEngineVersion,
                DBInstanceClass = instanceClass,
                AllocatedStorage = allocatedStorage,
                MasterUsername = adminName,
            }
        );
    }

```



```

        MasterUserPassword = adminPassword
    });

    return response.DBInstance;
}

/// <summary>
/// Delete a particular DB instance.
/// </summary>
/// <param name="dbInstanceIdentifier">DB instance identifier.</param>
/// <returns>DB instance object.</returns>
public async Task<DBInstance> DeleteDBInstance(string dbInstanceIdentifier)
{
    var response = await _amazonRDS.DeleteDBInstanceAsync(
        new DeleteDBInstanceRequest()
        {
            DBInstanceIdentifier = dbInstanceIdentifier,
            SkipFinalSnapshot = true,
            DeleteAutomatedBackups = true
        });

    return response.DBInstance;
}

```

场景用于数据库参数组的包装程序方法。

```

/// <summary>
/// Wrapper methods to use Amazon Relational Database Service (Amazon RDS) with
/// parameter groups.
/// </summary>
public partial class RDSWrapper
{
    /// <summary>
    /// Get descriptions of DB parameter groups.
    /// </summary>
    /// <param name="name">Optional name of the DB parameter group to describe.</
    param>

```

```

    /// <returns>The list of DB parameter group descriptions.</returns>
    public async Task<List<DBParameterGroup>> DescribeDBParameterGroups(string name
= null)
    {
        var response = await _amazonRDS.DescribeDBParameterGroupsAsync(
            new DescribeDBParameterGroupsRequest()
            {
                DBParameterGroupName = name
            });
        return response.DBParameterGroups;
    }

    /// <summary>
    /// Create a new DB parameter group. Use the action
DescribeDBParameterGroupsAsync
    /// to determine when the DB parameter group is ready to use.
    /// </summary>
    /// <param name="name">Name of the DB parameter group.</param>
    /// <param name="family">Family of the DB parameter group.</param>
    /// <param name="description">Description of the DB parameter group.</param>
    /// <returns>The new DB parameter group.</returns>
    public async Task<DBParameterGroup> CreateDBParameterGroup(
        string name, string family, string description)
    {
        var response = await _amazonRDS.CreateDBParameterGroupAsync(
            new CreateDBParameterGroupRequest()
            {
                DBParameterGroupName = name,
                DBParameterGroupFamily = family,
                Description = description
            });
        return response.DBParameterGroup;
    }

    /// <summary>
    /// Update a DB parameter group. Use the action DescribeDBParameterGroupsAsync
    /// to determine when the DB parameter group is ready to use.
    /// </summary>
    /// <param name="name">Name of the DB parameter group.</param>

```

```

    /// <param name="parameters">List of parameters. Maximum of 20 per request.</param>
    /// <returns>The updated DB parameter group name.</returns>
    public async Task<string> ModifyDBParameterGroup(
        string name, List<Parameter> parameters)
    {
        var response = await _amazonRDS.ModifyDBParameterGroupAsync(
            new ModifyDBParameterGroupRequest()
            {
                DBParameterGroupName = name,
                Parameters = parameters,
            });
        return response.DBParameterGroupName;
    }

    /// <summary>
    /// Delete a DB parameter group. The group cannot be a default DB parameter
    group
    /// or be associated with any DB instances.
    /// </summary>
    /// <param name="name">Name of the DB parameter group.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DeleteDBParameterGroup(string name)
    {
        var response = await _amazonRDS.DeleteDBParameterGroupAsync(
            new DeleteDBParameterGroupRequest()
            {
                DBParameterGroupName = name,
            });
        return response.HttpStatusCode == HttpStatusCode.OK;
    }

    /// <summary>
    /// Get a list of DB parameters from a specific parameter group.
    /// </summary>
    /// <param name="dbParameterGroupName">Name of a specific DB parameter group.</param>
    param>
    /// <param name="source">Optional source for selecting parameters.</param>
    /// <returns>List of parameter values.</returns>

```

```

    public async Task<List<Parameter>> DescribeDBParameters(string
dbParameterGroupName, string source = null)
    {
        var results = new List<Parameter>();
        var paginateParameters = _amazonRDS.Paginators.DescribeDBParameters(
            new DescribeDBParametersRequest()
            {
                DBParameterGroupName = dbParameterGroupName,
                Source = source
            });
        // Get the entire list using the paginator.
        await foreach (var parameters in paginateParameters.Parameters)
        {
            results.Add(parameters);
        }
        return results;
    }

```

场景用于数据库快照操作的包装程序方法。

```

/// <summary>
/// Wrapper methods to use Amazon Relational Database Service (Amazon RDS) with
  snapshots.
/// </summary>
public partial class RDSWrapper
{
    /// <summary>
    /// Create a snapshot of a DB instance.
    /// </summary>
    /// <param name="dbInstanceIdentifier">DB instance identifier.</param>
    /// <param name="snapshotIdentifier">Identifier for the snapshot.</param>
    /// <returns>DB snapshot object.</returns>
    public async Task<DBSnapshot> CreateDBSnapshot(string dbInstanceIdentifier,
string snapshotIdentifier)
    {
        var response = await _amazonRDS.CreateDBSnapshotAsync(
            new CreateDBSnapshotRequest()
            {
                DBSnapshotIdentifier = snapshotIdentifier,

```

```
        DBInstanceIdentifier = dbInstanceIdentifier
    });

    return response.DBSnapshot;
}

/// <summary>
/// Return a list of DB snapshots for a particular DB instance.
/// </summary>
/// <param name="dbInstanceIdentifier">DB instance identifier.</param>
/// <returns>List of DB snapshots.</returns>
public async Task<List<DBSnapshot>> DescribeDBSnapshots(string
dbInstanceIdentifier)
{
    var results = new List<DBSnapshot>();
    var snapshotsPaginator = _amazonRDS.Paginators.DescribeDBSnapshots(
        new DescribeDBSnapshotsRequest()
        {
            DBInstanceIdentifier = dbInstanceIdentifier
        });

    // Get the entire list using the paginator.
    await foreach (var snapshots in snapshotsPaginator.DBSnapshots)
    {
        results.Add(snapshots);
    }
    return results;
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [创建DBInstance](#)
- [创建DBParameter群组](#)
- [创建DBSnapshot](#)
- [删除DBInstance](#)
- [删除DBParameter群组](#)
- [描述DBEngine版本](#)

- [描述DBInstances](#)
- [描述DBParameter群组](#)
- [描述DBParameters](#)
- [描述DBSnapshots](#)
- [DescribeOrderableDBInstanceOptions](#)
- [修改DBParameter群组](#)

操作

CreateDBInstance

以下代码示例演示了如何使用 CreateDBInstance。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create an RDS DB instance with a particular set of properties. Use the
action DescribeDBInstancesAsync
/// to determine when the DB instance is ready to use.
/// </summary>
/// <param name="dbName">Name for the DB instance.</param>
/// <param name="dbInstanceIdentifier">DB instance identifier.</param>
/// <param name="parameterGroupName">DB parameter group to associate with the
instance.</param>
/// <param name="dbEngine">The engine for the DB instance.</param>
/// <param name="dbEngineVersion">Version for the DB instance.</param>
/// <param name="instanceClass">Class for the DB instance.</param>
/// <param name="allocatedStorage">The amount of storage in gibibytes (GiB) to
allocate to the DB instance.</param>
/// <param name="adminName">Admin user name.</param>
/// <param name="adminPassword">Admin user password.</param>
/// <returns>DB instance object.</returns>
```

```
public async Task<DBInstance> CreateDBInstance(string dbName, string
dbInstanceIdIdentifier,
    string parameterGroupName, string dbEngine, string dbEngineVersion,
    string instanceClass, int allocatedStorage, string adminName, string
adminPassword)
{
    var response = await _amazonRDS.CreateDBInstanceAsync(
        new CreateDBInstanceRequest()
        {
            DBName = dbName,
            DBInstanceIdIdentifier = dbInstanceIdIdentifier,
            DBParameterGroupName = parameterGroupName,
            Engine = dbEngine,
            EngineVersion = dbEngineVersion,
            DBInstanceClass = instanceClass,
            AllocatedStorage = allocatedStorage,
            MasterUsername = adminName,
            MasterUserPassword = adminPassword
        });

    return response.DBInstance;
}
```

- 有关 API 的详细信息，请参阅DBInstance在 适用于 .NET 的 AWS SDK API 参考中[创建](#)。

CreateDBParameterGroup

以下代码示例演示了如何使用 CreateDBParameterGroup。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
```

```

    /// Create a new DB parameter group. Use the action
    DescribeDBParameterGroupsAsync
    /// to determine when the DB parameter group is ready to use.
    /// </summary>
    /// <param name="name">Name of the DB parameter group.</param>
    /// <param name="family">Family of the DB parameter group.</param>
    /// <param name="description">Description of the DB parameter group.</param>
    /// <returns>The new DB parameter group.</returns>
    public async Task<DBParameterGroup> CreateDBParameterGroup(
        string name, string family, string description)
    {
        var response = await _amazonRDS.CreateDBParameterGroupAsync(
            new CreateDBParameterGroupRequest()
            {
                DBParameterGroupName = name,
                DBParameterGroupFamily = family,
                Description = description
            });
        return response.DBParameterGroup;
    }

```

- 有关 API 的详细信息，请参阅《适用于 .NET 的 AWS SDK API 参考》中的“[创建DBParameter 群组](#)”。

CreateDBSnapshot

以下代码示例演示了如何使用 CreateDBSnapshot。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Create a snapshot of a DB instance.

```



```

    /// </summary>
    /// <param name="dbInstanceIdentifier">DB instance identifier.</param>
    /// <param name="snapshotIdentifier">Identifier for the snapshot.</param>
    /// <returns>DB snapshot object.</returns>
    public async Task<DBSnapshot> CreateDBSnapshot(string dbInstanceIdentifier,
string snapshotIdentifier)
    {
        var response = await _amazonRDS.CreateDBSnapshotAsync(
            new CreateDBSnapshotRequest()
            {
                DBSnapshotIdentifier = snapshotIdentifier,
                DBInstanceIdentifier = dbInstanceIdentifier
            });

        return response.DBSnapshot;
    }

```

- 有关 API 的详细信息，请参阅DBSnapshot在 适用于 .NET 的 AWS SDK API 参考中[创建](#)。

DeleteDBInstance

以下代码示例演示了如何使用 DeleteDBInstance。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Delete a particular DB instance.
    /// </summary>
    /// <param name="dbInstanceIdentifier">DB instance identifier.</param>
    /// <returns>DB instance object.</returns>
    public async Task<DBInstance> DeleteDBInstance(string dbInstanceIdentifier)
    {

```

```

var response = await _amazonRDS.DeleteDBInstanceAsync(
    new DeleteDBInstanceRequest()
    {
        DBInstanceIdentifier = dbInstanceIdentifier,
        SkipFinalSnapshot = true,
        DeleteAutomatedBackups = true
    });

return response.DBInstance;
}

```

- 有关 API 的详细信息，请参阅 DBInstance 《适用于 .NET 的 AWS SDK API 参考》中的 [“删除”](#)。

DeleteDBParameterGroup

以下代码示例演示了如何使用 DeleteDBParameterGroup。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Delete a DB parameter group. The group cannot be a default DB parameter
group
/// or be associated with any DB instances.
/// </summary>
/// <param name="name">Name of the DB parameter group.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteDBParameterGroup(string name)
{
    var response = await _amazonRDS.DeleteDBParameterGroupAsync(
        new DeleteDBParameterGroupRequest()
        {
            DBParameterGroupName = name,

```

```
    });  
    return response.HttpStatusCode == HttpStatusCode.OK;  
}
```

- 有关 API 的详细信息，请参阅《适用于 .NET 的 AWS SDK API 参考》中的 [“删除DBParameter 群组”](#)。

DescribeDBEngineVersions

以下代码示例演示了如何使用 DescribeDBEngineVersions。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>  
/// Get a list of DB engine versions for a particular DB engine.  
/// </summary>  
/// <param name="engine">Name of the engine.</param>  
/// <param name="dbParameterGroupFamily">Optional parameter group family name.</  
param>  
/// <returns>List of DBEngineVersions.</returns>  
public async Task<List<DBEngineVersion>> DescribeDBEngineVersions(string engine,  
    string dbParameterGroupFamily = null)  
{  
    var response = await _amazonRDS.DescribeDBEngineVersionsAsync(  
        new DescribeDBEngineVersionsRequest()  
        {  
            Engine = engine,  
            DBParameterGroupFamily = dbParameterGroupFamily  
        });  
    return response.DBEngineVersions;  
}
```

- 有关 API 的详细信息，请参阅《适用于 .NET 的 AWS SDK API 参考》中的“[描述DBEngine版本](#)”。

DescribeDBInstances

以下代码示例演示了如何使用 DescribeDBInstances。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Returns a list of DB instances.
/// </summary>
/// <param name="dbInstanceIdentifier">Optional name of a specific DB
instance.</param>
/// <returns>List of DB instances.</returns>
public async Task<List<DBInstance>> DescribeDBInstances(string
dbInstanceIdentifier = null)
{
    var results = new List<DBInstance>();
    var instancesPaginator = _amazonRDS.Paginators.DescribeDBInstances(
        new DescribeDBInstancesRequest
        {
            DBInstanceIdentifier = dbInstanceIdentifier
        });
    // Get the entire list using the paginator.
    await foreach (var instances in instancesPaginator.DBInstances)
    {
        results.Add(instances);
    }
    return results;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 DBInstances 中的 [描述](#)。

DescribeDBParameterGroups

以下代码示例演示了如何使用 DescribeDBParameterGroups。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get descriptions of DB parameter groups.
/// </summary>
/// <param name="name">Optional name of the DB parameter group to describe.</
param>
/// <returns>The list of DB parameter group descriptions.</returns>
public async Task<List<DBParameterGroup>> DescribeDBParameterGroups(string name
= null)
{
    var response = await _amazonRDS.DescribeDBParameterGroupsAsync(
        new DescribeDBParameterGroupsRequest()
        {
            DBParameterGroupName = name
        });
    return response.DBParameterGroups;
}
```

- 有关 API 的详细信息，请参阅《适用于 .NET 的 AWS SDK API 参考》中的“[描述 DBParameter 群组](#)”。

DescribeDBParameters

以下代码示例演示了如何使用 DescribeDBParameters。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get a list of DB parameters from a specific parameter group.
/// </summary>
/// <param name="dbParameterGroupName">Name of a specific DB parameter group.</
param>
/// <param name="source">Optional source for selecting parameters.</param>
/// <returns>List of parameter values.</returns>
public async Task<List<Parameter>> DescribeDBParameters(string
dbParameterGroupName, string source = null)
{
    var results = new List<Parameter>();
    var paginateParameters = _amazonRDS.Paginators.DescribeDBParameters(
        new DescribeDBParametersRequest()
        {
            DBParameterGroupName = dbParameterGroupName,
            Source = source
        });
    // Get the entire list using the paginator.
    await foreach (var parameters in paginateParameters.Parameters)
    {
        results.Add(parameters);
    }
    return results;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 DBParameters 中的 [描述](#)。

DescribeDBSnapshots

以下代码示例演示了如何使用 DescribeDBSnapshots。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Return a list of DB snapshots for a particular DB instance.
/// </summary>
/// <param name="dbInstanceIdentifier">DB instance identifier.</param>
/// <returns>List of DB snapshots.</returns>
public async Task<List<DBSnapshot>> DescribeDBSnapshots(string
dbInstanceIdentifier)
{
    var results = new List<DBSnapshot>();
    var snapshotsPaginator = _amazonRDS.Paginators.DescribeDBSnapshots(
        new DescribeDBSnapshotsRequest()
        {
            DBInstanceIdentifier = dbInstanceIdentifier
        });

    // Get the entire list using the paginator.
    await foreach (var snapshots in snapshotsPaginator.DBSnapshots)
    {
        results.Add(snapshots);
    }
    return results;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考DBSnapshots中的[描述](#)。

DescribeOrderableDBInstanceOptions

以下代码示例演示了如何使用 DescribeOrderableDBInstanceOptions。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get a list of orderable DB instance options for a specific
/// engine and engine version.
/// </summary>
/// <param name="engine">Name of the engine.</param>
/// <param name="engineVersion">Version of the engine.</param>
/// <returns>List of OrderableDBInstanceOptions.</returns>
public async Task<List<OrderableDBInstanceOption>>
DescribeOrderableDBInstanceOptions(string engine, string engineVersion)
{
    // Use a paginator to get a list of DB instance options.
    var results = new List<OrderableDBInstanceOption>();
    var paginateInstanceOptions =
        _amazonRDS.Paginators.DescribeOrderableDBInstanceOptions(
            new DescribeOrderableDBInstanceOptionsRequest()
            {
                Engine = engine,
                EngineVersion = engineVersion,
            });
    // Get the entire list using the paginator.
    await foreach (var instanceOptions in
        paginateInstanceOptions.OrderableDBInstanceOptions)
    {
        results.Add(instanceOptions);
    }
    return results;
}
```


- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 中的 [DescribeOrderableDBInstance选项](#)。

ModifyDBParameterGroup

以下代码示例演示了如何使用 ModifyDBParameterGroup。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Update a DB parameter group. Use the action DescribeDBParameterGroupsAsync
/// to determine when the DB parameter group is ready to use.
/// </summary>
/// <param name="name">Name of the DB parameter group.</param>
/// <param name="parameters">List of parameters. Maximum of 20 per request.</
param>
/// <returns>The updated DB parameter group name.</returns>
public async Task<string> ModifyDBParameterGroup(
    string name, List<Parameter> parameters)
{
    var response = await _amazonRDS.ModifyDBParameterGroupAsync(
        new ModifyDBParameterGroupRequest()
        {
            DBParameterGroupName = name,
            Parameters = parameters,
        });
    return response.DBParameterGroupName;
}
```

- 有关 API 的详细信息，请参阅《适用于 .NET 的 AWS SDK API 参考》中的 [“修改DBParameter 群组”](#)。

场景

创建 Aurora Serverless 工作项跟踪器

以下代码示例演示如何创建 Web 应用程序，来跟踪 Amazon Aurora Serverless 数据库中的工作项，以及使用 Amazon Simple Email Service (Amazon SES) 发送报告。

适用于 .NET 的 SDK

演示如何使用创建一个 Web 应用程序，该 适用于 .NET 的 AWS SDK 应用程序可跟踪 Amazon Aurora 数据库中的工作项目，并使用亚马逊简单电子邮件服务 (Amazon SES) 通过电子邮件发送报告。此示例使用使用 React.js 构建的前端与 RESTful .NET 后端进行交互。

- 将 React Web 应用程序与 AWS 服务集成。
- 列出、添加、更新和删除 Aurora 表中的项目。
- 使用 Amazon SES 以电子邮件形式发送已筛选工作项的报告。
- 使用随附的 AWS CloudFormation 脚本部署和管理示例资源。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- Aurora
- Amazon RDS
- Amazon RDS 数据服务
- Amazon SES

无服务器示例

使用 Lambda 函数连接到 Amazon RDS 数据库

以下代码示例显示如何实现连接到 RDS 数据库的 Lambda 函数。该函数发出一个简单的数据库请求并返回结果。

适用于 .NET 的 SDK

Note

还有更多相关信息 [GitHub](#)。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

在 Lambda 函数中使用 .NET 连接到 Amazon RDS 数据库。

```
using System.Data;
using System.Text.Json;
using Amazon.Lambda.APIGatewayEvents;
using Amazon.Lambda.Core;
using MySql.Data.MySqlClient;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace aws_rds;

public class InputModel
{
    public string key1 { get; set; }
    public string key2 { get; set; }
}

public class Function
{
    /// <summary>
    /// Handles the Lambda function execution for connecting to RDS using IAM
    authentication.
    /// </summary>
    /// <param name="input">The input event data passed to the Lambda function</
    param>
    /// <param name="context">The Lambda execution context that provides runtime
    information</param>
    /// <returns>A response object containing the execution result</returns>

    public async Task<APIGatewayProxyResponse>
    FunctionHandler(APIGatewayProxyRequest request, ILambdaContext context)
    {
        // Sample Input: {"body": "{\"key1\":\"20\", \"key2\":\"25\"}"}
        var input = JsonSerializer.Deserialize<InputModel>(request.Body);

        /// Obtain authentication token
        var authToken = RDSAuthTokenGenerator.GenerateAuthToken(
            Environment.GetEnvironmentVariable("RDS_ENDPOINT"),
            Convert.ToInt32(Environment.GetEnvironmentVariable("RDS_PORT")),
            Environment.GetEnvironmentVariable("RDS_USERNAME")
        );
    }
}
```

```

    );

    /// Build the Connection String with the Token
    string connectionString =
    $"Server={Environment.GetEnvironmentVariable("RDS_ENDPOINT")};" +

    $"Port={Environment.GetEnvironmentVariable("RDS_PORT")};" +

    $"Uid={Environment.GetEnvironmentVariable("RDS_USERNAME")};" +
        $"Pwd={authToken}";

    try
    {
        await using var connection = new MySqlConnection(connectionString);
        await connection.OpenAsync();

        const string sql = "SELECT @param1 + @param2 AS Sum";

        await using var command = new MySqlCommand(sql, connection);
        command.Parameters.AddWithValue("@param1", int.Parse(input.key1 ??
"0"));
        command.Parameters.AddWithValue("@param2", int.Parse(input.key2 ??
"0"));

        await using var reader = await command.ExecuteReaderAsync();
        if (await reader.ReadAsync())
        {
            int result = reader.GetInt32("Sum");

            //Sample Response: {"statusCode":200,"body":{"\message\":"The sum
is: 45\"},"isBase64Encoded":false}
            return new APIGatewayProxyResponse
            {
                StatusCode = 200,
                Body = JsonSerializer.Serialize(new { message = $"The sum is:
{result}" })
            };
        }
    }
    catch (Exception ex)
    {
        Console.WriteLine($"Error: {ex.Message}");
    }

```

```
    }

    return new APIGatewayProxyResponse
    {
        StatusCode = 500,
        Body = JsonSerializer.Serialize(new { error = "Internal server error" })
    };
}
}
```

使用 Amazon RDS 数据服务示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Amazon RDS 数据服务配合使用来执行操作和实现常见场景。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [场景](#)

场景

创建 Aurora Serverless 工作项跟踪器

以下代码示例演示如何创建 Web 应用程序，来跟踪 Amazon Aurora Serverless 数据库中的工作项，以及使用 Amazon Simple Email Service (Amazon SES) 发送报告。

适用于 .NET 的 SDK

演示如何使用创建一个 Web 应用程序，该 适用于 .NET 的 AWS SDK 应用程序可跟踪 Amazon Aurora 数据库中的工作项目，并使用亚马逊简单电子邮件服务 (Amazon SES) 通过电子邮件发送报告。此示例使用使用 React.js 构建的前端与 RESTful .NET 后端进行交互。

- 将 React Web 应用程序与 AWS 服务集成。
- 列出、添加、更新和删除 Aurora 表中的项目。

- 使用 Amazon SES 以电子邮件形式发送已筛选工作项的报告。
- 使用随附的 AWS CloudFormation 脚本部署和管理示例资源。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- Aurora
- Amazon RDS
- Amazon RDS 数据服务
- Amazon SES

使用 Amazon Rekognition 的示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Amazon Rekognition 配合使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [场景](#)

操作

CompareFaces

以下代码示例演示了如何使用 CompareFaces。

有关更多信息，请参阅[比较图像中的人脸](#)。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.IO;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to compare faces in two images.
/// </summary>
public class CompareFaces
{
    public static async Task Main()
    {
        float similarityThreshold = 70F;
        string sourceImage = "source.jpg";
        string targetImage = "target.jpg";

        var rekognitionClient = new AmazonRekognitionClient();

        Amazon.Rekognition.Model.Image imageSource = new
Amazon.Rekognition.Model.Image();

        try
        {
            using FileStream fs = new FileStream(sourceImage, FileMode.Open,
FileAccess.Read);
            byte[] data = new byte[fs.Length];
            fs.Read(data, 0, (int)fs.Length);
            imageSource.Bytes = new MemoryStream(data);
        }
        catch (Exception)
        {
            Console.WriteLine($"Failed to load source image: {sourceImage}");
            return;
        }
    }
}
```

```

    }

    Amazon.Rekognition.Model.Image imageTarget = new
Amazon.Rekognition.Model.Image();

    try
    {
        using FileStream fs = new FileStream(targetImage, FileMode.Open,
FileAccess.Read);
        byte[] data = new byte[fs.Length];
        data = new byte[fs.Length];
        fs.Read(data, 0, (int)fs.Length);
        imageTarget.Bytes = new MemoryStream(data);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"Failed to load target image: {targetImage}");
        Console.WriteLine(ex.Message);
        return;
    }

    var compareFacesRequest = new CompareFacesRequest
    {
        SourceImage = imageSource,
        TargetImage = imageTarget,
        SimilarityThreshold = similarityThreshold,
    };

    // Call operation
    var compareFacesResponse = await
rekognitionClient.CompareFacesAsync(compareFacesRequest);

    // Display results
    compareFacesResponse.FaceMatches.ForEach(match =>
    {
        ComparedFace face = match.Face;
        BoundingBox position = face.BoundingBox;
        Console.WriteLine($"Face at {position.Left} {position.Top} matches
with {match.Similarity}% confidence.");
    });

    Console.WriteLine($"Found {compareFacesResponse.UnmatchedFaces.Count}
face(s) that did not match.");
}

```



```
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CompareFaces](#)中的。

CreateCollection

以下代码示例演示了如何使用 CreateCollection。

有关更多信息，请参阅[创建集合](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses Amazon Rekognition to create a collection to which you can add
/// faces using the IndexFaces operation.
/// </summary>
public class CreateCollection
{
    public static async Task Main()
    {
        var rekognitionClient = new AmazonRekognitionClient();

        string collectionId = "MyCollection";
        Console.WriteLine("Creating collection: " + collectionId);

        var createCollectionRequest = new CreateCollectionRequest
        {
            CollectionId = collectionId,
        };
    }
}
```

```
        CreateCollectionResponse createCollectionResponse = await
rekognitionClient.CreateCollectionAsync(createCollectionRequest);
        Console.WriteLine($"CollectionArn :
{createCollectionResponse.CollectionArn}");
        Console.WriteLine($"Status code :
{createCollectionResponse.StatusCode}");
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateCollection](#)中的。

DeleteCollection

以下代码示例演示了如何使用 DeleteCollection。

有关更多信息，请参阅[删除集合](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to delete an existing collection.
/// </summary>
public class DeleteCollection
{
    public static async Task Main()
    {
        var rekognitionClient = new AmazonRekognitionClient();
```

```
string collectionId = "MyCollection";
Console.WriteLine("Deleting collection: " + collectionId);

var deleteCollectionRequest = new DeleteCollectionRequest()
{
    CollectionId = collectionId,
};

var deleteCollectionResponse = await
rekognitionClient.DeleteCollectionAsync(deleteCollectionRequest);
Console.WriteLine($"{collectionId}:
{deleteCollectionResponse.StatusCode}");
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteCollection](#)中的。

DeleteFaces

以下代码示例演示了如何使用 DeleteFaces。

有关更多信息，请参阅[从集中删除人脸](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to delete one or more faces from
/// a Rekognition collection.
```

```
/// </summary>
public class DeleteFaces
{
    public static async Task Main()
    {
        string collectionId = "MyCollection";
        var faces = new List<string> { "xxxxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxxxx" };

        var rekognitionClient = new AmazonRekognitionClient();

        var deleteFacesRequest = new DeleteFacesRequest()
        {
            CollectionId = collectionId,
            FaceIds = faces,
        };

        DeleteFacesResponse deleteFacesResponse = await
        rekognitionClient.DeleteFacesAsync(deleteFacesRequest);
        deleteFacesResponse.DeletedFaces.ForEach(face =>
        {
            Console.WriteLine($"FaceID: {face}");
        });
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteFaces](#)中的。

DescribeCollection

以下代码示例演示了如何使用 DescribeCollection。

有关更多信息，请参阅[描述集合](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to describe the contents of a
/// collection.
/// </summary>
public class DescribeCollection
{
    public static async Task Main()
    {
        var rekognitionClient = new AmazonRekognitionClient();

        string collectionId = "MyCollection";
        Console.WriteLine($"Describing collection: {collectionId}");

        var describeCollectionRequest = new DescribeCollectionRequest()
        {
            CollectionId = collectionId,
        };

        var describeCollectionResponse = await
rekognitionClient.DescribeCollectionAsync(describeCollectionRequest);
        Console.WriteLine($"Collection ARN:
{describeCollectionResponse.CollectionARN}");
        Console.WriteLine($"Face count:
{describeCollectionResponse.FaceCount}");
        Console.WriteLine($"Face model version:
{describeCollectionResponse.FaceModelVersion}");
        Console.WriteLine($"Created:
{describeCollectionResponse.CreationTimestamp}");
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeCollection](#)中的。

DetectFaces

以下代码示例演示了如何使用 DetectFaces。

有关更多信息，请参阅[检测图像中的人脸](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to detect faces within an image
/// stored in an Amazon Simple Storage Service (Amazon S3) bucket.
/// </summary>
public class DetectFaces
{
    public static async Task Main()
    {
        string photo = "input.jpg";
        string bucket = "amzn-s3-demo-bucket";

        var rekognitionClient = new AmazonRekognitionClient();

        var detectFacesRequest = new DetectFacesRequest()
        {
            Image = new Image()
            {
                S3Object = new S3Object()
                {
                    Name = photo,
                    Bucket = bucket,
                },
            },
        },
```

```

    },

    // Attributes can be "ALL" or "DEFAULT".
    // "DEFAULT": BoundingBox, Confidence, Landmarks, Pose, and Quality.
    // "ALL": See https://docs.aws.amazon.com/sdkfornet/v3/apidocs/
items/Rekognition/TFaceDetail.html
    Attributes = new List<string>() { "ALL" },
};

try
{
    DetectFacesResponse detectFacesResponse = await
rekognitionClient.DetectFacesAsync(detectFacesRequest);
    bool hasAll = detectFacesRequest.Attributes.Contains("ALL");
    foreach (FaceDetail face in detectFacesResponse.FaceDetails)
    {
        Console.WriteLine($"BoundingBox: top={face.BoundingBox.Left}
left={face.BoundingBox.Top} width={face.BoundingBox.Width}
height={face.BoundingBox.Height}");
        Console.WriteLine($"Confidence: {face.Confidence}");
        Console.WriteLine($"Landmarks: {face.Landmarks.Count}");
        Console.WriteLine($"Pose: pitch={face.Pose.Pitch}
roll={face.Pose.Roll} yaw={face.Pose.Yaw}");
        Console.WriteLine($"Brightness:
{face.Quality.Brightness}\tSharpness: {face.Quality.Sharpness}");

        if (hasAll)
        {
            Console.WriteLine($"Estimated age is between
{face.AgeRange.Low} and {face.AgeRange.High} years old.");
        }
    }
}
catch (Exception ex)
{
    Console.WriteLine(ex.Message);
}
}
}

```

显示图像中所有人脸的边界框信息。

```
using System;
using System.Collections.Generic;
using System.Drawing;
using System.IO;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to display the details of the
/// bounding boxes around the faces detected in an image.
/// </summary>
public class ImageOrientationBoundingBox
{
    public static async Task Main()
    {
        string photo = @"D:\Development\AWS-Examples\Rekognition\target.jpg"; //
"photo.jpg";

        var rekognitionClient = new AmazonRekognitionClient();

        var image = new Amazon.Rekognition.Model.Image();
        try
        {
            using var fs = new FileStream(photo, FileMode.Open,
FileAccess.Read);
            byte[] data = null;
            data = new byte[fs.Length];
            fs.Read(data, 0, (int)fs.Length);
            image.Bytes = new MemoryStream(data);
        }
        catch (Exception)
        {
            Console.WriteLine("Failed to load file " + photo);
            return;
        }

        int height;
        int width;

        // Used to extract original photo width/height
        using (var imageBitmap = new Bitmap(photo))
        {
```



```

        height = imageBitmap.Height;
        width = imageBitmap.Width;
    }

    Console.WriteLine("Image Information:");
    Console.WriteLine(photo);
    Console.WriteLine("Image Height: " + height);
    Console.WriteLine("Image Width: " + width);

    try
    {
        var detectFacesRequest = new DetectFacesRequest()
        {
            Image = image,
            Attributes = new List<string>() { "ALL" },
        };

        DetectFacesResponse detectFacesResponse = await
rekognitionClient.DetectFacesAsync(detectFacesRequest);
        detectFacesResponse.FaceDetails.ForEach(face =>
        {
            Console.WriteLine("Face:");
            ShowBoundingBoxPositions(
                height,
                width,
                face.BoundingBox,
                detectFacesResponse.OrientationCorrection);

            Console.WriteLine($"BoundingBox: top={face.BoundingBox.Left}
left={face.BoundingBox.Top} width={face.BoundingBox.Width}
height={face.BoundingBox.Height}");
            Console.WriteLine($"The detected face is estimated to be between
{face.AgeRange.Low} and {face.AgeRange.High} years old.\n");
        });
    }
    catch (Exception ex)
    {
        Console.WriteLine(ex.Message);
    }
}

/// <summary>
/// Display the bounding box information for an image.
/// </summary>

```

```

    /// <param name="imageHeight">The height of the image.</param>
    /// <param name="imageWidth">The width of the image.</param>
    /// <param name="box">The bounding box for a face found within the image.</
param>
    /// <param name="rotation">The rotation of the face's bounding box.</param>
    public static void ShowBoundingBoxPositions(int imageHeight, int imageWidth,
        BoundingBox box, string rotation)
    {
        float left;
        float top;

        if (rotation == null)
        {
            Console.WriteLine("No estimated orientation. Check Exif data.");
            return;
        }

        // Calculate face position based on image orientation.
        switch (rotation)
        {
            case "ROTATE_0":
                left = imageWidth * box.Left;
                top = imageHeight * box.Top;
                break;
            case "ROTATE_90":
                left = imageHeight * (1 - (box.Top + box.Height));
                top = imageWidth * box.Left;
                break;
            case "ROTATE_180":
                left = imageWidth - (imageWidth * (box.Left + box.Width));
                top = imageHeight * (1 - (box.Top + box.Height));
                break;
            case "ROTATE_270":
                left = imageHeight * box.Top;
                top = imageWidth * (1 - box.Left - box.Width);
                break;
            default:
                Console.WriteLine("No estimated orientation information. Check
Exif data.");
                return;
        }

        // Display face location information.
        Console.WriteLine($"Left: {left}");
    }

```

```
        Console.WriteLine($"Top: {top}");
        Console.WriteLine($"Face Width: {imageWidth * box.Width}");
        Console.WriteLine($"Face Height: {imageHeight * box.Height}");
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DetectFaces](#)中的。

DetectLabels

以下代码示例演示了如何使用 DetectLabels。

有关更多信息，请参阅[检测图像中的标签](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to detect labels within an image
/// stored in an Amazon Simple Storage Service (Amazon S3) bucket.
/// </summary>
public class DetectLabels
{
    public static async Task Main()
    {
        string photo = "del_river_02092020_01.jpg"; // "input.jpg";
        string bucket = "amzn-s3-demo-bucket"; // "bucket";

        var rekognitionClient = new AmazonRekognitionClient();
```

```

var detectLabelsRequest = new DetectLabelsRequest
{
    Image = new Image()
    {
        S3Object = new S3Object()
        {
            Name = photo,
            Bucket = bucket,
        },
    },
    MaxLabels = 10,
    MinConfidence = 75F,
};

try
{
    DetectLabelsResponse detectLabelsResponse = await
rekognitionClient.DetectLabelsAsync(detectLabelsRequest);
    Console.WriteLine("Detected labels for " + photo);
    foreach (Label label in detectLabelsResponse.Labels)
    {
        Console.WriteLine($"Name: {label.Name} Confidence:
{label.Confidence}");
    }
}
catch (Exception ex)
{
    Console.WriteLine(ex.Message);
}
}

```

检测存储在计算机上的图像文件中的标签。

```

using System;
using System.IO;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>

```

```
/// Uses the Amazon Rekognition Service to detect labels within an image
/// stored locally.
/// </summary>
public class DetectLabelsLocalFile
{
    public static async Task Main()
    {
        string photo = "input.jpg";

        var image = new Amazon.Rekognition.Model.Image();
        try
        {
            using var fs = new FileStream(photo, FileMode.Open,
FileAccess.Read);
            byte[] data = null;
            data = new byte[fs.Length];
            fs.Read(data, 0, (int)fs.Length);
            image.Bytes = new MemoryStream(data);
        }
        catch (Exception)
        {
            Console.WriteLine("Failed to load file " + photo);
            return;
        }

        var rekognitionClient = new AmazonRekognitionClient();

        var detectLabelsRequest = new DetectLabelsRequest
        {
            Image = image,
            MaxLabels = 10,
            MinConfidence = 77F,
        };

        try
        {
            DetectLabelsResponse detectLabelsResponse = await
rekognitionClient.DetectLabelsAsync(detectLabelsRequest);
            Console.WriteLine($"Detected labels for {photo}");
            foreach (Label label in detectLabelsResponse.Labels)
            {
                Console.WriteLine($"{label.Name}: {label.Confidence}");
            }
        }
    }
}
```

```
        catch (Exception ex)
        {
            Console.WriteLine(ex.Message);
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DetectLabels](#)中的。

DetectModerationLabels

以下代码示例演示了如何使用 DetectModerationLabels。

有关更多信息，请参阅[检测不适宜的图像](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to detect unsafe content in a
/// JPEG or PNG format image.
/// </summary>
public class DetectModerationLabels
{
    public static async Task Main(string[] args)
    {
        string photo = "input.jpg";
        string bucket = "amzn-s3-demo-bucket";
```

```

var rekognitionClient = new AmazonRekognitionClient();

var detectModerationLabelsRequest = new DetectModerationLabelsRequest()
{
    Image = new Image()
    {
        S3Object = new S3Object()
        {
            Name = photo,
            Bucket = bucket,
        },
    },
    MinConfidence = 60F,
};

try
{
    var detectModerationLabelsResponse = await
rekognitionClient.DetectModerationLabelsAsync(detectModerationLabelsRequest);
    Console.WriteLine("Detected labels for " + photo);
    foreach (ModerationLabel label in
detectModerationLabelsResponse.ModerationLabels)
    {
        Console.WriteLine($"Label: {label.Name}");
        Console.WriteLine($"Confidence: {label.Confidence}");
        Console.WriteLine($"Parent: {label.ParentName}");
    }
}
catch (Exception ex)
{
    Console.WriteLine(ex.Message);
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DetectModerationLabels](#) 中的。

DetectText

以下代码示例演示了如何使用 DetectText。

有关更多信息，请参阅[检测图像中的文本](#)。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to detect text in an image. The
/// example was created using the AWS SDK for .NET version 3.7 and .NET
/// Core 5.0.
/// </summary>
public class DetectText
{
    public static async Task Main()
    {
        string photo = "Dad_photographer.jpg"; // "input.jpg";
        string bucket = "amzn-s3-demo-bucket"; // "bucket";

        var rekognitionClient = new AmazonRekognitionClient();

        var detectTextRequest = new DetectTextRequest()
        {
            Image = new Image()
            {
                S3Object = new S3Object()
                {
                    Name = photo,
                    Bucket = bucket,
                },
            },
        };

        try
```



```
{
    DetectTextResponse detectTextResponse = await
rekognitionClient.DetectTextAsync(detectTextRequest);
    Console.WriteLine($"Detected lines and words for {photo}");
    detectTextResponse.TextDetections.ForEach(text =>
    {
        Console.WriteLine($"Detected: {text.DetectedText}");
        Console.WriteLine($"Confidence: {text.Confidence}");
        Console.WriteLine($"Id : {text.Id}");
        Console.WriteLine($"Parent Id: {text.ParentId}");
        Console.WriteLine($"Type: {text.Type}");
    });
}
catch (Exception e)
{
    Console.WriteLine(e.Message);
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DetectText](#)中的。

GetCelebrityInfo

以下代码示例演示了如何使用 GetCelebrityInfo。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;
```

```
/// <summary>
/// Shows how to use Amazon Rekognition to retrieve information about the
/// celebrity identified by the supplied celebrity Id.
/// </summary>
public class CelebrityInfo
{
    public static async Task Main()
    {
        string celebId = "nnnnnnnnn";

        var rekognitionClient = new AmazonRekognitionClient();

        var celebrityInfoRequest = new GetCelebrityInfoRequest
        {
            Id = celebId,
        };

        Console.WriteLine($"Getting information for celebrity: {celebId}");

        var celebrityInfoResponse = await
rekognitionClient.GetCelebrityInfoAsync(celebrityInfoRequest);

        // Display celebrity information.
        Console.WriteLine($"celebrity name: {celebrityInfoResponse.Name}");
        Console.WriteLine("Further information (if available):");
        celebrityInfoResponse.Urls.ForEach(url =>
        {
            Console.WriteLine(url);
        });
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetCelebrityInfo](#)中的。

IndexFaces

以下代码示例演示了如何使用 IndexFaces。

有关更多信息，请参阅[将人脸添加到集合中](#)。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to detect faces in an image
/// that has been uploaded to an Amazon Simple Storage Service (Amazon S3)
/// bucket and then adds the information to a collection.
/// </summary>
public class AddFaces
{
    public static async Task Main()
    {
        string collectionId = "MyCollection2";
        string bucket = "amzn-s3-demo-bucket";
        string photo = "input.jpg";

        var rekognitionClient = new AmazonRekognitionClient();

        var image = new Image
        {
            S3Object = new S3Object
            {
                Bucket = bucket,
                Name = photo,
            },
        };

        var indexFacesRequest = new IndexFacesRequest
        {
            Image = image,
            CollectionId = collectionId,
```

```

        ExternalImageId = photo,
        DetectionAttributes = new List<string>() { "ALL" },
    };

    IndexFacesResponse indexFacesResponse = await
    rekognitionClient.IndexFacesAsync(indexFacesRequest);

    Console.WriteLine($"{photo} added");
    foreach (FaceRecord faceRecord in indexFacesResponse.FaceRecords)
    {
        Console.WriteLine($"Face detected: Faceid is
        {faceRecord.Face.FaceId}");
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[IndexFaces](#)中的。

ListCollections

以下代码示例演示了如何使用 ListCollections。

有关更多信息，请参阅[列出集合](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

using System;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses Amazon Rekognition to list the collection IDs in the

```

```
/// current account.
/// </summary>
public class ListCollections
{
    public static async Task Main()
    {
        var rekognitionClient = new AmazonRekognitionClient();

        Console.WriteLine("Listing collections");
        int limit = 10;

        var listCollectionsRequest = new ListCollectionsRequest
        {
            MaxResults = limit,
        };

        var listCollectionsResponse = new ListCollectionsResponse();

        do
        {
            if (listCollectionsResponse is not null)
            {
                listCollectionsRequest.NextToken =
listCollectionsResponse.NextToken;
            }

            listCollectionsResponse = await
rekognitionClient.ListCollectionsAsync(listCollectionsRequest);

            listCollectionsResponse.CollectionIds.ForEach(id =>
            {
                Console.WriteLine(id);
            });
        } while (listCollectionsResponse.NextToken is not null);
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListCollections](#)中的。

ListFaces

以下代码示例演示了如何使用 ListFaces。

有关更多信息，请参阅[列出集合中的人脸](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to retrieve the list of faces
/// stored in a collection.
/// </summary>
public class ListFaces
{
    public static async Task Main()
    {
        string collectionId = "MyCollection2";

        var rekognitionClient = new AmazonRekognitionClient();

        var listFacesResponse = new ListFacesResponse();
        Console.WriteLine($"Faces in collection {collectionId}");

        var listFacesRequest = new ListFacesRequest
        {
            CollectionId = collectionId,
            MaxResults = 1,
        };

        do
        {
```

```
        listFacesResponse = await
    rekognitionClient.ListFacesAsync(listFacesRequest);
        listFacesResponse.Faces.ForEach(face =>
        {
            Console.WriteLine(face.FaceId);
        });

        listFacesRequest.NextToken = listFacesResponse.NextToken;
    }
    while (!string.IsNullOrEmpty(listFacesResponse.NextToken));
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListFaces](#)中的。

RecognizeCelebrities

以下代码示例演示了如何使用 RecognizeCelebrities。

有关更多信息，请参阅[识别图像中的名人](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.IO;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Shows how to use Amazon Rekognition to identify celebrities in a photo.
/// </summary>
public class CelebritiesInImage
{

```

```
public static async Task Main(string[] args)
{
    string photo = "moviestars.jpg";

    var rekognitionClient = new AmazonRekognitionClient();

    var recognizeCelebritiesRequest = new RecognizeCelebritiesRequest();

    var img = new Amazon.Rekognition.Model.Image();
    byte[] data = null;
    try
    {
        using var fs = new FileStream(photo, FileMode.Open,
FileAccess.Read);
        data = new byte[fs.Length];
        fs.Read(data, 0, (int)fs.Length);
    }
    catch (Exception)
    {
        Console.WriteLine($"Failed to load file {photo}");
        return;
    }

    img.Bytes = new MemoryStream(data);
    recognizeCelebritiesRequest.Image = img;

    Console.WriteLine($"Looking for celebrities in image {photo}\n");

    var recognizeCelebritiesResponse = await
rekognitionClient.RecognizeCelebritiesAsync(recognizeCelebritiesRequest);

    Console.WriteLine($"{recognizeCelebritiesResponse.CelebrityFaces.Count}
celebrity(s) were recognized.\n");
    recognizeCelebritiesResponse.CelebrityFaces.ForEach(celeb =>
    {
        Console.WriteLine($"Celebrity recognized: {celeb.Name}");
        Console.WriteLine($"Celebrity ID: {celeb.Id}");
        BoundingBox boundingBox = celeb.Face.BoundingBox;
        Console.WriteLine($"position: {boundingBox.Left}
{boundingBox.Top}");
        Console.WriteLine("Further information (if available):");
        celeb.UrlsWithConfidence.ForEach(url =>
        {
            Console.WriteLine(url);
        });
    });
}
```



```

        });
    });

    Console.WriteLine($"{recognizeCelebritiesResponse.UnrecognizedFaces.Count} face(s)
were unrecognized.");
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[RecognizeCelebrities](#)中的。

SearchFaces

以下代码示例演示了如何使用 SearchFaces。

有关更多信息，请参阅[搜索人脸 \(面容 ID \)](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

using System;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to find faces in an image that
/// match the face Id provided in the method request.
/// </summary>
public class SearchFacesMatchingId
{
    public static async Task Main()
    {
        string collectionId = "MyCollection";
        string faceId = "xxxxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxxxx";
    }
}

```

```
var rekognitionClient = new AmazonRekognitionClient();

// Search collection for faces matching the face id.
var searchFacesRequest = new SearchFacesRequest
{
    CollectionId = collectionId,
    FaceId = faceId,
    FaceMatchThreshold = 70F,
    MaxFaces = 2,
};

SearchFacesResponse searchFacesResponse = await
rekognitionClient.SearchFacesAsync(searchFacesRequest);

Console.WriteLine("Face matching faceId " + faceId);

Console.WriteLine("Matche(s): ");
searchFacesResponse.FaceMatches.ForEach(face =>
{
    Console.WriteLine($"FaceId: {face.Face.FaceId} Similarity:
{face.Similarity}");
});
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[SearchFaces](#)中的。

SearchFacesByImage

以下代码示例演示了如何使用 SearchFacesByImage。

有关更多信息，请参阅[搜索人脸 \(图像\)](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Rekognition;
using Amazon.Rekognition.Model;

/// <summary>
/// Uses the Amazon Rekognition Service to search for images matching those
/// in a collection.
/// </summary>
public class SearchFacesMatchingImage
{
    public static async Task Main()
    {
        string collectionId = "MyCollection";
        string bucket = "amzn-s3-demo-bucket";
        string photo = "input.jpg";

        var rekognitionClient = new AmazonRekognitionClient();

        // Get an image object from S3 bucket.
        var image = new Image()
        {
            S3Object = new S3Object()
            {
                Bucket = bucket,
                Name = photo,
            },
        };

        var searchFacesByImageRequest = new SearchFacesByImageRequest()
        {
            CollectionId = collectionId,
            Image = image,
            FaceMatchThreshold = 70F,
            MaxFaces = 2,
        };

        SearchFacesByImageResponse searchFacesByImageResponse = await
            rekognitionClient.SearchFacesByImageAsync(searchFacesByImageRequest);

        Console.WriteLine("Faces matching largest face in image from " + photo);
        searchFacesByImageResponse.FaceMatches.ForEach(face =>
        {
```

```
        Console.WriteLine($"FaceId: {face.Face.FaceId}, Similarity: {face.Similarity}");  
    });  
}  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [SearchFacesByImage](#) 中的。

场景

创建无服务器应用程序来管理照片

以下代码示例演示如何创建无服务器应用程序，让用户能够使用标签管理照片。

适用于 .NET 的 SDK

演示如何开发照片资产管理应用程序，该应用程序使用 Amazon Rekognition 检测图像中的标签并将其存储以供日后检索。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例 [GitHub](#)。

要深入了解这个例子的起源，请参阅 [AWS 社区](#) 上的博文。

本示例中使用的服务

- API Gateway
- DynamoDB
- Lambda
- Amazon Rekognition
- Amazon S3
- Amazon SNS

检测图像中的对象

以下代码示例演示如何构建采用 Amazon Rekognition 来按类别检测图像中物体的应用程序。

适用于 .NET 的 SDK

展示如何使用 Amazon Rekognition .NET API 创建应用程序，该应用程序采用 Amazon Rekognition 来按类别识别位于 Amazon Simple Storage Service (Amazon S3) 存储桶的图像中的对象。该应用程序使用 Amazon Simple Email Service (Amazon SES) 向管理员发送包含结果的电子邮件通知。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- Amazon Rekognition
- Amazon S3
- Amazon SES

使用 Route 53 的域名注册示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Route 53 域注册中 适用于 .NET 的 AWS SDK 使用来执行操作和实现常见场景。

基本功能是向您展示如何在服务中执行基本操作的代码示例。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [基本功能](#)
- [操作](#)

开始使用

开始使用 Route 53 域注册

以下代码示例显示了如何开始使用 Route 53 域名注册。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
public static class HelloRoute53Domains
{
    static async Task Main(string[] args)
    {
        // Use the AWS .NET Core Setup package to set up dependency injection for
        the Amazon Route 53 domain registration service.
        // Use your AWS profile name, or leave it blank to use the default profile.
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonRoute53Domains>()
            ).Build();

        // Now the client is available for injection.
        var route53Client =
            host.Services.GetRequiredService<IAmazonRoute53Domains>();

        // You can use await and any of the async methods to get a response.
        var response = await route53Client.ListPricesAsync(new ListPricesRequest
        { Tld = "com" });
        Console.WriteLine($"Hello Amazon Route 53 Domains! Following are prices
        for .com domain operations:");
        var comPrices = response.Prices.FirstOrDefault();
        if (comPrices != null)
        {
            Console.WriteLine($"Registration: {comPrices.RegistrationPrice?.Price}
            {comPrices.RegistrationPrice?.Currency}");
            Console.WriteLine($"Renewal: {comPrices.RenewalPrice?.Price}
            {comPrices.RenewalPrice?.Currency}");
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListPrices](#) 中的。

基本功能

了解基本功能

以下代码示例展示了如何：

- 列出当前域，并列出过去一年的操作。
- 查看过去一年的账单，并查看域类型的价格。
- 获取域建议。
- 检查域可用性和可转移性。
- （可选）申请域注册。
- 获取操作详细信息。
- （可选）获取域详细信息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```
public static class Route53DomainScenario
{
    /*
    Before running this .NET code example, set up your development environment,
    including your credentials.

    This .NET example performs the following tasks:
    1. List current domains.
    2. List operations in the past year.
    3. View billing for the account in the past year.
    4. View prices for domain types.
```

```

        5. Get domain suggestions.
        6. Check domain availability.
        7. Check domain transferability.
        8. Optionally, request a domain registration.
        9. Get an operation detail.
        10. Optionally, get a domain detail.
    */

    private static Route53Wrapper _route53Wrapper = null!;
    private static IConfiguration _configuration = null!;

    static async Task Main(string[] args)
    {
        // Set up dependency injection for the Amazon service.
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                    .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
                    .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonRoute53Domains>()
                    .AddTransient<Route53Wrapper>()
            )
            .Build();

        _configuration = new ConfigurationBuilder()
            .SetBasePath(Directory.GetCurrentDirectory())
            .AddJsonFile("settings.json") // Load settings from .json file.
            .AddJsonFile("settings.local.json",
                true) // Optionally, load local settings.
            .Build();

        var logger = LoggerFactory.Create(builder =>
        {
            builder.AddConsole();
        }).CreateLogger(typeof(Route53DomainScenario));

        _route53Wrapper = host.Services.GetRequiredService<Route53Wrapper>();

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Welcome to the Amazon Route 53 domains example
scenario.");
        Console.WriteLine(new string('-', 80));

```



```

        try
        {
            await ListDomains();
            await ListOperations();
            await ListBillingRecords();
            await ListPrices();
            await ListDomainSuggestions();
            await CheckDomainAvailability();
            await CheckDomainTransferability();
            var operationId = await RequestDomainRegistration();
            await GetOperationalDetail(operationId);
            await GetDomainDetails();
        }
        catch (Exception ex)
        {
            logger.LogError(ex, "There was a problem executing the scenario.");
        }

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("The Amazon Route 53 domains example scenario is
complete.");
        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// List account registered domains.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task ListDomains()
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"1. List account domains.");
        var domains = await _route53Wrapper.ListDomains();
        for (int i = 0; i < domains.Count; i++)
        {
            Console.WriteLine($"{i + 1}. {domains[i].DomainName}");
        }

        if (!domains.Any())
        {
            Console.WriteLine("\tNo domains found in this account.");
        }
    }

```

```

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// List domain operations in the past year.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task ListOperations()
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"2. List account domain operations in the past year.");
        var operations = await _route53Wrapper.ListOperations(
            DateTime.Today.AddYears(-1));
        for (int i = 0; i < operations.Count; i++)
        {
            Console.WriteLine($"\\tOperation Id: {operations[i].OperationId}");
            Console.WriteLine($"\\tStatus: {operations[i].Status}");
            Console.WriteLine($"\\tDate: {operations[i].SubmittedDate}");
        }
        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// List billing in the past year.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task ListBillingRecords()
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"3. View billing for the account in the past year.");
        var billingRecords = await _route53Wrapper.ViewBilling(
            DateTime.Today.AddYears(-1),
            DateTime.Today);
        for (int i = 0; i < billingRecords.Count; i++)
        {
            Console.WriteLine($"\\tBill Date:
{billingRecords[i].BillDate.ToShortDateString()}");
            Console.WriteLine($"\\tOperation: {billingRecords[i].Operation}");
            Console.WriteLine($"\\tPrice: {billingRecords[i].Price}");
        }
        if (!billingRecords.Any())
        {
            Console.WriteLine("\\tNo billing records found in this account for the
past year.");
        }
    }

```

```

    }
    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// List prices for a few domain types.
/// </summary>
/// <returns>Async task.</returns>
private static async Task ListPrices()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"4. View prices for domain types.");
    var domainTypes = new List<string> { "net", "com", "org", "co" };

    var prices = await _route53Wrapper.ListPrices(domainTypes);
    foreach (var pr in prices)
    {
        Console.WriteLine($"\\tName: {pr.Name}");
        Console.WriteLine($"\\tRegistration: {pr.RegistrationPrice?.Price}
{pr.RegistrationPrice?.Currency}");
        Console.WriteLine($"\\tRenewal: {pr.RenewalPrice?.Price}
{pr.RenewalPrice?.Currency}");
        Console.WriteLine($"\\tTransfer: {pr.TransferPrice?.Price}
{pr.TransferPrice?.Currency}");
        Console.WriteLine($"\\tChange Ownership: {pr.ChangeOwnershipPrice?.Price}
{pr.ChangeOwnershipPrice?.Currency}");
        Console.WriteLine($"\\tRestoration: {pr.RestorationPrice?.Price}
{pr.RestorationPrice?.Currency}");
        Console.WriteLine();
    }
    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// List domain suggestions for a domain name.
/// </summary>
/// <returns>Async task.</returns>
private static async Task ListDomainSuggestions()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"5. Get domain suggestions.");
    string? domainName = null;
    while (domainName == null || string.IsNullOrEmpty(domainName))
    {

```

```

        Console.WriteLine($"Enter a domain name to get available domain
suggestions.");
        domainName = Console.ReadLine();
    }

    var suggestions = await _route53Wrapper.GetDomainSuggestions(domainName,
true, 5);
    foreach (var suggestion in suggestions)
    {
        Console.WriteLine($"\\tSuggestion Name: {suggestion.DomainName}");
        Console.WriteLine($"\\tAvailability: {suggestion.Availability}");
    }
    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Check availability for a domain name.
/// </summary>
/// <returns>Async task.</returns>
private static async Task CheckDomainAvailability()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"6. Check domain availability.");
    string? domainName = null;
    while (domainName == null || string.IsNullOrEmpty(domainName))
    {
        Console.WriteLine($"Enter a domain name to check domain availability.");
        domainName = Console.ReadLine();
    }

    var availability = await
_route53Wrapper.CheckDomainAvailability(domainName);
    Console.WriteLine($"\\tAvailability: {availability}");
    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Check transferability for a domain name.
/// </summary>
/// <returns>Async task.</returns>
private static async Task CheckDomainTransferability()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"7. Check domain transferability.");
}

```

```

        string? domainName = null;
        while (domainName == null || string.IsNullOrWhiteSpace(domainName))
        {
            Console.WriteLine($"Enter a domain name to check domain
transferability.");
            domainName = Console.ReadLine();
        }

        var transferability = await
_route53Wrapper.CheckDomainTransferability(domainName);
        Console.WriteLine($"\\tTransferability: {transferability}");

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// Check transferability for a domain name.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task<string?> RequestDomainRegistration()
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"8. Optionally, request a domain registration.");

        Console.WriteLine($"\\tNote: This example uses domain request settings in
settings.json.");
        Console.WriteLine($"\\tTo change the domain registration settings, set the
values in that file.");
        Console.WriteLine($"\\tRemember, registering an actual domain will incur an
account billing cost.");
        Console.WriteLine($"\\tWould you like to begin a domain registration? (y/
n)");
        var ynResponse = Console.ReadLine();
        if (ynResponse != null && ynResponse.Equals("y",
StringComparison.InvariantCultureIgnoreCase))
        {
            string domainName = _configuration["DomainName"];
            ContactDetail contact = new ContactDetail();
            contact.CountryCode =
CountryCode.FindValue(_configuration["Contact:CountryCode"]);
            contact.ContactType =
ContactType.FindValue(_configuration["Contact:ContactType"]);

            _configuration.GetSection("Contact").Bind(contact);

```

```

        var operationId = await _route53Wrapper.RegisterDomain(
            domainName,
            Convert.ToBoolean(_configuration["AutoRenew"]),
            Convert.ToInt32(_configuration["DurationInYears"]),
            contact);
        if (operationId != null)
        {
            Console.WriteLine(
                $"{Environment.NewLine}Registration requested. Operation Id: {operationId}");
        }

        return operationId;
    }

    Console.WriteLine(new string('-', 80));
    return null;
}

/// <summary>
/// Get details for an operation.
/// </summary>
/// <returns>Async task.</returns>
private static async Task GetOperationalDetail(string? operationId)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"9. Get an operation detail.");

    var operationDetails =
        await _route53Wrapper.GetOperationDetail(operationId);

    Console.WriteLine(operationDetails);

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Optionally, get details for a registered domain.
/// </summary>
/// <returns>Async task.</returns>
private static async Task<string?> GetDomainDetails()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"10. Get details on a domain.");
}

```

```

        Console.WriteLine($"\\tNote: you must have a registered domain to get
details.");
        Console.WriteLine($"\\tWould you like to get domain details? (y/n)");
        var ynResponse = Console.ReadLine();
        if (ynResponse != null && ynResponse.Equals("y",
StringComparison.InvariantCultureIgnoreCase))
        {
            string? domainName = null;
            while (domainName == null)
            {
                Console.WriteLine($"\\tEnter a domain name to get details.");
                domainName = Console.ReadLine();
            }

            var domainDetails = await _route53Wrapper.GetDomainDetail(domainName);
            Console.WriteLine(domainDetails);
        }

        Console.WriteLine(new string('-', 80));
        return null;
    }
}

```

场景用于 Route 53 域注册操作的包装程序方法。

```

public class Route53Wrapper
{
    private readonly IAmazonRoute53Domains _amazonRoute53Domains;
    private readonly ILogger<Route53Wrapper> _logger;
    public Route53Wrapper(IAmazonRoute53Domains amazonRoute53Domains,
ILogger<Route53Wrapper> logger)
    {
        _amazonRoute53Domains = amazonRoute53Domains;
        _logger = logger;
    }

    /// <summary>
    /// List prices for domain type operations.
    /// </summary>

```

```

/// <param name="domainTypes">Domain types to include in the results.</param>
/// <returns>The list of domain prices.</returns>
public async Task<List<DomainPrice>> ListPrices(List<string> domainTypes)
{
    var results = new List<DomainPrice>();
    var paginatePrices = _amazonRoute53Domains.Paginators.ListPrices(new
ListPricesRequest());
    // Get the entire list using the paginator.
    await foreach (var prices in paginatePrices.Prices)
    {
        results.Add(prices);
    }
    return results.Where(p => domainTypes.Contains(p.Name)).ToList();
}

/// <summary>
/// Check the availability of a domain name.
/// </summary>
/// <param name="domain">The domain to check for availability.</param>
/// <returns>An availability result string.</returns>
public async Task<string> CheckDomainAvailability(string domain)
{
    var result = await _amazonRoute53Domains.CheckDomainAvailabilityAsync(
        new CheckDomainAvailabilityRequest
        {
            DomainName = domain
        }
    );
    return result.Availability.Value;
}

/// <summary>
/// Check the transferability of a domain name.
/// </summary>
/// <param name="domain">The domain to check for transferability.</param>
/// <returns>A transferability result string.</returns>
public async Task<string> CheckDomainTransferability(string domain)
{
    var result = await _amazonRoute53Domains.CheckDomainTransferabilityAsync(
        new CheckDomainTransferabilityRequest
        {
            DomainName = domain

```



```

    }
    );
    return result.Transferability.Transferable.Value;
}

/// <summary>
/// Get a list of suggestions for a given domain.
/// </summary>
/// <param name="domain">The domain to check for suggestions.</param>
/// <param name="onlyAvailable">If true, only returns available domains.</param>
/// <param name="suggestionCount">The number of suggestions to return. Defaults
to the max of 50.</param>
/// <returns>A collection of domain suggestions.</returns>
public async Task<List<DomainSuggestion>> GetDomainSuggestions(string domain,
bool onlyAvailable, int suggestionCount = 50)
{
    var result = await _amazonRoute53Domains.GetDomainSuggestionsAsync(
        new GetDomainSuggestionsRequest
        {
            DomainName = domain,
            OnlyAvailable = onlyAvailable,
            SuggestionCount = suggestionCount
        }
    );
    return result.SuggestionsList;
}

/// <summary>
/// Get details for a domain action operation.
/// </summary>
/// <param name="operationId">The operational Id.</param>
/// <returns>A string describing the operational details.</returns>
public async Task<string> GetOperationDetail(string? operationId)
{
    if (operationId == null)
        return "Unable to get operational details because ID is null.";
    try
    {
        var operationDetails =
            await _amazonRoute53Domains.GetOperationDetailAsync(
                new GetOperationDetailRequest
                {

```

```

        OperationId = operationId
    }
    );

    var details = $"\\tOperation {operationId}:\\n" +
        $"\\tFor domain {operationDetails.DomainName} on
{operationDetails.SubmittedDate.ToShortDateString()}\\n" +
        $"\\tMessage is {operationDetails.Message}.\\n" +
        $"\\tStatus is {operationDetails.Status}.\\n";

    return details;
}
catch (AmazonRoute53DomainsException ex)
{
    return $"Unable to get operation details. Here's why: {ex.Message}.";
}
}

/// <summary>
/// Initiate a domain registration request.
/// </summary>
/// <param name="contact">Contact details.</param>
/// <param name="domainName">The domain name to register.</param>
/// <param name="autoRenew">True if the domain should automatically renew.</
param>
/// <param name="duration">The duration in years for the domain registration.</
param>
/// <returns>The operation Id.</returns>
public async Task<string?> RegisterDomain(string domainName, bool autoRenew, int
duration, ContactDetail contact)
{
    // This example uses the same contact information for admin, registrant, and
    tech contacts.
    try
    {
        var result = await _amazonRoute53Domains.RegisterDomainAsync(
            new RegisterDomainRequest()
            {
                AdminContact = contact,
                RegistrantContact = contact,
                TechContact = contact,
                DomainName = domainName,
                AutoRenew = autoRenew,
            }
        );
    }
    catch { }
}

```

```

        DurationInYears = duration,
        PrivacyProtectAdminContact = false,
        PrivacyProtectRegistrantContact = false,
        PrivacyProtectTechContact = false
    }
    );
    return result.OperationId;
}
catch (InvalidInputException)
{
    _logger.LogInformation($"Unable to request registration for domain
{domainName}");
    return null;
}
}

/// <summary>
/// View billing records for the account between a start and end date.
/// </summary>
/// <param name="startDate">The start date for billing results.</param>
/// <param name="endDate">The end date for billing results.</param>
/// <returns>A collection of billing records.</returns>
public async Task<List<BillingRecord>> ViewBilling(DateTime startDate, DateTime
endDate)
{
    var results = new List<BillingRecord>();
    var paginateBilling = _amazonRoute53Domains.Paginators.ViewBilling(
        new ViewBillingRequest()
        {
            Start = startDate,
            End = endDate
        });

    // Get the entire list using the paginator.
    await foreach (var billingRecords in paginateBilling.BillingRecords)
    {
        results.Add(billingRecords);
    }
    return results;
}

/// <summary>

```

```
/// List the domains for the account.
/// </summary>
/// <returns>A collection of domain summary records.</returns>
public async Task<List<DomainSummary>> ListDomains()
{
    var results = new List<DomainSummary>();
    var paginateDomains = _amazonRoute53Domains.Paginators.ListDomains(
        new ListDomainsRequest());

    // Get the entire list using the paginator.
    await foreach (var domain in paginateDomains.Domains)
    {
        results.Add(domain);
    }
    return results;
}

/// <summary>
/// List operations for the account that are submitted after a specified date.
/// </summary>
/// <returns>A collection of operation summary records.</returns>
public async Task<List<OperationSummary>> ListOperations(DateTime
submittedSince)
{
    var results = new List<OperationSummary>();
    var paginateOperations = _amazonRoute53Domains.Paginators.ListOperations(
        new ListOperationsRequest()
        {
            SubmittedSince = submittedSince
        });

    // Get the entire list using the paginator.
    await foreach (var operations in paginateOperations.Operations)
    {
        results.Add(operations);
    }
    return results;
}

/// <summary>
/// Get details for a domain.
/// </summary>
```

```
/// <returns>A string with detail information about the domain.</returns>
public async Task<string> GetDomainDetail(string domainName)
{
    try
    {
        var result = await _amazonRoute53Domains.GetDomainDetailAsync(
            new GetDomainDetailRequest()
            {
                DomainName = domainName
            });
        var details = $"\\tDomain {domainName}:\\n" +
            $"\\tCreated on {result.CreationDate.ToShortDateString()}.\\n" +
            $"\\tAdmin contact is {result.AdminContact.Email}.\\n" +
            $"\\tAuto-renew is {result.AutoRenew}.\\n";

        return details;
    }
    catch (InvalidInputException)
    {
        return $"Domain {domainName} was not found in your account.";
    }
}
```

• 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [CheckDomainAvailability](#)
- [CheckDomainTransferability](#)
- [GetDomainDetail](#)
- [GetDomainSuggestions](#)
- [GetOperationDetail](#)
- [ListDomains](#)
- [ListOperations](#)
- [ListPrices](#)
- [RegisterDomain](#)
- [ViewBilling](#)

操作

CheckDomainAvailability

以下代码示例演示了如何使用 CheckDomainAvailability。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Check the availability of a domain name.
/// </summary>
/// <param name="domain">The domain to check for availability.</param>
/// <returns>An availability result string.</returns>
public async Task<string> CheckDomainAvailability(string domain)
{
    var result = await _amazonRoute53Domains.CheckDomainAvailabilityAsync(
        new CheckDomainAvailabilityRequest
        {
            DomainName = domain
        }
    );
    return result.Availability.Value;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CheckDomainAvailability](#) 中的。

CheckDomainTransferability

以下代码示例演示了如何使用 CheckDomainTransferability。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Check the transferability of a domain name.
/// </summary>
/// <param name="domain">The domain to check for transferability.</param>
/// <returns>A transferability result string.</returns>
public async Task<string> CheckDomainTransferability(string domain)
{
    var result = await _amazonRoute53Domains.CheckDomainTransferabilityAsync(
        new CheckDomainTransferabilityRequest
        {
            DomainName = domain
        }
    );
    return result.Transferability.Transferable.Value;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CheckDomainTransferability](#) 中的。

GetDomainDetail

以下代码示例演示了如何使用 GetDomainDetail。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Get details for a domain.
    /// </summary>
    /// <returns>A string with detail information about the domain.</returns>
    public async Task<string> GetDomainDetail(string domainName)
    {
        try
        {
            var result = await _amazonRoute53Domains.GetDomainDetailAsync(
                new GetDomainDetailRequest()
                {
                    DomainName = domainName
                });
            var details = $"\\tDomain {domainName}:\\n" +
                $"\\tCreated on {result.CreationDate.ToShortDateString()}.\\n" +
                $"\\tAdmin contact is {result.AdminContact.Email}.\\n" +
                $"\\tAuto-renew is {result.AutoRenew}.\\n";

            return details;
        }
        catch (InvalidInputException)
        {
            return $"Domain {domainName} was not found in your account.";
        }
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetDomainDetail](#)中的。

GetDomainSuggestions

以下代码示例演示了如何使用 GetDomainSuggestions。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。


```

    /// <summary>
    /// Get a list of suggestions for a given domain.
    /// </summary>
    /// <param name="domain">The domain to check for suggestions.</param>
    /// <param name="onlyAvailable">If true, only returns available domains.</param>
    /// <param name="suggestionCount">The number of suggestions to return. Defaults
to the max of 50.</param>
    /// <returns>A collection of domain suggestions.</returns>
    public async Task<List<DomainSuggestion>> GetDomainSuggestions(string domain,
bool onlyAvailable, int suggestionCount = 50)
    {
        var result = await _amazonRoute53Domains.GetDomainSuggestionsAsync(
            new GetDomainSuggestionsRequest
            {
                DomainName = domain,
                OnlyAvailable = onlyAvailable,
                SuggestionCount = suggestionCount
            }
        );
        return result.SuggestionsList;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetDomainSuggestions](#)中的。

GetOperationDetail

以下代码示例演示了如何使用 GetOperationDetail。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>

```

```

    /// Get details for a domain action operation.
    /// </summary>
    /// <param name="operationId">The operational Id.</param>
    /// <returns>A string describing the operational details.</returns>
    public async Task<string> GetOperationDetail(string? operationId)
    {
        if (operationId == null)
            return "Unable to get operational details because ID is null.";
        try
        {
            var operationDetails =
                await _amazonRoute53Domains.GetOperationDetailAsync(
                    new GetOperationDetailRequest
                    {
                        OperationId = operationId
                    }
                );

            var details = $"  \tOperation {operationId}:\n" +
                $"  \tFor domain {operationDetails.DomainName} on\n" +
                $"{operationDetails.SubmittedDate.ToShortDateString()}. \n" +
                $"  \tMessage is {operationDetails.Message}. \n" +
                $"  \tStatus is {operationDetails.Status}. \n";

            return details;
        }
        catch (AmazonRoute53DomainsException ex)
        {
            return $"Unable to get operation details. Here's why: {ex.Message}.";
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetOperationDetail](#)中的。

ListDomains

以下代码示例演示了如何使用 ListDomains。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List the domains for the account.
/// </summary>
/// <returns>A collection of domain summary records.</returns>
public async Task<List<DomainSummary>> ListDomains()
{
    var results = new List<DomainSummary>();
    var paginateDomains = _amazonRoute53Domains.Paginators.ListDomains(
        new ListDomainsRequest());

    // Get the entire list using the paginator.
    await foreach (var domain in paginateDomains.Domains)
    {
        results.Add(domain);
    }
    return results;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListDomains](#) 中的。

ListOperations

以下代码示例演示了如何使用 ListOperations。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List operations for the account that are submitted after a specified date.
/// </summary>
/// <returns>A collection of operation summary records.</returns>
public async Task<List<OperationSummary>> ListOperations(DateTime
submittedSince)
{
    var results = new List<OperationSummary>();
    var paginateOperations = _amazonRoute53Domains.Paginators.ListOperations(
        new ListOperationsRequest()
        {
            SubmittedSince = submittedSince
        });

    // Get the entire list using the paginator.
    await foreach (var operations in paginateOperations.Operations)
    {
        results.Add(operations);
    }
    return results;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListOperations](#)中的。

ListPrices

以下代码示例演示了如何使用 ListPrices。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List prices for domain type operations.
```

```

    /// </summary>
    /// <param name="domainTypes">Domain types to include in the results.</param>
    /// <returns>The list of domain prices.</returns>
    public async Task<List<DomainPrice>> ListPrices(List<string> domainTypes)
    {
        var results = new List<DomainPrice>();
        var paginatePrices = _amazonRoute53Domains.Paginators.ListPrices(new
ListPricesRequest());
        // Get the entire list using the paginator.
        await foreach (var prices in paginatePrices.Prices)
        {
            results.Add(prices);
        }
        return results.Where(p => domainTypes.Contains(p.Name)).ToList();
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListPrices](#)中的。

RegisterDomain

以下代码示例演示了如何使用 RegisterDomain。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Initiate a domain registration request.
    /// </summary>
    /// <param name="contact">Contact details.</param>
    /// <param name="domainName">The domain name to register.</param>
    /// <param name="autoRenew">True if the domain should automatically renew.</
param>
    /// <param name="duration">The duration in years for the domain registration.</
param>

```

```
/// <returns>The operation Id.</returns>
public async Task<string?> RegisterDomain(string domainName, bool autoRenew, int
duration, ContactDetail contact)
{
    // This example uses the same contact information for admin, registrant, and
    tech contacts.
    try
    {
        var result = await _amazonRoute53Domains.RegisterDomainAsync(
            new RegisterDomainRequest()
            {
                AdminContact = contact,
                RegistrantContact = contact,
                TechContact = contact,
                DomainName = domainName,
                AutoRenew = autoRenew,
                DurationInYears = duration,
                PrivacyProtectAdminContact = false,
                PrivacyProtectRegistrantContact = false,
                PrivacyProtectTechContact = false
            }
        );
        return result.OperationId;
    }
    catch (InvalidInputException)
    {
        _logger.LogInformation($"Unable to request registration for domain
{domainName}");
        return null;
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[RegisterDomain](#)中的。

ViewBilling

以下代码示例演示了如何使用 ViewBilling。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// View billing records for the account between a start and end date.
/// </summary>
/// <param name="startDate">The start date for billing results.</param>
/// <param name="endDate">The end date for billing results.</param>
/// <returns>A collection of billing records.</returns>
public async Task<List<BillingRecord>> ViewBilling(DateTime startDate, DateTime
endDate)
{
    var results = new List<BillingRecord>();
    var paginateBilling = _amazonRoute53Domains.Paginators.ViewBilling(
        new ViewBillingRequest()
        {
            Start = startDate,
            End = endDate
        });

    // Get the entire list using the paginator.
    await foreach (var billingRecords in paginateBilling.BillingRecords)
    {
        results.Add(billingRecords);
    }
    return results;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ViewBilling](#) 中的。

使用 Amazon S3 的示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Amazon S3 中使用来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [场景](#)
- [无服务器示例](#)

操作

CopyObject

以下代码示例演示了如何使用 CopyObject。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用条件请求复制对象。

```
/// <summary>
/// Copies an object from one Amazon S3 bucket to another with a conditional
request.
/// </summary>
/// <param name="sourceKey">The key of the source object to copy.</param>
/// <param name="destKey">The key of the destination object.</param>
/// <param name="sourceBucket">The source bucket of the object.</param>
/// <param name="destBucket">The destination bucket of the object.</param>
```



```

    /// <param name="conditionType">The type of condition to apply, e.g.
    'CopySourceIfMatch', 'CopySourceIfNoneMatch', 'CopySourceIfModifiedSince',
    'CopySourceIfUnmodifiedSince'.</param>
    /// <param name="conditionDateValue">The value to use for the condition for
    dates.</param>
    /// <param name="etagConditionalValue">The value to use for the condition for
    etags.</param>
    /// <returns>True if the conditional copy is successful, False otherwise.</
returns>
    public async Task<bool> CopyObjectConditional(string sourceKey, string destKey,
    string sourceBucket, string destBucket,
        S3ConditionType conditionType, DateTime? conditionDateValue = null, string?
    etagConditionalValue = null)
    {
        try
        {
            var copyObjectRequest = new CopyObjectRequest
            {
                DestinationBucket = destBucket,
                DestinationKey = destKey,
                SourceBucket = sourceBucket,
                SourceKey = sourceKey
            };

            switch (conditionType)
            {
                case S3ConditionType.IfMatch:
                    copyObjectRequest.ETagToMatch = etagConditionalValue;
                    break;
                case S3ConditionType.IfNoneMatch:
                    copyObjectRequest.ETagToNotMatch = etagConditionalValue;
                    break;
                case S3ConditionType.IfModifiedSince:
                    copyObjectRequest.ModifiedSinceDateUtc =
    conditionDateValue.GetValueOrDefault();
                    break;
                case S3ConditionType.IfUnmodifiedSince:
                    copyObjectRequest.UnmodifiedSinceDateUtc =
    conditionDateValue.GetValueOrDefault();
                    break;
                default:
                    throw new ArgumentOutOfRangeException(nameof(conditionType),
    conditionType, null);
            }
        }
    }

```

```
        await _amazonS3.CopyObjectAsync(copyObjectRequest);
        _logger.LogInformation($"Conditional copy successful for key {destKey}
in bucket {destBucket}.");
        return true;
    }
    catch (AmazonS3Exception e)
    {
        if (e.ErrorCode == "PreconditionFailed")
        {
            _logger.LogError("Conditional copy failed: Precondition failed");
        }
        else if (e.ErrorCode == "304")
        {
            _logger.LogError("Conditional copy failed: Object not modified");
        }
        else
        {
            _logger.LogError($"Unexpected error: {e.ErrorCode}");
            throw;
        }
        return false;
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CopyObject](#)中的。

CreateBucket

以下代码示例演示了如何使用 CreateBucket。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

创建一个启用对象锁定的存储桶。

```

    /// <summary>
    /// Create a new Amazon S3 bucket with object lock actions.
    /// </summary>
    /// <param name="bucketName">The name of the bucket to create.</param>
    /// <param name="enableObjectLock">True to enable object lock on the bucket.</
param>
    /// <returns>True if successful.</returns>
    public async Task<bool> CreateBucketWithObjectLock(string bucketName, bool
enableObjectLock)
    {
        Console.WriteLine($"\\tCreating bucket {bucketName} with object lock
{enableObjectLock}.");
        try
        {
            var request = new PutBucketRequest
            {
                BucketName = bucketName,
                UseClientRegion = true,
                ObjectLockEnabledForBucket = enableObjectLock,
            };

            var response = await _amazonS3.PutBucketAsync(request);

            return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
        }
        catch (AmazonS3Exception ex)
        {
            Console.WriteLine($"Error creating bucket: '{ex.Message}'");
            return false;
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateBucket](#) 中的。

DeleteBucketCors

以下代码示例演示了如何使用 DeleteBucketCors。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Deletes a CORS configuration from an Amazon S3 bucket.
/// </summary>
/// <param name="client">The initialized Amazon S3 client object used
/// to delete the CORS configuration from the bucket.</param>
private static async Task DeleteCORSConfigurationAsync(AmazonS3Client
client)
{
    DeleteCORSConfigurationRequest request = new
DeleteCORSConfigurationRequest()
    {
        BucketName = BucketName,
    };
    await client.DeleteCORSConfigurationAsync(request);
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteBucketCors](#) 中的。

DeleteBucketLifecycle

以下代码示例演示了如何使用 DeleteBucketLifecycle。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// This method removes the Lifecycle configuration from the named
/// S3 bucket.
/// </summary>
/// <param name="client">The S3 client object used to call
/// the RemoveLifecycleConfigAsync method.</param>
/// <param name="bucketName">A string representing the name of the
/// S3 bucket from which the configuration will be removed.</param>
public static async Task RemoveLifecycleConfigAsync(IAmazonS3 client, string
bucketName)
{
    var request = new DeleteLifecycleConfigurationRequest()
    {
        BucketName = bucketName,
    };
    await client.DeleteLifecycleConfigurationAsync(request);
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteBucketLifecycle](#)中的。

DeleteObject

以下代码示例演示了如何使用 DeleteObject。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

删除不受版本控制的 S3 存储桶中的对象。

```
using System;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;
```

```

/// <summary>
/// This example shows how to delete an object from a non-versioned Amazon
/// Simple Storage Service (Amazon S3) bucket.
/// </summary>
public class DeleteObject
{
    /// <summary>
    /// The Main method initializes the necessary variables and then calls
    /// the DeleteObjectNonVersionedBucketAsync method to delete the object
    /// named by the keyName parameter.
    /// </summary>
    public static async Task Main()
    {
        const string bucketName = "amzn-s3-demo-bucket";
        const string keyName = "testfile.txt";

        // If the Amazon S3 bucket is located in an AWS Region other than the
        // Region of the default account, define the AWS Region for the
        // Amazon S3 bucket in your call to the AmazonS3Client constructor.
        // For example RegionEndpoint.USWest2.
        IAmazonS3 client = new AmazonS3Client();
        await DeleteObjectNonVersionedBucketAsync(client, bucketName, keyName);
    }

    /// <summary>
    /// The DeleteObjectNonVersionedBucketAsync takes care of deleting the
    /// desired object from the named bucket.
    /// </summary>
    /// <param name="client">An initialized Amazon S3 client used to delete
    /// an object from an Amazon S3 bucket.</param>
    /// <param name="bucketName">The name of the bucket from which the
    /// object will be deleted.</param>
    /// <param name="keyName">The name of the object to delete.</param>
    public static async Task DeleteObjectNonVersionedBucketAsync(IAmazonS3
client, string bucketName, string keyName)
    {
        try
        {
            var deleteObjectRequest = new DeleteObjectRequest
            {
                BucketName = bucketName,
                Key = keyName,
            };

```

```

        Console.WriteLine($"Deleting object: {keyName}");
        await client.DeleteObjectAsync(deleteObjectRequest);
        Console.WriteLine($"Object: {keyName} deleted from {bucketName}.");
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"Error encountered on server.
Message: '{ex.Message}' when deleting an object.");
    }
}
}

```

删除受版本控制的 S3 存储桶中的对象。

```

using System;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example creates an object in an Amazon Simple Storage Service
/// (Amazon S3) bucket and then deletes the object version that was
/// created.
/// </summary>
public class DeleteObjectVersion
{
    public static async Task Main()
    {
        string bucketName = "amzn-s3-demo-bucket";
        string keyName = "verstioned-object.txt";

        // If the AWS Region of the default user is different from the AWS
        // Region of the Amazon S3 bucket, pass the AWS Region of the
        // bucket region to the Amazon S3 client object's constructor.
        // Define it like this:
        //      RegionEndpoint bucketRegion = RegionEndpoint.USSouth1;
        IAmazonS3 client = new AmazonS3Client();

        await CreateAndDeleteObjectVersionAsync(client, bucketName, keyName);
    }
}

```

```

    /// <summary>
    /// This method creates and then deletes a versioned object.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
    /// create and delete the object.</param>
    /// <param name="bucketName">The name of the Amazon S3 bucket where the
    /// object will be created and deleted.</param>
    /// <param name="keyName">The key name of the object to create.</param>
    public static async Task CreateAndDeleteObjectVersionAsync(IAmazonS3 client,
string bucketName, string keyName)
    {
        try
        {
            // Add a sample object.
            string versionID = await PutAnObject(client, bucketName, keyName);

            // Delete the object by specifying an object key and a version ID.
            DeleteObjectRequest request = new DeleteObjectRequest()
            {
                BucketName = bucketName,
                Key = keyName,
                VersionId = versionID,
            };

            Console.WriteLine("Deleting an object");
            await client.DeleteObjectAsync(request);
        }
        catch (AmazonS3Exception ex)
        {
            Console.WriteLine($"Error: {ex.Message}");
        }
    }

    /// <summary>
    /// This method is used to create the temporary Amazon S3 object.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 object which will be used
    /// to create the temporary Amazon S3 object.</param>
    /// <param name="bucketName">The name of the Amazon S3 bucket where the
object
    /// will be created.</param>
    /// <param name="objectKey">The name of the Amazon S3 object co create.</
param>

```



```
/// <returns>The Version ID of the created object.</returns>
public static async Task<string> PutAnObject(IAmazonS3 client, string
bucketName, string objectKey)
{
    PutObjectRequest request = new PutObjectRequest()
    {
        BucketName = bucketName,
        Key = objectKey,
        ContentBody = "This is the content body!",
    };

    PutObjectResponse response = await client.PutObjectAsync(request);
    return response.VersionId;
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteObject](#) 中的。

DeleteObjects

以下代码示例演示了如何使用 DeleteObjects。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

删除不受版本控制的 S3 存储桶中的多个对象。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example shows how to delete multiple objects from an Amazon Simple
```

```

/// Storage Service (Amazon S3) bucket.
/// </summary>
public class DeleteMultipleObjects
{
    /// <summary>
    /// The Main method initializes the Amazon S3 client and the name of
    /// the bucket and then passes those values to MultiObjectDeleteAsync.
    /// </summary>
    public static async Task Main()
    {
        const string bucketName = "amzn-s3-demo-bucket";

        // If the Amazon S3 bucket from which you wish to delete objects is not
        // located in the same AWS Region as the default user, define the
        // AWS Region for the Amazon S3 bucket as a parameter to the client
        // constructor.
        IAmazonS3 s3Client = new AmazonS3Client();

        await MultiObjectDeleteAsync(s3Client, bucketName);
    }

    /// <summary>
    /// This method uses the passed Amazon S3 client to first create and then
    /// delete three files from the named bucket.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// Amazon S3 methods.</param>
    /// <param name="bucketName">The name of the Amazon S3 bucket where objects
    /// will be created and then deleted.</param>
    public static async Task MultiObjectDeleteAsync(IAmazonS3 client, string
bucketName)
    {
        // Create three sample objects which we will then delete.
        var keysAndVersions = await PutObjectsAsync(client, 3, bucketName);

        // Now perform the multi-object delete, passing the key names and
        // version IDs. Since we are working with a non-versioned bucket,
        // the object keys collection includes null version IDs.
        DeleteObjectsRequest multiObjectDeleteRequest = new DeleteObjectsRequest
        {
            BucketName = bucketName,
            Objects = keysAndVersions,
        };
    }
}

```

```

        // You can add a specific object key to the delete request using the
        // AddKey method of the multiObjectDeleteRequest.
        try
        {
            DeleteObjectsResponse response = await
client.DeleteObjectsAsync(multiObjectDeleteRequest);
            Console.WriteLine("Successfully deleted all the {0} items",
response.DeletedObjects.Count);
        }
        catch (DeleteObjectsException e)
        {
            PrintDeletionErrorStatus(e);
        }
    }

    /// <summary>
    /// Prints the list of errors raised by the call to DeleteObjectsAsync.
    /// </summary>
    /// <param name="ex">A collection of exceptions returned by the call to
    /// DeleteObjectsAsync.</param>
    public static void PrintDeletionErrorStatus(DeleteObjectsException ex)
    {
        DeleteObjectsResponse errorResponse = ex.Response;
        Console.WriteLine("x {0}", errorResponse.DeletedObjects.Count);

        Console.WriteLine($"Successfully deleted
{errorResponse.DeletedObjects.Count}.");
        Console.WriteLine($"No. of objects failed to delete =
{errorResponse.DeleteErrors.Count}");

        Console.WriteLine("Printing error data...");
        foreach (DeleteError deleteError in errorResponse.DeleteErrors)
        {
            Console.WriteLine($"Object Key:
{deleteError.Key}\t{deleteError.Code}\t{deleteError.Message}");
        }
    }

    /// <summary>
    /// This method creates simple text file objects that can be used in
    /// the delete method.
    /// </summary>

```

```

    /// <param name="client">The Amazon S3 client used to call PutObjectAsync.</param>
    /// <param name="number">The number of objects to create.</param>
    /// <param name="bucketName">The name of the bucket where the objects
    /// will be created.</param>
    /// <returns>A list of keys (object keys) and versions that the calling
    /// method will use to delete the newly created files.</returns>
    public static async Task<List<KeyVersion>> PutObjectsAsync(IAmazonS3 client,
int number, string bucketName)
    {
        List<KeyVersion> keys = new List<KeyVersion>();
        for (int i = 0; i < number; i++)
        {
            string key = "ExampleObject-" + new System.Random().Next();
            PutObjectRequest request = new PutObjectRequest
            {
                BucketName = bucketName,
                Key = key,
                ContentBody = "This is the content body!",
            };

            PutObjectResponse response = await client.PutObjectAsync(request);

            // For non-versioned bucket operations, we only need the
            // object key.
            KeyVersion keyVersion = new KeyVersion
            {
                Key = key,
            };
            keys.Add(keyVersion);
        }

        return keys;
    }
}

```

删除受版本控制的 S3 存储桶中的多个对象。

```

using System;
using System.Collections.Generic;
using System.Threading.Tasks;

```

```

using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example shows how to delete objects in a version-enabled Amazon
/// Simple StorageService (Amazon S3) bucket.
/// </summary>
public class DeleteMultipleObjects
{
    public static async Task Main()
    {
        string bucketName = "amzn-s3-demo-bucket";

        // If the AWS Region for your Amazon S3 bucket is different from
        // the AWS Region of the default user, define the AWS Region for
        // the Amazon S3 bucket and pass it to the client constructor
        // like this:
        // RegionEndpoint bucketRegion = RegionEndpoint.USWest2;
        IAmazonS3 s3Client;

        s3Client = new AmazonS3Client();
        await DeleteMultipleObjectsFromVersionedBucketAsync(s3Client,
bucketName);
    }

    /// <summary>
    /// This method removes multiple versions and objects from a
    /// version-enabled Amazon S3 bucket.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// DeleteObjectVersionsAsync, DeleteObjectsAsync, and
    /// RemoveDeleteMarkersAsync.</param>
    /// <param name="bucketName">The name of the bucket from which to delete
    /// objects.</param>
    public static async Task
DeleteMultipleObjectsFromVersionedBucketAsync(IAmazonS3 client, string bucketName)
    {
        // Delete objects (specifying object version in the request).
        await DeleteObjectVersionsAsync(client, bucketName);

        // Delete objects (without specifying object version in the request).
        var deletedObjects = await DeleteObjectsAsync(client, bucketName);
    }
}

```

```

        // Additional exercise - remove the delete markers Amazon S3 returned
from
        // the preceding response. This results in the objects reappearing
        // in the bucket (you can verify the appearance/disappearance of
        // objects in the console).
        await RemoveDeleteMarkersAsync(client, bucketName, deletedObjects);
    }

    /// <summary>
    /// Creates and then deletes non-versioned Amazon S3 objects and then
deletes
    /// them again. The method returns a list of the Amazon S3 objects deleted.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// PubObjectsAsync and NonVersionedDeleteAsync.</param>
    /// <param name="bucketName">The name of the bucket where the objects
    /// will be created and then deleted.</param>
    /// <returns>A list of DeletedObjects.</returns>
    public static async Task<List<DeletedObject>> DeleteObjectsAsync(IAmazonS3
client, string bucketName)
    {
        // Upload the sample objects.
        var keysAndVersions2 = await PutObjectsAsync(client, bucketName, 3);

        // Delete objects using only keys. Amazon S3 creates a delete marker and
        // returns its version ID in the response.
        List<DeletedObject> deletedObjects = await
NonVersionedDeleteAsync(client, bucketName, keysAndVersions2);
        return deletedObjects;
    }

    /// <summary>
    /// This method creates several temporary objects and then deletes them.
    /// </summary>
    /// <param name="client">The S3 client.</param>
    /// <param name="bucketName">Name of the bucket.</param>
    /// <returns>Async task.</returns>
    public static async Task DeleteObjectVersionsAsync(IAmazonS3 client, string
bucketName)
    {
        // Upload the sample objects.
        var keysAndVersions1 = await PutObjectsAsync(client, bucketName, 3);

```

```

        // Delete the specific object versions.
        await VersionedDeleteAsync(client, bucketName, keysAndVersions1);
    }

    /// <summary>
    /// Displays the list of information about deleted files to the console.
    /// </summary>
    /// <param name="e">Error information from the delete process.</param>
    private static void DisplayDeletionErrors(DeleteObjectsException e)
    {
        var errorResponse = e.Response;
        Console.WriteLine($"No. of objects successfully deleted =
{errorResponse.DeletedObjects.Count}");
        Console.WriteLine($"No. of objects failed to delete =
{errorResponse.DeleteErrors.Count}");
        Console.WriteLine("Printing error data...");
        foreach (var deleteError in errorResponse.DeleteErrors)
        {
            Console.WriteLine($"Object Key:
{deleteError.Key}\t{deleteError.Code}\t{deleteError.Message}");
        }
    }

    /// <summary>
    /// Delete multiple objects from a version-enabled bucket.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// DeleteObjectVersionsAsync, DeleteObjectsAsync, and
    /// RemoveDeleteMarkersAsync.</param>
    /// <param name="bucketName">The name of the bucket from which to delete
    /// objects.</param>
    /// <param name="keys">A list of key names for the objects to delete.</
param>
    private static async Task VersionedDeleteAsync(IAmazonS3 client, string
bucketName, List<KeyVersion> keys)
    {
        var multiObjectDeleteRequest = new DeleteObjectsRequest
        {
            BucketName = bucketName,
            Objects = keys, // This includes the object keys and specific
version IDs.
        };
    }

```

```

        try
        {
            Console.WriteLine("Executing VersionedDelete...");
            DeleteObjectsResponse response = await
client.DeleteObjectsAsync(multiObjectDeleteRequest);
            Console.WriteLine($"Successfully deleted all the
{response.DeletedObjects.Count} items");
        }
        catch (DeleteObjectsException ex)
        {
            DisplayDeletionErrors(ex);
        }
    }

    /// <summary>
    /// Deletes multiple objects from a non-versioned Amazon S3 bucket.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// DeleteObjectVersionsAsync, DeleteObjectsAsync, and
    /// RemoveDeleteMarkersAsync.</param>
    /// <param name="bucketName">The name of the bucket from which to delete
    /// objects.</param>
    /// <param name="keys">A list of key names for the objects to delete.</
param>
    /// <returns>A list of the deleted objects.</returns>
    private static async Task<List<DeletedObject>>
NonVersionedDeleteAsync(IAmazonS3 client, string bucketName, List<KeyVersion> keys)
    {
        // Create a request that includes only the object key names.
        DeleteObjectsRequest multiObjectDeleteRequest = new
DeleteObjectsRequest();
        multiObjectDeleteRequest.BucketName = bucketName;

        foreach (var key in keys)
        {
            multiObjectDeleteRequest.AddKey(key.Key);
        }

        // Execute DeleteObjectsAsync.
        // The DeleteObjectsAsync method adds a delete marker for each
        // object deleted. You can verify that the objects were removed
        // using the Amazon S3 console.
        DeleteObjectsResponse response;

```



```

        try
        {
            Console.WriteLine("Executing NonVersionedDelete...");
            response = await
client.DeleteObjectsAsync(multiObjectDeleteRequest);
            Console.WriteLine("Successfully deleted all the {0} items",
response.DeletedObjects.Count);
        }
        catch (DeleteObjectsException ex)
        {
            DisplayDeletionErrors(ex);
            throw; // Some deletions failed. Investigate before continuing.
        }

        // This response contains the DeletedObjects list which we use to delete
the delete markers.
        return response.DeletedObjects;
    }

    /// <summary>
    /// Deletes the markers left after deleting the temporary objects.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// DeleteObjectVersionsAsync, DeleteObjectsAsync, and
    /// RemoveDeleteMarkersAsync.</param>
    /// <param name="bucketName">The name of the bucket from which to delete
    /// objects.</param>
    /// <param name="deletedObjects">A list of the objects that were deleted.</
param>
    private static async Task RemoveDeleteMarkersAsync(IAmazonS3 client, string
bucketName, List<DeletedObject> deletedObjects)
    {
        var keyVersionList = new List<KeyVersion>();

        foreach (var deletedObject in deletedObjects)
        {
            KeyVersion keyVersion = new KeyVersion
            {
                Key = deletedObject.Key,
                VersionId = deletedObject.DeleteMarkerVersionId,
            };
            keyVersionList.Add(keyVersion);
        }
    }

```

```

        // Create another request to delete the delete markers.
        var multiObjectDeleteRequest = new DeleteObjectsRequest
        {
            BucketName = bucketName,
            Objects = keyVersionList,
        };

        // Now, delete the delete marker to bring your objects back to the
bucket.
        try
        {
            Console.WriteLine("Removing the delete markers .....");
            var deleteObjectResponse = await
client.DeleteObjectsAsync(multiObjectDeleteRequest);
            Console.WriteLine($"Successfully deleted the
{deleteObjectResponse.DeletedObjects.Count} delete markers");
        }
        catch (DeleteObjectsException ex)
        {
            DisplayDeletionErrors(ex);
        }
    }

    /// <summary>
    /// Create temporary Amazon S3 objects to show how object deletion works in
an
    /// Amazon S3 bucket with versioning enabled.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// PutObjectAsync to create temporary objects for the example.</param>
    /// <param name="bucketName">A string representing the name of the S3
    /// bucket where we will create the temporary objects.</param>
    /// <param name="number">The number of temporary objects to create.</param>
    /// <returns>A list of the KeyVersion objects.</returns>
    private static async Task<List<KeyVersion>> PutObjectsAsync(IAmazonS3
client, string bucketName, int number)
    {
        var keys = new List<KeyVersion>();

        for (var i = 0; i < number; i++)
        {
            string key = "ObjectToDelete-" + new System.Random().Next();

```

```
        PutObjectRequest request = new PutObjectRequest
        {
            BucketName = bucketName,
            Key = key,
            ContentBody = "This is the content body!",
        };

        var response = await client.PutObjectAsync(request);
        KeyVersion keyVersion = new KeyVersion
        {
            Key = key,
            VersionId = response.VersionId,
        };

        keys.Add(keyVersion);
    }

    return keys;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteObjects](#)中的。

GetBucketAcl

以下代码示例演示了如何使用 GetBucketAcl。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get the access control list (ACL) for the new bucket.
/// </summary>
```

```

    /// <param name="client">The initialized client object used to get the
    /// access control list (ACL) of the bucket.</param>
    /// <param name="newBucketName">The name of the newly created bucket.</
param>
    /// <returns>An S3AccessControlList.</returns>
    public static async Task<S3AccessControlList> GetACLForBucketAsync(IAmazonS3
client, string newBucketName)
    {
        // Retrieve bucket ACL to show that the ACL was properly applied to
        // the new bucket.
        GetACLResponse getACLResponse = await client.GetACLAsync(new
GetACLRequest
    {
        BucketName = newBucketName,
    });

        return getACLResponse.AccessControlList;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetBucketAcl](#)中的。

GetBucketCors

以下代码示例演示了如何使用 GetBucketCors。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Retrieve the CORS configuration applied to the Amazon S3 bucket.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used
    /// to retrieve the CORS configuration.</param>
    /// <returns>The created CORS configuration object.</returns>

```

```

private static async Task<CORSConfiguration>
RetrieveCORSConfigurationAsync(AmazonS3Client client)
{
    GetCORSConfigurationRequest request = new GetCORSConfigurationRequest()
    {
        BucketName = BucketName,
    };
    var response = await client.GetCORSConfigurationAsync(request);
    var configuration = response.Configuration;
    PrintCORSRules(configuration);
    return configuration;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetBucketCors](#)中的。

GetBucketEncryption

以下代码示例演示了如何使用 GetBucketEncryption。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Get and print the encryption settings of a bucket.
/// </summary>
/// <param name="bucketName">Name of the bucket.</param>
/// <returns>Async task.</returns>
public static async Task GetEncryptionSettings(string bucketName)
{
    // Check and print the bucket encryption settings.
    Console.WriteLine($"Getting encryption settings for bucket {bucketName}.");

    try
    {
        var settings =

```

```

        await _s3Client.GetBucketEncryptionAsync(
            new GetBucketEncryptionRequest() { BucketName = bucketName });

        foreach (var encryptionSettings in
            settings?.ServerSideEncryptionConfiguration?.ServerSideEncryptionRules!)
        {
            Console.WriteLine(
                $"\\tAlgorithm:
{encryptionSettings.ServerSideEncryptionByDefault.ServerSideEncryptionAlgorithm}");
            Console.WriteLine(
                $"\\tKey:
{encryptionSettings.ServerSideEncryptionByDefault.ServerSideEncryptionKeyManagementServiceKey}");
        }
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine(ex.ErrorCode == "InvalidBucketName"
            ? $"Bucket {bucketName} was not found."
            : $"Unable to get bucket encryption for bucket {bucketName},
{ex.Message}");
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetBucketEncryption](#)中的。

GetBucketLifecycleConfiguration

以下代码示例演示了如何使用 GetBucketLifecycleConfiguration。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Returns a configuration object for the supplied bucket name.
/// </summary>

```

```
/// <param name="client">The S3 client object used to call
/// the GetLifecycleConfigurationAsync method.</param>
/// <param name="bucketName">The name of the S3 bucket for which a
/// configuration will be created.</param>
/// <returns>Returns a new LifecycleConfiguration object.</returns>
public static async Task<LifecycleConfiguration>
RetrieveLifecycleConfigAsync(IAmazonS3 client, string bucketName)
{
    var request = new GetLifecycleConfigurationRequest()
    {
        BucketName = bucketName,
    };
    var response = await client.GetLifecycleConfigurationAsync(request);
    var configuration = response.Configuration;
    return configuration;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [GetBucketLifecycleConfiguration](#) 中的。

GetBucketWebsite

以下代码示例演示了如何使用 GetBucketWebsite。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
// Get the website configuration.
GetBucketWebsiteRequest getRequest = new GetBucketWebsiteRequest()
{
    BucketName = bucketName,
};
GetBucketWebsiteResponse getResponse = await
client.GetBucketWebsiteAsync(getRequest);
```

```

        Console.WriteLine($"Index document:
{getResponse.WebsiteConfiguration.IndexDocumentSuffix}");
        Console.WriteLine($"Error document:
{getResponse.WebsiteConfiguration.ErrorDocument}");

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetBucketWebsite](#)中的。

GetObject

以下代码示例演示了如何使用 GetObject。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用条件请求获取对象。

```

/// <summary>
/// Retrieves an object from Amazon S3 with a conditional request.
/// </summary>
/// <param name="objectKey">The key of the object to retrieve.</param>
/// <param name="sourceBucket">The source bucket of the object.</param>
/// <param name="conditionType">The type of condition: 'IfMatch', 'IfNoneMatch',
'IfModifiedSince', 'IfUnmodifiedSince'.</param>
/// <param name="conditionDateValue">The value to use for the condition for
dates.</param>
/// <param name="etagConditionalValue">The value to use for the condition for
etags.</param>
/// <returns>True if the conditional read is successful, False otherwise.</
returns>
public async Task<bool> GetObjectConditional(string objectKey, string
sourceBucket,
        S3ConditionType conditionType, DateTime? conditionDateValue = null, string?
etagConditionalValue = null)
{
    try

```



```

    {
        var getObjectRequest = new GetObjectRequest
        {
            BucketName = sourceBucket,
            Key = objectKey
        };

        switch (conditionType)
        {
            case S3ConditionType.IfMatch:
                getObjectRequest.EtagToMatch = etagConditionalValue;
                break;
            case S3ConditionType.IfNoneMatch:
                getObjectRequest.EtagToNotMatch = etagConditionalValue;
                break;
            case S3ConditionType.IfModifiedSince:
                getObjectRequest.ModifiedSinceDateUtc =
conditionDateValue.GetValueOrDefault();
                break;
            case S3ConditionType.IfUnmodifiedSince:
                getObjectRequest.UnmodifiedSinceDateUtc =
conditionDateValue.GetValueOrDefault();
                break;
            default:
                throw new ArgumentOutOfRangeException(nameof(conditionType),
conditionType, null);
        }

        var response = await _amazonS3.GetObjectAsync(getObjectRequest);
        var sampleBytes = new byte[20];
        await response.ResponseStream.ReadAsync(sampleBytes, 0, 20);
        _logger.LogInformation($"Conditional read successful. Here are the first
20 bytes of the object:\n{System.Text.Encoding.UTF8.GetString(sampleBytes)}");
        return true;
    }
    catch (AmazonS3Exception e)
    {
        if (e.ErrorCode == "PreconditionFailed")
        {
            _logger.LogError("Conditional read failed: Precondition failed");
        }
        else if (e.ErrorCode == "NotModified")
        {
            _logger.LogError("Conditional read failed: Object not modified");
        }
    }

```

```
    }
    else
    {
        _logger.LogError($"Unexpected error: {e.ErrorCode}");
        throw;
    }
    return false;
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetObject](#)中的。

GetObjectLegalHold

以下代码示例演示了如何使用 GetObjectLegalHold。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get the legal hold details for an S3 object.
/// </summary>
/// <param name="bucketName">The bucket of the object.</param>
/// <param name="objectKey">The object key.</param>
/// <returns>The object legal hold details.</returns>
public async Task<ObjectLockLegalHold> GetObjectLegalHold(string bucketName,
    string objectKey)
{
    try
    {
        var request = new GetObjectLegalHoldRequest()
        {
            BucketName = bucketName,
            Key = objectKey
        };
    }
```

```

        var response = await _amazonS3.GetObjectLegalHoldAsync(request);
        Console.WriteLine($"\\tObject legal hold for {objectKey} in {bucketName}:
" +
            $"\\n\\tStatus: {response.LegalHold.Status}");
        return response.LegalHold;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"\\tUnable to fetch legal hold: '{ex.Message}'");
        return new ObjectLockLegalHold();
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [GetObjectLegalHold](#) 中的。

GetObjectLockConfiguration

以下代码示例演示了如何使用 GetObjectLockConfiguration。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Get the object lock configuration details for an S3 bucket.
/// </summary>
/// <param name="bucketName">The bucket to get details.</param>
/// <returns>The bucket's object lock configuration details.</returns>
public async Task<ObjectLockConfiguration>
GetBucketObjectLockConfiguration(string bucketName)
{
    try
    {
        var request = new GetObjectLockConfigurationRequest()
        {
            BucketName = bucketName
        };
    }
}

```

```

        var response = await _amazonS3.GetObjectLockConfigurationAsync(request);
        Console.WriteLine($"{bucketName} object lock config for {bucketName} in
{bucketName}: " +
                        $"{response.ObjectLockConfiguration.ObjectLockEnabled}" +
                        $"{response.ObjectLockConfiguration.Rule?.DefaultRetention}");

        return response.ObjectLockConfiguration;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"{ex.Message}");
        return new ObjectLockConfiguration();
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [GetObjectLockConfiguration](#) 中的。

GetObjectRetention

以下代码示例演示了如何使用 GetObjectRetention。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Get the retention period for an S3 object.
/// </summary>
/// <param name="bucketName">The bucket of the object.</param>
/// <param name="objectKey">The object key.</param>
/// <returns>The object retention details.</returns>

```

```
public async Task<ObjectLockRetention> GetObjectRetention(string bucketName,
    string objectKey)
{
    try
    {
        var request = new GetObjectRetentionRequest()
        {
            BucketName = bucketName,
            Key = objectKey
        };

        var response = await _amazonS3.GetObjectRetentionAsync(request);
        Console.WriteLine($"Object retention for {objectKey} in {bucketName}:
" +
                        $"\\n\\t{response.Retention.Mode} until
{response.Retention.RetainUntilDate:d}."");
        return response.Retention;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"Unable to fetch object lock retention:
'{ex.Message}'");
        return new ObjectLockRetention();
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetObjectRetention](#)中的。

ListBuckets

以下代码示例演示了如何使用 ListBuckets。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
namespace ListBucketsExample
```

```

{
    using System;
    using System.Collections.Generic;
    using System.Threading.Tasks;
    using Amazon.S3;
    using Amazon.S3.Model;

    /// <summary>
    /// This example uses the AWS SDK for .NET to list the Amazon Simple Storage
    /// Service (Amazon S3) buckets belonging to the default account.
    /// </summary>
    public class ListBuckets
    {
        private static IAmazonS3 _s3Client;

        /// <summary>
        /// Get a list of the buckets owned by the default user.
        /// </summary>
        /// <param name="client">An initialized Amazon S3 client object.</param>
        /// <returns>The response from the ListingBuckets call that contains a
        /// list of the buckets owned by the default user.</returns>
        public static async Task<ListBucketsResponse> GetBuckets(IAmazonS3 client)
        {
            return await client.ListBucketsAsync();
        }

        /// <summary>
        /// This method lists the name and creation date for the buckets in
        /// the passed List of S3 buckets.
        /// </summary>
        /// <param name="bucketList">A List of S3 bucket objects.</param>
        public static void DisplayBucketList(List<S3Bucket> bucketList)
        {
            bucketList
                .ForEach(b => Console.WriteLine($"Bucket name: {b.BucketName},
created on: {b.CreationDate}"));
        }

        public static async Task Main()
        {
            // The client uses the AWS Region of the default user.
            // If the Region where the buckets were created is different,
            // pass the Region to the client constructor. For example:
            // _s3Client = new AmazonS3Client(RegionEndpoint.USEast1);

```

```

        _s3Client = new AmazonS3Client();
        var response = await GetBuckets(_s3Client);
        DisplayBucketList(response.Buckets);
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListBuckets](#) 中的。

ListObjectVersions

以下代码示例演示了如何使用 ListObjectVersions。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

using System;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example lists the versions of the objects in a version enabled
/// Amazon Simple Storage Service (Amazon S3) bucket.
/// </summary>
public class ListObjectVersions
{
    public static async Task Main()
    {
        string bucketName = "amzn-s3-demo-bucket";

        // If the AWS Region where your bucket is defined is different from
        // the AWS Region where the Amazon S3 bucket is defined, pass the
constant
        // for the AWS Region to the client constructor like this:

```

```

        //      var client = new AmazonS3Client(RegionEndpoint.USWest2);
        IAmazonS3 client = new AmazonS3Client();
        await GetObjectListWithAllVersionsAsync(client, bucketName);
    }

    /// <summary>
    /// This method lists all versions of the objects within an Amazon S3
    /// version enabled bucket.
    /// </summary>
    /// <param name="client">The initialized client object used to call
    /// ListVersionsAsync.</param>
    /// <param name="bucketName">The name of the version enabled Amazon S3
    bucket
    /// for which you want to list the versions of the contained objects.</
    param>
    public static async Task GetObjectListWithAllVersionsAsync(IAmazonS3 client,
    string bucketName)
    {
        try
        {
            // When you instantiate the ListVersionRequest, you can
            // optionally specify a key name prefix in the request
            // if you want a list of object versions of a specific object.

            // For this example we set a small limit in MaxKeys to return
            // a small list of versions.
            ListVersionsRequest request = new ListVersionsRequest()
            {
                BucketName = bucketName,
                MaxKeys = 2,
            };

            do
            {
                ListVersionsResponse response = await
    client.ListVersionsAsync(request);

                // Process response.
                foreach (S3ObjectVersion entry in response.Versions)
                {
                    Console.WriteLine($"key: {entry.Key} size: {entry.Size}");
                }

                // If response is truncated, set the marker to get the next

```



```
        // set of keys.
        if (response.IsTruncated)
        {
            request.KeyMarker = response.NextKeyMarker;
            request.VersionIdMarker = response.NextVersionIdMarker;
        }
        else
        {
            request = null;
        }
    }
    while (request != null);
}
catch (AmazonS3Exception ex)
{
    Console.WriteLine($"Error: '{ex.Message}'");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListObjectVersions](#)中的。

ListObjectsV2

以下代码示例演示了如何使用 ListObjectsV2。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用分页工具列出对象。

```
using System;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;
```

```

    /// <summary>
    /// The following example lists objects in an Amazon Simple Storage
    /// Service (Amazon S3) bucket.
    /// </summary>
    public class ListObjectsPaginator
    {
        private const string BucketName = "amzn-s3-demo-bucket";

        public static async Task Main()
        {
            IAmazonS3 s3Client = new AmazonS3Client();

            Console.WriteLine($"Listing the objects contained in {BucketName}:\n");
            await ListingObjectsAsync(s3Client, BucketName);
        }

        /// <summary>
        /// This method uses a paginator to retrieve the list of objects in an
        /// an Amazon S3 bucket.
        /// </summary>
        /// <param name="client">An Amazon S3 client object.</param>
        /// <param name="bucketName">The name of the S3 bucket whose objects
        /// you want to list.</param>
        public static async Task ListingObjectsAsync(IAmazonS3 client, string
bucketName)
        {
            var listObjectsV2Paginator = client.Paginators.ListObjectsV2(new
ListObjectsV2Request
            {
                BucketName = bucketName,
            });

            await foreach (var response in listObjectsV2Paginator.Responses)
            {
                Console.WriteLine($"HttpStatusCode: {response.HttpStatusCode}");
                Console.WriteLine($"Number of Keys: {response.KeyCount}");
                foreach (var entry in response.S3Objects)
                {
                    Console.WriteLine($"Key = {entry.Key} Size = {entry.Size}");
                }
            }
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考中的 [ListObjectsV2](#)。

PutBucketAccelerateConfiguration

以下代码示例演示了如何使用 PutBucketAccelerateConfiguration。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// Amazon Simple Storage Service (Amazon S3) Transfer Acceleration is a
/// bucket-level feature that enables you to perform faster data transfers
/// to Amazon S3. This example shows how to configure Transfer
/// Acceleration.
/// </summary>
public class TransferAcceleration
{
    /// <summary>
    /// The main method initializes the client object and sets the
    /// Amazon Simple Storage Service (Amazon S3) bucket name before
    /// calling EnableAccelerationAsync.
    /// </summary>
    public static async Task Main()
    {
        var s3Client = new AmazonS3Client();
        const string bucketName = "amzn-s3-demo-bucket";

        await EnableAccelerationAsync(s3Client, bucketName);
    }
}
```

```

    /// <summary>
    /// This method sets the configuration to enable transfer acceleration
    /// for the bucket referred to in the bucketName parameter.
    /// </summary>
    /// <param name="client">An Amazon S3 client used to enable the
    /// acceleration on an Amazon S3 bucket.</param>
    /// <param name="bucketName">The name of the Amazon S3 bucket for which the
    /// method will be enabling acceleration.</param>
    private static async Task EnableAccelerationAsync(AmazonS3Client client,
string bucketName)
    {
        try
        {
            var putRequest = new PutBucketAccelerateConfigurationRequest
            {
                BucketName = bucketName,
                AccelerateConfiguration = new AccelerateConfiguration
                {
                    Status = BucketAccelerateStatus.Enabled,
                },
            };
            await client.PutBucketAccelerateConfigurationAsync(putRequest);

            var getRequest = new GetBucketAccelerateConfigurationRequest
            {
                BucketName = bucketName,
            };
            var response = await
client.GetBucketAccelerateConfigurationAsync(getRequest);

            Console.WriteLine($"Acceleration state = '{response.Status}' ");
        }
        catch (AmazonS3Exception ex)
        {
            Console.WriteLine($"Error occurred. Message: '{ex.Message}' when
setting transfer acceleration");
        }
    }
}

```

- 有关 API 的详细信息，请参阅 [适用于 .NET 的 AWS SDK API 参考PutBucketAccelerateConfiguration](#)中的。

PutBucketAcl

以下代码示例演示了如何使用 PutBucketAcl。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#)中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Creates an Amazon S3 bucket with an ACL to control access to the
    /// bucket and the objects stored in it.
    /// </summary>
    /// <param name="client">The initialized client object used to create
    /// an Amazon S3 bucket, with an ACL applied to the bucket.
    /// </param>
    /// <param name="region">The AWS Region where the bucket will be created.</
param>
    /// <param name="newBucketName">The name of the bucket to create.</param>
    /// <returns>A boolean value indicating success or failure.</returns>
    public static async Task<bool> CreateBucketUseCannedACLAsync(IAmazonS3
client, S3Region region, string newBucketName)
    {
        try
        {
            // Create a new Amazon S3 bucket with Canned ACL.
            var putBucketRequest = new PutBucketRequest()
            {
                BucketName = newBucketName,
                BucketRegion = region,
                CannedACL = S3CannedACL.LogDeliveryWrite,
            };

            PutBucketResponse putBucketResponse = await
client.PutBucketAsync(putBucketRequest);

```

```

        return putBucketResponse.HttpStatusCode ==
System.Net.HttpStatusCode.OK;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"Amazon S3 error: {ex.Message}");
    }

    return false;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[PutBucketAcl](#)中的。

PutBucketCors

以下代码示例演示了如何使用 PutBucketCors。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Add CORS configuration to the Amazon S3 bucket.
/// </summary>
/// <param name="client">The initialized Amazon S3 client object used
/// to apply the CORS configuration to an Amazon S3 bucket.</param>
/// <param name="configuration">The CORS configuration to apply.</param>
private static async Task PutCORSConfigurationAsync(AmazonS3Client client,
CORSConfiguration configuration)
{
    PutCORSConfigurationRequest request = new PutCORSConfigurationRequest()
    {
        BucketName = BucketName,

```

```

        Configuration = configuration,
    };

    _ = await client.PutCORSConfigurationAsync(request);
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [PutBucketCors](#) 中的。

PutBucketEncryption

以下代码示例演示了如何使用 PutBucketEncryption。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Set the bucket server side encryption to use AWSKMS with a customer-managed
key id.
/// </summary>
/// <param name="bucketName">Name of the bucket.</param>
/// <param name="kmsKeyId">The Id of the KMS Key.</param>
/// <returns>True if successful.</returns>
public static async Task<bool> SetBucketServerSideEncryption(string bucketName,
string kmsKeyId)
{
    var serverSideEncryptionByDefault = new ServerSideEncryptionConfiguration
    {
        ServerSideEncryptionRules = new List<ServerSideEncryptionRule>
        {
            new ServerSideEncryptionRule
            {
                ServerSideEncryptionByDefault = new
ServerSideEncryptionByDefault
            {

```

```

        ServerSideEncryptionAlgorithm =
ServerSideEncryptionMethod.AWSKMS,
        ServerSideEncryptionKeyManagementServiceKeyId = kmsKeyId
    }
}
};
try
{
    var encryptionResponse = await _s3Client.PutBucketEncryptionAsync(new
PutBucketEncryptionRequest
    {
        BucketName = bucketName,
        ServerSideEncryptionConfiguration = serverSideEncryptionByDefault,
    });

    return encryptionResponse.HttpStatusCode == HttpStatusCode.OK;
}
catch (AmazonS3Exception ex)
{
    Console.WriteLine(ex.ErrorCode == "AccessDenied"
        ? $"This account does not have permission to set encryption on
{bucketName}, please try again."
        : $"Unable to set bucket encryption for bucket {bucketName},
{ex.Message}");
}
return false;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [PutBucketEncryption](#) 中的。

PutBucketLifecycleConfiguration

以下代码示例演示了如何使用 PutBucketLifecycleConfiguration。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。


```
/// <summary>
/// Adds lifecycle configuration information to the S3 bucket named in
/// the bucketName parameter.
/// </summary>
/// <param name="client">The S3 client used to call the
/// PutLifecycleConfigurationAsync method.</param>
/// <param name="bucketName">A string representing the S3 bucket to
/// which configuration information will be added.</param>
/// <param name="configuration">A LifecycleConfiguration object that
/// will be applied to the S3 bucket.</param>
public static async Task AddExampleLifecycleConfigAsync(IAmazonS3 client,
string bucketName, LifecycleConfiguration configuration)
{
    var request = new PutLifecycleConfigurationRequest()
    {
        BucketName = bucketName,
        Configuration = configuration,
    };
    var response = await client.PutLifecycleConfigurationAsync(request);
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [PutBucketLifecycleConfiguration](#) 中的。

PutBucketLogging

以下代码示例演示了如何使用 PutBucketLogging。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.IO;
```

```

using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;
using Microsoft.Extensions.Configuration;

/// <summary>
/// This example shows how to enable logging on an Amazon Simple Storage
/// Service (Amazon S3) bucket. You need to have two Amazon S3 buckets for
/// this example. The first is the bucket for which you wish to enable
/// logging, and the second is the location where you want to store the
/// logs.
/// </summary>
public class ServerAccessLogging
{
    private static IConfiguration _configuration = null!;

    public static async Task Main()
    {
        LoadConfig();

        string bucketName = _configuration["BucketName"];
        string logBucketName = _configuration["LogBucketName"];
        string logObjectKeyPrefix = _configuration["LogObjectKeyPrefix"];
        string accountId = _configuration["AccountId"];

        // If the AWS Region defined for your default user is different
        // from the Region where your Amazon S3 bucket is located,
        // pass the Region name to the Amazon S3 client object's constructor.
        // For example: RegionEndpoint.USWest2 or RegionEndpoint.USEast2.
        IAmazonS3 client = new AmazonS3Client();

        try
        {
            // Update bucket policy for target bucket to allow delivery of logs
            to it.
            await SetBucketPolicyToAllowLogDelivery(
                client,
                bucketName,
                logBucketName,
                logObjectKeyPrefix,
                accountId);

            // Enable logging on the source bucket.
            await EnableLoggingAsync(

```

```

        client,
        bucketName,
        logBucketName,
        logObjectKeyPrefix);
    }
    catch (AmazonS3Exception e)
    {
        Console.WriteLine($"Error: {e.Message}");
    }
}

/// <summary>
/// This method grants appropriate permissions for logging to the
/// Amazon S3 bucket where the logs will be stored.
/// </summary>
/// <param name="client">The initialized Amazon S3 client which will be used
/// to apply the bucket policy.</param>
/// <param name="sourceBucketName">The name of the source bucket.</param>
/// <param name="logBucketName">The name of the bucket where logging
/// information will be stored.</param>
/// <param name="logPrefix">The logging prefix where the logs should be
delivered.</param>
/// <param name="accountId">The account id of the account where the source
bucket exists.</param>
/// <returns>Async task.</returns>
public static async Task SetBucketPolicyToAllowLogDelivery(
    IAmazonS3 client,
    string sourceBucketName,
    string logBucketName,
    string logPrefix,
    string accountId)
{
    var resourceArn = @"arn:aws:s3:::" + logBucketName + "/" + logPrefix +
@"*";

    var newPolicy = @"{
        ""Statement"": [{
            ""Sid"": ""S3ServerAccessLogsPolicy"",
            ""Effect"": ""Allow"",
            ""Principal"": { ""Service"":
""logging.s3.amazonaws.com"" },
            ""Action"": [""s3:PutObject""],
            ""Resource"": ["" + resourceArn + ""],
            ""Condition"": {

```

```

        ""ArnLike"": { ""aws:SourceArn"": ""arn:aws:s3:::" +
sourceBucketName + @"""" },
        ""StringEquals"": { ""aws:SourceAccount"": """" +
accountId + @"""" }
    }
}]]
}";

    Console.WriteLine($"The policy to apply to bucket {logBucketName} to
enable logging.");
    Console.WriteLine(newPolicy);

    PutBucketPolicyRequest putRequest = new PutBucketPolicyRequest
    {
        BucketName = logBucketName,
        Policy = newPolicy,
    };
    await client.PutBucketPolicyAsync(putRequest);
    Console.WriteLine("Policy applied.");
}

/// <summary>
/// This method enables logging for an Amazon S3 bucket. Logs will be stored
/// in the bucket you selected for logging. Selected prefix
/// will be prepended to each log object.
/// </summary>
/// <param name="client">The initialized Amazon S3 client which will be used
/// to configure and apply logging to the selected Amazon S3 bucket.</param>
/// <param name="bucketName">The name of the Amazon S3 bucket for which you
/// wish to enable logging.</param>
/// <param name="logBucketName">The name of the Amazon S3 bucket where
logging
/// information will be stored.</param>
/// <param name="logObjectKeyPrefix">The prefix to prepend to each
/// object key.</param>
/// <returns>Async task.</returns>
public static async Task EnableLoggingAsync(
    IAmazonS3 client,
    string bucketName,
    string logBucketName,
    string logObjectKeyPrefix)
{
    Console.WriteLine($"Enabling logging for bucket {bucketName}.");
    var loggingConfig = new S3BucketLoggingConfig
    {

```

```

        TargetBucketName = logBucketName,
        TargetPrefix = logObjectKeyPrefix,
    };

    var putBucketLoggingRequest = new PutBucketLoggingRequest
    {
        BucketName = bucketName,
        LoggingConfig = loggingConfig,
    };
    await client.PutBucketLoggingAsync(putBucketLoggingRequest);
    Console.WriteLine($"Logging enabled.");
}

/// <summary>
/// Loads configuration from settings files.
/// </summary>
public static void LoadConfig()
{
    _configuration = new ConfigurationBuilder()
        .SetBasePath(Directory.GetCurrentDirectory())
        .AddJsonFile("settings.json") // Load settings from .json file.
        .AddJsonFile("settings.local.json", true) // Optionally, load local
settings.
        .Build();
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[PutBucketLogging](#)中的。

PutBucketNotificationConfiguration

以下代码示例演示了如何使用 PutBucketNotificationConfiguration。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example shows how to enable notifications for an Amazon Simple
/// Storage Service (Amazon S3) bucket.
/// </summary>
public class EnableNotifications
{
    public static async Task Main()
    {
        const string bucketName = "amzn-s3-demo-bucket1";
        const string snsTopic = "arn:aws:sns:us-east-2:0123456789ab:bucket-
notify";
        const string sqsQueue = "arn:aws:sqs:us-
east-2:0123456789ab:Example_Queue";

        IAmazonS3 client = new AmazonS3Client(Amazon.RegionEndpoint.USEast2);
        await EnableNotificationAsync(client, bucketName, snsTopic, sqsQueue);
    }

    /// <summary>
    /// This method makes the call to the PutBucketNotificationAsync method.
    /// </summary>
    /// <param name="client">An initialized Amazon S3 client used to call
    /// the PutBucketNotificationAsync method.</param>
    /// <param name="bucketName">The name of the bucket for which
    /// notifications will be turned on.</param>
    /// <param name="snsTopic">The ARN for the Amazon Simple Notification
    /// Service (Amazon SNS) topic associated with the S3 bucket.</param>
    /// <param name="sqsQueue">The ARN of the Amazon Simple Queue Service
    /// (Amazon SQS) queue to which notifications will be pushed.</param>
    public static async Task EnableNotificationAsync(
        IAmazonS3 client,
        string bucketName,
        string snsTopic,
        string sqsQueue)
    {
        try
        {

```

```
// The bucket for which we are setting up notifications.
var request = new PutBucketNotificationRequest()
{
    BucketName = bucketName,
};

// Defines the topic to use when sending a notification.
var topicConfig = new TopicConfiguration()
{
    Events = new List<EventType> { EventType.ObjectCreatedCopy },
    Topic = snsTopic,
};
request.TopicConfigurations = new List<TopicConfiguration>
{
    topicConfig,
};
request.QueueConfigurations = new List<QueueConfiguration>
{
    new QueueConfiguration()
    {
        Events = new List<EventType> { EventType.ObjectCreatedPut },
        Queue = sqsQueue,
    },
};

// Now apply the notification settings to the bucket.
PutBucketNotificationResponse response = await
client.PutBucketNotificationAsync(request);
}
catch (AmazonS3Exception ex)
{
    Console.WriteLine($"Error: {ex.Message}");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [PutBucketNotificationConfiguration](#) 中的。

PutBucketWebsite

以下代码示例演示了如何使用 PutBucketWebsite。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
// Put the website configuration.
PutBucketWebsiteRequest putRequest = new PutBucketWebsiteRequest()
{
    BucketName = bucketName,
    WebsiteConfiguration = new WebsiteConfiguration()
    {
        IndexDocumentSuffix = indexDocumentSuffix,
        ErrorDocument = errorDocument,
    },
};
PutBucketWebsiteResponse response = await
client.PutBucketWebsiteAsync(putRequest);
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [PutBucketWebsite](#) 中的。

PutObject

以下代码示例演示了如何使用 PutObject。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用服务器端加密上传对象。

```
using System;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example shows how to upload an object to an Amazon Simple Storage
/// Service (Amazon S3) bucket with server-side encryption enabled.
/// </summary>
public class ServerSideEncryption
{
    public static async Task Main()
    {
        string bucketName = "amzn-s3-demo-bucket";
        string keyName = "samplefile.txt";

        // If the AWS Region defined for your default user is different
        // from the Region where your Amazon S3 bucket is located,
        // pass the Region name to the Amazon S3 client object's constructor.
        // For example: RegionEndpoint.USWest2.
        IAmazonS3 client = new AmazonS3Client();

        await WritingAnObjectAsync(client, bucketName, keyName);
    }

    /// <summary>
    /// Upload a sample object include a setting for encryption.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
    /// to upload a file and apply server-side encryption.</param>
    /// <param name="bucketName">The name of the Amazon S3 bucket where the
    /// encrypted object will reside.</param>
    /// <param name="keyName">The name for the object that you want to
    /// create in the supplied bucket.</param>
    public static async Task WritingAnObjectAsync(IAmazonS3 client, string
bucketName, string keyName)
    {
        try
        {
            var putRequest = new PutObjectRequest
            {
                BucketName = bucketName,
```

```

        Key = keyName,
        ContentBody = "sample text",
        ServerSideEncryptionMethod = ServerSideEncryptionMethod.AES256,
    };

    var putResponse = await client.PutObjectAsync(putRequest);

    // Determine the encryption state of an object.
    GetObjectMetadataRequest metadataRequest = new
GetObjectMetadataRequest
    {
        BucketName = bucketName,
        Key = keyName,
    };
    GetObjectMetadataResponse response = await
client.GetObjectMetadataAsync(metadataRequest);
    ServerSideEncryptionMethod objectEncryption =
response.ServerSideEncryptionMethod;

    Console.WriteLine($"Encryption method used: {0}",
objectEncryption.ToString());
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"Error: '{ex.Message}' when writing an object");
    }
}
}

```

使用条件请求放置对象。

```

/// <summary>
/// Uploads an object to Amazon S3 with a conditional request. Prevents
overwrite using an IfNoneMatch condition for the object key.
/// </summary>
/// <param name="objectKey">The key of the object to upload.</param>
/// <param name="bucket">The source bucket of the object.</param>
/// <param name="content">The content to upload as a string.</param>
/// <returns>The ETag if the conditional write is successful, empty otherwise.</
returns>

```

```
public async Task<string> PutObjectConditional(string objectKey, string bucket,
string content)
{
    try
    {
        var putObjectRequest = new PutObjectRequest
        {
            BucketName = bucket,
            Key = objectKey,
            ContentBody = content,
            IfNoneMatch = "*"
        };

        var putResult = await _amazonS3.PutObjectAsync(putObjectRequest);
        _logger.LogInformation($"Conditional write successful for key
{objectKey} in bucket {bucket}.");
        return putResult.ETag;
    }
    catch (AmazonS3Exception e)
    {
        if (e.ErrorCode == "PreconditionFailed")
        {
            _logger.LogError("Conditional write failed: Precondition failed");
        }
        else
        {
            _logger.LogError($"Unexpected error: {e.ErrorCode}");
            throw;
        }
        return string.Empty;
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[PutObject](#)中的。

PutObjectLegalHold

以下代码示例演示了如何使用 PutObjectLegalHold。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Set or modify a legal hold on an object in an S3 bucket.
/// </summary>
/// <param name="bucketName">The bucket of the object.</param>
/// <param name="objectKey">The key of the object.</param>
/// <param name="holdStatus">The On or Off status for the legal hold.</param>
/// <returns>True if successful.</returns>
public async Task<bool> ModifyObjectLegalHold(string bucketName,
    string objectKey, ObjectLockLegalHoldStatus holdStatus)
{
    try
    {
        var request = new PutObjectLegalHoldRequest()
        {
            BucketName = bucketName,
            Key = objectKey,
            LegalHold = new ObjectLockLegalHold()
            {
                Status = holdStatus
            }
        };

        var response = await _amazonS3.PutObjectLegalHoldAsync(request);
        Console.WriteLine($"{Environment.NewLine}Modified legal hold for {objectKey} in
{bucketName}.");
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"{Environment.NewLine}Error modifying legal hold: '{ex.Message}'");
        return false;
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [PutObjectLegalHold](#) 中的。

PutObjectLockConfiguration

以下代码示例演示了如何使用 PutObjectLockConfiguration。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

设置存储桶的对象锁定配置。

```
/// <summary>
/// Enable object lock on an existing bucket.
/// </summary>
/// <param name="bucketName">The name of the bucket to modify.</param>
/// <returns>True if successful.</returns>
public async Task<bool> EnableObjectLockOnBucket(string bucketName)
{
    try
    {
        // First, enable Versioning on the bucket.
        await _amazonS3.PutBucketVersioningAsync(new
PutBucketVersioningRequest()
        {
            BucketName = bucketName,
            VersioningConfig = new S3BucketVersioningConfig()
            {
                EnableMfaDelete = false,
                Status = VersionStatus.Enabled
            }
        });

        var request = new PutObjectLockConfigurationRequest()
        {
            BucketName = bucketName,
            ObjectLockConfiguration = new ObjectLockConfiguration()
            {
```

```

        ObjectLockEnabled = new ObjectLockEnabled("Enabled"),
    },
};

var response = await _amazonS3.PutObjectLockConfigurationAsync(request);
Console.WriteLine($"{bucketName}\tAdded an object lock policy to bucket
{bucketName}.");
return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
catch (AmazonS3Exception ex)
{
    Console.WriteLine($"Error modifying object lock: '{ex.Message}'");
    return false;
}
}

```

设置存储桶的默认保留期。

```

/// <summary>
/// Set or modify a retention period on an S3 bucket.
/// </summary>
/// <param name="bucketName">The bucket to modify.</param>
/// <param name="retention">The retention mode.</param>
/// <param name="retainUntilDate">The date for retention until.</param>
/// <returns>True if successful.</returns>
public async Task<bool> ModifyBucketDefaultRetention(string bucketName, bool
enableObjectLock, ObjectLockRetentionMode retention, DateTime retainUntilDate)
{
    var enabledString = enableObjectLock ? "Enabled" : "Disabled";
    var timeDifference = retainUntilDate.Subtract(DateTime.Now);
    try
    {
        // First, enable Versioning on the bucket.
        await _amazonS3.PutBucketVersioningAsync(new
PutBucketVersioningRequest()
        {
            BucketName = bucketName,
            VersioningConfig = new S3BucketVersioningConfig()
            {
                EnableMfaDelete = false,
                Status = VersionStatus.Enabled
            }
        }
    }
}

```

```

    });

    var request = new PutObjectLockConfigurationRequest()
    {
        BucketName = bucketName,
        ObjectLockConfiguration = new ObjectLockConfiguration()
        {
            ObjectLockEnabled = new ObjectLockEnabled(enabledString),
            Rule = new ObjectLockRule()
            {
                DefaultRetention = new DefaultRetention()
                {
                    Mode = retention,
                    Days = timeDifference.Days // Can be specified in days
or years but not both.
                }
            }
        }
    };

    var response = await _amazonS3.PutObjectLockConfigurationAsync(request);
    Console.WriteLine($"\\tAdded a default retention to bucket
{bucketName}.");
    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
catch (AmazonS3Exception ex)
{
    Console.WriteLine($"\\tError modifying object lock: '{ex.Message}'");
    return false;
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [PutObjectLockConfiguration](#) 中的。

PutObjectRetention

以下代码示例演示了如何使用 PutObjectRetention。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Set or modify a retention period on an object in an S3 bucket.
/// </summary>
/// <param name="bucketName">The bucket of the object.</param>
/// <param name="objectKey">The key of the object.</param>
/// <param name="retention">The retention mode.</param>
/// <param name="retainUntilDate">The date retention expires.</param>
/// <returns>True if successful.</returns>
public async Task<bool> ModifyObjectRetentionPeriod(string bucketName,
    string objectKey, ObjectLockRetentionMode retention, DateTime
retainUntilDate)
{
    try
    {
        var request = new PutObjectRetentionRequest()
        {
            BucketName = bucketName,
            Key = objectKey,
            Retention = new ObjectLockRetention()
            {
                Mode = retention,
                RetainUntilDate = retainUntilDate
            }
        };

        var response = await _amazonS3.PutObjectRetentionAsync(request);
        Console.WriteLine($"\\tSet retention for {objectKey} in {bucketName}
until {retainUntilDate:d}.");
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"\\tError modifying retention period:
'{ex.Message}'");
    }
}
```



```
        return false;
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [PutObjectRetention](#) 中的。

RestoreObject

以下代码示例演示了如何使用 RestoreObject。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example shows how to restore an archived object in an Amazon
/// Simple Storage Service (Amazon S3) bucket.
/// </summary>
public class RestoreArchivedObject
{
    public static void Main()
    {
        string bucketName = "amzn-s3-demo-bucket";
        string objectKey = "archived-object.txt";

        // Specify your bucket region (an example region is shown).
        RegionEndpoint bucketRegion = RegionEndpoint.USSouth1;

        IAmazonS3 client = new AmazonS3Client(bucketRegion);
        RestoreObjectAsync(client, bucketName, objectKey).Wait();
    }
}
```

```

    /// <summary>
    /// This method restores an archived object from an Amazon S3 bucket.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// RestoreObjectAsync.</param>
    /// <param name="bucketName">A string representing the name of the
    /// bucket where the object was located before it was archived.</param>
    /// <param name="objectKey">A string representing the name of the
    /// archived object to restore.</param>
    public static async Task RestoreObjectAsync(IAmazonS3 client, string
bucketName, string objectKey)
    {
        try
        {
            var restoreRequest = new RestoreObjectRequest
            {
                BucketName = bucketName,
                Key = objectKey,
                Days = 2,
            };
            RestoreObjectResponse response = await
client.RestoreObjectAsync(restoreRequest);

            // Check the status of the restoration.
            await CheckRestorationStatusAsync(client, bucketName, objectKey);
        }
        catch (AmazonS3Exception amazonS3Exception)
        {
            Console.WriteLine($"Error: {amazonS3Exception.Message}");
        }
    }

    /// <summary>
    /// This method retrieves the status of the object's restoration.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// GetObjectMetadataAsync.</param>
    /// <param name="bucketName">A string representing the name of the Amazon
    /// S3 bucket which contains the archived object.</param>
    /// <param name="objectKey">A string representing the name of the
    /// archived object you want to restore.</param>

```

```
public static async Task CheckRestorationStatusAsync(IAmazonS3 client,
string bucketName, string objectKey)
{
    GetObjectMetadataRequest metadataRequest = new
GetObjectMetadataRequest()
    {
        BucketName = bucketName,
        Key = objectKey,
    };

    GetObjectMetadataResponse response = await
client.GetObjectMetadataAsync(metadataRequest);

    var restStatus = response.RestoreInProgress ? "in-progress" : "finished
or failed";
    Console.WriteLine($"Restoration status: {restStatus}");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[RestoreObject](#)中的。

场景

创建预签名 URL

以下代码示例展示了如何为 Amazon S3 创建预签名 URL 以及如何上传对象。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

生成可在有限时间内执行 Amazon S3 操作的预签名 URL。

```
using System;
using Amazon;
using Amazon.S3;
```

```

using Amazon.S3.Model;

public class GenPresignedUrl
{
    public static void Main()
    {
        const string bucketName = "amzn-s3-demo-bucket";
        const string objectKey = "sample.txt";

        // Specify how long the presigned URL lasts, in hours
        const double timeoutDuration = 12;

        // Specify the AWS Region of your Amazon S3 bucket. If it is
        // different from the Region defined for the default user,
        // pass the Region to the constructor for the client. For
        // example: new AmazonS3Client(RegionEndpoint.USEast1);

        // If using the Region us-east-1, and server-side encryption with AWS
        KMS, you must specify Signature Version 4.
        // Region us-east-1 defaults to Signature Version 2 unless explicitly
        set to Version 4 as shown below.
        // For more details, see https://docs.aws.amazon.com/AmazonS3/latest/userguide/UsingAWSSDK.html#specify-signature-version
        // and https://docs.aws.amazon.com/sdkfornet/v3/apidocs/items/Amazon/TAWSConfigsS3.html
        AWSConfigsS3.UseSignatureVersion4 = true;
        IAmazonS3 s3Client = new AmazonS3Client(RegionEndpoint.USEast1);

        string urlString = GeneratePresignedURL(s3Client, bucketName, objectKey,
        timeoutDuration);
        Console.WriteLine($"The generated URL is: {urlString}.");
    }

    /// <summary>
    /// Generate a presigned URL that can be used to access the file named
    /// in the objectKey parameter for the amount of time specified in the
    /// duration parameter.
    /// </summary>
    /// <param name="client">An initialized S3 client object used to call
    /// the GetPresignedUrl method.</param>
    /// <param name="bucketName">The name of the S3 bucket containing the
    /// object for which to create the presigned URL.</param>
    /// <param name="objectKey">The name of the object to access with the
    /// presigned URL.</param>

```

```

    /// <param name="duration">The length of time for which the presigned
    /// URL will be valid.</param>
    /// <returns>A string representing the generated presigned URL.</returns>
    public static string GeneratePresignedURL(IAmazonS3 client, string
bucketName, string objectKey, double duration)
    {
        string urlString = string.Empty;
        try
        {
            var request = new GetPreSignedUrlRequest()
            {
                BucketName = bucketName,
                Key = objectKey,
                Expires = DateTime.UtcNow.AddHours(duration),
            };
            urlString = client.GetPreSignedURL(request);
        }
        catch (AmazonS3Exception ex)
        {
            Console.WriteLine($"Error: '{ex.Message}'");
        }

        return urlString;
    }
}

```

生成预签名 URL 并使用该 URL 执行上传。

```

using System;
using System.IO;
using System.Net.Http;
using System.Threading.Tasks;
using Amazon;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example shows how to upload an object to an Amazon Simple Storage
/// Service (Amazon S3) bucket using a presigned URL. The code first
/// creates a presigned URL and then uses it to upload an object to an
/// Amazon S3 bucket using that URL.

```

```
/// </summary>
public class UploadUsingPresignedURL
{
    private static HttpClient httpClient = new HttpClient();

    public static async Task Main()
    {
        string bucketName = "amzn-s3-demo-bucket";
        string keyName = "samplefile.txt";
        string filePath = $"source\\{keyName}";

        // Specify how long the signed URL will be valid in hours.
        double timeoutDuration = 12;

        // Specify the AWS Region of your Amazon S3 bucket. If it is
        // different from the Region defined for the default user,
        // pass the Region to the constructor for the client. For
        // example: new AmazonS3Client(RegionEndpoint.USEast1);

        // If using the Region us-east-1, and server-side encryption with AWS
        KMS, you must specify Signature Version 4.
        // Region us-east-1 defaults to Signature Version 2 unless explicitly
        set to Version 4 as shown below.
        // For more details, see https://docs.aws.amazon.com/AmazonS3/latest/userguide/UsingAWSSDK.html#specify-signature-version
        // and https://docs.aws.amazon.com/sdkfornet/v3/apidocs/items/Amazon/TAWSConfigsS3.html
        AWSConfigsS3.UseSignatureVersion4 = true;
        IAmazonS3 client = new AmazonS3Client(RegionEndpoint.USEast1);

        var url = GeneratePreSignedURL(client, bucketName, keyName,
        timeoutDuration);
        var success = await UploadObject(filePath, url);

        if (success)
        {
            Console.WriteLine("Upload succeeded.");
        }
        else
        {
            Console.WriteLine("Upload failed.");
        }
    }
}
```

```

in
    /// <summary>
    /// Uploads an object to an Amazon S3 bucket using the presigned URL passed
    /// the url parameter.
    /// </summary>
    /// <param name="filePath">The path (including file name) to the local
    /// file you want to upload.</param>
    /// <param name="url">The presigned URL that will be used to upload the
    /// file to the Amazon S3 bucket.</param>
    /// <returns>A Boolean value indicating the success or failure of the
    /// operation, based on the HttpResponseMessage.</returns>
    public static async Task<bool> UploadObject(string filePath, string url)
    {
        using var streamContent = new StreamContent(
            new FileStream(filePath, FileMode.Open, FileAccess.Read));

        var response = await httpClient.PutAsync(url, streamContent);
        return response.IsSuccessStatusCode;
    }

    /// <summary>
    /// Generates a presigned URL which will be used to upload an object to
    /// an Amazon S3 bucket.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// GetPreSignedURL.</param>
    /// <param name="bucketName">The name of the Amazon S3 bucket to which the
    /// presigned URL will point.</param>
    /// <param name="objectKey">The name of the file that will be uploaded.</
param>
    /// <param name="duration">How long (in hours) the presigned URL will
    /// be valid.</param>
    /// <returns>The generated URL.</returns>
    public static string GeneratePreSignedURL(
        IAmazonS3 client,
        string bucketName,
        string objectKey,
        double duration)
    {
        var request = new GetPreSignedUrlRequest
        {
            BucketName = bucketName,
            Key = objectKey,

```

```
        Verb = HttpVerb.PUT,  
        Expires = DateTime.UtcNow.AddHours(duration),  
    };  
  
    string url = client.GetPreSignedURL(request);  
    return url;  
}  
}
```

创建无服务器应用程序来管理照片

以下代码示例演示如何创建无服务器应用程序，让用户能够使用标签管理照片。

适用于 .NET 的 SDK

演示如何开发照片资产管理应用程序，该应用程序使用 Amazon Rekognition 检测图像中的标签并将其存储以供日后检索。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例 [GitHub](#)。

要深入了解这个例子的起源，请参阅 [AWS 社区](#) 上的博文。

本示例中使用的服务

- API Gateway
- DynamoDB
- Lambda
- Amazon Rekognition
- Amazon S3
- Amazon SNS

检测图像中的对象

以下代码示例演示如何构建采用 Amazon Rekognition 来按类别检测图像中物体的应用程序。

适用于 .NET 的 SDK

展示如何使用 Amazon Rekognition .NET API 创建应用程序，该应用程序采用 Amazon Rekognition 来按类别识别位于 Amazon Simple Storage Service (Amazon S3) 存储桶的图像中的

对象。该应用程序使用 Amazon Simple Email Service (Amazon SES) 向管理员发送包含结果的电子邮件通知。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- Amazon Rekognition
- Amazon S3
- Amazon SES

加密入门

下面的代码示例显示如何开始 Amazon S3 对象的加密。

适用于 .NET 的 SDK

Note

还有更多相关信息 [GitHub](#)。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.IO;
using System.Security.Cryptography;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example shows how to apply client encryption to an object in an
/// Amazon Simple Storage Service (Amazon S3) bucket.
/// </summary>
public class SSEClientEncryption
{
    public static async Task Main()
    {
        string bucketName = "amzn-s3-demo-bucket";
        string keyName = "exampleobject.txt";
        string copyTargetKeyName = "examplecopy.txt";
```

```

// If the AWS Region defined for your default user is different
// from the Region where your Amazon S3 bucket is located,
// pass the Region name to the Amazon S3 client object's constructor.
// For example: RegionEndpoint.USWest2.
IAmazonS3 client = new AmazonS3Client();

try
{
    // Create an encryption key.
    Aes aesEncryption = Aes.Create();
    aesEncryption.KeySize = 256;
    aesEncryption.GenerateKey();
    string base64Key = Convert.ToBase64String(aesEncryption.Key);

    // Upload the object.
    PutObjectRequest putObjectRequest = await UploadObjectAsync(client,
bucketName, keyName, base64Key);

    // Download the object and verify that its contents match what you
uploaded.
    await DownloadObjectAsync(client, bucketName, keyName, base64Key,
putObjectRequest);

    // Get object metadata and verify that the object uses AES-256
encryption.
    await GetObjectMetadataAsync(client, bucketName, keyName,
base64Key);

    // Copy both the source and target objects using server-side
encryption with
    // an encryption key.
    await CopyObjectAsync(client, bucketName, keyName,
copyTargetKeyName, aesEncryption, base64Key);
}
catch (AmazonS3Exception ex)
{
    Console.WriteLine($"Error: {ex.Message}");
}
}

/// <summary>
/// Uploads an object to an Amazon S3 bucket.
/// </summary>

```

```

    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// PutObjectAsync.</param>
    /// <param name="bucketName">The name of the Amazon S3 bucket to which the
    /// object will be uploaded.</param>
    /// <param name="keyName">The name of the object to upload to the Amazon S3
    /// bucket.</param>
    /// <param name="base64Key">The encryption key.</param>
    /// <returns>The PutObjectRequest object for use by DownloadObjectAsync.</
returns>
    public static async Task<PutObjectRequest> UploadObjectAsync(
        IAmazonS3 client,
        string bucketName,
        string keyName,
        string base64Key)
    {
        PutObjectRequest putObjectRequest = new PutObjectRequest
        {
            BucketName = bucketName,
            Key = keyName,
            ContentBody = "sample text",
            ServerSideEncryptionCustomerMethod =
ServerSideEncryptionCustomerMethod.AES256,
            ServerSideEncryptionCustomerProvidedKey = base64Key,
        };
        PutObjectResponse putObjectResponse = await
client.PutObjectAsync(putObjectRequest);
        return putObjectRequest;
    }

    /// <summary>
    /// Downloads an encrypted object from an Amazon S3 bucket.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
call
    /// GetObjectAsync.</param>
    /// <param name="bucketName">The name of the Amazon S3 bucket where the
object
    /// is located.</param>
    /// <param name="keyName">The name of the Amazon S3 object to download.</
param>
    /// <param name="base64Key">The encryption key used to encrypt the
    /// object.</param>
    /// <param name="putObjectRequest">The PutObjectRequest used to upload

```

```

    /// the object.</param>
    public static async Task DownloadObjectAsync(
        IAmazonS3 client,
        string bucketName,
        string keyName,
        string base64Key,
        PutObjectRequest putObjectRequest)
    {
        GetObjectRequest getObjectRequest = new GetObjectRequest
        {
            BucketName = bucketName,
            Key = keyName,

            // Provide encryption information for the object stored in Amazon
S3.
            ServerSideEncryptionCustomerMethod =
ServerSideEncryptionCustomerMethod.AES256,
            ServerSideEncryptionCustomerProvidedKey = base64Key,
        };

        using (GetObjectResponse getResponse = await
client.GetObjectAsync(getObjectRequest))
            using (StreamReader reader = new
StreamReader(getResponse.ResponseStream))
            {
                string content = reader.ReadToEnd();
                if (string.Compare(putObjectRequest.ContentBody, content) == 0)
                {
                    Console.WriteLine("Object content is same as we uploaded");
                }
                else
                {
                    Console.WriteLine("Error...Object content is not same.");
                }

                if (getResponse.ServerSideEncryptionCustomerMethod ==
ServerSideEncryptionCustomerMethod.AES256)
                {
                    Console.WriteLine("Object encryption method is AES256, same as
we set");
                }
                else
                {

```

```

        Console.WriteLine("Error...Object encryption method is not the
same as AES256 we set");
    }
}

/// <summary>
/// Retrieves the metadata associated with an Amazon S3 object.
/// </summary>
/// <param name="client">The initialized Amazon S3 client object used
/// to call GetObjectMetadataAsync.</param>
/// <param name="bucketName">The name of the Amazon S3 bucket containing the
/// object for which we want to retrieve metadata.</param>
/// <param name="keyName">The name of the object for which we wish to
/// retrieve the metadata.</param>
/// <param name="base64Key">The encryption key associated with the
/// object.</param>
public static async Task GetObjectMetadataAsync(
    IAmazonS3 client,
    string bucketName,
    string keyName,
    string base64Key)
{
    GetObjectMetadataRequest getObjectMetadataRequest = new
GetObjectMetadataRequest
    {
        BucketName = bucketName,
        Key = keyName,

        // The object stored in Amazon S3 is encrypted, so provide the
necessary encryption information.
        ServerSideEncryptionCustomerMethod =
ServerSideEncryptionCustomerMethod.AES256,
        ServerSideEncryptionCustomerProvidedKey = base64Key,
    };

    GetObjectMetadataResponse getObjectMetadataResponse = await
client.GetObjectMetadataAsync(getObjectMetadataRequest);
    Console.WriteLine("The object metadata show encryption method used is:
{0}", getObjectMetadataResponse.ServerSideEncryptionCustomerMethod);
}

/// <summary>
/// Copies an encrypted object from one Amazon S3 bucket to another.

```

```

call
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
    /// CopyObjectAsync.</param>
    /// <param name="bucketName">The Amazon S3 bucket containing the object
    /// to copy.</param>
    /// <param name="keyName">The name of the object to copy.</param>
    /// <param name="copyTargetKeyName">The Amazon S3 bucket to which the object
    /// will be copied.</param>
    /// <param name="aesEncryption">The encryption type to use.</param>
    /// <param name="base64Key">The encryption key to use.</param>
    public static async Task CopyObjectAsync(
        IAmazonS3 client,
        string bucketName,
        string keyName,
        string copyTargetKeyName,
        Aes aesEncryption,
        string base64Key)
    {
        aesEncryption.GenerateKey();
        string copyBase64Key = Convert.ToBase64String(aesEncryption.Key);

        CopyObjectRequest copyRequest = new CopyObjectRequest
        {
            SourceBucket = bucketName,
            SourceKey = keyName,
            DestinationBucket = bucketName,
            DestinationKey = copyTargetKeyName,

            // Information about the source object's encryption.
            CopySourceServerSideEncryptionCustomerMethod =
ServerSideEncryptionCustomerMethod.AES256,
            CopySourceServerSideEncryptionCustomerProvidedKey = base64Key,

            // Information about the target object's encryption.
            ServerSideEncryptionCustomerMethod =
ServerSideEncryptionCustomerMethod.AES256,
            ServerSideEncryptionCustomerProvidedKey = copyBase64Key,
        };
        await client.CopyObjectAsync(copyRequest);
    }
}

```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。
 - [CopyObject](#)
 - [GetObject](#)
 - [GetObjectMetadata](#)

标签入门

以下代码示例演示了如何开始为 Amazon S3 对象加标签。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example shows how to work with tags in Amazon Simple Storage
/// Service (Amazon S3) objects.
/// </summary>
public class ObjectTag
{
    public static async Task Main()
    {
        string bucketName = "amzn-s3-demo-bucket";
        string keyName = "newobject.txt";
        string filePath = @"*** file path ***";

        // Specify your bucket region (an example region is shown).
        RegionEndpoint bucketRegion = RegionEndpoint.USSouth1;
```

```

        var client = new AmazonS3Client(bucketRegion);
        await PutObjectsWithTagsAsync(client, bucketName, keyName, filePath);
    }

    /// <summary>
    /// This method uploads an object with tags. It then shows the tag
    /// values, changes the tags, and shows the new tags.
    /// </summary>
    /// <param name="client">The Initialized Amazon S3 client object used
    /// to call the methods to create and change an objects tags.</param>
    /// <param name="bucketName">A string representing the name of the
    /// bucket where the object will be stored.</param>
    /// <param name="keyName">A string representing the key name of the
    /// object to be tagged.</param>
    /// <param name="filePath">The directory location and file name of the
    /// object to be uploaded to the Amazon S3 bucket.</param>
    public static async Task PutObjectsWithTagsAsync(IAmazonS3 client, string
bucketName, string keyName, string filePath)
    {
        try
        {
            // Create an object with tags.
            var putRequest = new PutObjectRequest
            {
                BucketName = bucketName,
                Key = keyName,
                FilePath = filePath,
                TagSet = new List<Tag>
                {
                    new Tag { Key = "Keyx1", Value = "Value1" },
                    new Tag { Key = "Keyx2", Value = "Value2" },
                },
            };

            PutObjectResponse response = await
client.PutObjectAsync(putRequest);

            // Now retrieve the new object's tags.
            GetObjectTaggingRequest getTagsRequest = new
GetObjectTaggingRequest()
            {
                BucketName = bucketName,
                Key = keyName,
            };

```



```
};

GetObjectTaggingResponse objectTags = await
client.GetObjectTaggingAsync(getTagsRequest);

// Display the tag values.
objectTags.Tagging
    .ForEach(t => Console.WriteLine($"Key: {t.Key}, Value:
{t.Value}"));

Tagging newTagSet = new Tagging()
{
    TagSet = new List<Tag>
    {
        new Tag { Key = "Key3", Value = "Value3" },
        new Tag { Key = "Key4", Value = "Value4" },
    },
};

PutObjectTaggingRequest putObjTagsRequest = new
PutObjectTaggingRequest()
{
    BucketName = bucketName,
    Key = keyName,
    Tagging = newTagSet,
};

PutObjectTaggingResponse response2 = await
client.PutObjectTaggingAsync(putObjTagsRequest);

// Retrieve the tags again and show the values.
GetObjectTaggingRequest getTagsRequest2 = new
GetObjectTaggingRequest()
{
    BucketName = bucketName,
    Key = keyName,
};

GetObjectTaggingResponse objectTags2 = await
client.GetObjectTaggingAsync(getTagsRequest2);

objectTags2.Tagging
    .ForEach(t => Console.WriteLine($"Key: {t.Key}, Value:
{t.Value}"));
}
```

```
        catch (AmazonS3Exception ex)
        {
            Console.WriteLine(
                $"Error: '{ex.Message}'");
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetObjectTagging](#)中的。

锁定 Amazon S3 对象

以下代码示例演示了如何使用 Amazon S3 对象锁定功能。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

运行演示 Amazon S3 对象锁定功能的交互式场景。

```
using Amazon.S3;
using Amazon.S3.Model;
using Microsoft.Extensions.Configuration;
using Microsoft.Extensions.DependencyInjection;
using Microsoft.Extensions.Hosting;
using Microsoft.Extensions.Logging;
using Microsoft.Extensions.Logging.Console;
using Microsoft.Extensions.Logging.Debug;

namespace S3ObjectLockScenario;

public static class S3ObjectLockWorkflow
{
    /*
```

Before running this .NET code example, set up your development environment, including your credentials.

This .NET example performs the following tasks:

1. Create test Amazon Simple Storage Service (S3) buckets with different lock policies.
2. Upload sample objects to each bucket.
3. Set some Legal Hold and Retention Periods on objects and buckets.
4. Investigate lock policies by viewing settings or attempting to delete or overwrite objects.
5. Clean up objects and buckets.

```
*/

public static S3ActionsWrapper _s3ActionsWrapper = null!;
public static IConfiguration _configuration = null!;
private static string _resourcePrefix = null!;
private static string noLockBucketName = null!;
private static string lockEnabledBucketName = null!;
private static string retentionAfterCreationBucketName = null!;
private static List<string> bucketNames = new List<string>();
private static List<string> fileNames = new List<string>();

public static async Task Main(string[] args)
{
    // Set up dependency injection for the Amazon service.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
            logging.AddFilter("System", LogLevel.Debug)
                .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
                .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
        .ConfigureServices((_, services) =>
            services.AddAWSService<IAmazonS3>()
                .AddTransient<S3ActionsWrapper>()
        )
        .Build();

    _configuration = new ConfigurationBuilder()
        .SetBasePath(Directory.GetCurrentDirectory())
        .AddJsonFile("settings.json") // Load settings from .json file.
        .AddJsonFile("settings.local.json",
            true) // Optionally, load local settings.
        .Build();
}
```

```

        ConfigurationSetup();

        ServicesSetup(host);

        try
        {
            Console.WriteLine(new string('-', 80));
            Console.WriteLine("Welcome to the Amazon Simple Storage Service (S3)
Object Locking Feature Scenario.");
            Console.WriteLine(new string('-', 80));
            await Setup(true);

            await DemoActionChoices();

            Console.WriteLine(new string('-', 80));
            Console.WriteLine("Cleaning up resources.");
            Console.WriteLine(new string('-', 80));
            await Cleanup(true);

            Console.WriteLine(new string('-', 80));
            Console.WriteLine("Amazon S3 Object Locking Scenario is complete.");
            Console.WriteLine(new string('-', 80));
        }
        catch (Exception ex)
        {
            Console.WriteLine(new string('-', 80));
            Console.WriteLine($"There was a problem: {ex.Message}");
            await Cleanup(true);
            Console.WriteLine(new string('-', 80));
        }
    }

    /// <summary>
    /// Populate the services for use within the console application.
    /// </summary>
    /// <param name="host">The services host.</param>
    private static void ServicesSetup(IHost host)
    {
        _s3ActionsWrapper = host.Services.GetRequiredService<S3ActionsWrapper>();
    }

    /// <summary>
    /// Any setup operations needed.
    /// </summary>

```

```

public static void ConfigurationSetup()
{
    _resourcePrefix = _configuration["resourcePrefix"] ?? "dotnet-example";

    noLockBucketName = _resourcePrefix + "-no-lock";
    lockEnabledBucketName = _resourcePrefix + "-lock-enabled";
    retentionAfterCreationBucketName = _resourcePrefix + "-retention-after-creation";

    bucketNames.Add(noLockBucketName);
    bucketNames.Add(lockEnabledBucketName);
    bucketNames.Add(retentionAfterCreationBucketName);
}

// <summary>
/// Deploy necessary resources for the scenario.
/// </summary>
/// <param name="interactive">True to run as interactive.</param>
/// <returns>True if successful.</returns>
public static async Task<bool> Setup(bool interactive)
{
    Console.WriteLine(
        "\nFor this scenario, we will use the AWS SDK for .NET to create several
S3\n" +
        "buckets and files to demonstrate working with S3 locking features.\n");

    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Press Enter when you are ready to start.");
    if (interactive)
        Console.ReadLine();

    Console.WriteLine("\nS3 buckets can be created either with or without object
lock enabled.");
    await _s3ActionsWrapper.CreateBucketWithObjectLock(noLockBucketName, false);
    await _s3ActionsWrapper.CreateBucketWithObjectLock(lockEnabledBucketName,
true);
    await
_s3ActionsWrapper.CreateBucketWithObjectLock(retentionAfterCreationBucketName,
false);

    Console.WriteLine("Press Enter to continue.");
    if (interactive)
        Console.ReadLine();
}

```

```
        Console.WriteLine("\nA bucket can be configured to use object locking with a
default retention period.");
        await
        _s3ActionsWrapper.ModifyBucketDefaultRetention(retentionAfterCreationBucketName,
true,
                ObjectLockRetentionMode.Governance, DateTime.UtcNow.AddDays(1));

        Console.WriteLine("Press Enter to continue.");
        if (interactive)
            Console.ReadLine();

        Console.WriteLine("\nObject lock policies can also be added to existing
buckets.");
        await _s3ActionsWrapper.EnableObjectLockOnBucket(lockEnabledBucketName);

        Console.WriteLine("Press Enter to continue.");
        if (interactive)
            Console.ReadLine();

        // Upload some files to the buckets.
        Console.WriteLine("\nNow let's add some test files:");
        var fileName = _configuration["exampleFileName"] ?? "exampleFile.txt";
        int fileCount = 2;
        // Create the file if it does not already exist.
        if (!File.Exists(fileName))
        {
            await using StreamWriter sw = File.CreateText(fileName);
            await sw.WriteLineAsync(
                "This is a sample file for uploading to a bucket.");
        }

        foreach (var bucketName in bucketNames)
        {
            for (int i = 0; i < fileCount; i++)
            {
                var numberedFileName = Path.GetFileNameWithoutExtension(fileName) +
i + Path.GetExtension(fileName);
                fileNames.Add(numberedFileName);
                await _s3ActionsWrapper.UploadFileAsync(bucketName,
numberedFileName, fileName);
            }
        }
        Console.WriteLine("Press Enter to continue.");
        if (interactive)
```

```

        Console.ReadLine();

        if (!interactive)
            return true;
        Console.WriteLine("\nNow we can set some object lock policies on individual
files:");
        foreach (var bucketName in bucketNames)
        {
            for (int i = 0; i < fileNames.Count; i++)
            {
                // No modifications to the objects in the first bucket.
                if (bucketName != bucketNames[0])
                {
                    var exampleFileName = fileNames[i];
                    switch (i)
                    {
                        case 0:
                        {
                            var question =
                                $"{exampleFileName} in {bucketName}? (y/n)";
                            if (GetYesNoResponse(question))
                            {
                                // Set a legal hold.
                                await
                                    _s3ActionsWrapper.ModifyObjectLegalHold(bucketName, exampleFileName,
                                    ObjectLockLegalHoldStatus.On);

                                }
                                break;
                            }
                        case 1:
                        {
                            var question =
                                $"{exampleFileName} in {bucketName}? (y/n)" +
                                "\nReminder: Only a user with the
s3:BypassGovernanceRetention permission will be able to delete this file or its
bucket until the retention period has expired.";
                            if (GetYesNoResponse(question))
                            {
                                // Set a Governance mode retention period for 1
                                day.

```

```

        await
        _s3ActionsWrapper.ModifyObjectRetentionPeriod(
            bucketName, exampleFileName,
            ObjectLockRetentionMode.Governance,
            DateTime.UtcNow.AddDays(1));
    }
    break;
}
}
}
}
}
Console.WriteLine(new string('-', 80));
return true;
}

// <summary>
/// List all of the current buckets and objects.
/// </summary>
/// <param name="interactive">True to run as interactive.</param>
/// <returns>The list of buckets and objects.</returns>
public static async Task<List<S3ObjectVersion>> ListBucketsAndObjects(bool
interactive)
{
    var allObjects = new List<S3ObjectVersion>();
    foreach (var bucketName in bucketNames)
    {
        var objectsInBucket = await
        _s3ActionsWrapper.ListBucketObjectsAndVersions(bucketName);
        foreach (var objectKey in objectsInBucket.Versions)
        {
            allObjects.Add(objectKey);
        }
    }

    if (interactive)
    {
        Console.WriteLine("\nCurrent buckets and objects:\n");
        int i = 0;
        foreach (var bucketObject in allObjects)
        {
            i++;
            Console.WriteLine(

```



```

                $"{i}: {bucketObject.Key} \n\tBucket:
{bucketObject.BucketName}\n\tVersion: {bucketObject.VersionId}");
            }
        }

        return allObjects;
    }

    /// <summary>
    /// Present the user with the demo action choices.
    /// </summary>
    /// <returns>Async task.</returns>
    public static async Task<bool> DemoActionChoices()
    {
        var choices = new string[]{
            "List all files in buckets.",
            "Attempt to delete a file.",
            "Attempt to delete a file with retention period bypass.",
            "Attempt to overwrite a file.",
            "View the object and bucket retention settings for a file.",
            "View the legal hold settings for a file.",
            "Finish the scenario."};

        var choice = 0;
        // Keep asking the user until they choose to move on.
        while (choice != 6)
        {
            Console.WriteLine(new string('-', 80));
            choice = GetChoiceResponse(
                "\nExplore the S3 locking features by selecting one of the following
choices:"
                , choices);
            Console.WriteLine(new string('-', 80));
            switch (choice)
            {
                case 0:
                {
                    await ListBucketsAndObjects(true);
                    break;
                }
                case 1:
                {
                    Console.WriteLine("\nEnter the number of the object to
delete:");

```

```

        var allFiles = await ListBucketsAndObjects(true);
        var fileChoice = GetChoiceResponse(null, allFiles.Select(f
=> f.Key).ToArray());
        await
        _s3ActionsWrapper.DeleteObjectFromBucket(allFiles[fileChoice].BucketName,
allFiles[fileChoice].Key, false, allFiles[fileChoice].VersionId);
        break;
    }
    case 2:
    {
        Console.WriteLine("\nEnter the number of the object to
delete:");

        var allFiles = await ListBucketsAndObjects(true);
        var fileChoice = GetChoiceResponse(null, allFiles.Select(f
=> f.Key).ToArray());
        await
        _s3ActionsWrapper.DeleteObjectFromBucket(allFiles[fileChoice].BucketName,
allFiles[fileChoice].Key, true, allFiles[fileChoice].VersionId);
        break;
    }
    case 3:
    {
        var allFiles = await ListBucketsAndObjects(true);
        Console.WriteLine("\nEnter the number of the object to
overwrite:");

        var fileChoice = GetChoiceResponse(null, allFiles.Select(f
=> f.Key).ToArray());

        // Create the file if it does not already exist.
        if (!File.Exists(allFiles[fileChoice].Key))
        {
            await using StreamWriter sw =
File.CreateText(allFiles[fileChoice].Key);
            await sw.WriteLineAsync(
                "This is a sample file for uploading to a bucket.");
        }
        await
        _s3ActionsWrapper.UploadFileAsync(allFiles[fileChoice].BucketName,
allFiles[fileChoice].Key, allFiles[fileChoice].Key);
        break;
    }
    case 4:
    {
        var allFiles = await ListBucketsAndObjects(true);

```

```

        Console.WriteLine("\nEnter the number of the object and
bucket to view:");
        var fileChoice = GetChoiceResponse(null, allFiles.Select(f
=> f.Key).ToArray());
        await
_s3ActionsWrapper.GetObjectRetention(allFiles[fileChoice].BucketName,
allFiles[fileChoice].Key);
        await
_s3ActionsWrapper.GetBucketObjectLockConfiguration(allFiles[fileChoice].BucketName);
        break;
    }
    case 5:
    {
        var allFiles = await ListBucketsAndObjects(true);
        Console.WriteLine("\nEnter the number of the object to
view:");
        var fileChoice = GetChoiceResponse(null, allFiles.Select(f
=> f.Key).ToArray());
        await
_s3ActionsWrapper.GetObjectLegalHold(allFiles[fileChoice].BucketName,
allFiles[fileChoice].Key);
        break;
    }
    }
    }
    return true;
}

// <summary>
/// Clean up the resources from the scenario.
/// </summary>
/// <param name="interactive">True to run as interactive.</param>
/// <returns>True if successful.</returns>
public static async Task<bool> Cleanup(bool interactive)
{
    Console.WriteLine(new string('-', 80));

    if (!interactive || GetYesNoResponse("Do you want to clean up all files and
buckets? (y/n) "))
    {
        // Remove all locks and delete all buckets and objects.
        var allFiles = await ListBucketsAndObjects(false);
        foreach (var fileInfo in allFiles)
        {

```

```

        // Check for a legal hold.
        var legalHold = await
        _s3ActionsWrapper.GetObjectLegalHold(fileInfo.BucketName, fileInfo.Key);
        if (legalHold?.Status?.Value == ObjectLockLegalHoldStatus.On)
        {
            await
            _s3ActionsWrapper.ModifyObjectLegalHold(fileInfo.BucketName, fileInfo.Key,
            ObjectLockLegalHoldStatus.Off);
        }

        // Check for a retention period.
        var retention = await
        _s3ActionsWrapper.GetObjectRetention(fileInfo.BucketName, fileInfo.Key);
        var hasRetentionPeriod = retention?.Mode ==
        ObjectLockRetentionMode.Governance && retention.RetainUntilDate >
        DateTime.UtcNow.Date;
        await _s3ActionsWrapper.DeleteObjectFromBucket(fileInfo.BucketName,
        fileInfo.Key, hasRetentionPeriod, fileInfo.VersionId);
    }

    foreach (var bucketName in bucketNames)
    {
        await _s3ActionsWrapper.DeleteBucketByName(bucketName);
    }
}
else
{
    Console.WriteLine(
        "Ok, we'll leave the resources intact.\n" +
        "Don't forget to delete them when you're done with them or you might
incur unexpected charges."
    );
}

Console.WriteLine(new string('-', 80));
return true;
}

/// <summary>
/// Helper method to get a yes or no response from the user.
/// </summary>
/// <param name="question">The question string to print on the console.</param>
/// <returns>True if the user responds with a yes.</returns>

```

```

private static bool GetYesNoResponse(string question)
{
    Console.WriteLine(question);
    var ynResponse = Console.ReadLine();
    var response = ynResponse != null && ynResponse.Equals("y",
StringComparison.InvariantCultureIgnoreCase);
    return response;
}

/// <summary>
/// Helper method to get a choice response from the user.
/// </summary>
/// <param name="question">The question string to print on the console.</param>
/// <param name="choices">The choices to print on the console.</param>
/// <returns>The index of the selected choice</returns>
private static int GetChoiceResponse(string? question, string[] choices)
{
    if (question != null)
    {
        Console.WriteLine(question);

        for (int i = 0; i < choices.Length; i++)
        {
            Console.WriteLine($"{i + 1}. {choices[i]}");
        }
    }

    var choiceNumber = 0;
    while (choiceNumber < 1 || choiceNumber > choices.Length)
    {
        var choice = Console.ReadLine();
        Int32.TryParse(choice, out choiceNumber);
    }

    return choiceNumber - 1;
}
}

```

S3 函数的包装器类。

```
using System.Net;
```

```

using Amazon.S3;
using Amazon.S3.Model;
using Microsoft.Extensions.Configuration;

namespace S3ObjectLockScenario;

/// <summary>
/// Encapsulate the Amazon S3 operations.
/// </summary>
public class S3ActionsWrapper
{
    private readonly IAmazonS3 _amazonS3;

    /// <summary>
    /// Constructor for the S3ActionsWrapper.
    /// </summary>
    /// <param name="amazonS3">The injected S3 client.</param>
    public S3ActionsWrapper(IAmazonS3 amazonS3, IConfiguration configuration)
    {
        _amazonS3 = amazonS3;
    }

    /// <summary>
    /// Create a new Amazon S3 bucket with object lock actions.
    /// </summary>
    /// <param name="bucketName">The name of the bucket to create.</param>
    /// <param name="enableObjectLock">True to enable object lock on the bucket.</
param>
    /// <returns>True if successful.</returns>
    public async Task<bool> CreateBucketWithObjectLock(string bucketName, bool
enableObjectLock)
    {
        Console.WriteLine($"\\tCreating bucket {bucketName} with object lock
{enableObjectLock}.");
        try
        {
            var request = new PutBucketRequest
            {
                BucketName = bucketName,
                UseClientRegion = true,
                ObjectLockEnabledForBucket = enableObjectLock,
            };

            var response = await _amazonS3.PutBucketAsync(request);

```

```

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"Error creating bucket: '{ex.Message}'");
        return false;
    }
}

/// <summary>
/// Enable object lock on an existing bucket.
/// </summary>
/// <param name="bucketName">The name of the bucket to modify.</param>
/// <returns>True if successful.</returns>
public async Task<bool> EnableObjectLockOnBucket(string bucketName)
{
    try
    {
        // First, enable Versioning on the bucket.
        await _amazonS3.PutBucketVersioningAsync(new
PutBucketVersioningRequest()
        {
            BucketName = bucketName,
            VersioningConfig = new S3BucketVersioningConfig()
            {
                EnableMfaDelete = false,
                Status = VersionStatus.Enabled
            }
        });

        var request = new PutObjectLockConfigurationRequest()
        {
            BucketName = bucketName,
            ObjectLockConfiguration = new ObjectLockConfiguration()
            {
                ObjectLockEnabled = new ObjectLockEnabled("Enabled"),
            },
        };

        var response = await _amazonS3.PutObjectLockConfigurationAsync(request);
        Console.WriteLine($"\\tAdded an object lock policy to bucket
{bucketName}.");
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }
}

```

```

    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"Error modifying object lock: '{ex.Message}'");
        return false;
    }
}

/// <summary>
/// Set or modify a retention period on an object in an S3 bucket.
/// </summary>
/// <param name="bucketName">The bucket of the object.</param>
/// <param name="objectKey">The key of the object.</param>
/// <param name="retention">The retention mode.</param>
/// <param name="retainUntilDate">The date retention expires.</param>
/// <returns>True if successful.</returns>
public async Task<bool> ModifyObjectRetentionPeriod(string bucketName,
    string objectKey, ObjectLockRetentionMode retention, DateTime
retainUntilDate)
{
    try
    {
        var request = new PutObjectRetentionRequest()
        {
            BucketName = bucketName,
            Key = objectKey,
            Retention = new ObjectLockRetention()
            {
                Mode = retention,
                RetainUntilDate = retainUntilDate
            }
        };

        var response = await _amazonS3.PutObjectRetentionAsync(request);
        Console.WriteLine($"\\tSet retention for {objectKey} in {bucketName}
until {retainUntilDate:d}.");
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"\\tError modifying retention period:
'{ex.Message}'");
        return false;
    }
}

```



```

    }

    /// <summary>
    /// Set or modify a retention period on an S3 bucket.
    /// </summary>
    /// <param name="bucketName">The bucket to modify.</param>
    /// <param name="retention">The retention mode.</param>
    /// <param name="retainUntilDate">The date for retention until.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> ModifyBucketDefaultRetention(string bucketName, bool
enableObjectLock, ObjectLockRetentionMode retention, DateTime retainUntilDate)
    {
        var enabledString = enableObjectLock ? "Enabled" : "Disabled";
        var timeDifference = retainUntilDate.Subtract(DateTime.Now);
        try
        {
            // First, enable Versioning on the bucket.
            await _amazonS3.PutBucketVersioningAsync(new
PutBucketVersioningRequest()
            {
                BucketName = bucketName,
                VersioningConfig = new S3BucketVersioningConfig()
                {
                    EnableMfaDelete = false,
                    Status = VersionStatus.Enabled
                }
            });

            var request = new PutObjectLockConfigurationRequest()
            {
                BucketName = bucketName,
                ObjectLockConfiguration = new ObjectLockConfiguration()
                {
                    ObjectLockEnabled = new ObjectLockEnabled(enabledString),
                    Rule = new ObjectLockRule()
                    {
                        DefaultRetention = new DefaultRetention()
                        {
                            Mode = retention,
                            Days = timeDifference.Days // Can be specified in days
or years but not both.
                        }
                    }
                }
            }
        }
    }

```

```

        };

        var response = await _amazonS3.PutObjectLockConfigurationAsync(request);
        Console.WriteLine($"\\tAdded a default retention to bucket
{bucketName}.");
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"\\tError modifying object lock: '{ex.Message}'");
        return false;
    }
}

/// <summary>
/// Get the retention period for an S3 object.
/// </summary>
/// <param name="bucketName">The bucket of the object.</param>
/// <param name="objectKey">The object key.</param>
/// <returns>The object retention details.</returns>
public async Task<ObjectLockRetention> GetObjectRetention(string bucketName,
    string objectKey)
{
    try
    {
        var request = new GetObjectRetentionRequest()
        {
            BucketName = bucketName,
            Key = objectKey
        };

        var response = await _amazonS3.GetObjectRetentionAsync(request);
        Console.WriteLine($"\\tObject retention for {objectKey} in {bucketName}:
" +
                                $"\\n\\t{response.Retention.Mode} until
{response.Retention.RetainUntilDate:d}.");
        return response.Retention;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"\\tUnable to fetch object lock retention:
'{ex.Message}'");
        return new ObjectLockRetention();
    }
}

```

```

    }

    /// <summary>
    /// Set or modify a legal hold on an object in an S3 bucket.
    /// </summary>
    /// <param name="bucketName">The bucket of the object.</param>
    /// <param name="objectKey">The key of the object.</param>
    /// <param name="holdStatus">The On or Off status for the legal hold.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> ModifyObjectLegalHold(string bucketName,
        string objectKey, ObjectLockLegalHoldStatus holdStatus)
    {
        try
        {
            var request = new PutObjectLegalHoldRequest()
            {
                BucketName = bucketName,
                Key = objectKey,
                LegalHold = new ObjectLockLegalHold()
                {
                    Status = holdStatus
                }
            };

            var response = await _amazonS3.PutObjectLegalHoldAsync(request);
            Console.WriteLine($"\\tModified legal hold for {objectKey} in
{bucketName}.");
            return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
        }
        catch (AmazonS3Exception ex)
        {
            Console.WriteLine($"\\tError modifying legal hold: '{ex.Message}'");
            return false;
        }
    }

    /// <summary>
    /// Get the legal hold details for an S3 object.
    /// </summary>
    /// <param name="bucketName">The bucket of the object.</param>
    /// <param name="objectKey">The object key.</param>
    /// <returns>The object legal hold details.</returns>
    public async Task<ObjectLockLegalHold> GetObjectLegalHold(string bucketName,
        string objectKey)

```

```

    {
        try
        {
            var request = new GetObjectLegalHoldRequest()
            {
                BucketName = bucketName,
                Key = objectKey
            };

            var response = await _amazonS3.GetObjectLegalHoldAsync(request);
            Console.WriteLine($"\\tObject legal hold for {objectKey} in {bucketName}:
" +
                                $"\\n\\tStatus: {response.LegalHold.Status}");
            return response.LegalHold;
        }
        catch (AmazonS3Exception ex)
        {
            Console.WriteLine($"\\tUnable to fetch legal hold: '{ex.Message}'");
            return new ObjectLockLegalHold();
        }
    }

    /// <summary>
    /// Get the object lock configuration details for an S3 bucket.
    /// </summary>
    /// <param name="bucketName">The bucket to get details.</param>
    /// <returns>The bucket's object lock configuration details.</returns>
    public async Task<ObjectLockConfiguration>
    GetBucketObjectLockConfiguration(string bucketName)
    {
        try
        {
            var request = new GetObjectLockConfigurationRequest()
            {
                BucketName = bucketName
            };

            var response = await _amazonS3.GetObjectLockConfigurationAsync(request);
            Console.WriteLine($"\\tBucket object lock config for {bucketName} in
{bucketName}: " +
                                $"\\n\\tEnabled:
{response.ObjectLockConfiguration.ObjectLockEnabled}" +
                                $"\\n\\tRule:
{response.ObjectLockConfiguration.Rule?.DefaultRetention}");

```

```

        return response.ObjectLockConfiguration;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"\\tUnable to fetch object lock config:
'{ex.Message}'");
        return new ObjectLockConfiguration();
    }
}

/// <summary>
/// Upload a file from the local computer to an Amazon S3 bucket.
/// </summary>
/// <param name="bucketName">The Amazon S3 bucket to use.</param>
/// <param name="objectName">The object to upload.</param>
/// <param name="filePath">The path, including file name, of the object to
upload.</param>
/// <returns>True if success.</returns>
public async Task<bool> UploadFileAsync(string bucketName, string objectName,
string filePath)
{
    var request = new PutObjectRequest
    {
        BucketName = bucketName,
        Key = objectName,
        FilePath = filePath,
        ChecksumAlgorithm = ChecksumAlgorithm.SHA256
    };

    var response = await _amazonS3.PutObjectAsync(request);
    if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
    {
        Console.WriteLine($"\\tSuccessfully uploaded {objectName} to
{bucketName}.");
        return true;
    }
    else
    {
        Console.WriteLine($"\\tCould not upload {objectName} to {bucketName}.");
        return false;
    }
}

```

```

    /// <summary>
    /// List bucket objects and versions.
    /// </summary>
    /// <param name="bucketName">The Amazon S3 bucket to use.</param>
    /// <returns>The list of objects and versions.</returns>
    public async Task<ListVersionsResponse> ListBucketObjectsAndVersions(string
bucketName)
    {
        var request = new ListVersionsRequest()
        {
            BucketName = bucketName
        };

        var response = await _amazonS3.ListVersionsAsync(request);
        return response;
    }

    /// <summary>
    /// Delete an object from a specific bucket.
    /// </summary>
    /// <param name="bucketName">The Amazon S3 bucket to use.</param>
    /// <param name="objectKey">The key of the object to delete.</param>
    /// <param name="hasRetention">True if the object has retention settings.</
param>
    /// <param name="versionId">Optional versionId.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DeleteObjectFromBucket(string bucketName, string
objectKey, bool hasRetention, string? versionId = null)
    {
        try
        {
            var request = new DeleteObjectRequest()
            {
                BucketName = bucketName,
                Key = objectKey,
                VersionId = versionId,
            };
            if (hasRetention)
            {
                // Set the BypassGovernanceRetention header
                // if the file has retention settings.
                request.BypassGovernanceRetention = true;
            }
            await _amazonS3.DeleteObjectAsync(request);

```

```

        Console.WriteLine(
            $"Deleted {objectKey} in {bucketName}.");
        return true;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"\\tUnable to delete object {objectKey} in bucket
{bucketName}: " + ex.Message);
        return false;
    }
}

/// <summary>
/// Delete a specific bucket.
/// </summary>
/// <param name="bucketName">The Amazon S3 bucket to use.</param>
/// <param name="objectKey">The key of the object to delete.</param>
/// <param name="versionId">Optional versionId.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteBucketByName(string bucketName)
{
    try
    {
        var request = new DeleteBucketRequest() { BucketName = bucketName, };
        var response = await _amazonS3.DeleteBucketAsync(request);
        Console.WriteLine($"\\tDelete for {bucketName} complete.");
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"\\tUnable to delete bucket {bucketName}: " +
ex.Message);
        return false;
    }
}
}

```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。
 - [GetObjectLegalHold](#)
 - [GetObjectLockConfiguration](#)

- [GetObjectRetention](#)
- [PutObjectLegalHold](#)
- [PutObjectLockConfiguration](#)
- [PutObjectRetention](#)

提出条件请求

以下代码示例演示如何向 Amazon S3 请求添加前提条件。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

运行一个交互式场景，演示 Amazon S3 条件请求的功能。

```
using Amazon.S3;
using Microsoft.Extensions.Configuration;
using Microsoft.Extensions.DependencyInjection;
using Microsoft.Extensions.Hosting;
using Microsoft.Extensions.Logging;
using Microsoft.Extensions.Logging.Console;
using Microsoft.Extensions.Logging.Debug;

namespace S3ConditionalRequestsScenario;

public static class S3ConditionalRequestsScenario
{
    /*
        Before running this .NET code example, set up your development environment,
        including your credentials.

        This example demonstrates the use of conditional requests for S3 operations.
        You can use conditional requests to add preconditions to S3 read requests to
        return or copy
        an object based on its Entity tag (ETag), or last modified date.
    */
}
```


You can use a conditional write requests to prevent overwrites by ensuring there is no existing object with the same key.

```
*/

public static S3ActionsWrapper _s3ActionsWrapper = null!;
public static IConfiguration _configuration = null!;
public static string _resourcePrefix = null!;
public static string _sourceBucketName = null!;
public static string _destinationBucketName = null!;
public static string _sampleObjectKey = null!;
public static string _sampleObjectEtag = null!;
public static bool _interactive = true;

public static async Task Main(string[] args)
{
    // Set up dependency injection for the Amazon service.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
            logging.AddFilter("System", LogLevel.Debug)
                .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
                .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
        .ConfigureServices((_, services) =>
            services.AddAWSService<IAmazonS3>()
                .AddTransient<S3ActionsWrapper>()
        )
        .Build();

    _configuration = new ConfigurationBuilder()
        .SetBasePath(Directory.GetCurrentDirectory())
        .AddJsonFile("settings.json") // Load settings from .json file.
        .AddJsonFile("settings.local.json",
            true) // Optionally, load local settings.
        .Build();

    ServicesSetup(host);

    try
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Welcome to the Amazon Simple Storage Service (S3)
Conditional Requests Feature Scenario.");
        Console.WriteLine(new string('-', 80));
    }
}
```

```

        ConfigurationSetup();
        _sampleObjectEtag = await Setup(_sourceBucketName,
        _destinationBucketName, _sampleObjectKey);

        await DisplayDemoChoices(_sourceBucketName, _destinationBucketName,
        _sampleObjectKey, _sampleObjectEtag, 0);

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Cleaning up resources.");
        Console.WriteLine(new string('-', 80));
        await Cleanup(true);

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Amazon S3 Conditional Requests Feature Scenario is
complete.");
        Console.WriteLine(new string('-', 80));
    }
    catch (Exception ex)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"There was a problem: {ex.Message}");
        await CleanupScenario(_sourceBucketName, _destinationBucketName);
        Console.WriteLine(new string('-', 80));
    }
}

/// <summary>
/// Populate the services for use within the console application.
/// </summary>
/// <param name="host">The services host.</param>
private static void ServicesSetup(IHost host)
{
    _s3ActionsWrapper = host.Services.GetRequiredService<S3ActionsWrapper>();
}

/// <summary>
/// Any setup operations needed.
/// </summary>
public static void ConfigurationSetup()
{
    _resourcePrefix = _configuration["resourcePrefix"] ?? "dotnet-example";

    _sourceBucketName = _resourcePrefix + "-source";
    _destinationBucketName = _resourcePrefix + "-dest";
}

```

```

        _sampleObjectKey = _resourcePrefix + "-sample-object.txt";
    }

    /// <summary>
    /// Sets up the scenario by creating a source and destination bucket, and
    uploading a test file to the source bucket.
    /// </summary>
    /// <param name="sourceBucket">The name of the source bucket.</param>
    /// <param name="destBucket">The name of the destination bucket.</param>
    /// <param name="objectKey">The name of the test file to add to the source
    bucket.</param>
    /// <returns>The ETag of the uploaded test file.</returns>
    public static async Task<string> Setup(string sourceBucket, string destBucket,
    string objectKey)
    {
        Console.WriteLine(
            "\nFor this scenario, we will use the AWS SDK for .NET to create several
S3\n" +
            "buckets and files to demonstrate working with S3 conditional requests.
\n" +
            "This example demonstrates the use of conditional requests for S3
operations.\r\n" +
            "You can use conditional requests to add preconditions to S3 read
requests to return or copy\r\n" +
            "an object based on its Entity tag (ETag), or last modified date. \r\n"
            +
            "You can use a conditional write requests to prevent overwrites by
ensuring \r\n" +
            "there is no existing object with the same key. \r\n\r\n" +
            "This example will allow you to perform conditional reads\r\n" +
            "and writes that will succeed or fail based on your selected options.\r
\n\r\n" +
            "Sample buckets and a sample object will be created as part of the
example.");

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Press Enter when you are ready to start.");
        if (_interactive)
            Console.ReadLine();

        await _s3ActionsWrapper.CreateBucketWithName(sourceBucket);
        await _s3ActionsWrapper.CreateBucketWithName(destBucket);
    }

```

```

        var eTag = await _s3ActionsWrapper.PutObjectConditional(objectKey,
sourceBucket,
        "Test file content.");

        return eTag;
    }

    /// <summary>
    /// Cleans up the scenario by deleting the source and destination buckets.
    /// </summary>
    /// <param name="sourceBucket">The name of the source bucket.</param>
    /// <param name="destBucket">The name of the destination bucket.</param>
    public static async Task CleanupScenario(string sourceBucket, string destBucket)
    {
        await _s3ActionsWrapper.CleanupBucketByName(sourceBucket);
        await _s3ActionsWrapper.CleanupBucketByName(destBucket);
    }

    /// <summary>
    /// Displays a list of the objects in the test buckets.
    /// </summary>
    /// <param name="sourceBucket">The name of the source bucket.</param>
    /// <param name="destBucket">The name of the destination bucket.</param>
    public static async Task DisplayBuckets(string sourceBucket, string destBucket)
    {
        await _s3ActionsWrapper.ListBucketContentsByName(sourceBucket);
        await _s3ActionsWrapper.ListBucketContentsByName(destBucket);
    }

    /// <summary>
    /// Displays the menu of conditional request options for the user.
    /// </summary>
    /// <param name="sourceBucket">The name of the source bucket.</param>
    /// <param name="destBucket">The name of the destination bucket.</param>
    /// <param name="objectKey">The key of the test object in the source bucket.</
param>
    /// <param name="etag">The ETag of the test object in the source bucket.</param>
    public static async Task DisplayDemoChoices(string sourceBucket, string
destBucket, string objectKey, string etag, int defaultChoice)
    {
        var actions = new[]
        {
            "Print a list of bucket items.",
            "Perform a conditional read.",

```

```

        "Perform a conditional copy.",
        "Perform a conditional write.",
        "Clean up and exit."
    };

    var conditions = new[]
    {
        "If-Match: using the object's ETag. This condition should succeed.",
        "If-None-Match: using the object's ETag. This condition should fail.",
        "If-Modified-Since: using yesterday's date. This condition should
succeed.",
        "If-Unmodified-Since: using yesterday's date. This condition should
fail."
    };

    var conditionTypes = new[]
    {
        S3ConditionType.IfMatch,
        S3ConditionType.IfNoneMatch,
        S3ConditionType.IfModifiedSince,
        S3ConditionType.IfUnmodifiedSince,
    };

    var yesterdayDate = DateTime.UtcNow.AddDays(-1);

    int choice;
    while ((choice = GetChoiceResponse("\nExplore the S3 conditional request
features by selecting one of the following choices:", actions, defaultChoice)) !=
4)
    {
        switch (choice)
        {
            case 0:
                Console.WriteLine("Listing the objects and buckets.");
                await DisplayBuckets(sourceBucket, destBucket);
                break;
            case 1:
                int conditionTypeIndex = GetChoiceResponse("Perform a
conditional read:", conditions, 1);
                if (conditionTypeIndex == 0 || conditionTypeIndex == 1)
                {
                    await _s3ActionsWrapper.GetObjectConditional(objectKey,
sourceBucket, conditionTypes[conditionTypeIndex], null, _sampleObjectEtag);
                }

```

```

        else if (conditionTypeIndex == 2 || conditionTypeIndex == 3)
        {
            await _s3ActionsWrapper.GetObjectConditional(objectKey,
sourceBucket, conditionTypes[conditionTypeIndex], yesterdayDate);
        }
        break;
    case 2:
        int copyConditionTypeIndex = GetChoiceResponse("Perform a
conditional copy:", conditions, 1);
        string destKey = GetStringResponse("Enter an object key:",
"sampleObjectKey");
        if (copyConditionTypeIndex == 0 || copyConditionTypeIndex == 1)
        {
            await _s3ActionsWrapper.CopyObjectConditional(objectKey,
destKey, sourceBucket, destBucket, conditionTypes[copyConditionTypeIndex], null,
etag);
        }
        else if (copyConditionTypeIndex == 2 || copyConditionTypeIndex
== 3)
        {
            await _s3ActionsWrapper.CopyObjectConditional(objectKey,
destKey, sourceBucket, destBucket, conditionTypes[copyConditionTypeIndex],
yesterdayDate);
        }
        break;
    case 3:
        Console.WriteLine("Perform a conditional write using IfNoneMatch
condition on the object key.");
        Console.WriteLine("If the key is a duplicate, the write will
fail.");
        string newObjectKey = GetStringResponse("Enter an object key:",
"newObjectKey");
        await _s3ActionsWrapper.PutObjectConditional(newObjectKey,
sourceBucket, "Conditional write example data.");
        break;
    }

    if (!_interactive)
    {
        break;
    }
}

Console.WriteLine("Proceeding to cleanup.");

```

```

    }

    /// <summary>
    /// Clean up the resources from the scenario.
    /// </summary>
    /// <param name="interactive">True to run as interactive.</param>
    /// <returns>True if successful.</returns>
    public static async Task<bool> Cleanup(bool interactive)
    {
        Console.WriteLine(new string('-', 80));

        if (!interactive || GetYesNoResponse("Do you want to clean up all files and
buckets? (y/n) "))
        {
            await _s3ActionsWrapper.CleanUpBucketByName(_sourceBucketName);
            await _s3ActionsWrapper.CleanUpBucketByName(_destinationBucketName);

        }
        else
        {
            Console.WriteLine(
                "Ok, we'll leave the resources intact.\n" +
                "Don't forget to delete them when you're done with them or you might
incur unexpected charges."
            );
        }

        Console.WriteLine(new string('-', 80));
        return true;
    }

    /// <summary>
    /// Helper method to get a yes or no response from the user.
    /// </summary>
    /// <param name="question">The question string to print on the console.</param>
    /// <returns>True if the user responds with a yes.</returns>
    private static bool GetYesNoResponse(string question)
    {
        Console.WriteLine(question);
        var ynResponse = Console.ReadLine();
        var response = ynResponse != null && ynResponse.Equals("y",
StringComparison.InvariantCultureIgnoreCase);
        return response;
    }
}

```

```

    /// <summary>
    /// Helper method to get a choice response from the user.
    /// </summary>
    /// <param name="question">The question string to print on the console.</param>
    /// <param name="choices">The choices to print on the console.</param>
    /// <returns>The index of the selected choice</returns>
    private static int GetChoiceResponse(string? question, string[] choices, int
defaultChoice)
    {
        if (question != null)
        {
            Console.WriteLine(question);

            for (int i = 0; i < choices.Length; i++)
            {
                Console.WriteLine($"{i + 1}. {choices[i]}");
            }
        }

        if (!_interactive)
            return defaultChoice;

        var choiceNumber = 0;
        while (choiceNumber < 1 || choiceNumber > choices.Length)
        {
            var choice = Console.ReadLine();
            Int32.TryParse(choice, out choiceNumber);
        }

        return choiceNumber - 1;
    }

    /// <summary>
    /// Get a string response from the user.
    /// </summary>
    /// <param name="question">The question to print.</param>
    /// <param name="defaultAnswer">A default answer to use when not interactive.</
param>
    /// <returns>The string response.</returns>
    public static string GetStringResponse(string? question, string defaultAnswer)
    {
        string? answer = "";
        if (_interactive)

```



```

        {
            do
            {
                Console.WriteLine(question);
                answer = Console.ReadLine();
            } while (string.IsNullOrEmpty(answer));
        }
        else
        {
            answer = defaultAnswer;
        }

        return answer;
    }
}

```

S3 函数的包装器类。

```

using System.Net;
using Amazon.S3;
using Amazon.S3.Model;
using Microsoft.Extensions.Logging;

namespace S3ConditionalRequestsScenario;

/// <summary>
/// Encapsulate the Amazon S3 operations.
/// </summary>
public class S3ActionsWrapper
{
    private readonly IAmazonS3 _amazonS3;
    private readonly ILogger<S3ActionsWrapper> _logger;

    /// <summary>
    /// Constructor for the S3ActionsWrapper.
    /// </summary>
    /// <param name="amazonS3">The injected S3 client.</param>
    /// <param name="logger">The class logger.</param>
    public S3ActionsWrapper(IAmazonS3 amazonS3, ILogger<S3ActionsWrapper> logger)
    {
        _amazonS3 = amazonS3;
    }
}

```

```

        _logger = logger;
    }

    /// <summary>
    /// Retrieves an object from Amazon S3 with a conditional request.
    /// </summary>
    /// <param name="objectKey">The key of the object to retrieve.</param>
    /// <param name="sourceBucket">The source bucket of the object.</param>
    /// <param name="conditionType">The type of condition: 'IfMatch', 'IfNoneMatch',
    'IfModifiedSince', 'IfUnmodifiedSince'.</param>
    /// <param name="conditionDateValue">The value to use for the condition for
    dates.</param>
    /// <param name="etagConditionalValue">The value to use for the condition for
    etags.</param>
    /// <returns>True if the conditional read is successful, False otherwise.</
returns>
    public async Task<bool> GetObjectConditional(string objectKey, string
sourceBucket,
        S3ConditionType conditionType, DateTime? conditionDateValue = null, string?
etagConditionalValue = null)
    {
        try
        {
            var getObjectRequest = new GetObjectRequest
            {
                BucketName = sourceBucket,
                Key = objectKey
            };

            switch (conditionType)
            {
                case S3ConditionType.IfMatch:
                    getObjectRequest.EtagToMatch = etagConditionalValue;
                    break;
                case S3ConditionType.IfNoneMatch:
                    getObjectRequest.EtagToNotMatch = etagConditionalValue;
                    break;
                case S3ConditionType.IfModifiedSince:
                    getObjectRequest.ModifiedSinceDateUtc =
conditionDateValue.GetValueOrDefault();
                    break;
                case S3ConditionType.IfUnmodifiedSince:
                    getObjectRequest.UnmodifiedSinceDateUtc =
conditionDateValue.GetValueOrDefault();

```

```

            break;
        default:
            throw new ArgumentOutOfRangeException(nameof(conditionType),
conditionType, null);
        }

        var response = await _amazonS3.GetObjectAsync(getObjectRequest);
        var sampleBytes = new byte[20];
        await response.ResponseStream.ReadAsync(sampleBytes, 0, 20);
        _logger.LogInformation($"Conditional read successful. Here are the first
20 bytes of the object:\n{System.Text.Encoding.UTF8.GetString(sampleBytes)}");
        return true;
    }
    catch (AmazonS3Exception e)
    {
        if (e.ErrorCode == "PreconditionFailed")
        {
            _logger.LogError("Conditional read failed: Precondition failed");
        }
        else if (e.ErrorCode == "NotModified")
        {
            _logger.LogError("Conditional read failed: Object not modified");
        }
        else
        {
            _logger.LogError($"Unexpected error: {e.ErrorCode}");
            throw;
        }
        return false;
    }
}

/// <summary>
/// Uploads an object to Amazon S3 with a conditional request. Prevents
overwrite using an IfNoneMatch condition for the object key.
/// </summary>
/// <param name="objectKey">The key of the object to upload.</param>
/// <param name="bucket">The source bucket of the object.</param>
/// <param name="content">The content to upload as a string.</param>
/// <returns>The ETag if the conditional write is successful, empty otherwise.</
returns>
    public async Task<string> PutObjectConditional(string objectKey, string bucket,
string content)
    {

```

```

        try
        {
            var putObjectRequest = new PutObjectRequest
            {
                BucketName = bucket,
                Key = objectKey,
                ContentBody = content,
                IfNoneMatch = "*"
            };

            var putResult = await _amazonS3.PutObjectAsync(putObjectRequest);
            _logger.LogInformation($"Conditional write successful for key
{objectKey} in bucket {bucket}.");
            return putResult.ETag;
        }
        catch (AmazonS3Exception e)
        {
            if (e.ErrorCode == "PreconditionFailed")
            {
                _logger.LogError("Conditional write failed: Precondition failed");
            }
            else
            {
                _logger.LogError($"Unexpected error: {e.ErrorCode}");
                throw;
            }
            return string.Empty;
        }
    }

    /// <summary>
    /// Copies an object from one Amazon S3 bucket to another with a conditional
    request.
    /// </summary>
    /// <param name="sourceKey">The key of the source object to copy.</param>
    /// <param name="destKey">The key of the destination object.</param>
    /// <param name="sourceBucket">The source bucket of the object.</param>
    /// <param name="destBucket">The destination bucket of the object.</param>
    /// <param name="conditionType">The type of condition to apply, e.g.
    'CopySourceIfMatch', 'CopySourceIfNoneMatch', 'CopySourceIfModifiedSince',
    'CopySourceIfUnmodifiedSince'.</param>
    /// <param name="conditionDateValue">The value to use for the condition for
    dates.</param>

```

```

    /// <param name="etagConditionalValue">The value to use for the condition for
    etags.</param>
    /// <returns>True if the conditional copy is successful, False otherwise.</
returns>
    public async Task<bool> CopyObjectConditional(string sourceKey, string destKey,
        string sourceBucket, string destBucket,
        S3ConditionType conditionType, DateTime? conditionDateValue = null, string?
        etagConditionalValue = null)
    {
        try
        {
            var copyObjectRequest = new CopyObjectRequest
            {
                DestinationBucket = destBucket,
                DestinationKey = destKey,
                SourceBucket = sourceBucket,
                SourceKey = sourceKey
            };

            switch (conditionType)
            {
                case S3ConditionType.IfMatch:
                    copyObjectRequest.ETagToMatch = etagConditionalValue;
                    break;
                case S3ConditionType.IfNoneMatch:
                    copyObjectRequest.ETagToNotMatch = etagConditionalValue;
                    break;
                case S3ConditionType.IfModifiedSince:
                    copyObjectRequest.ModifiedSinceDateUtc =
                    conditionDateValue.GetValueOrDefault();
                    break;
                case S3ConditionType.IfUnmodifiedSince:
                    copyObjectRequest.UnmodifiedSinceDateUtc =
                    conditionDateValue.GetValueOrDefault();
                    break;
                default:
                    throw new ArgumentOutOfRangeException(nameof(conditionType),
                    conditionType, null);
            }

            await _amazonS3.CopyObjectAsync(copyObjectRequest);
            _logger.LogInformation($"Conditional copy successful for key {destKey}
in bucket {destBucket}.");
            return true;
        }
    }

```

```

    }
    catch (AmazonS3Exception e)
    {
        if (e.ErrorCode == "PreconditionFailed")
        {
            _logger.LogError("Conditional copy failed: Precondition failed");
        }
        else if (e.ErrorCode == "304")
        {
            _logger.LogError("Conditional copy failed: Object not modified");
        }
        else
        {
            _logger.LogError($"Unexpected error: {e.ErrorCode}");
            throw;
        }
        return false;
    }
}

/// <summary>
/// Create a new Amazon S3 bucket with a specified name and check that the
bucket is ready.
/// </summary>
/// <param name="bucketName">The name of the bucket to create.</param>
/// <returns>True if successful.</returns>
public async Task<bool> CreateBucketWithName(string bucketName)
{
    Console.WriteLine($"\\tCreating bucket {bucketName}.");
    try
    {
        var request = new PutBucketRequest
        {
            BucketName = bucketName,
            UseClientRegion = true
        };

        await _amazonS3.PutBucketAsync(request);
        var bucketReady = false;
        var retries = 5;
        while (!bucketReady && retries > 0)
        {
            Thread.Sleep(5000);
        }
    }
    catch { }
}

```

```

        bucketReady = await
Amazon.S3.Util.AmazonS3Util.DoesS3BucketExistV2Async(_amazonS3, bucketName);
        retries--;
    }

    return bucketReady;
}
catch (BucketAlreadyExistsException ex)
{
    Console.WriteLine($"Bucket already exists: '{ex.Message}'");
    return true;
}
catch (AmazonS3Exception ex)
{
    Console.WriteLine($"Error creating bucket: '{ex.Message}'");
    return false;
}
}

/// <summary>
/// Cleans up objects and deletes the bucket by name.
/// </summary>
/// <param name="bucketName">The name of the bucket.</param>
/// <returns>Async task.</returns>
public async Task CleanupBucketByName(string bucketName)
{
    try
    {
        var listObjectsResponse = await _amazonS3.ListObjectsV2Async(new
ListObjectsV2Request { BucketName = bucketName });
        foreach (var obj in listObjectsResponse.S3Objects)
        {
            await _amazonS3.DeleteObjectAsync(new DeleteObjectRequest
{ BucketName = bucketName, Key = obj.Key });
        }
        await _amazonS3.DeleteBucketAsync(new DeleteBucketRequest { BucketName =
bucketName });
        Console.WriteLine($"Cleaned up bucket: {bucketName}.");
    }
    catch (AmazonS3Exception e)
    {
        if (e.ErrorCode == "NoSuchBucket")
        {

```

```

        Console.WriteLine($"Bucket {bucketName} does not exist, skipping
cleanup.");
    }
    else
    {
        Console.WriteLine($"Error deleting bucket: {e.ErrorCode}");
        throw;
    }
}

}

/// <summary>
/// List the contents of the bucket with their ETag.
/// </summary>
/// <param name="bucketName">The name of the bucket.</param>
/// <returns>Async task.</returns>
public async Task<List<S3Object>> ListBucketContentsByName(string bucketName)
{
    var results = new List<S3Object>();
    try
    {
        Console.WriteLine($"\\t Items in bucket {bucketName}");
        var listObjectsResponse = await _amazonS3.ListObjectsV2Async(new
ListObjectsV2Request { BucketName = bucketName });
        if (listObjectsResponse.S3Objects.Count == 0)
        {
            Console.WriteLine($"\\t\\tNo objects found.");
        }
        else
        {
            foreach (var obj in listObjectsResponse.S3Objects)
            {
                Console.WriteLine($"\\t\\t object: {obj.Key} ETag {obj.ETag}");
            }
        }
        results = listObjectsResponse.S3Objects;
    }
    catch (AmazonS3Exception e)
    {
        if (e.ErrorCode == "NoSuchBucket")
        {
            _logger.LogError($"Bucket {bucketName} does not exist.");
        }
    }
}

```



```

        else
        {
            _logger.LogError($"Error listing bucket and objects:
{e.ErrorCode}");
            throw;
        }
    }

    return results;
}

/// <summary>
/// Delete an object from a specific bucket.
/// </summary>
/// <param name="bucketName">The Amazon S3 bucket to use.</param>
/// <param name="objectKey">The key of the object to delete.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteObjectFromBucket(string bucketName, string
objectKey)
{
    try
    {
        var request = new DeleteObjectRequest()
        {
            BucketName = bucketName,
            Key = objectKey
        };
        await _amazonS3.DeleteObjectAsync(request);
        Console.WriteLine($"Deleted {objectKey} in {bucketName}.");
        return true;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"Unable to delete object {objectKey} in bucket
{bucketName}: " + ex.Message);
        return false;
    }
}

/// <summary>
/// Delete a specific bucket by deleting the objects and then the bucket itself.
/// </summary>
/// <param name="bucketName">The Amazon S3 bucket to use.</param>
/// <param name="objectKey">The key of the object to delete.</param>

```

```
/// <param name="versionId">Optional versionId.</param>
/// <returns>True if successful.</returns>
public async Task<bool> CleanUpBucketByName(string bucketName)
{
    try
    {
        var allFiles = await ListBucketContentsByName(bucketName);

        foreach (var fileInfo in allFiles)
        {
            await DeleteObjectFromBucket(fileInfo.BucketName, fileInfo.Key);
        }

        var request = new DeleteBucketRequest() { BucketName = bucketName, };
        var response = await _amazonS3.DeleteBucketAsync(request);
        Console.WriteLine($"\\tDelete for {bucketName} complete.");
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (AmazonS3Exception ex)
    {
        Console.WriteLine($"\\tUnable to delete bucket {bucketName}: " +
            ex.Message);
        return false;
    }
}
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [CopyObject](#)
- [GetObject](#)
- [PutObject](#)

管理访问控制列表 (ACLs)

以下代码示例显示如何管理 Amazon S3 存储桶的访问控制列表 (ACLs)。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example shows how to manage Amazon Simple Storage Service
/// (Amazon S3) access control lists (ACLs) to control Amazon S3 bucket
/// access.
/// </summary>
public class ManageACLs
{
    public static async Task Main()
    {
        string bucketName = "amzn-s3-demo-bucket1";
        string newBucketName = "amzn-s3-demo-bucket2";
        string keyName = "sample-object.txt";
        string emailAddress = "someone@example.com";

        // If the AWS Region where your bucket is located is different from
        // the Region defined for the default user, pass the Amazon S3 bucket's
        // name to the client constructor. It should look like this:
        // RegionEndpoint bucketRegion = RegionEndpoint.USEast1;
        IAmazonS3 client = new AmazonS3Client();

        await TestBucketObjectACLsAsync(client, bucketName, newBucketName,
keyName, emailAddress);
    }

    /// <summary>
    /// Creates a new Amazon S3 bucket with a canned ACL, then retrieves the ACL
    /// information and then adds a new ACL to one of the objects in the
    /// Amazon S3 bucket.

```

```

call
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
    /// methods to create a bucket, get an ACL, and add a different ACL to
    /// one of the objects.</param>
    /// <param name="bucketName">A string representing the original Amazon S3
    /// bucket name.</param>
    /// <param name="newBucketName">A string representing the name of the
    /// new bucket that will be created.</param>
    /// <param name="keyName">A string representing the key name of an Amazon S3
    /// object for which we will change the ACL.</param>
    /// <param name="emailAddress">A string representing the email address
    /// belonging to the person to whom access to the Amazon S3 bucket will be
    /// granted.</param>
    public static async Task TestBucketObjectACLsAsync(
        IAmazonS3 client,
        string bucketName,
        string newBucketName,
        string keyName,
        string emailAddress)
    {
        try
        {
            // Create a new Amazon S3 bucket and specify canned ACL.
            var success = await CreateBucketWithCannedACLAsync(client,
newBucketName);

            // Get the ACL on a bucket.
            await GetBucketACLAsync(client, bucketName);

            // Add (replace) the ACL on an object in a bucket.
            await AddACLToExistingObjectAsync(client, bucketName, keyName,
emailAddress);
        }
        catch (AmazonS3Exception amazonS3Exception)
        {
            Console.WriteLine($"Exception: {amazonS3Exception.Message}");
        }
    }

    /// <summary>
    /// Creates a new Amazon S3 bucket with a canned ACL attached.
    /// </summary>
    /// <param name="client">The initialized client object used to call

```

```

    /// PutBucketAsync.</param>
    /// <param name="newBucketName">A string representing the name of the
    /// new Amazon S3 bucket.</param>
    /// <returns>Returns a boolean value indicating success or failure.</
returns>
    public static async Task<bool> CreateBucketWithCannedACLAsync(IAmazonS3
client, string newBucketName)
    {
        var request = new PutBucketRequest()
        {
            BucketName = newBucketName,
            BucketRegion = S3Region.EUWest1,

            // Add a canned ACL.
            CannedACL = S3CannedACL.LogDeliveryWrite,
        };

        var response = await client.PutBucketAsync(request);
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Retrieves the ACL associated with the Amazon S3 bucket name in the
    /// bucketName parameter.
    /// </summary>
    /// <param name="client">The initialized client object used to call
    /// PutBucketAsync.</param>
    /// <param name="bucketName">The Amazon S3 bucket for which we want to get
the
    /// ACL list.</param>
    /// <returns>Returns an S3AccessControlList returned from the call to
    /// GetACLAsync.</returns>
    public static async Task<S3AccessControlList> GetBucketACLAsync(IAmazonS3
client, string bucketName)
    {
        GetACLResponse response = await client.GetACLAsync(new GetACLRequest
        {
            BucketName = bucketName,
        });

        return response.AccessControlList;
    }

```

```

    /// <summary>
    /// Adds a new ACL to an existing object in the Amazon S3 bucket.
    /// </summary>
    /// <param name="client">The initialized client object used to call
    /// PutBucketAsync.</param>
    /// <param name="bucketName">A string representing the name of the Amazon S3
    /// bucket containing the object to which we want to apply a new ACL.</
param>
    /// <param name="keyName">A string representing the name of the object
    /// to which we want to apply the new ACL.</param>
    /// <param name="emailAddress">The email address of the person to whom
    /// we will be applying to whom access will be granted.</param>
    public static async Task AddACLToExistingObjectAsync(IAmazonS3 client,
string bucketName, string keyName, string emailAddress)
    {
        // Retrieve the ACL for an object.
        GetACLResponse aclResponse = await client.GetACLAsync(new GetACLRequest
        {
            BucketName = bucketName,
            Key = keyName,
        });

        S3AccessControlList acl = aclResponse.AccessControlList;

        // Retrieve the owner.
        Owner owner = acl.Owner;

        // Clear existing grants.
        acl.Grants.Clear();

        // Add a grant to reset the owner's full permission
        // (the previous clear statement removed all permissions).
        var fullControlGrant = new S3Grant
        {
            Grantee = new S3Grantee { CanonicalUser = acl.Owner.Id },
        };
        acl.AddGrant(fullControlGrant.Grantee, S3Permission.FULL_CONTROL);

        // Specify email to identify grantee for granting permissions.
        var grantUsingEmail = new S3Grant
        {
            Grantee = new S3Grantee { EmailAddress = emailAddress },

```

```
        Permission = S3Permission.WRITE_ACP,
    };

    // Specify log delivery group as grantee.
    var grantLogDeliveryGroup = new S3Grant
    {
        Grantee = new S3Grantee { URI = "http://acs.amazonaws.com/groups/s3/LogDelivery" },
        Permission = S3Permission.WRITE,
    };

    // Create a new ACL.
    var newAcl = new S3AccessControlList
    {
        Grants = new List<S3Grant> { grantUsingEmail, grantLogDeliveryGroup },
        Owner = owner,
    };

    // Set the new ACL. We're throwing away the response here.
    _ = await client.PutACLAsync(new PutACLRequest
    {
        BucketName = bucketName,
        Key = keyName,
        AccessControlList = newAcl,
    });
}

}
```

• 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [GetBucketAcl](#)
- [GetObjectAcl](#)
- [PutBucketAcl](#)
- [PutObjectAcl](#)

执行分段复制

以下代码示例显示如何执行 Amazon S3 对象的分段复制。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// This example shows how to perform a multi-part copy from one Amazon
/// Simple Storage Service (Amazon S3) bucket to another.
/// </summary>
public class MPUApiCopyObj
{
    private const string SourceBucket = "amzn-s3-demo-bucket1";
    private const string TargetBucket = "amzn-s3-demo-bucket2";
    private const string SourceObjectKey = "example.mov";
    private const string TargetObjectKey = "copied_video_file.mov";

    /// <summary>
    /// This method starts the multi-part upload.
    /// </summary>
    public static async Task Main()
    {
        var s3Client = new AmazonS3Client();
        Console.WriteLine("Copying object...");
        await MPUCopyObjectAsync(s3Client);
    }

    /// <summary>
    /// This method uses the passed client object to perform a multipart
    /// copy operation.
    /// </summary>
    /// <param name="client">An Amazon S3 client object that will be used
    /// to perform the copy.</param>
    public static async Task MPUCopyObjectAsync(AmazonS3Client client)
```



```
{
    // Create a list to store the copy part responses.
    var copyResponses = new List<CopyPartResponse>();

    // Setup information required to initiate the multipart upload.
    var initiateRequest = new InitiateMultipartUploadRequest
    {
        BucketName = TargetBucket,
        Key = TargetObjectKey,
    };

    // Initiate the upload.
    InitiateMultipartUploadResponse initResponse =
        await client.InitiateMultipartUploadAsync(initiateRequest);

    // Save the upload ID.
    string uploadId = initResponse.UploadId;

    try
    {
        // Get the size of the object.
        var metadataRequest = new GetObjectMetadataRequest
        {
            BucketName = SourceBucket,
            Key = SourceObjectKey,
        };

        GetObjectMetadataResponse metadataResponse =
            await client.GetObjectMetadataAsync(metadataRequest);
        var objectSize = metadataResponse.ContentLength; // Length in bytes.

        // Copy the parts.
        var partSize = 5 * (long)Math.Pow(2, 20); // Part size is 5 MB.

        long bytePosition = 0;
        for (int i = 1; bytePosition < objectSize; i++)
        {
            var copyRequest = new CopyPartRequest
            {
                DestinationBucket = TargetBucket,
                DestinationKey = TargetObjectKey,
                SourceBucket = SourceBucket,
                SourceKey = SourceObjectKey,
                UploadId = uploadId,
```

```

        FirstByte = bytePosition,
        LastByte = bytePosition + partSize - 1 >= objectSize ?
objectSize - 1 : bytePosition + partSize - 1,
        PartNumber = i,
    };

    copyResponses.Add(await client.CopyPartAsync(copyRequest));

    bytePosition += partSize;
}

// Set up to complete the copy.
var completeRequest = new CompleteMultipartUploadRequest
{
    BucketName = TargetBucket,
    Key = TargetObjectKey,
    UploadId = initResponse.UploadId,
};
completeRequest.AddPartETags(copyResponses);

// Complete the copy.
CompleteMultipartUploadResponse completeUploadResponse =
    await client.CompleteMultipartUploadAsync(completeRequest);
}
catch (AmazonS3Exception e)
{
    Console.WriteLine($"Error encountered on server.
Message: '{e.Message}' when writing an object");
}
catch (Exception e)
{
    Console.WriteLine($"Unknown encountered on server.
Message: '{e.Message}' when writing an object");
}
}
}

```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。
 - [CompleteMultipartUpload](#)
 - [CreateMultipartUpload](#)

- [GetObjectMetadata](#)
- [UploadPartCopy](#)

使用 S3 对象 Lambda 转换数据

下面的代码示例显示如何使用 S3 对象 Lambda 转换应用程序的数据。

适用于 .NET 的 SDK

显示如何将自定义代码添加到标准 S3 GET 请求中，来修改从 S3 检索的请求对象，从而使该对象适合发出请求的客户端或应用程序的需要。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- Lambda
- Amazon S3

上传或下载大文件

下面的代码示例展示了如何向 Amazon S3 上传大文件或从 Amazon S3 下载大文件。

有关更多信息，请参阅[使用分段上传操作上传对象](#)。

适用于 .NET 的 SDK

Note

还有更多相关信息 [GitHub](#)。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

调用使用 Amazon S3 将文件传输到 S3 存储桶和传出 S3 存储桶的函数 `TransferUtility`。

```
global using System.Text;
global using Amazon.S3;
global using Amazon.S3.Model;
global using Amazon.S3.Transfer;
global using TransferUtilityBasics;
```

```
// This Amazon S3 client uses the default user credentials
// defined for this computer.
using Microsoft.Extensions.Configuration;

IAmazonS3 client = new AmazonS3Client();
var transferUtil = new TransferUtility(client);
IConfiguration _configuration;

_configuration = new ConfigurationBuilder()
    .SetBasePath(Directory.GetCurrentDirectory())
    .AddJsonFile("settings.json") // Load test settings from JSON file.
    .AddJsonFile("settings.local.json",
        true) // Optionally load local settings.
    .Build();

// Edit the values in settings.json to use an S3 bucket and files that
// exist on your AWS account and on the local computer where you
// run this scenario.
var bucketName = _configuration["BucketName"];
var localPath =
    $"{Environment.GetFolderPath(Environment.SpecialFolder.ApplicationData)}\
\TransferFolder";

DisplayInstructions();

PressEnter();

Console.WriteLine();

// Upload a single file to an S3 bucket.
DisplayTitle("Upload a single file");

var fileToUpload = _configuration["FileToUpload"];
Console.WriteLine($"Uploading {fileToUpload} to the S3 bucket, {bucketName}.");

var success = await TransferMethods.UploadSingleFileAsync(transferUtil, bucketName,
    fileToUpload, localPath);
if (success)
{
    Console.WriteLine($"Successfully uploaded the file, {fileToUpload} to
    {bucketName}.");
}
```

```
PressEnter();

// Upload a local directory to an S3 bucket.
DisplayTitle("Upload all files from a local directory");
Console.WriteLine("Upload all the files in a local folder to an S3 bucket.");
const string keyPrefix = "UploadFolder";
var uploadPath = $"{localPath}\\UploadFolder";

Console.WriteLine($"Uploading the files in {uploadPath} to {bucketName}");
DisplayTitle($"{uploadPath} files");
DisplayLocalFiles(uploadPath);
Console.WriteLine();

PressEnter();

success = await TransferMethods.UploadFullDirectoryAsync(transferUtil, bucketName,
    keyPrefix, uploadPath);
if (success)
{
    Console.WriteLine($"Successfully uploaded the files in {uploadPath} to
{bucketName}.");
    Console.WriteLine($"{bucketName} currently contains the following files:");
    await DisplayBucketFiles(client, bucketName, keyPrefix);
    Console.WriteLine();
}

PressEnter();

// Download a single file from an S3 bucket.
DisplayTitle("Download a single file");
Console.WriteLine("Now we will download a single file from an S3 bucket.");

var keyName = _configuration["FileToDownload"];

Console.WriteLine($"Downloading {keyName} from {bucketName}.");

success = await TransferMethods.DownloadSingleFileAsync(transferUtil, bucketName,
    keyName, localPath);
if (success)
{
    Console.WriteLine($"Successfully downloaded the file, {keyName} from
{bucketName}.");
}
```

```
PressEnter();

// Download the contents of a directory from an S3 bucket.
DisplayTitle("Download the contents of an S3 bucket");
var s3Path = _configuration["S3Path"];
var downloadPath = $"{localPath}\\{s3Path}";

Console.WriteLine($"Downloading the contents of {bucketName}\\{s3Path}");
Console.WriteLine($"{bucketName}\\{s3Path} contains the following files:");
await DisplayBucketFiles(client, bucketName, s3Path);
Console.WriteLine();

success = await TransferMethods.DownloadS3DirectoryAsync(transferUtil, bucketName,
    s3Path, downloadPath);
if (success)
{
    Console.WriteLine($"Downloaded the files in {bucketName} to {downloadPath}.");
    Console.WriteLine($"{downloadPath} now contains the following files:");
    DisplayLocalFiles(downloadPath);
}

Console.WriteLine("\nThe TransferUtility Basics application has completed.");
PressEnter();

// Displays the title for a section of the scenario.
static void DisplayTitle(string titleText)
{
    var sepBar = new string('-', Console.WindowWidth);

    Console.WriteLine(sepBar);
    Console.WriteLine(CenterText(titleText));
    Console.WriteLine(sepBar);
}

// Displays a description of the actions to be performed by the scenario.
static void DisplayInstructions()
{
    var sepBar = new string('-', Console.WindowWidth);

    DisplayTitle("Amazon S3 Transfer Utility Basics");
    Console.WriteLine("This program shows how to use the Amazon S3 Transfer
Utility.");
    Console.WriteLine("It performs the following actions:");
}
```

```

        Console.WriteLine("\t1. Upload a single object to an S3 bucket.");
        Console.WriteLine("\t2. Upload an entire directory from the local computer to an
\n\t  S3 bucket.");
        Console.WriteLine("\t3. Download a single object from an S3 bucket.");
        Console.WriteLine("\t4. Download the objects in an S3 bucket to a local
directory.");
        Console.WriteLine($" \n{sepBar}");
    }

    // Pauses the scenario.
    static void PressEnter()
    {
        Console.WriteLine("Press <Enter> to continue.");
        _ = Console.ReadLine();
        Console.WriteLine("\n");
    }

    // Returns the string textToCenter, padded on the left with spaces
    // that center the text on the console display.
    static string CenterText(string textToCenter)
    {
        var centeredText = new StringBuilder();
        var screenWidth = Console.WindowWidth;
        centeredText.Append(new string(' ', (int)(screenWidth - textToCenter.Length) /
2));
        centeredText.Append(textToCenter);
        return centeredText.ToString();
    }

    // Displays a list of file names included in the specified path.
    static void DisplayLocalFiles(string localPath)
    {
        var fileList = Directory.GetFiles(localPath);
        if (fileList.Length > 0)
        {
            foreach (var fileName in fileList)
            {
                Console.WriteLine(fileName);
            }
        }
    }

    // Displays a list of the files in the specified S3 bucket and prefix.

```

```

static async Task DisplayBucketFiles(IAmazonS3 client, string bucketName, string
    s3Path)
{
    ListObjectsV2Request request = new()
    {
        BucketName = bucketName,
        Prefix = s3Path,
        MaxKeys = 5,
    };

    var response = new ListObjectsV2Response();

    do
    {
        response = await client.ListObjectsV2Async(request);

        response.S3Objects
            .ForEach(obj => Console.WriteLine($"{obj.Key}"));

        // If the response is truncated, set the request ContinuationToken
        // from the NextContinuationToken property of the response.
        request.ContinuationToken = response.NextContinuationToken;
    } while (response.IsTruncated);
}

```

上传单个文件。

```

/// <summary>
/// Uploads a single file from the local computer to an S3 bucket.
/// </summary>
/// <param name="transferUtil">The transfer initialized TransferUtility
/// object.</param>
/// <param name="bucketName">The name of the S3 bucket where the file
/// will be stored.</param>
/// <param name="fileName">The name of the file to upload.</param>
/// <param name="localPath">The local path where the file is stored.</param>
/// <returns>A boolean value indicating the success of the action.</returns>
public static async Task<bool> UploadSingleFileAsync(
    TransferUtility transferUtil,
    string bucketName,

```



```

        string fileName,
        string localPath)
    {
        if (File.Exists($"{localPath}\\{fileName}"))
        {
            try
            {
                await transferUtil.UploadAsync(new TransferUtilityUploadRequest
                {
                    BucketName = bucketName,
                    Key = fileName,
                    FilePath = $"{localPath}\\{fileName}",
                });

                return true;
            }
            catch (AmazonS3Exception s3Ex)
            {
                Console.WriteLine($"Could not upload {fileName} from {localPath}
because:");

                Console.WriteLine(s3Ex.Message);
                return false;
            }
        }
        else
        {
            Console.WriteLine($"{fileName} does not exist in {localPath}");
            return false;
        }
    }
}

```

上传整个本地目录。

```

/// <summary>
/// Uploads all the files in a local directory to a directory in an S3
/// bucket.
/// </summary>
/// <param name="transferUtil">The transfer initialized TransferUtility
/// object.</param>
/// <param name="bucketName">The name of the S3 bucket where the files
/// will be stored.</param>

```

```

    /// <param name="keyPrefix">The key prefix is the S3 directory where
    /// the files will be stored.</param>
    /// <param name="localPath">The local directory that contains the files
    /// to be uploaded.</param>
    /// <returns>A Boolean value representing the success of the action.</
returns>
    public static async Task<bool> UploadFullDirectoryAsync(
        TransferUtility transferUtil,
        string bucketName,
        string keyPrefix,
        string localPath)
    {
        if (Directory.Exists(localPath))
        {
            try
            {
                await transferUtil.UploadDirectoryAsync(new
TransferUtilityUploadDirectoryRequest
                {
                    BucketName = bucketName,
                    KeyPrefix = keyPrefix,
                    Directory = localPath,
                });

                return true;
            }
            catch (AmazonS3Exception s3Ex)
            {
                Console.WriteLine($"Can't upload the contents of {localPath}
because:");
                Console.WriteLine(s3Ex?.Message);
                return false;
            }
        }
        else
        {
            Console.WriteLine($"The directory {localPath} does not exist.");
            return false;
        }
    }
}

```

下载单个文件。

```

/// <summary>
/// Download a single file from an S3 bucket to the local computer.
/// </summary>
/// <param name="transferUtil">The transfer initialized TransferUtility
/// object.</param>
/// <param name="bucketName">The name of the S3 bucket containing the
/// file to download.</param>
/// <param name="keyName">The name of the file to download.</param>
/// <param name="localPath">The path on the local computer where the
/// downloaded file will be saved.</param>
/// <returns>A Boolean value indicating the results of the action.</returns>
public static async Task<bool> DownloadSingleFileAsync(
    TransferUtility transferUtil,
    string bucketName,
    string keyName,
    string localPath)
{
    await transferUtil.DownloadAsync(new TransferUtilityDownloadRequest
    {
        BucketName = bucketName,
        Key = keyName,
        FilePath = $"{localPath}\\{keyName}",
    });

    return (File.Exists($"{localPath}\\{keyName}"));
}

```

下载 S3 存储桶的内容。

```

/// <summary>
/// Downloads the contents of a directory in an S3 bucket to a
/// directory on the local computer.
/// </summary>
/// <param name="transferUtil">The transfer initialized TransferUtility
/// object.</param>
/// <param name="bucketName">The bucket containing the files to download.</
param>

```

```
    /// <param name="s3Path">The S3 directory where the files are located.</  
param>  
    /// <param name="localPath">The local path to which the files will be  
    /// saved.</param>  
    /// <returns>A Boolean value representing the success of the action.</  
returns>  
    public static async Task<bool> DownloadS3DirectoryAsync(  
        TransferUtility transferUtil,  
        string bucketName,  
        string s3Path,  
        string localPath)  
    {  
        int fileCount = 0;  
  
        // If the directory doesn't exist, it will be created.  
        if (Directory.Exists(s3Path))  
        {  
            var files = Directory.GetFiles(localPath);  
            fileCount = files.Length;  
        }  
  
        await transferUtil.DownloadDirectoryAsync(new  
TransferUtilityDownloadDirectoryRequest  
        {  
            BucketName = bucketName,  
            LocalDirectory = localPath,  
            S3Directory = s3Path,  
        });  
  
        if (Directory.Exists(localPath))  
        {  
            var files = Directory.GetFiles(localPath);  
            if (files.Length > fileCount)  
            {  
                return true;  
            }  
  
            // No change in the number of files. Assume  
            // the download failed.  
            return false;  
        }  
  
        // The local directory doesn't exist. No files  
        // were downloaded.
```

```
        return false;
    }
}
```

使用跟踪上传进度 `TransferUtility`。

```
using System;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Transfer;

/// <summary>
/// This example shows how to track the progress of a multipart upload
/// using the Amazon Simple Storage Service (Amazon S3) TransferUtility to
/// upload to an Amazon S3 bucket.
/// </summary>
public class TrackMPUUsingHighLevelAPI
{
    public static async Task Main()
    {
        string bucketName = "amzn-s3-demo-bucket";
        string keyName = "sample_pic.png";
        string path = "filepath/directory/";
        string filePath = $"{path}{keyName}";

        // If the AWS Region defined for your default user is different
        // from the Region where your Amazon S3 bucket is located,
        // pass the Region name to the Amazon S3 client object's constructor.
        // For example: RegionEndpoint.USWest2 or RegionEndpoint.USEast2.
        IAmazonS3 client = new AmazonS3Client();

        await TrackMPUAsync(client, bucketName, filePath, keyName);
    }

    /// <summary>
    /// Starts an Amazon S3 multipart upload and assigns an event handler to
    /// track the progress of the upload.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 client object used to
    /// perform the multipart upload.</param>
    /// <param name="bucketName">The name of the bucket to which to upload
    /// the file.</param>
}
```

```

    /// <param name="filePath">The path, including the file name of the
    /// file to be uploaded to the Amazon S3 bucket.</param>
    /// <param name="keyName">The file name to be used in the
    /// destination Amazon S3 bucket.</param>
    public static async Task TrackMPUAsync(
        IAmazonS3 client,
        string bucketName,
        string filePath,
        string keyName)
    {
        try
        {
            var fileTransferUtility = new TransferUtility(client);

            // Use TransferUtilityUploadRequest to configure options.
            // In this example we subscribe to an event.
            var uploadRequest =
                new TransferUtilityUploadRequest
                {
                    BucketName = bucketName,
                    FilePath = filePath,
                    Key = keyName,
                };

            uploadRequest.UploadProgressEvent +=
                new EventHandler<UploadProgressArgs>(
                    UploadRequest_UploadPartProgressEvent);

            await fileTransferUtility.UploadAsync(uploadRequest);
            Console.WriteLine("Upload completed");
        }
        catch (AmazonS3Exception ex)
        {
            Console.WriteLine($"Error:: {ex.Message}");
        }
    }

    /// <summary>
    /// Event handler to check the progress of the multipart upload.
    /// </summary>
    /// <param name="sender">The object that raised the event.</param>
    /// <param name="e">The object that contains multipart upload
    /// information.</param>

```

```

        public static void UploadRequest_UploadPartProgressEvent(object sender,
UploadProgressArgs e)
        {
            // Process event.
            Console.WriteLine($"{e.TransferredBytes}/{e.TotalBytes}");
        }
    }
}

```

上传经过加密的对象。

```

using System;
using System.Collections.Generic;
using System.IO;
using System.Security.Cryptography;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Model;

/// <summary>
/// Uses the Amazon Simple Storage Service (Amazon S3) low level API to
/// perform a multipart upload to an Amazon S3 bucket.
/// </summary>
public class SSECLowLevelMPUCopyObject
{
    public static async Task Main()
    {
        string existingBucketName = "amzn-s3-demo-bucket";
        string sourceKeyName = "sample_file.txt";
        string targetKeyName = "sample_file_copy.txt";
        string filePath = $"sample\\{targetKeyName}";

        // If the AWS Region defined for your default user is different
        // from the Region where your Amazon S3 bucket is located,
        // pass the Region name to the Amazon S3 client object's constructor.
        // For example: RegionEndpoint.USEast1.
        IAmazonS3 client = new AmazonS3Client();

        // Create the encryption key.
        var base64Key = CreateEncryptionKey();

        await CreateSampleObjUsingClientEncryptionKeyAsync(

```

```

        client,
        existingBucketName,
        sourceKeyName,
        filePath,
        base64Key);
    }

    /// <summary>
    /// Creates the encryption key to use with the multipart upload.
    /// </summary>
    /// <returns>A string containing the base64-encoded key for encrypting
    /// the multipart upload.</returns>
    public static string CreateEncryptionKey()
    {
        Aes aesEncryption = Aes.Create();
        aesEncryption.KeySize = 256;
        aesEncryption.GenerateKey();
        string base64Key = Convert.ToBase64String(aesEncryption.Key);
        return base64Key;
    }

    /// <summary>
    /// Creates and uploads an object using a multipart upload.
    /// </summary>
    /// <param name="client">The initialized Amazon S3 object used to
    /// initialize and perform the multipart upload.</param>
    /// <param name="existingBucketName">The name of the bucket to which
    /// the object will be uploaded.</param>
    /// <param name="sourceKeyName">The source object name.</param>
    /// <param name="filePath">The location of the source object.</param>
    /// <param name="base64Key">The encryption key to use with the upload.</
param>
    public static async Task CreateSampleObjUsingClientEncryptionKeyAsync(
        IAmazonS3 client,
        string existingBucketName,
        string sourceKeyName,
        string filePath,
        string base64Key)
    {
        List<UploadPartResponse> uploadResponses = new
List<UploadPartResponse>();

        InitiateMultipartUploadRequest initiateRequest = new
InitiateMultipartUploadRequest

```



```

    {
        BucketName = existingBucketName,
        Key = sourceKeyName,
        ServerSideEncryptionCustomerMethod =
ServerSideEncryptionCustomerMethod.AES256,
        ServerSideEncryptionCustomerProvidedKey = base64Key,
    };

    InitiateMultipartUploadResponse initResponse =
        await client.InitiateMultipartUploadAsync(initiateRequest);

    long contentLength = new FileInfo(filePath).Length;
    long partSize = 5 * (long)Math.Pow(2, 20); // 5 MB

    try
    {
        long filePosition = 0;
        for (int i = 1; filePosition < contentLength; i++)
        {
            UploadPartRequest uploadRequest = new UploadPartRequest
            {
                BucketName = existingBucketName,
                Key = sourceKeyName,
                UploadId = initResponse.UploadId,
                PartNumber = i,
                PartSize = partSize,
                FilePosition = filePosition,
                FilePath = filePath,
                ServerSideEncryptionCustomerMethod =
ServerSideEncryptionCustomerMethod.AES256,
                ServerSideEncryptionCustomerProvidedKey = base64Key,
            };

            // Upload part and add response to our list.
            uploadResponses.Add(await
client.UploadPartAsync(uploadRequest));

            filePosition += partSize;
        }

        CompleteMultipartUploadRequest completeRequest = new
CompleteMultipartUploadRequest
        {
            BucketName = existingBucketName,

```

```

        Key = sourceKeyName,
        UploadId = initResponse.UploadId,
    };
    completeRequest.AddPartETags(uploadResponses);

    CompleteMultipartUploadResponse completeUploadResponse =
        await client.CompleteMultipartUploadAsync(completeRequest);
    }
    catch (Exception exception)
    {
        Console.WriteLine($"Exception occurred: {exception.Message}");

        // If there was an error, abort the multipart upload.
        AbortMultipartUploadRequest abortMPURequest = new
AbortMultipartUploadRequest
        {
            BucketName = existingBucketName,
            Key = sourceKeyName,
            UploadId = initResponse.UploadId,
        };

        await client.AbortMultipartUploadAsync(abortMPURequest);
    }
}
}

```

无服务器示例

通过 Amazon S3 触发器调用 Lambda 函数

以下代码示例展示了如何实现一个 Lambda 函数，该函数接收通过将对象上传到 S3 桶而触发的事件。该函数从事件参数中检索 S3 存储桶名称和对象密钥，并调用 Amazon S3 API 来检索和记录对象的内容类型。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

使用 .NET 将 S3 事件与 Lambda 结合使用。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using System.Threading.Tasks;
using Amazon.Lambda.Core;
using Amazon.S3;
using System;
using Amazon.Lambda.S3Events;
using System.Web;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace S3Integration
{
    public class Function
    {
        private static AmazonS3Client _s3Client;
        public Function() : this(null)
        {
        }

        internal Function(AmazonS3Client s3Client)
        {
            _s3Client = s3Client ?? new AmazonS3Client();
        }

        public async Task<string> Handler(S3Event evt, ILambdaContext context)
        {
            try
            {
                if (evt.Records.Count <= 0)
            }
        }
    }
}
```

```
        {
            context.Logger.LogLine("Empty S3 Event received");
            return string.Empty;
        }

        var bucket = evt.Records[0].S3.Bucket.Name;
        var key = HttpUtility.UrlDecode(evt.Records[0].S3.Object.Key);

        context.Logger.LogLine($"Request is for {bucket} and {key}");

        var objectResult = await _s3Client.GetObjectAsync(bucket, key);

        context.Logger.LogLine($"Returning {objectResult.Key}");

        return objectResult.Key;
    }
    catch (Exception e)
    {
        context.Logger.LogLine($"Error processing request - {e.Message}");

        return string.Empty;
    }
}
}
```

SageMaker 使用的 AI 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 with SageMaker AI 来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [操作](#)
- [场景](#)

开始使用

你好 SageMaker AI

以下代码示例显示了如何开始使用 SageMaker AI。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using Amazon.SageMaker;
using Amazon.SageMaker.Model;

namespace SageMakerActions;

public static class HelloSageMaker
{
    static async Task Main(string[] args)
    {
        var sageMakerClient = new AmazonSageMakerClient();

        Console.WriteLine($"Hello Amazon SageMaker! Let's list some of your notebook instances:");
        Console.WriteLine();

        // You can use await and any of the async methods to get a response.
        // Let's get the first five notebook instances.
        var response = await sageMakerClient.ListNotebookInstancesAsync(
            new ListNotebookInstancesRequest()
            {
                MaxResults = 5
            });
    }
}
```

```

        if (!response.NotebookInstances.Any())
        {
            Console.WriteLine($"No notebook instances found.");
            Console.WriteLine("See https://docs.aws.amazon.com/sagemaker/latest/dg/howitworks-create-ws.html to create one.");
        }

        foreach (var notebookInstance in response.NotebookInstances)
        {
            Console.WriteLine($"\\tInstance:
{notebookInstance.NotebookInstanceName}");
            Console.WriteLine($"\\tArn: {notebookInstance.NotebookInstanceArn}");
            Console.WriteLine($"\\tCreation Date:
{notebookInstance.CreationTime.ToShortDateString()}");
            Console.WriteLine();
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListNotebookInstances](#) 中的。

操作

CreatePipeline

以下代码示例演示了如何使用 CreatePipeline。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Create a pipeline from a JSON definition, or update it if the pipeline
already exists.
/// </summary>

```

```

    /// <returns>The Amazon Resource Name (ARN) of the pipeline.</returns>
    public async Task<string> SetupPipeline(string pipelineJson, string roleArn,
string name, string description, string displayName)
    {
        try
        {
            var updateResponse = await _amazonSageMaker.UpdatePipelineAsync(
                new UpdatePipelineRequest()
                {
                    PipelineDefinition = pipelineJson,
                    PipelineDescription = description,
                    PipelineDisplayName = displayName,
                    PipelineName = name,
                    RoleArn = roleArn
                });
            return updateResponse.PipelineArn;
        }
        catch (Amazon.SageMaker.Model.ResourceNotFoundException)
        {
            var createResponse = await _amazonSageMaker.CreatePipelineAsync(
                new CreatePipelineRequest()
                {
                    PipelineDefinition = pipelineJson,
                    PipelineDescription = description,
                    PipelineDisplayName = displayName,
                    PipelineName = name,
                    RoleArn = roleArn
                });
            return createResponse.PipelineArn;
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreatePipeline](#)中的。

DeletePipeline

以下代码示例演示了如何使用 DeletePipeline。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete a SageMaker pipeline by name.
/// </summary>
/// <param name="pipelineName">The name of the pipeline to delete.</param>
/// <returns>The ARN of the pipeline.</returns>
public async Task<string> DeletePipelineByName(string pipelineName)
{
    var deleteResponse = await _amazonSageMaker.DeletePipelineAsync(
        new DeletePipelineRequest()
        {
            PipelineName = pipelineName
        });

    return deleteResponse.PipelineArn;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeletePipeline](#) 中的。

DescribePipelineExecution

以下代码示例演示了如何使用 DescribePipelineExecution。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
```



```

    /// Check the status of a run.
    /// </summary>
    /// <param name="pipelineExecutionArn">The ARN.</param>
    /// <returns>The status of the pipeline.</returns>
    public async Task<PipelineExecutionStatus> CheckPipelineExecutionStatus(string
pipelineExecutionArn)
    {
        var describeResponse = await
        _amazonSageMaker.DescribePipelineExecutionAsync(
            new DescribePipelineExecutionRequest()
            {
                PipelineExecutionArn = pipelineExecutionArn
            });

        return describeResponse.PipelineExecutionStatus;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribePipelineExecution](#) 中的。

StartPipelineExecution

以下代码示例演示了如何使用 StartPipelineExecution。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Run a pipeline with input and output file locations.
    /// </summary>
    /// <param name="queueUrl">The URL for the queue to use for pipeline
callbacks.</param>
    /// <param name="inputLocationUrl">The input location in Amazon Simple Storage
Service (Amazon S3).</param>
    /// <param name="outputLocationUrl">The output location in Amazon S3.</param>

```

```

/// <param name="pipelineName">The name of the pipeline.</param>
/// <param name="executionRoleArn">The ARN of the role.</param>
/// <returns>The ARN of the pipeline run.</returns>
public async Task<string> ExecutePipeline(
    string queueUrl,
    string inputLocationUrl,
    string outputLocationUrl,
    string pipelineName,
    string executionRoleArn)
{
    var inputConfig = new VectorEnrichmentJobInputConfig()
    {
        DataSourceConfig = new()
        {
            S3Data = new VectorEnrichmentJobS3Data()
            {
                S3Uri = inputLocationUrl
            }
        },
        DocumentType = VectorEnrichmentJobDocumentType.CSV
    };

    var exportConfig = new ExportVectorEnrichmentJobOutputConfig()
    {
        S3Data = new VectorEnrichmentJobS3Data()
        {
            S3Uri = outputLocationUrl
        }
    };

    var jobConfig = new VectorEnrichmentJobConfig()
    {
        ReverseGeocodingConfig = new ReverseGeocodingConfig()
        {
            XAttributeName = "Longitude",
            YAttributeName = "Latitude"
        }
    };

#pragma warning disable SageMaker1002 // Property value does not match required
    pattern is allowed here to match the pipeline definition.
    var startExecutionResponse = await
        _amazonSageMaker.StartPipelineExecutionAsync(
            new StartPipelineExecutionRequest()

```

```

        {
            PipelineName = pipelineName,
            PipelineExecutionDisplayName = pipelineName + "-example-execution",
            PipelineParameters = new List<Parameter>()
            {
                new Parameter() { Name = "parameter_execution_role", Value =
executionRoleArn },
                new Parameter() { Name = "parameter_queue_url", Value =
queueUrl },
                new Parameter() { Name = "parameter_vej_input_config", Value =
JsonSerializer.Serialize(inputConfig) },
                new Parameter() { Name = "parameter_vej_export_config", Value =
JsonSerializer.Serialize(exportConfig) },
                new Parameter() { Name = "parameter_step_1_vej_config", Value =
JsonSerializer.Serialize(jobConfig) }
            }
        });
#pragma warning restore SageMaker1002
        return startExecutionResponse.PipelineExecutionArn;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[StartPipelineExecution](#)中的。

UpdatePipeline

以下代码示例演示了如何使用 UpdatePipeline。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Create a pipeline from a JSON definition, or update it if the pipeline
already exists.
/// </summary>
/// <returns>The Amazon Resource Name (ARN) of the pipeline.</returns>

```

```
public async Task<string> SetupPipeline(string pipelineJson, string roleArn,
string name, string description, string displayName)
{
    try
    {
        var updateResponse = await _amazonSageMaker.UpdatePipelineAsync(
            new UpdatePipelineRequest()
            {
                PipelineDefinition = pipelineJson,
                PipelineDescription = description,
                PipelineDisplayName = displayName,
                PipelineName = name,
                RoleArn = roleArn
            });
        return updateResponse.PipelineArn;
    }
    catch (Amazon.SageMaker.Model.ResourceNotFoundException)
    {
        var createResponse = await _amazonSageMaker.CreatePipelineAsync(
            new CreatePipelineRequest()
            {
                PipelineDefinition = pipelineJson,
                PipelineDescription = description,
                PipelineDisplayName = displayName,
                PipelineName = name,
                RoleArn = roleArn
            });
        return createResponse.PipelineArn;
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [UpdatePipeline](#) 中的。

场景

开始使用地理空间作业和管道

以下代码示例演示了操作流程：

- 为管道设置资源。

- 设置用于执行地理空间作业的管道。
- 启动管道执行。
- 监控执行的状态。
- 查看管道的输出。
- 清理资源。

有关更多信息，请参阅[在 `Community.aws` AWS SDKs 上使用创建和运行 SageMaker 管道](#)。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

创建一个包含 SageMaker AI 操作的类。

```
using System.Text.Json;
using Amazon.SageMaker;
using Amazon.SageMaker.Model;
using Amazon.SageMakerGeospatial;
using Amazon.SageMakerGeospatial.Model;

namespace SageMakerActions;

/// <summary>
/// Wrapper class for Amazon SageMaker actions and logic.
/// </summary>
public class SageMakerWrapper
{
    private readonly IAmazonSageMaker _amazonSageMaker;
    public SageMakerWrapper(IAmazonSageMaker amazonSageMaker)
    {
        _amazonSageMaker = amazonSageMaker;
    }

    /// <summary>
```

```

    /// Create a pipeline from a JSON definition, or update it if the pipeline
    already exists.
    /// </summary>
    /// <returns>The Amazon Resource Name (ARN) of the pipeline.</returns>
    public async Task<string> SetupPipeline(string pipelineJson, string roleArn,
string name, string description, string displayName)
    {
        try
        {
            var updateResponse = await _amazonSageMaker.UpdatePipelineAsync(
                new UpdatePipelineRequest()
                {
                    PipelineDefinition = pipelineJson,
                    PipelineDescription = description,
                    PipelineDisplayName = displayName,
                    PipelineName = name,
                    RoleArn = roleArn
                });
            return updateResponse.PipelineArn;
        }
        catch (Amazon.SageMaker.Model.ResourceNotFoundException)
        {
            var createResponse = await _amazonSageMaker.CreatePipelineAsync(
                new CreatePipelineRequest()
                {
                    PipelineDefinition = pipelineJson,
                    PipelineDescription = description,
                    PipelineDisplayName = displayName,
                    PipelineName = name,
                    RoleArn = roleArn
                });
            return createResponse.PipelineArn;
        }
    }

    /// <summary>
    /// Run a pipeline with input and output file locations.
    /// </summary>
    /// <param name="queueUrl">The URL for the queue to use for pipeline
    callbacks.</param>
    /// <param name="inputLocationUrl">The input location in Amazon Simple Storage
    Service (Amazon S3).</param>
    /// <param name="outputLocationUrl">The output location in Amazon S3.</param>

```

```

/// <param name="pipelineName">The name of the pipeline.</param>
/// <param name="executionRoleArn">The ARN of the role.</param>
/// <returns>The ARN of the pipeline run.</returns>
public async Task<string> ExecutePipeline(
    string queueUrl,
    string inputLocationUrl,
    string outputLocationUrl,
    string pipelineName,
    string executionRoleArn)
{
    var inputConfig = new VectorEnrichmentJobInputConfig()
    {
        DataSourceConfig = new()
        {
            S3Data = new VectorEnrichmentJobS3Data()
            {
                S3Uri = inputLocationUrl
            }
        },
        DocumentType = VectorEnrichmentJobDocumentType.CSV
    };

    var exportConfig = new ExportVectorEnrichmentJobOutputConfig()
    {
        S3Data = new VectorEnrichmentJobS3Data()
        {
            S3Uri = outputLocationUrl
        }
    };

    var jobConfig = new VectorEnrichmentJobConfig()
    {
        ReverseGeocodingConfig = new ReverseGeocodingConfig()
        {
            XAttributeName = "Longitude",
            YAttributeName = "Latitude"
        }
    };

#pragma warning disable SageMaker1002 // Property value does not match required
    pattern is allowed here to match the pipeline definition.
    var startExecutionResponse = await
        _amazonSageMaker.StartPipelineExecutionAsync(
            new StartPipelineExecutionRequest()

```

```

        {
            PipelineName = pipelineName,
            PipelineExecutionDisplayName = pipelineName + "-example-execution",
            PipelineParameters = new List<Parameter>()
            {
                new Parameter() { Name = "parameter_execution_role", Value =
executionRoleArn },
                new Parameter() { Name = "parameter_queue_url", Value =
queueUrl },
                new Parameter() { Name = "parameter_vej_input_config", Value =
JsonSerializer.Serialize(inputConfig) },
                new Parameter() { Name = "parameter_vej_export_config", Value =
JsonSerializer.Serialize(exportConfig) },
                new Parameter() { Name = "parameter_step_1_vej_config", Value =
JsonSerializer.Serialize(jobConfig) }
            }
        });
#pragma warning restore SageMaker1002
        return startExecutionResponse.PipelineExecutionArn;
    }

    /// <summary>
    /// Check the status of a run.
    /// </summary>
    /// <param name="pipelineExecutionArn">The ARN.</param>
    /// <returns>The status of the pipeline.</returns>
    public async Task<PipelineExecutionStatus> CheckPipelineExecutionStatus(string
pipelineExecutionArn)
    {
        var describeResponse = await
_amazonSageMaker.DescribePipelineExecutionAsync(
            new DescribePipelineExecutionRequest()
            {
                PipelineExecutionArn = pipelineExecutionArn
            });

        return describeResponse.PipelineExecutionStatus;
    }

    /// <summary>
    /// Delete a SageMaker pipeline by name.
    /// </summary>
    /// <param name="pipelineName">The name of the pipeline to delete.</param>
    /// <returns>The ARN of the pipeline.</returns>

```



```

public async Task<string> DeletePipelineByName(string pipelineName)
{
    var deleteResponse = await _amazonSageMaker.DeletePipelineAsync(
        new DeletePipelineRequest()
        {
            PipelineName = pipelineName
        });

    return deleteResponse.PipelineArn;
}
}

```

创建一个处理来自 SageMaker AI 管道的回调的函数。

```

using System.Text.Json;
using Amazon.Lambda.Core;
using Amazon.Lambda.SQSEvents;
using Amazon.SageMaker;
using Amazon.SageMaker.Model;
using Amazon.SageMakerGeospatial;
using Amazon.SageMakerGeospatial.Model;

// Assembly attribute to enable the AWS Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace SageMakerLambda;

/// <summary>
/// The AWS Lambda function handler for the Amazon SageMaker pipeline.
/// </summary>
public class SageMakerLambdaFunction
{
    /// <summary>
    /// Default constructor. This constructor is used by AWS Lambda to construct the
    /// instance. When invoked in a Lambda environment
    /// the AWS credentials will come from the AWS Identity and Access Management
    /// (IAM) role associated with the function. The AWS Region will be set to the
    /// Region that the Lambda function is running in.
    /// </summary>
}

```

```

public SageMakerLambdaFunction()
{
}

/// <summary>
/// The AWS Lambda function handler that processes events from the SageMaker
pipeline and starts a job or export.
/// </summary>
/// <param name="request">The custom SageMaker pipeline request object.</param>
/// <param name="context">The Lambda context.</param>
/// <returns>The dictionary of output parameters.</returns>
public async Task<Dictionary<string, string>> FunctionHandler(PipelineRequest
request, ILambdaContext context)
{
    var geoSpatialClient = new AmazonSageMakerGeospatialClient();
    var sageMakerClient = new AmazonSageMakerClient();
    var responseDictionary = new Dictionary<string, string>();
    context.Logger.LogInformation("Function handler started with request: " +
JsonSerializer.Serialize(request));
    if (request.Records != null && request.Records.Any())
    {
        context.Logger.LogInformation("Records found, this is a queue event.
Processing the queue records.");
        foreach (var message in request.Records)
        {
            await ProcessMessageAsync(message, context, geoSpatialClient,
sageMakerClient);
        }
    }
    else if (!string.IsNullOrEmpty(request.vej_export_config))
    {
        context.Logger.LogInformation("Export configuration found, this is an
export. Start the Vector Enrichment Job (VEJ) export.");

        var outputConfig =
            JsonSerializer.Deserialize<ExportVectorEnrichmentJobOutputConfig>(
                request.vej_export_config);

        var exportResponse = await
geoSpatialClient.ExportVectorEnrichmentJobAsync(
            new ExportVectorEnrichmentJobRequest()
            {
                Arn = request.vej_arn,
                ExecutionRoleArn = request.Role,
            }
        );
    }
}

```

```

        OutputConfig = outputConfig
    });
    context.Logger.LogInformation($"Export response:
{JsonSerializer.Serialize(exportResponse)}");
    responseDictionary = new Dictionary<string, string>
    {
        { "export_eoj_status", exportResponse.ExportStatus.ToString() },
        { "vej_arn", exportResponse.Arn }
    };
}
else if (!string.IsNullOrEmpty(request.vej_name))
{
    context.Logger.LogInformation("Vector Enrichment Job name found,
starting the job.");
    var inputConfig =
        JsonSerializer.Deserialize<VectorEnrichmentJobInputConfig>(
            request.vej_input_config);

    var jobConfig =
        JsonSerializer.Deserialize<VectorEnrichmentJobConfig>(
            request.vej_config);

    var jobResponse = await geoSpatialClient.StartVectorEnrichmentJobAsync(
        new StartVectorEnrichmentJobRequest()
        {
            ExecutionRoleArn = request.Role,
            InputConfig = inputConfig,
            Name = request.vej_name,
            JobConfig = jobConfig
        });

    context.Logger.LogInformation("Job response: " +
JsonSerializer.Serialize(jobResponse));
    responseDictionary = new Dictionary<string, string>
    {
        { "vej_arn", jobResponse.Arn },
        { "statusCode", jobResponse.HttpStatusCode.ToString() }
    };
}
return responseDictionary;
}

/// <summary>
/// Process a queue message and check the status of a SageMaker job.

```

```

    /// </summary>
    /// <param name="message">The queue message.</param>
    /// <param name="context">The Lambda context.</param>
    /// <param name="geoClient">The SageMaker GeoSpatial client.</param>
    /// <param name="sageMakerClient">The SageMaker client.</param>
    /// <returns>Async task.</returns>
    private async Task ProcessMessageAsync(SQSEvent.SQSMessage message,
        ILambdaContext context,
        AmazonSageMakerGeospatialClient geoClient, AmazonSageMakerClient
        sageMakerClient)
    {
        context.Logger.LogInformation($"Processed message {message.Body}");

        // Get information about the SageMaker job.
        var payload = JsonSerializer.Deserialize<QueuePayload>(message.Body);
        context.Logger.LogInformation($"Payload token {payload!.token}");
        var token = payload.token;

        if (payload.arguments.ContainsKey("vej_arn"))
        {
            // Use the job ARN and the token to get the job status.
            var job_arn = payload.arguments["vej_arn"];
            context.Logger.LogInformation($"Token: {token}, arn {job_arn}");

            var jobInfo = geoClient.GetVectorEnrichmentJobAsync(
                new GetVectorEnrichmentJobRequest()
                {
                    Arn = job_arn
                });
            context.Logger.LogInformation("Job info: " +
                JsonSerializer.Serialize(jobInfo));
            if (jobInfo.Result.Status == VectorEnrichmentJobStatus.COMPLETED)
            {
                context.Logger.LogInformation($"Status completed, resuming
                pipeline...");
                await sageMakerClient.SendPipelineExecutionStepSuccessAsync(
                    new SendPipelineExecutionStepSuccessRequest()
                    {
                        CallbackToken = token,
                        OutputParameters = new List<OutputParameter>()
                        {
                            new OutputParameter()
                                { Name = "export_status", Value =
                                jobInfo.Result.Status }
                        }
                    }
                );
            }
        }
    }

```

```

        }
    });
}
else if (jobInfo.Result.Status == VectorEnrichmentJobStatus.FAILED)
{
    context.Logger.LogInformation($"Status failed, stopping
pipeline...");
    await sageMakerClient.SendPipelineExecutionStepFailureAsync(
        new SendPipelineExecutionStepFailureRequest()
        {
            CallbackToken = token,
            FailureReason = jobInfo.Result.ErrorDetails.ErrorMessage
        });
}
else if (jobInfo.Result.Status == VectorEnrichmentJobStatus.IN_PROGRESS)
{
    // Put this message back in the queue to reprocess later.
    context.Logger.LogInformation(
        $"Status still in progress, check back later.");
    throw new("Job still running.");
}
}
}
}
}

```

在命令提示符中运行交互式场景。

```

public static class PipelineWorkflow
{
    public static IAMIdentityManagementService _iamClient = null!;
    public static SageMakerWrapper _sageMakerWrapper = null!;
    public static IAmazonSQS _sqsClient = null!;
    public static IAmazonS3 _s3Client = null!;
    public static IAmazonLambda _lambdaClient = null!;
    public static IConfiguration _configuration = null!;

    public static string lambdaFunctionName = "SageMakerExampleFunction";
    public static string sageMakerRoleName = "SageMakerExampleRole";
    public static string lambdaRoleName = "SageMakerExampleLambdaRole";

    private static string[] lambdaRolePolicies = null!;
    private static string[] sageMakerRolePolicies = null!;
}

```

```

static async Task Main(string[] args)
{
    var options = new AWSOptions() { Region = RegionEndpoint.USSouth1 };
    // Set up dependency injection for the AWS service.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
            logging.AddFilter("System", LogLevel.Debug)
                .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
                .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
        .ConfigureServices((_, services) =>
            services.AddAWSService<IAmazonIdentityManagementService>(options)
                .AddAWSService<IAmazonEC2>(options)
                .AddAWSService<IAmazonSageMaker>(options)
                .AddAWSService<IAmazonSageMakerGeospatial>(options)
                .AddAWSService<IAmazonSQS>(options)
                .AddAWSService<IAmazonS3>(options)
                .AddAWSService<IAmazonLambda>(options)
                .AddTransient<SageMakerWrapper>()
        )
        .Build();

    _configuration = new ConfigurationBuilder()
        .SetBasePath(Directory.GetCurrentDirectory())
        .AddJsonFile("settings.json") // Load settings from .json file.
        .AddJsonFile("settings.local.json",
            true) // Optionally, load local settings.
        .Build();

    ServicesSetup(host);
    string queueUrl = "";
    string queueName = _configuration["queueName"];
    string bucketName = _configuration["bucketName"];
    var pipelineName = _configuration["pipelineName"];

    try
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine(
            "Welcome to the Amazon SageMaker pipeline example scenario.");
        Console.WriteLine(
            "\nThis example scenario will guide you through setting up and
running an" +

```

```

        "\nAmazon SageMaker pipeline. The pipeline uses an AWS Lambda
function and an" +
        "\nAmazon SQS Queue. It runs a vector enrichment reverse geocode job
to" +
        "\nreverse geocode addresses in an input file and store the results
in an export file.");
        Console.WriteLine(new string('-', 80));

        Console.WriteLine(new string('-', 80));
        Console.WriteLine(
            "First, we will set up the roles, functions, and queue needed by the
SageMaker pipeline.");
        Console.WriteLine(new string('-', 80));

        var lambdaRoleArn = await CreateLambdaRole();
        var sageMakerRoleArn = await CreateSageMakerRole();
        var functionArn = await SetupLambda(lambdaRoleArn, true);
        queueUrl = await SetupQueue(queueName);
        await SetupBucket(bucketName);

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Now we can create and run our pipeline.");
        Console.WriteLine(new string('-', 80));

        await SetupPipeline(sageMakerRoleArn, functionArn, pipelineName);
        var executionArn = await ExecutePipeline(queueUrl, sageMakerRoleArn,
pipelineName, bucketName);
        await WaitForPipelineExecution(executionArn);

        await GetOutputResults(bucketName);

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("The pipeline has completed. To view the pipeline and
runs " +
            "in SageMaker Studio, follow these instructions:" +
            "\nhttps://docs.aws.amazon.com/sagemaker/latest/dg/
pipelines-studio.html");
        Console.WriteLine(new string('-', 80));

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Finally, let's clean up our resources.");
        Console.WriteLine(new string('-', 80));

        await CleanupResources(true, queueUrl, pipelineName, bucketName);

```

```

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("SageMaker pipeline scenario is complete.");
        Console.WriteLine(new string('-', 80));
    }
    catch (Exception ex)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"There was a problem running the scenario:
{ex.Message}");
        await CleanupResources(true, queueUrl, pipelineName, bucketName);
        Console.WriteLine(new string('-', 80));
    }
}

/// <summary>
/// Populate the services for use within the console application.
/// </summary>
/// <param name="host">The services host.</param>
private static void ServicesSetup(IHost host)
{
    _sageMakerWrapper = host.Services.GetRequiredService<SageMakerWrapper>();
    _iamClient =
host.Services.GetRequiredService<IAmazonIdentityManagementService>();
    _sqsClient = host.Services.GetRequiredService<IAmazonSQS>();
    _s3Client = host.Services.GetRequiredService<IAmazonS3>();
    _lambdaClient = host.Services.GetRequiredService<IAmazonLambda>();
}

/// <summary>
/// Set up AWS Lambda, either by updating an existing function or creating a new
function.
/// </summary>
/// <param name="roleArn">The role Amazon Resource Name (ARN) to use for the
Lambda function.</param>
/// <param name="askUser">True to ask the user before updating.</param>
/// <returns>The ARN of the function.</returns>
public static async Task<string> SetupLambda(string roleArn, bool askUser)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Setting up the Lambda function for the pipeline.");
    var handlerName =
"SageMakerLambda::SageMakerLambda.SageMakerLambdaFunction::FunctionHandler";
    var functionArn = "";

```



```

        try
        {
            var functionInfo = await _lambdaClient.GetFunctionAsync(new
GetFunctionRequest()
            {
                FunctionName = lambdaFunctionName
            });

            var updateFunction = true;
            if (askUser)
            {
                updateFunction = GetYesNoResponse(
                    $"\\tThe Lambda function {lambdaFunctionName} already exists, do
you want to update it?");
            }

            if (updateFunction)
            {
                // Update the Lambda function.
                using var zipMemoryStream = new MemoryStream(await
File.ReadAllBytesAsync("SageMakerLambda.zip"));
                await _lambdaClient.UpdateFunctionCodeAsync(
                    new UpdateFunctionCodeRequest()
                    {
                        FunctionName = lambdaFunctionName,
                        ZipFile = zipMemoryStream,
                    });
            }

            functionArn = functionInfo.Configuration.FunctionArn;
        }
        catch (ResourceNotFoundException)
        {
            Console.WriteLine($"\\tThe Lambda function {lambdaFunctionName} was not
found, creating the new function.");

            // Create the function if it does not already exist.
            using var zipMemoryStream = new MemoryStream(await
File.ReadAllBytesAsync("SageMakerLambda.zip"));
            var createResult = await _lambdaClient.CreateFunctionAsync(
                new CreateFunctionRequest()
                {
                    FunctionName = lambdaFunctionName,
                    Runtime = Runtime.Dotnet6,

```

```

        Description = "SageMaker example function.",
        Code = new FunctionCode()
        {
            ZipFile = zipMemoryStream
        },
        Handler = handlerName,
        Role = roleArn,
        Timeout = 30
    });

    functionArn = createResult.FunctionArn;
}

Console.WriteLine($"\\tLambda ready with ARN {functionArn}.");
Console.WriteLine(new string('-', 80));
return functionArn;
}

/// <summary>
/// Create a role to be used by AWS Lambda. Does not create the role if it
already exists.
/// </summary>
/// <returns>The role ARN.</returns>
public static async Task<string> CreateLambdaRole()
{
    Console.WriteLine(new string('-', 80));

    lambdaRolePolicies = new string[]{
        "arn:aws:iam::aws:policy/AmazonSageMakerFullAccess",
        "arn:aws:iam::aws:policy/AmazonSQSFullAccess",
        "arn:aws:iam::aws:policy/service-role/" +
"AmazonSageMakerGeospatialFullAccess",
        "arn:aws:iam::aws:policy/service-role/" +
"AmazonSageMakerServiceCatalogProductsLambdaServiceRolePolicy",
        "arn:aws:iam::aws:policy/service-role/" +
"AWSLambdaSQSQueueExecutionRole"
    };

    var roleArn = await GetRoleArnIfExists(lambdaRoleName);
    if (!string.IsNullOrEmpty(roleArn))
    {
        return roleArn;
    }
}

```

```

        Console.WriteLine("\tCreating a role to for AWS Lambda to use.");

        var assumeRolePolicy = "{" +
            "\"Version\": \"2012-10-17\"," +
            "\"Statement\": [{" +
                "\"Effect\": \"Allow\"," +
                "\"Principal\": {" +
                    "\"Service\": [" +
                        "\"sagemaker.amazonaws.com\"," +
                        "\"sagemaker-geospatial.amazonaws.com" +
                        "\"s3.amazonaws.com\"" +
                    "]" +
                }," +
                "\"Action\": \"sts:AssumeRole\"" +
            }]" +
        "};

        var roleResult = await _iamClient!.CreateRoleAsync(
            new CreateRoleRequest()
            {
                AssumeRolePolicyDocument = assumeRolePolicy,
                Path = "/",
                RoleName = lambdaRoleName
            });
        foreach (var policy in lambdaRolePolicies)
        {
            await _iamClient.AttachRolePolicyAsync(
                new AttachRolePolicyRequest()
                {
                    PolicyArn = policy,
                    RoleName = lambdaRoleName
                });
        }

        // Allow time for the role to be ready.
        Thread.Sleep(10000);
        Console.WriteLine($"Role ready with ARN {roleResult.Role.Arn}.");
        Console.WriteLine(new string('-', 80));

        return roleResult.Role.Arn;
    }

```

```

/// <summary>
/// Create a role to be used by SageMaker.
/// </summary>
/// <returns>The role Amazon Resource Name (ARN).</returns>
public static async Task<string> CreateSageMakerRole()
{
    Console.WriteLine(new string('-', 80));

    sageMakerRolePolicies = new string[]{
        "arn:aws:iam::aws:policy/AmazonSageMakerFullAccess",
        "arn:aws:iam::aws:policy/AmazonSageMakerGeospatialFullAccess",
    };

    var roleArn = await GetRoleArnIfExists(sageMakerRoleName);
    if (!string.IsNullOrEmpty(roleArn))
    {
        return roleArn;
    }

    Console.WriteLine("\tCreating a role to use with SageMaker.");

    var assumeRolePolicy = "{" +
        "\"Version\": \"2012-10-17\", " +
        "\"Statement\": [{" +
            "\"Effect\": \"Allow\", " +
            "\"Principal\": {" +
                "\"Service\": [" +
                    "\"sagemaker.amazonaws.com\", " +
                    "\"sagemaker-geospatial.amazonaws.com\", " +
                    "\"lambda.amazonaws.com\", " +
                    "\"s3.amazonaws.com\"" +
                "]" +
            }, " +
            "\"Action\": \"sts:AssumeRole\"" +
        "}]";

    var roleResult = await _iamClient!.CreateRoleAsync(
        new CreateRoleRequest()
        {
            AssumeRolePolicyDocument = assumeRolePolicy,
            Path = "/",

```

```

        RoleName = sageMakerRoleName
    });

    foreach (var policy in sageMakerRolePolicies)
    {
        await _iamClient.AttachRolePolicyAsync(
            new AttachRolePolicyRequest()
            {
                PolicyArn = policy,
                RoleName = sageMakerRoleName
            });
    }

    // Allow time for the role to be ready.
    Thread.Sleep(10000);
    Console.WriteLine($"\\tRole ready with ARN {roleResult.Role.Arn}.");
    Console.WriteLine(new string('-', 80));
    return roleResult.Role.Arn;
}

/// <summary>
/// Set up the SQS queue to use with the pipeline.
/// </summary>
/// <param name="queueName">The name for the queue.</param>
/// <returns>The URL for the queue.</returns>
public static async Task<string> SetupQueue(string queueName)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Setting up queue {queueName}.");

    try
    {
        var queueInfo = await _sqsClient.GetQueueUrlAsync(new
GetQueueUrlRequest()
        { QueueName = queueName });
        return queueInfo.QueueUrl;
    }
    catch (QueueDoesNotExistException)
    {
        var attrs = new Dictionary<string, string>
        {
            {
                QueueAttributeName.DelaySeconds,
                "5"
            }
        }
    }
}

```

```

        },
        {
            QueueAttributeName.ReceiveMessageWaitTimeSeconds,
            "5"
        },
        {
            QueueAttributeName.VisibilityTimeout,
            "300"
        },
    };

    var request = new CreateQueueRequest
    {
        Attributes = attrs,
        QueueName = queueName,
    };

    var response = await _sqsClient.CreateQueueAsync(request);
    Thread.Sleep(10000);
    await ConnectLambda(response.QueueUrl);
    Console.WriteLine($"\\tQueue ready with Url {response.QueueUrl}.");
    Console.WriteLine(new string('-', 80));
    return response.QueueUrl;
}
}

/// <summary>
/// Connect the queue to the Lambda function as an event source.
/// </summary>
/// <param name="queueUrl">The URL for the queue.</param>
/// <returns>Async task.</returns>
public static async Task ConnectLambda(string queueUrl)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Connecting the Lambda function and queue for the
pipeline.");

    var queueAttributes = await _sqsClient.GetQueueAttributesAsync(
        new GetQueueAttributesRequest() { QueueUrl = queueUrl, AttributeNames =
new List<string>() { "All" } });
    var queueArn = queueAttributes.QueueARN;

    var eventSource = await _lambdaClient.ListEventSourceMappingsAsync(
        new ListEventSourceMappingsRequest()

```

```

        {
            FunctionName = lambdaFunctionName
        });

    if (!eventSource.EventSourceMappings.Any())
    {
        // Only add the event source mapping if it does not already exist.
        await _lambdaClient.CreateEventSourceMappingAsync(
            new CreateEventSourceMappingRequest()
            {
                EventSourceArn = queueArn,
                FunctionName = lambdaFunctionName,
                Enabled = true
            });
    }

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Set up the bucket to use for pipeline input and output.
/// </summary>
/// <param name="bucketName">The name for the bucket.</param>
/// <returns>Async task.</returns>
public static async Task SetupBucket(string bucketName)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Setting up bucket {bucketName}.");

    var bucketExists = await
Amazon.S3.Util.AmazonS3Util.DoesS3BucketExistV2Async(_s3Client,
    bucketName);

    if (!bucketExists)
    {
        await _s3Client.PutBucketAsync(new PutBucketRequest()
        {
            BucketName = bucketName,
            BucketRegion = S3Region.USSouth1
        });

        Thread.Sleep(5000);

        await _s3Client.PutObjectAsync(new PutObjectRequest()

```

```

        {
            BucketName = bucketName,
            Key = "samplefiles/latlongtest.csv",
            FilePath = "latlongtest.csv"
        });
    }

    Console.WriteLine($"\\tBucket {bucketName} ready.");
    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Display some results from the output directory.
/// </summary>
/// <param name="bucketName">The name for the bucket.</param>
/// <returns>Async task.</returns>
public static async Task<string> GetOutputResults(string bucketName)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Getting output results {bucketName}.");
    string outputKey = "";
    Thread.Sleep(15000);
    var outputFiles = await _s3Client.ListObjectsAsync(
        new ListObjectsRequest()
        {
            BucketName = bucketName,
            Prefix = "outputfiles/"
        });

    if (outputFiles.S3Objects.Any())
    {
        var sampleOutput = outputFiles.S3Objects.OrderBy(s =>
s.LastModified).Last();
        Console.WriteLine($"\\tOutput file: {sampleOutput.Key}");
        var outputSampleResponse = await _s3Client.GetObjectAsync(
            new GetObjectRequest()
            {
                BucketName = bucketName,
                Key = sampleOutput.Key
            });
        outputKey = sampleOutput.Key;
        StreamReader reader = new
StreamReader(outputSampleResponse.ResponseStream);
        await reader.ReadLineAsync();
    }
}

```



```

        Console.WriteLine("\tOutput file contents: \n");
        for (int i = 0; i < 10; i++)
        {
            if (!reader.EndOfStream)
            {
                Console.WriteLine("\t" + await reader.ReadLineAsync());
            }
        }
    }

    Console.WriteLine(new string('-', 80));
    return outputKey;
}

/// <summary>
/// Create a pipeline from the example pipeline JSON
/// that includes the Lambda, callback, processing, and export jobs.
/// </summary>
/// <param name="roleArn">The ARN of the role for the pipeline.</param>
/// <param name="functionArn">The ARN of the Lambda function for the pipeline.</
param>
/// <param name="pipelineName">The name for the pipeline.</param>
/// <returns>The ARN of the pipeline.</returns>
public static async Task<string> SetupPipeline(string roleArn, string
functionArn, string pipelineName)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Setting up the pipeline.");

    var pipelineJson = await File.ReadAllTextAsync("GeoSpatialPipeline.json");

    // Add the correct function ARN instead of the placeholder.
    pipelineJson = pipelineJson.Replace("*FUNCTION_ARN*", functionArn);

    var pipelineArn = await _sageMakerWrapper.SetupPipeline(pipelineJson,
roleArn, pipelineName,
    "sdk example pipeline", pipelineName);

    Console.WriteLine($"Pipeline set up with ARN {pipelineArn}.");
    Console.WriteLine(new string('-', 80));

    return pipelineArn;
}

```

```

/// <summary>
/// Start a pipeline run with job configurations.
/// </summary>
/// <param name="queueUrl">The URL for the queue used in the pipeline.</param>
/// <param name="roleArn">The ARN of the role.</param>
/// <param name="pipelineName">The name of the pipeline.</param>
/// <param name="bucketName">The name of the bucket.</param>
/// <returns>The pipeline run ARN.</returns>
public static async Task<string> ExecutePipeline(
    string queueUrl,
    string roleArn,
    string pipelineName,
    string bucketName)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Starting pipeline execution.");

    var input = $"s3://{bucketName}/samplefiles/latlongtest.csv";
    var output = $"s3://{bucketName}/outputfiles/";

    var executionARN =
        await _sageMakerWrapper.ExecutePipeline(queueUrl, input, output,
            pipelineName, roleArn);

    Console.WriteLine($"\\tRun started with ARN {executionARN}.");
    Console.WriteLine(new string('-', 80));

    return executionARN;
}

/// <summary>
/// Wait for a pipeline run to complete.
/// </summary>
/// <param name="executionArn">The pipeline run ARN.</param>
/// <returns>Async task.</returns>
public static async Task WaitForPipelineExecution(string executionArn)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Waiting for pipeline to finish.");

    PipelineExecutionStatus status;
    do
    {

```

```

        status = await
        _sageMakerWrapper.CheckPipelineExecutionStatus(executionArn);
        Thread.Sleep(30000);
        Console.WriteLine($"\\tStatus is {status}.");
    } while (status == PipelineExecutionStatus.Executing);

    Console.WriteLine($"\\tPipeline finished with status {status}.");
    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Clean up the resources from the scenario.
/// </summary>
/// <param name="askUser">True to ask the user for cleanup.</param>
/// <param name="queueUrl">The URL of the queue to clean up.</param>
/// <param name="pipelineName">The name of the pipeline.</param>
/// <param name="bucketName">The name of the bucket.</param>
/// <returns>Async task.</returns>
public static async Task<bool> CleanupResources(
    bool askUser,
    string queueUrl,
    string pipelineName,
    string bucketName)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Clean up resources.");

    if (!askUser || GetYesNoResponse($"\\tDelete pipeline {pipelineName}? (y/
n)"))
    {
        Console.WriteLine($"\\tDeleting pipeline.");
        // Delete the pipeline.
        await _sageMakerWrapper.DeletePipelineByName(pipelineName);
    }

    if (!string.IsNullOrEmpty(queueUrl) && (!askUser ||
GetYesNoResponse($"\\tDelete queue {queueUrl}? (y/n)")))
    {
        Console.WriteLine($"\\tDeleting queue.");
        // Delete the queue.
        await _sqsClient.DeleteQueueAsync(new DeleteQueueRequest(queueUrl));
    }
}

```

```

        if (!askUser || GetYesNoResponse($"\\tDelete Amazon S3 bucket {bucketName}?
(y/n)"))
        {
            Console.WriteLine($"\\tDeleting bucket.");
            // Delete all objects in the bucket.
            var deleteList = await _s3Client.ListObjectsV2Async(new
ListObjectsV2Request()
            {
                BucketName = bucketName
            });
            if (deleteList.KeyCount > 0)
            {
                await _s3Client.DeleteObjectsAsync(new DeleteObjectsRequest()
                {
                    BucketName = bucketName,
                    Objects = deleteList.S3Objects
                        .Select(o => new KeyVersion { Key = o.Key }).ToList()
                });
            }

            // Now delete the bucket.
            await _s3Client.DeleteBucketAsync(new DeleteBucketRequest()
            {
                BucketName = bucketName
            });
        }

        if (!askUser || GetYesNoResponse($"\\tDelete lambda {lambdaFunctionName}? (y/
n)"))
        {
            Console.WriteLine($"\\tDeleting lambda function.");

            await _lambdaClient.DeleteFunctionAsync(new DeleteFunctionRequest()
            {
                FunctionName = lambdaFunctionName
            });
        }

        if (!askUser || GetYesNoResponse($"\\tDelete role {lambdaRoleName}? (y/n)"))
        {
            Console.WriteLine($"\\tDetaching policies and deleting role.");

            foreach (var policy in lambdaRolePolicies)
            {

```

```

        await _iamClient!.DetachRolePolicyAsync(new
DetachRolePolicyRequest()
        {
            RoleName = lambdaRoleName,
            PolicyArn = policy
        });
    }

    await _iamClient!.DeleteRoleAsync(new DeleteRoleRequest()
    {
        RoleName = lambdaRoleName
    });
}

if (!askUser || GetYesNoResponse($"\\tDelete role {sageMakerRoleName}? (y/
n)"))
{
    Console.WriteLine($"\\tDetaching policies and deleting role.");

    foreach (var policy in sageMakerRolePolicies)
    {
        await _iamClient!.DetachRolePolicyAsync(new
DetachRolePolicyRequest()
        {
            RoleName = sageMakerRoleName,
            PolicyArn = policy
        });
    }

    await _iamClient!.DeleteRoleAsync(new DeleteRoleRequest()
    {
        RoleName = sageMakerRoleName
    });
}

Console.WriteLine(new string('-', 80));
return true;
}

/// <summary>
/// Helper method to get a role's ARN if it already exists.
/// </summary>
/// <param name="roleName">The name of the AWS Identity and Access Management
(IAM) Role to look for.</param>

```

```

/// <returns>The role ARN if it exists, otherwise an empty string.</returns>
private static async Task<string> GetRoleArnIfExists(string roleName)
{
    Console.WriteLine($"Checking for role named {roleName}.");

    try
    {
        var existingRole = await _iamClient.GetRoleAsync(new GetRoleRequest()
        {
            RoleName = roleName
        });
        return existingRole.Role.Arn;
    }
    catch (NoSuchEntityException)
    {
        return string.Empty;
    }
}

/// <summary>
/// Helper method to get a yes or no response from the user.
/// </summary>
/// <param name="question">The question string to print on the console.</param>
/// <returns>True if the user responds with a yes.</returns>
private static bool GetYesNoResponse(string question)
{
    Console.WriteLine(question);
    var ynResponse = Console.ReadLine();
    var response = ynResponse != null &&
        ynResponse.Equals("y",
            StringComparison.InvariantCultureIgnoreCase);
    return response;
}
}

```

• 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API 参考》中的以下主题。

- [CreatePipeline](#)
- [DeletePipeline](#)
- [DescribePipelineExecution](#)
- [StartPipelineExecution](#)

- [UpdatePipeline](#)

使用的 Secrets Manager 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 with Secrets Manager 来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)

操作

GetSecretValue

以下代码示例演示了如何使用 GetSecretValue。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.IO;
using System.Threading.Tasks;
using Amazon.SecretsManager;
using Amazon.SecretsManager.Model;

/// <summary>
/// This example uses the Amazon Web Service Secrets Manager to retrieve
/// the secret value for the provided secret name.
```

```

/// </summary>
public class GetSecretValue
{
    /// <summary>
    /// The main method initializes the necessary values and then calls
    /// the GetSecretAsync and DecodeString methods to get the decoded
    /// secret value for the secret named in secretName.
    /// </summary>
    public static async Task Main()
    {
        string secretName = "<{{MySecretName}}>";
        string secret;

        IAmazonSecretsManager client = new AmazonSecretsManagerClient();

        var response = await GetSecretAsync(client, secretName);

        if (response is not null)
        {
            secret = DecodeString(response);

            if (!string.IsNullOrEmpty(secret))
            {
                Console.WriteLine($"The decoded secret value is: {secret}.");
            }
            else
            {
                Console.WriteLine("No secret value was returned.");
            }
        }
    }

    /// <summary>
    /// Retrieves the secret value given the name of the secret to
    /// retrieve.
    /// </summary>
    /// <param name="client">The client object used to retrieve the secret
    /// value for the given secret name.</param>
    /// <param name="secretName">The name of the secret value to retrieve.</
param>
    /// <returns>The GetSecretValueResponse object returned by
    /// GetSecretValueAsync.</returns>
    public static async Task<GetSecretValueResponse> GetSecretAsync(
        IAmazonSecretsManager client,

```



```

        string secretName)
    {
        GetSecretValueRequest request = new GetSecretValueRequest()
        {
            SecretId = secretName,
            VersionStage = "AWSCURRENT", // VersionStage defaults to AWSCURRENT
            if unspecified.
        };

        GetSecretValueResponse response = null;

        // For the sake of simplicity, this example handles only the most
        // general SecretsManager exception.
        try
        {
            response = await client.GetSecretValueAsync(request);
        }
        catch (AmazonSecretsManagerException e)
        {
            Console.WriteLine($"Error: {e.Message}");
        }

        return response;
    }

    /// <summary>
    /// Decodes the secret returned by the call to GetSecretValueAsync and
    /// returns it to the calling program.
    /// </summary>
    /// <param name="response">A GetSecretValueResponse object containing
    /// the requested secret value returned by GetSecretValueAsync.</param>
    /// <returns>A string representing the decoded secret value.</returns>
    public static string DecodeString(GetSecretValueResponse response)
    {
        // Decrypts secret using the associated AWS Key Management Service
        // Customer Master Key (CMK.) Depending on whether the secret is a
        // string or binary value, one of these fields will be populated.
        if (response.SecretString is not null)
        {
            var secret = response.SecretString;
            return secret;
        }
        else if (response.SecretBinary is not null)
        {

```

```
        var memoryStream = response.SecretBinary;
        StreamReader reader = new StreamReader(memoryStream);
        string decodedBinarySecret =
System.Text.Encoding.UTF8.GetString(Convert.FromBase64String(reader.ReadToEnd()));
        return decodedBinarySecret;
    }
    else
    {
        return string.Empty;
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetSecretValue](#)中的。

使用 Amazon SES 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Amazon SES 中使用来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [场景](#)

操作

CreateTemplate

以下代码示例演示了如何使用 CreateTemplate。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create an email template.
/// </summary>
/// <param name="name">Name of the template.</param>
/// <param name="subject">Email subject.</param>
/// <param name="text">Email body text.</param>
/// <param name="html">Email HTML body text.</param>
/// <returns>True if successful.</returns>
public async Task<bool> CreateEmailTemplateAsync(string name, string subject,
string text,
    string html)
{
    var success = false;
    try
    {
        var response = await _amazonSimpleEmailService.CreateTemplateAsync(
            new CreateTemplateRequest
            {
                Template = new Template
                {
                    TemplateName = name,
                    SubjectPart = subject,
                    TextPart = text,
                    HtmlPart = html
                }
            });
        success = response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (Exception ex)
    {
        Console.WriteLine("CreateEmailTemplateAsync failed with exception: " +
ex.Message);
    }
}
```

```
        return success;
    }
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateTemplate](#) 中的。

DeleteIdentity

以下代码示例演示了如何使用 DeleteIdentity。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an email identity.
/// </summary>
/// <param name="identityEmail">The identity email to delete.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteIdentityAsync(string identityEmail)
{
    var success = false;
    try
    {
        var response = await _amazonSimpleEmailService.DeleteIdentityAsync(
            new DeleteIdentityRequest
            {
                Identity = identityEmail
            });
        success = response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (Exception ex)
    {
        Console.WriteLine("DeleteIdentityAsync failed with exception: " +
            ex.Message);
    }
}
```

```
    }

    return success;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteIdentity](#) 中的。

DeleteTemplate

以下代码示例演示了如何使用 DeleteTemplate。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an email template.
/// </summary>
/// <param name="templateName">Name of the template.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteEmailTemplateAsync(string templateName)
{
    var success = false;
    try
    {
        var response = await _amazonSimpleEmailService.DeleteTemplateAsync(
            new DeleteTemplateRequest
            {
                TemplateName = templateName
            });
        success = response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (Exception ex)
    {

```

```
        Console.WriteLine("DeleteEmailTemplateAsync failed with exception: " +
            ex.Message);
    }

    return success;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteTemplate](#) 中的。

GetIdentityVerificationAttributes

以下代码示例演示了如何使用 GetIdentityVerificationAttributes。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get identity verification status for an email.
/// </summary>
/// <returns>The verification status of the email.</returns>
public async Task<VerificationStatus> GetIdentityStatusAsync(string email)
{
    var result = VerificationStatus.TemporaryFailure;
    try
    {
        var response =
            await
                _amazonSimpleEmailService.GetIdentityVerificationAttributesAsync(
                    new GetIdentityVerificationAttributesRequest
                    {
                        Identities = new List<string> { email }
                    });

        if (response.VerificationAttributes.ContainsKey(email))
```

```
        result = response.VerificationAttributes[email].VerificationStatus;
    }
    catch (Exception ex)
    {
        Console.WriteLine("GetIdentityStatusAsync failed with exception: " +
ex.Message);
    }

    return result;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [GetIdentityVerificationAttributes](#) 中的。

GetSendQuota

以下代码示例演示了如何使用 GetSendQuota。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information on the current account's send quota.
/// </summary>
/// <returns>The send quota response data.</returns>
public async Task<GetSendQuotaResponse> GetSendQuotaAsync()
{
    var result = new GetSendQuotaResponse();
    try
    {
        var response = await _amazonSimpleEmailService.GetSendQuotaAsync(
            new GetSendQuotaRequest());
        result = response;
    }
}
```

```
    }  
    catch (Exception ex)  
    {  
        Console.WriteLine("GetSendQuotaAsync failed with exception: " +  
ex.Message);  
    }  
  
    return result;  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetSendQuota](#)中的。

ListIdentities

以下代码示例演示了如何使用 ListIdentities。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>  
/// Get the identities of a specified type for the current account.  
/// </summary>  
/// <param name="identityType">IdentityType to list.</param>  
/// <returns>The list of identities.</returns>  
public async Task<List<string>> ListIdentitiesAsync(IdentityType identityType)  
{  
    var result = new List<string>();  
    try  
    {  
        var response = await _amazonSimpleEmailService.ListIdentitiesAsync(  
            new ListIdentitiesRequest  
            {  
                IdentityType = identityType  
            });  
    }  
}
```



```
        result = response.Identities;
    }
    catch (Exception ex)
    {
        Console.WriteLine("ListIdentitiesAsync failed with exception: " +
ex.Message);
    }

    return result;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListIdentities](#)中的。

ListTemplates

以下代码示例演示了如何使用 ListTemplates。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List email templates for the current account.
/// </summary>
/// <returns>A list of template metadata.</returns>
public async Task<List<TemplateMetadata>> ListEmailTemplatesAsync()
{
    var result = new List<TemplateMetadata>();
    try
    {
        var response = await _amazonSimpleEmailService.ListTemplatesAsync(
            new ListTemplatesRequest());
        result = response.TemplatesMetadata;
    }
    catch (Exception ex)
```

```
    {  
        Console.WriteLine("ListEmailTemplatesAsync failed with exception: " +  
ex.Message);  
    }  
  
    return result;  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListTemplates](#) 中的。

SendEmail

以下代码示例演示了如何使用 SendEmail。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>  
/// Send an email by using Amazon SES.  
/// </summary>  
/// <param name="toAddresses">List of recipients.</param>  
/// <param name="ccAddresses">List of cc recipients.</param>  
/// <param name="bccAddresses">List of bcc recipients.</param>  
/// <param name="bodyHtml">Body of the email in HTML.</param>  
/// <param name="bodyText">Body of the email in plain text.</param>  
/// <param name="subject">Subject line of the email.</param>  
/// <param name="senderAddress">From address.</param>  
/// <returns>The messageId of the email.</returns>  
public async Task<string> SendEmailAsync(List<string> toAddresses,  
    List<string> ccAddresses, List<string> bccAddresses,  
    string bodyHtml, string bodyText, string subject, string senderAddress)  
{  
    var messageId = "";  
    try
```

```
{
    var response = await _amazonSimpleEmailService.SendEmailAsync(
        new SendEmailRequest
        {
            Destination = new Destination
            {
                BccAddresses = bccAddresses,
                CcAddresses = ccAddresses,
                ToAddresses = toAddresses
            },
            Message = new Message
            {
                Body = new Body
                {
                    Html = new Content
                    {
                        Charset = "UTF-8",
                        Data = bodyHtml
                    },
                    Text = new Content
                    {
                        Charset = "UTF-8",
                        Data = bodyText
                    }
                },
                Subject = new Content
                {
                    Charset = "UTF-8",
                    Data = subject
                }
            },
            Source = senderAddress
        });
    messageId = response.MessageId;
}
catch (Exception ex)
{
    Console.WriteLine("SendEmailAsync failed with exception: " +
ex.Message);
}

return messageId;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [SendEmail](#) 中的。

SendTemplatedEmail

以下代码示例演示了如何使用 SendTemplatedEmail。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Send an email using a template.
/// </summary>
/// <param name="sender">Address of the sender.</param>
/// <param name="recipients">Addresses of the recipients.</param>
/// <param name="templateName">Name of the email template.</param>
/// <param name="templateDataObject">Data for the email template.</param>
/// <returns>The messageId of the email.</returns>
public async Task<string> SendTemplateEmailAsync(string sender, List<string>
recipients,
    string templateName, object templateDataObject)
{
    var messageId = "";
    try
    {
        // Template data should be serialized JSON from either a class or a
dynamic object.
        var templateData = JsonSerializer.Serialize(templateDataObject);

        var response = await _amazonSimpleEmailService.SendTemplatedEmailAsync(
            new SendTemplatedEmailRequest
            {
                Source = sender,
                Destination = new Destination
                {
```

```

        ToAddresses = recipients
    },
    Template = templateName,
    TemplateData = templateData
    });
    messageId = response.MessageId;
}
catch (Exception ex)
{
    Console.WriteLine("SendTemplateEmailAsync failed with exception: " +
ex.Message);
}

    return messageId;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [SendTemplatedEmail](#) 中的。

VerifyEmailIdentity

以下代码示例演示了如何使用 VerifyEmailIdentity。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Starts verification of an email identity. This request sends an email
/// from Amazon SES to the specified email address. To complete
/// verification, follow the instructions in the email.
/// </summary>
/// <param name="recipientEmailAddress">Email address to verify.</param>
/// <returns>True if successful.</returns>
public async Task<bool> VerifyEmailIdentityAsync(string recipientEmailAddress)
{

```

```
var success = false;
try
{
    var response = await _amazonSimpleEmailService.VerifyEmailIdentityAsync(
        new VerifyEmailIdentityRequest
        {
            EmailAddress = recipientEmailAddress
        });

    success = response.HttpStatusCode == HttpStatusCode.OK;
}
catch (Exception ex)
{
    Console.WriteLine("VerifyEmailIdentityAsync failed with exception: " +
ex.Message);
}

return success;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[VerifyEmailIdentity](#)中的。

场景

创建 Web 应用程序来跟踪 DynamoDB 数据

以下代码示例演示如何创建一个 Web 应用程序，来跟踪 Amazon DynamoDB 表中的工作项，并使用 Amazon Simple Email Service (Amazon SES) 来发送报告。

适用于 .NET 的 SDK

展示如何使用 Amazon DynamoDB .NET API 创建用于跟踪 DynamoDB 工作数据的动态 Web 应用程序。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- DynamoDB
- Amazon SES

创建 Aurora Serverless 工作项跟踪器

以下代码示例演示如何创建 Web 应用程序，来跟踪 Amazon Aurora Serverless 数据库中的工作项，以及使用 Amazon Simple Email Service (Amazon SES) 发送报告。

适用于 .NET 的 SDK

演示如何使用创建一个 Web 应用程序，该 适用于 .NET 的 AWS SDK 应用程序可跟踪 Amazon Aurora 数据库中的工作项目，并使用亚马逊简单电子邮件服务 (Amazon SES) 通过电子邮件发送报告。此示例使用使用 React.js 构建的前端与 RESTful .NET 后端进行交互。

- 将 React Web 应用程序与 AWS 服务集成。
- 列出、添加、更新和删除 Aurora 表中的项目。
- 使用 Amazon SES 以电子邮件形式发送已筛选工作项的报告。
- 使用随附的 AWS CloudFormation 脚本部署和管理示例资源。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- Aurora
- Amazon RDS
- Amazon RDS 数据服务
- Amazon SES

检测图像中的对象

以下代码示例演示如何构建采用 Amazon Rekognition 来按类别检测图像中物体的应用程序。

适用于 .NET 的 SDK

展示如何使用 Amazon Rekognition .NET API 创建应用程序，该应用程序采用 Amazon Rekognition 来按类别识别位于 Amazon Simple Storage Service (Amazon S3) 存储桶的图像中的对象。该应用程序使用 Amazon Simple Email Service (Amazon SES) 向管理员发送包含结果的电子邮件通知。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- Amazon Rekognition

- Amazon S3
- Amazon SES

使用 Amazon SES API v2 的示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Amazon SES API v2 中 适用于 .NET 的 AWS SDK 使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)
- [场景](#)

操作

CreateContact

以下代码示例演示了如何使用 CreateContact。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Creates a contact and adds it to the specified contact list.
/// </summary>
/// <param name="emailAddress">The email address of the contact.</param>
```



```
/// <param name="contactListName">The name of the contact list.</param>
/// <returns>The response from the CreateContact operation.</returns>
public async Task<bool> CreateContactAsync(string emailAddress, string
contactListName)
{
    var request = new CreateContactRequest
    {
        EmailAddress = emailAddress,
        ContactListName = contactListName
    };

    try
    {
        var response = await _sesClient.CreateContactAsync(request);
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (AlreadyExistsException ex)
    {
        Console.WriteLine($"Contact with email address {emailAddress} already
exists in the contact list {contactListName}.");
        Console.WriteLine(ex.Message);
        return true;
    }
    catch (NotFoundException ex)
    {
        Console.WriteLine($"The contact list {contactListName} does not
exist.");
        Console.WriteLine(ex.Message);
    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again
later.");
        Console.WriteLine(ex.Message);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"An error occurred while creating the contact:
{ex.Message}");
    }
    return false;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateContactList](#) 中的。

CreateContactList

以下代码示例演示了如何使用 CreateContactList。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Creates a contact list with the specified name.
/// </summary>
/// <param name="contactListName">The name of the contact list.</param>
/// <returns>True if successful.</returns>
public async Task<bool> CreateContactListAsync(string contactListName)
{
    var request = new CreateContactListRequest
    {
        ContactListName = contactListName
    };

    try
    {
        var response = await _sesClient.CreateContactListAsync(request);
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (AlreadyExistsException ex)
    {
        Console.WriteLine($"Contact list with name {contactListName} already exists.");
        Console.WriteLine(ex.Message);
        return true;
    }
    catch (LimitExceededException ex)
    {
        Console.WriteLine("The limit for contact lists has been exceeded.");
        Console.WriteLine(ex.Message);
    }
}
```

```

    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again
later.");
        Console.WriteLine(ex.Message);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"An error occurred while creating the contact list:
{ex.Message}");
    }
    return false;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateContactList](#)中的。

CreateEmailIdentity

以下代码示例演示了如何使用 CreateEmailIdentity。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Creates an email identity (email address or domain) and starts the
verification process.
/// </summary>
/// <param name="emailIdentity">The email address or domain to create and
verify.</param>
/// <returns>The response from the CreateEmailIdentity operation.</returns>
public async Task<CreateEmailIdentityResponse> CreateEmailIdentityAsync(string
emailIdentity)
{
    var request = new CreateEmailIdentityRequest
    {

```

```
        EmailIdentity = emailIdentity
    };

    try
    {
        var response = await _sesClient.CreateEmailIdentityAsync(request);
        return response;
    }
    catch (AlreadyExistsException ex)
    {
        Console.WriteLine($"Email identity {emailIdentity} already exists.");
        Console.WriteLine(ex.Message);
        throw;
    }
    catch (ConcurrentModificationException ex)
    {
        Console.WriteLine($"The email identity {emailIdentity} is being modified
by another operation or thread.");
        Console.WriteLine(ex.Message);
        throw;
    }
    catch (LimitExceededException ex)
    {
        Console.WriteLine("The limit for email identities has been exceeded.");
        Console.WriteLine(ex.Message);
        throw;
    }
    catch (NotFoundException ex)
    {
        Console.WriteLine($"The email identity {emailIdentity} does not
exist.");
        Console.WriteLine(ex.Message);
        throw;
    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again
later.");
        Console.WriteLine(ex.Message);
        throw;
    }
    catch (Exception ex)
    {

```

```
        Console.WriteLine($"An error occurred while creating the email identity:
{ex.Message}");
        throw;
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateEmailIdentity](#)中的。

CreateEmailTemplate

以下代码示例演示了如何使用 CreateEmailTemplate。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Creates an email template with the specified content.
/// </summary>
/// <param name="templateName">The name of the email template.</param>
/// <param name="subject">The subject of the email template.</param>
/// <param name="htmlContent">The HTML content of the email template.</param>
/// <param name="textContent">The text content of the email template.</param>
/// <returns>True if successful.</returns>
public async Task<bool> CreateEmailTemplateAsync(string templateName, string
subject, string htmlContent, string textContent)
{
    var request = new CreateEmailTemplateRequest
    {
        TemplateName = templateName,
        TemplateContent = new EmailTemplateContent
        {
            Subject = subject,
            Html = htmlContent,
            Text = textContent
        }
    }
}
```

```
};

try
{
    var response = await _sesClient.CreateEmailTemplateAsync(request);
    return response.HttpStatusCode == HttpStatusCode.OK;
}
catch (AlreadyExistsException ex)
{
    Console.WriteLine($"Email template with name {templateName} already exists.");
    Console.WriteLine(ex.Message);
}
catch (LimitExceededException ex)
{
    Console.WriteLine("The limit for email templates has been exceeded.");
    Console.WriteLine(ex.Message);
}
catch (TooManyRequestsException ex)
{
    Console.WriteLine("Too many requests were made. Please try again later.");
    Console.WriteLine(ex.Message);
}
catch (Exception ex)
{
    Console.WriteLine($"An error occurred while creating the email template: {ex.Message}");
}

return false;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateEmailTemplate](#)中的。

DeleteContactList

以下代码示例演示了如何使用 DeleteContactList。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Deletes a contact list and all contacts within it.
/// </summary>
/// <param name="contactListName">The name of the contact list to delete.</
param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteContactListAsync(string contactListName)
{
    var request = new DeleteContactListRequest
    {
        ContactListName = contactListName
    };

    try
    {
        var response = await _sesClient.DeleteContactListAsync(request);
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (ConcurrentModificationException ex)
    {
        Console.WriteLine($"The contact list {contactListName} is being modified
by another operation or thread.");
        Console.WriteLine(ex.Message);
    }
    catch (NotFoundException ex)
    {
        Console.WriteLine($"The contact list {contactListName} does not
exist.");
        Console.WriteLine(ex.Message);
    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again
later.");
    }
}
```

```
        Console.WriteLine(ex.Message);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"An error occurred while deleting the contact list:
{ex.Message}");
    }

    return false;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteContactList](#)中的。

DeleteEmailIdentity

以下代码示例演示了如何使用 DeleteEmailIdentity。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Deletes an email identity (email address or domain).
/// </summary>
/// <param name="emailIdentity">The email address or domain to delete.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteEmailIdentityAsync(string emailIdentity)
{
    var request = new DeleteEmailIdentityRequest
    {
        EmailIdentity = emailIdentity
    };

    try
    {
        var response = await _sesClient.DeleteEmailIdentityAsync(request);
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
}
```



```
    }
    catch (ConcurrentModificationException ex)
    {
        Console.WriteLine($"The email identity {emailIdentity} is being modified
by another operation or thread.");
        Console.WriteLine(ex.Message);
    }
    catch (NotFoundException ex)
    {
        Console.WriteLine($"The email identity {emailIdentity} does not
exist.");
        Console.WriteLine(ex.Message);
    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again
later.");
        Console.WriteLine(ex.Message);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"An error occurred while deleting the email identity:
{ex.Message}");
    }

    return false;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteEmailIdentity](#) 中的。

DeleteEmailTemplate

以下代码示例演示了如何使用 DeleteEmailTemplate。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Deletes an email template.
/// </summary>
/// <param name="templateName">The name of the email template to delete.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteEmailTemplateAsync(string templateName)
{
    var request = new DeleteEmailTemplateRequest
    {
        TemplateName = templateName
    };

    try
    {
        var response = await _sesClient.DeleteEmailTemplateAsync(request);
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (NotFoundException ex)
    {
        Console.WriteLine($"The email template {templateName} does not exist.");
        Console.WriteLine(ex.Message);
    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again later.");
        Console.WriteLine(ex.Message);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"An error occurred while deleting the email template: {ex.Message}");
    }

    return false;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteEmailTemplate](#) 中的。

ListContacts

以下代码示例演示了如何使用 ListContacts。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Lists the contacts in the specified contact list.
/// </summary>
/// <param name="contactListName">The name of the contact list.</param>
/// <returns>The list of contacts response from the ListContacts operation.</
returns>
public async Task<List<Contact>> ListContactsAsync(string contactListName)
{
    var request = new ListContactsRequest
    {
        ContactListName = contactListName
    };

    try
    {
        var response = await _sesClient.ListContactsAsync(request);
        return response.Contacts;
    }
    catch (NotFoundException ex)
    {
        Console.WriteLine($"The contact list {contactListName} does not
exist.");
        Console.WriteLine(ex.Message);
    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again
later.");
        Console.WriteLine(ex.Message);
    }
    catch (Exception ex)
```

```

        {
            Console.WriteLine($"An error occurred while listing the contacts:
{ex.Message}");
        }

        return new List<Contact>();
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListContacts](#) 中的。

SendEmail

以下代码示例演示了如何使用 SendEmail。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Sends an email with the specified content and options.
    /// </summary>
    /// <param name="fromEmailAddress">The email address to send the email from.</
param>
    /// <param name="toEmailAddresses">The email addresses to send the email to.</
param>
    /// <param name="subject">The subject of the email.</param>
    /// <param name="htmlContent">The HTML content of the email.</param>
    /// <param name="textContent">The text content of the email.</param>
    /// <param name="templateName">The name of the email template to use
(optional).</param>
    /// <param name="templateData">The data to replace placeholders in the email
template (optional).</param>
    /// <param name="contactListName">The name of the contact list for unsubscribe
functionality (optional).</param>
    /// <returns>The MessageId response from the SendEmail operation.</returns>
    public async Task<string> SendEmailAsync(string fromEmailAddress, List<string>
toEmailAddresses, string? subject,

```

```

        string? htmlContent, string? textContent, string? templateName = null,
string? templateData = null, string? contactListName = null)
    {
        var request = new SendEmailRequest
        {
            FromEmailAddress = fromEmailAddress
        };

        if (toEmailAddresses.Any())
        {
            request.Destination = new Destination { ToAddresses =
toEmailAddresses };
        }

        if (!string.IsNullOrEmpty(templateName))
        {
            request.Content = new EmailContent()
            {
                Template = new Template
                {
                    TemplateName = templateName,
                    TemplateData = templateData
                }
            };
        }
        else
        {
            request.Content = new EmailContent
            {
                Simple = new Message
                {
                    Subject = new Content { Data = subject },
                    Body = new Body
                    {
                        Html = new Content { Data = htmlContent },
                        Text = new Content { Data = textContent }
                    }
                }
            };
        }

        if (!string.IsNullOrEmpty(contactListName))
        {
            request.ListManagementOptions = new ListManagementOptions

```

```
        {
            ContactListName = contactListName
        };
    }

    try
    {
        var response = await _sesClient.SendEmailAsync(request);
        return response.MessageId;
    }
    catch (AccountSuspendedException ex)
    {
        Console.WriteLine("The account's ability to send email has been
permanently restricted.");
        Console.WriteLine(ex.Message);
    }
    catch (MailFromDomainNotVerifiedException ex)
    {
        Console.WriteLine("The sending domain is not verified.");
        Console.WriteLine(ex.Message);
    }
    catch (MessageRejectedException ex)
    {
        Console.WriteLine("The message content is invalid.");
        Console.WriteLine(ex.Message);
    }
    catch (SendingPausedException ex)
    {
        Console.WriteLine("The account's ability to send email is currently
paused.");
        Console.WriteLine(ex.Message);
    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again
later.");
        Console.WriteLine(ex.Message);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"An error occurred while sending the email:
{ex.Message}");
    }
}
```

```
        return string.Empty;  
    }
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[SendEmail](#)中的。

场景

时事通讯场景

以下代码示例演示如何运行 Amazon SES API v2 时事通讯场景。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

运行场景。

```
using System.Diagnostics;  
using System.Text.RegularExpressions;  
using Amazon.SimpleEmailV2;  
using Amazon.SimpleEmailV2.Model;  
using Microsoft.Extensions.DependencyInjection;  
using Microsoft.Extensions.Hosting;  
using Microsoft.Extensions.Logging;  
using Microsoft.Extensions.Logging.Console;  
using Microsoft.Extensions.Logging.Debug;  
  
namespace Sesev2Scenario;  
  
public static class NewsletterWorkflow  
{  
    /*  
        This scenario demonstrates how to use the Amazon Simple Email Service (SES) v2  
        to send a coupon newsletter to a list of subscribers.  
        The scenario performs the following tasks:  
  
        1. Prepare the application:
```

- Create a verified email identity for sending and replying to emails.
 - Create a contact list to store the subscribers' email addresses.
 - Create an email template for the coupon newsletter.
2. Gather subscriber email addresses:
 - Prompt the user for a base email address.
 - Create 3 variants of the email address using subaddress extensions (e.g., user+ses-weekly-newsletter-1@example.com).
 - Add each variant as a contact to the contact list.
 - Send a welcome email to each new contact.
 3. Send the coupon newsletter:
 - Retrieve the list of contacts from the contact list.
 - Send the coupon newsletter using the email template to each contact.
 4. Monitor and review:
 - Provide instructions for the user to review the sending activity and metrics in the AWS console.
 5. Clean up resources:
 - Delete the contact list (which also deletes all contacts within it).
 - Delete the email template.
 - Optionally delete the verified email identity.

*/

```
public static SESv2Wrapper _sesv2Wrapper;
public static string? _baseEmailAddress = null;
public static string? _verifiedEmail = null;
private static string _contactListName = "weekly-coupons-newsletter";
private static string _templateName = "weekly-coupons";
private static string _subject = "Weekly Coupons Newsletter";
private static string _htmlContentFile = "coupon-newsletter.html";
private static string _textContentFile = "coupon-newsletter.txt";
private static string _htmlWelcomeFile = "welcome.html";
private static string _textWelcomeFile = "welcome.txt";
private static string _couponsDataFile = "sample_coupons.json";

// Relative location of the resources folder.
private static string _resourcesFilePathLocation = "../..../resources/";

public static async Task Main(string[] args)
{
    // Set up dependency injection for the Amazon service.
```



```

        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                    .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
                    .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonSimpleEmailServiceV2>()
                    .AddTransient<SESV2Wrapper>()
            )
            .Build();

        ServicesSetup(host);

        try
        {
            Console.WriteLine(new string('-', 80));
            Console.WriteLine(new string('-', 80));
            Console.WriteLine("Welcome to the Amazon SES v2 Coupon Newsletter
Scenario.");
            Console.WriteLine("This scenario demonstrates how to use the Amazon
Simple Email Service (SES) v2 " +
                "\r\nto send a coupon newsletter to a list of
subscribers.");

            // Prepare the application.
            var emailIdentity = await PrepareApplication();

            // Gather subscriber email addresses.
            await GatherSubscriberEmailAddresses(emailIdentity);

            // Send the coupon newsletter.
            await SendCouponNewsletter(emailIdentity);

            // Monitor and review.
            MonitorAndReview(true);

            // Clean up resources.
            await Cleanup(emailIdentity, true);

            Console.WriteLine(new string('-', 80));
            Console.WriteLine("Amazon SES v2 Coupon Newsletter scenario is
complete.");
            Console.WriteLine(new string('-', 80));

```

```

        Console.WriteLine(new string('-', 80));
    }
    catch (Exception ex)
    {
        Console.WriteLine($"An error occurred: {ex.Message}");
    }
}

/// <summary>
/// Populate the services for use within the console application.
/// </summary>
/// <param name="host">The services host.</param>
private static void ServicesSetup(IHost host)
{
    _sesv2Wrapper = host.Services.GetRequiredService<SESV2Wrapper>();
}

/// <summary>
/// Set up the resources for the scenario.
/// </summary>
/// <returns>The email address of the verified identity.</returns>
public static async Task<string?> PrepareApplication()
{
    var htmlContent = await File.ReadAllTextAsync(_resourcesFilePathLocation +
        _htmlContentFile);
    var textContent = await File.ReadAllTextAsync(_resourcesFilePathLocation +
        _textContentFile);

    Console.WriteLine(new string('-', 80));
    Console.WriteLine("1. In this step, we will prepare the application:" +
        "\r\n - Create a verified email identity for sending and" +
        "replying to emails." +
        "\r\n - Create a contact list to store the subscribers'" +
        "email addresses." +
        "\r\n - Create an email template for the coupon" +
        "newsletter.\r\n");

    // Prompt the user for a verified email address.
    while (!IsEmail(_verifiedEmail))
    {
        Console.Write("Enter a verified email address or an email to verify: ");
        _verifiedEmail = Console.ReadLine();
    }
}

```

```
try
{
    // Create an email identity and start the verification process.
    await _sesv2Wrapper.CreateEmailIdentityAsync(_verifiedEmail);
    Console.WriteLine($"Identity {_verifiedEmail} created.");
}
catch (AlreadyExistsException)
{
    Console.WriteLine($"Identity {_verifiedEmail} already exists.");
}
catch (Exception ex)
{
    Console.WriteLine($"Error creating email identity: {ex.Message}");
}

// Create a contact list.
try
{
    await _sesv2Wrapper.CreateContactListAsync(_contactListName);
    Console.WriteLine($"Contact list {_contactListName} created.");
}
catch (AlreadyExistsException)
{
    Console.WriteLine($"Contact list {_contactListName} already exists.");
}
catch (Exception ex)
{
    Console.WriteLine($"Error creating contact list: {ex.Message}");
}

// Create an email template.
try
{
    await _sesv2Wrapper.CreateEmailTemplateAsync(_templateName, _subject,
htmlContent, textContent);
    Console.WriteLine($"Email template {_templateName} created.");
}
catch (AlreadyExistsException)
{
    Console.WriteLine($"Email template {_templateName} already exists.");
}
catch (Exception ex)
{
    Console.WriteLine($"Error creating email template: {ex.Message}");
}
```

```

    }

    return _verifiedEmail;
}

/// <summary>
/// Generate subscriber addresses and send welcome emails.
/// </summary>
/// <param name="fromEmailAddress">The verified email address from
PrepareApplication.</param>
/// <returns>True if successful.</returns>
public static async Task<bool> GatherSubscriberEmailAddresses(string
fromEmailAddress)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine("2. In Step 2, we will gather subscriber email addresses:"
+
        "\r\n - Prompt the user for a base email address." +
        "\r\n - Create 3 variants of the email address using
subaddress extensions (e.g., user+ses-weekly-newsletter-1@example.com)." +
        "\r\n - Add each variant as a contact to the contact
list." +
        "\r\n - Send a welcome email to each new contact.\r\n");

    // Prompt the user for a base email address.
    while (!IsEmail(_baseEmailAddress))
    {
        Console.Write("Enter a base email address (e.g., user@example.com): ");
        _baseEmailAddress = Console.ReadLine();
    }

    // Create 3 variants of the email address using +ses-weekly-newsletter-1,
+ses-weekly-newsletter-2, etc.
    var baseEmailAddressParts = _baseEmailAddress!.Split("@");
    for (int i = 1; i <= 3; i++)
    {
        string emailAddress = $"{baseEmailAddressParts[0]}+ses-weekly-
newsletter-{i}@{baseEmailAddressParts[1]}";

        try
        {
            // Create a contact with the email address in the contact list.
            await _sesv2Wrapper.CreateContactAsync(emailAddress,
_contactListName);

```

```

        Console.WriteLine($"Contact {emailAddress} added to the
{_contactListName} contact list.");
    }
    catch (AlreadyExistsException)
    {
        Console.WriteLine($"Contact {emailAddress} already exists in the
{_contactListName} contact list.");
    }
    catch (Exception ex)
    {
        Console.WriteLine($"Error creating contact {emailAddress}:
{ex.Message}");
        return false;
    }

    // Send a welcome email to the new contact.
    try
    {
        string subject = "Welcome to the Weekly Coupons Newsletter";
        string htmlContent = await
File.ReadAllTextAsync(_resourcesFilePathLocation + _htmlWelcomeFile);
        string textContent = await
File.ReadAllTextAsync(_resourcesFilePathLocation + _textWelcomeFile);

        await _sesv2Wrapper.SendEmailAsync(fromEmailAddress, new
List<string> { emailAddress }, subject, htmlContent, textContent);
        Console.WriteLine($"Welcome email sent to {emailAddress}.");
    }
    catch (Exception ex)
    {
        Console.WriteLine($"Error sending welcome email to {emailAddress}:
{ex.Message}");
        return false;
    }

    // Wait 2 seconds before sending the next email (if the account is in
the SES Sandbox).
    await Task.Delay(2000);
}

return true;
}

///

```

```

    /// Send the coupon newsletter to the subscribers in the contact list.
    /// </summary>
    /// <param name="fromEmailAddress">The verified email address from
PrepareApplication.</param>
    /// <returns>True if successful.</returns>
    public static async Task<bool> SendCouponNewsletter(string fromEmailAddress)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("3. In this step, we will send the coupon newsletter:" +
            "\r\n - Retrieve the list of contacts from the contact
list." +
            "\r\n - Send the coupon newsletter using the email
template to each contact.\r\n");

        // Retrieve the list of contacts from the contact list.
        var contacts = await _sesv2Wrapper.ListContactsAsync(_contactListName);
        if (!contacts.Any())
        {
            Console.WriteLine($"No contacts found in the {_contactListName} contact
list.");
            return false;
        }

        // Load the coupon data from the sample_coupons.json file.
        string couponsData = await File.ReadAllTextAsync(_resourcesFilePathLocation
+ _couponsDataFile);

        // Send the coupon newsletter to each contact using the email template.
        try
        {
            foreach (var contact in contacts)
            {
                // To use the Contact List for list management, send to only one
address at a time.
                await _sesv2Wrapper.SendEmailAsync(fromEmailAddress,
                    new List<string> { contact.EmailAddress },
                    null, null, null, _templateName, couponsData, _contactListName);
            }

            Console.WriteLine($"Coupon newsletter sent to contact list
{_contactListName}.");
        }
        catch (Exception ex)
    }

```

```

        {
            Console.WriteLine($"Error sending coupon newsletter to contact list
{_contactListName}: {ex.Message}");
            return false;
        }

        return true;
    }

    /// <summary>
    /// Provide instructions for monitoring sending activity and metrics.
    /// </summary>
    /// <param name="interactive">True to run in interactive mode.</param>
    /// <returns>True if successful.</returns>
    public static bool MonitorAndReview(bool interactive)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("4. In step 4, we will monitor and review:" +
            "\r\n - Provide instructions for the user to review the
sending activity and metrics in the AWS console.\r\n");

        Console.WriteLine("Review your sending activity using the SES Homepage in
the AWS console.");
        Console.WriteLine("Press Enter to open the SES Homepage in your default
browser...");
        if (interactive)
        {
            Console.ReadLine();
            try
            {
                // Open the SES Homepage in the default browser.
                Process.Start(new ProcessStartInfo
                {
                    FileName = "https://console.aws.amazon.com/ses/home",
                    UseShellExecute = true
                });
            }
            catch (Exception ex)
            {
                Console.WriteLine($"Error opening the SES Homepage: {ex.Message}");
                return false;
            }
        }
    }
}

```

```

        Console.WriteLine("Review the sending activity and email metrics, then press
Enter to continue...");
        if (interactive)
            Console.ReadLine();
        return true;
    }

    /// <summary>
    /// Clean up the resources used in the scenario.
    /// </summary>
    /// <param name="verifiedEmailAddress">The verified email address from
PrepareApplication.</param>
    /// <param name="interactive">True if interactive.</param>
    /// <returns>Async task.</returns>
    public static async Task<bool> Cleanup(string verifiedEmailAddress, bool
interactive)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("5. Finally, we clean up resources:" +
            "\r\n - Delete the contact list (which also deletes all
contacts within it)." +
            "\r\n - Delete the email template." +
            "\r\n - Optionally delete the verified email identity.\r
\n");

        Console.WriteLine("Cleaning up resources...");

        // Delete the contact list (this also deletes all contacts in the list).
        try
        {
            await _sesv2Wrapper.DeleteContactListAsync(_contactListName);
            Console.WriteLine($"Contact list {_contactListName} deleted.");
        }
        catch (NotFoundException)
        {
            Console.WriteLine($"Contact list {_contactListName} not found.");
        }
        catch (Exception ex)
        {
            Console.WriteLine($"Error deleting contact list {_contactListName}:
{ex.Message}");
            return false;
        }
    }

```



```

        // Delete the email template.
        try
        {
            await _sesv2Wrapper.DeleteEmailTemplateAsync(_templateName);
            Console.WriteLine($"Email template {_templateName} deleted.");
        }
        catch (NotFoundException)
        {
            Console.WriteLine($"Email template {_templateName} not found.");
        }
        catch (Exception ex)
        {
            Console.WriteLine($"Error deleting email template {_templateName}:
{ex.Message}");
            return false;
        }

        // Ask the user if they want to delete the email identity.
        var deleteIdentity = !interactive ||
            GetYesNoResponse(
                $"Do you want to delete the email identity {verifiedEmailAddress}?
(y/n) ");
        if (deleteIdentity)
        {
            try
            {
                await _sesv2Wrapper.DeleteEmailIdentityAsync(verifiedEmailAddress);
                Console.WriteLine($"Email identity {verifiedEmailAddress}
deleted.");
            }
            catch (NotFoundException)
            {
                Console.WriteLine(
                    $"Email identity {verifiedEmailAddress} not found.");
            }
            catch (Exception ex)
            {
                Console.WriteLine(
                    $"Error deleting email identity {verifiedEmailAddress}:
{ex.Message}");
                return false;
            }
        }
        else

```

```

        {
            Console.WriteLine(
                $"Skipping deletion of email identity {verifiedEmailAddress}.");
        }

        return true;
    }

    /// <summary>
    /// Helper method to get a yes or no response from the user.
    /// </summary>
    /// <param name="question">The question string to print on the console.</param>
    /// <returns>True if the user responds with a yes.</returns>
    private static bool GetYesNoResponse(string question)
    {
        Console.WriteLine(question);
        var ynResponse = Console.ReadLine();
        var response = ynResponse != null && ynResponse.Equals("y",
StringComparison.InvariantCultureIgnoreCase);
        return response;
    }

    /// <summary>
    /// Simple check to verify a string is an email address.
    /// </summary>
    /// <param name="email">The string to verify.</param>
    /// <returns>True if a valid email.</returns>
    private static bool IsEmail(string? email)
    {
        if (string.IsNullOrEmpty(email))
            return false;
        return Regex.IsMatch(email, @"^[^@\s]+@[^@\s]+\.[^@\s]+$",
RegexOptions.IgnoreCase);
    }
}

```

适用于服务操作的包装器。

```

using System.Net;
using Amazon.SimpleEmailV2;
using Amazon.SimpleEmailV2.Model;

```

```
namespace Sesev2Scenario;

/// <summary>
/// Wrapper class for Amazon Simple Email Service (SES) v2 operations.
/// </summary>
public class SESv2Wrapper
{
    private readonly IAmazonSimpleEmailServiceV2 _sesClient;

    /// <summary>
    /// Constructor for the SESv2Wrapper.
    /// </summary>
    /// <param name="sesClient">The injected SES v2 client.</param>
    public SESv2Wrapper(IAmazonSimpleEmailServiceV2 sesClient)
    {
        _sesClient = sesClient;
    }

    /// <summary>
    /// Creates a contact and adds it to the specified contact list.
    /// </summary>
    /// <param name="emailAddress">The email address of the contact.</param>
    /// <param name="contactListName">The name of the contact list.</param>
    /// <returns>The response from the CreateContact operation.</returns>
    public async Task<bool> CreateContactAsync(string emailAddress, string
contactListName)
    {
        var request = new CreateContactRequest
        {
            EmailAddress = emailAddress,
            ContactListName = contactListName
        };

        try
        {
            var response = await _sesClient.CreateContactAsync(request);
            return response.HttpStatusCode == HttpStatusCode.OK;
        }
        catch (AlreadyExistsException ex)
        {
            Console.WriteLine($"Contact with email address {emailAddress} already
exists in the contact list {contactListName}.");
            Console.WriteLine(ex.Message);
        }
    }
}
```

```

        return true;
    }
    catch (NotFoundException ex)
    {
        Console.WriteLine($"The contact list {contactListName} does not
exist.");
        Console.WriteLine(ex.Message);
    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again
later.");
        Console.WriteLine(ex.Message);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"An error occurred while creating the contact:
{ex.Message}");
    }
    return false;
}

/// <summary>
/// Creates a contact list with the specified name.
/// </summary>
/// <param name="contactListName">The name of the contact list.</param>
/// <returns>True if successful.</returns>
public async Task<bool> CreateContactListAsync(string contactListName)
{
    var request = new CreateContactListRequest
    {
        ContactListName = contactListName
    };

    try
    {
        var response = await _sesClient.CreateContactListAsync(request);
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (AlreadyExistsException ex)
    {
        Console.WriteLine($"Contact list with name {contactListName} already
exists.");
        Console.WriteLine(ex.Message);
    }
}

```

```

        return true;
    }
    catch (LimitExceededException ex)
    {
        Console.WriteLine("The limit for contact lists has been exceeded.");
        Console.WriteLine(ex.Message);
    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again
later.");
        Console.WriteLine(ex.Message);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"An error occurred while creating the contact list:
{ex.Message}");
    }
    return false;
}

/// <summary>
/// Creates an email identity (email address or domain) and starts the
verification process.
/// </summary>
/// <param name="emailIdentity">The email address or domain to create and
verify.</param>
/// <returns>The response from the CreateEmailIdentity operation.</returns>
public async Task<CreateEmailIdentityResponse> CreateEmailIdentityAsync(string
emailIdentity)
{
    var request = new CreateEmailIdentityRequest
    {
        EmailIdentity = emailIdentity
    };

    try
    {
        var response = await _sesClient.CreateEmailIdentityAsync(request);
        return response;
    }
    catch (AlreadyExistsException ex)
    {
        Console.WriteLine($"Email identity {emailIdentity} already exists.");
    }
}

```

```

        Console.WriteLine(ex.Message);
        throw;
    }
    catch (ConcurrentModificationException ex)
    {
        Console.WriteLine($"The email identity {emailIdentity} is being modified
by another operation or thread.");
        Console.WriteLine(ex.Message);
        throw;
    }
    catch (LimitExceededException ex)
    {
        Console.WriteLine("The limit for email identities has been exceeded.");
        Console.WriteLine(ex.Message);
        throw;
    }
    catch (NotFoundException ex)
    {
        Console.WriteLine($"The email identity {emailIdentity} does not
exist.");
        Console.WriteLine(ex.Message);
        throw;
    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again
later.");
        Console.WriteLine(ex.Message);
        throw;
    }
    catch (Exception ex)
    {
        Console.WriteLine($"An error occurred while creating the email identity:
{ex.Message}");
        throw;
    }
}

/// <summary>
/// Creates an email template with the specified content.
/// </summary>
/// <param name="templateName">The name of the email template.</param>
/// <param name="subject">The subject of the email template.</param>
/// <param name="htmlContent">The HTML content of the email template.</param>

```

```
/// <param name="textContent">The text content of the email template.</param>
/// <returns>True if successful.</returns>
public async Task<bool> CreateEmailTemplateAsync(string templateName, string
subject, string htmlContent, string textContent)
{
    var request = new CreateEmailTemplateRequest
    {
        TemplateName = templateName,
        TemplateContent = new EmailTemplateContent
        {
            Subject = subject,
            Html = htmlContent,
            Text = textContent
        }
    };

    try
    {
        var response = await _sesClient.CreateEmailTemplateAsync(request);
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (AlreadyExistsException ex)
    {
        Console.WriteLine($"Email template with name {templateName} already
exists.");
        Console.WriteLine(ex.Message);
    }
    catch (LimitExceededException ex)
    {
        Console.WriteLine("The limit for email templates has been exceeded.");
        Console.WriteLine(ex.Message);
    }
    catch (TooManyRequestsException ex)
    {
        Console.WriteLine("Too many requests were made. Please try again
later.");
        Console.WriteLine(ex.Message);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"An error occurred while creating the email template:
{ex.Message}");
    }
}
```

```

        return false;
    }

    /// <summary>
    /// Deletes a contact list and all contacts within it.
    /// </summary>
    /// <param name="contactListName">The name of the contact list to delete.</
param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DeleteContactListAsync(string contactListName)
    {
        var request = new DeleteContactListRequest
        {
            ContactListName = contactListName
        };

        try
        {
            var response = await _sesClient.DeleteContactListAsync(request);
            return response.HttpStatusCode == HttpStatusCode.OK;
        }
        catch (ConcurrentModificationException ex)
        {
            Console.WriteLine($"The contact list {contactListName} is being modified
by another operation or thread.");
            Console.WriteLine(ex.Message);
        }
        catch (NotFoundException ex)
        {
            Console.WriteLine($"The contact list {contactListName} does not
exist.");
            Console.WriteLine(ex.Message);
        }
        catch (TooManyRequestsException ex)
        {
            Console.WriteLine("Too many requests were made. Please try again
later.");
            Console.WriteLine(ex.Message);
        }
        catch (Exception ex)
        {
            Console.WriteLine($"An error occurred while deleting the contact list:
{ex.Message}");
        }
    }

```



```
        return false;
    }

    /// <summary>
    /// Deletes an email identity (email address or domain).
    /// </summary>
    /// <param name="emailIdentity">The email address or domain to delete.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DeleteEmailIdentityAsync(string emailIdentity)
    {
        var request = new DeleteEmailIdentityRequest
        {
            EmailIdentity = emailIdentity
        };

        try
        {
            var response = await _sesClient.DeleteEmailIdentityAsync(request);
            return response.HttpStatusCode == HttpStatusCode.OK;
        }
        catch (ConcurrentModificationException ex)
        {
            Console.WriteLine($"The email identity {emailIdentity} is being modified
by another operation or thread.");
            Console.WriteLine(ex.Message);
        }
        catch (NotFoundException ex)
        {
            Console.WriteLine($"The email identity {emailIdentity} does not
exist.");
            Console.WriteLine(ex.Message);
        }
        catch (TooManyRequestsException ex)
        {
            Console.WriteLine("Too many requests were made. Please try again
later.");
            Console.WriteLine(ex.Message);
        }
        catch (Exception ex)
        {
            Console.WriteLine($"An error occurred while deleting the email identity:
{ex.Message}");
        }
    }
}
```

```

        return false;
    }

    /// <summary>
    /// Deletes an email template.
    /// </summary>
    /// <param name="templateName">The name of the email template to delete.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DeleteEmailTemplateAsync(string templateName)
    {
        var request = new DeleteEmailTemplateRequest
        {
            TemplateName = templateName
        };

        try
        {
            var response = await _sesClient.DeleteEmailTemplateAsync(request);
            return response.HttpStatusCode == HttpStatusCode.OK;
        }
        catch (NotFoundException ex)
        {
            Console.WriteLine($"The email template {templateName} does not exist.");
            Console.WriteLine(ex.Message);
        }
        catch (TooManyRequestsException ex)
        {
            Console.WriteLine("Too many requests were made. Please try again later.");
            Console.WriteLine(ex.Message);
        }
        catch (Exception ex)
        {
            Console.WriteLine($"An error occurred while deleting the email template: {ex.Message}");
        }

        return false;
    }

    /// <summary>
    /// Lists the contacts in the specified contact list.
    /// </summary>

```

```

    /// <param name="contactListName">The name of the contact list.</param>
    /// <returns>The list of contacts response from the ListContacts operation.</
returns>
    public async Task<List<Contact>> ListContactsAsync(string contactListName)
    {
        var request = new ListContactsRequest
        {
            ContactListName = contactListName
        };

        try
        {
            var response = await _sesClient.ListContactsAsync(request);
            return response.Contacts;
        }
        catch (NotFoundException ex)
        {
            Console.WriteLine($"The contact list {contactListName} does not
exist.");
            Console.WriteLine(ex.Message);
        }
        catch (TooManyRequestsException ex)
        {
            Console.WriteLine("Too many requests were made. Please try again
later.");
            Console.WriteLine(ex.Message);
        }
        catch (Exception ex)
        {
            Console.WriteLine($"An error occurred while listing the contacts:
{ex.Message}");
        }

        return new List<Contact>();
    }

    /// <summary>
    /// Sends an email with the specified content and options.
    /// </summary>
    /// <param name="fromEmailAddress">The email address to send the email from.</
param>
    /// <param name="toEmailAddresses">The email addresses to send the email to.</
param>
    /// <param name="subject">The subject of the email.</param>

```

```

    /// <param name="htmlContent">The HTML content of the email.</param>
    /// <param name="textContent">The text content of the email.</param>
    /// <param name="templateName">The name of the email template to use
(optional).</param>
    /// <param name="templateData">The data to replace placeholders in the email
template (optional).</param>
    /// <param name="contactListName">The name of the contact list for unsubscribe
functionality (optional).</param>
    /// <returns>The MessageId response from the SendEmail operation.</returns>
    public async Task<string> SendEmailAsync(string fromEmailAddress, List<string>
toEmailAddresses, string? subject,
        string? htmlContent, string? textContent, string? templateName = null,
string? templateData = null, string? contactListName = null)
    {
        var request = new SendEmailRequest
        {
            FromEmailAddress = fromEmailAddress
        };

        if (toEmailAddresses.Any())
        {
            request.Destination = new Destination { ToAddresses =
toEmailAddresses };
        }

        if (!string.IsNullOrEmpty(templateName))
        {
            request.Content = new EmailContent()
            {
                Template = new Template
                {
                    TemplateName = templateName,
                    TemplateData = templateData
                }
            };
        }
        else
        {
            request.Content = new EmailContent
            {
                Simple = new Message
                {
                    Subject = new Content { Data = subject },
                    Body = new Body

```

```

        {
            Html = new Content { Data = htmlContent },
            Text = new Content { Data = textContent }
        }
    };
}

if (!string.IsNullOrEmpty(contactListName))
{
    request.ListManagementOptions = new ListManagementOptions
    {
        ContactListName = contactListName
    };
}

try
{
    var response = await _sesClient.SendEmailAsync(request);
    return response.MessageId;
}
catch (AccountSuspendedException ex)
{
    Console.WriteLine("The account's ability to send email has been
permanently restricted.");
    Console.WriteLine(ex.Message);
}
catch (MailFromDomainNotVerifiedException ex)
{
    Console.WriteLine("The sending domain is not verified.");
    Console.WriteLine(ex.Message);
}
catch (MessageRejectedException ex)
{
    Console.WriteLine("The message content is invalid.");
    Console.WriteLine(ex.Message);
}
catch (SendingPausedException ex)
{
    Console.WriteLine("The account's ability to send email is currently
paused.");
    Console.WriteLine(ex.Message);
}
catch (TooManyRequestsException ex)

```

```
        {
            Console.WriteLine("Too many requests were made. Please try again
later.");
            Console.WriteLine(ex.Message);
        }
        catch (Exception ex)
        {
            Console.WriteLine($"An error occurred while sending the email:
{ex.Message}");
        }

        return string.Empty;
    }
}
```

• 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [CreateContact](#)
- [CreateContactList](#)
- [CreateEmailIdentity](#)
- [CreateEmailTemplate](#)
- [DeleteContactList](#)
- [DeleteEmailIdentity](#)
- [DeleteEmailTemplate](#)
- [ListContacts](#)
- [SendEmail。simple](#)
- [SendEmail。模板](#)

使用 Amazon SNS 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Amazon SNS 中使用来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [操作](#)
- [场景](#)
- [无服务器示例](#)

开始使用

开始使用 Amazon SNS

以下代码示例显示了如何开始使用 Amazon SNS。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using Amazon.SimpleNotificationService;
using Amazon.SimpleNotificationService.Model;

namespace SNSActions;

public static class HelloSNS
{
    static async Task Main(string[] args)
    {
        var snsClient = new AmazonSimpleNotificationServiceClient();

        Console.WriteLine($"Hello Amazon SNS! Following are some of your topics:");
        Console.WriteLine();

        // You can use await and any of the async methods to get a response.
        // Let's get a list of topics.
```

```
var response = await snsClient.ListTopicsAsync(
    new ListTopicsRequest());

foreach (var topic in response.Topics)
{
    Console.WriteLine($"{topic.TopicArn}");
    Console.WriteLine();
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListTopics](#)中的。

操作

CheckIfPhoneNumberIsOptedOut

以下代码示例演示了如何使用 CheckIfPhoneNumberIsOptedOut。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.SimpleNotificationService;
using Amazon.SimpleNotificationService.Model;

/// <summary>
/// This example shows how to use the Amazon Simple Notification Service
/// (Amazon SNS) to check whether a phone number has been opted out.
/// </summary>
public class IsPhoneNumOptedOut
{
    public static async Task Main()
    {
```



```

        string phoneNumber = "+15551112222";

        IAmazonSimpleNotificationService client = new
AmazonSimpleNotificationServiceClient();

        await CheckIfOptedOutAsync(client, phoneNumber);
    }

    /// <summary>
    /// Checks to see if the supplied phone number has been opted out.
    /// </summary>
    /// <param name="client">The initialized Amazon SNS Client object used
    /// to check if the phone number has been opted out.</param>
    /// <param name="phoneNumber">A string representing the phone number
    /// to check.</param>
    public static async Task
CheckIfOptedOutAsync(IAmazonSimpleNotificationService client, string phoneNumber)
    {
        var request = new CheckIfPhoneNumberIsOptedOutRequest
        {
            PhoneNumber = phoneNumber,
        };

        try
        {
            var response = await
client.CheckIfPhoneNumberIsOptedOutAsync(request);

            if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
            {
                string optOutStatus = response.IsOptedOut ? "opted out" : "not
opted out.";
                Console.WriteLine($"The phone number: {phoneNumber} is
{optOutStatus}");
            }
        }
        catch (AuthorizationErrorException ex)
        {
            Console.WriteLine($"{ex.Message}");
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CheckIfPhoneNumbersOptedOut](#) 中的。

CreateTopic

以下代码示例演示了如何使用 CreateTopic。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用特定的名称创建主题。

```
using System;
using System.Threading.Tasks;
using Amazon.SimpleNotificationService;
using Amazon.SimpleNotificationService.Model;

/// <summary>
/// This example shows how to use Amazon Simple Notification Service
/// (Amazon SNS) to add a new Amazon SNS topic.
/// </summary>
public class CreateSNSTopic
{
    public static async Task Main()
    {
        string topicName = "ExampleSNSTopic";

        IAmazonSimpleNotificationService client = new
AmazonSimpleNotificationServiceClient();

        var topicArn = await CreateSNSTopicAsync(client, topicName);
        Console.WriteLine($"New topic ARN: {topicArn}");
    }

    /// <summary>
```

```

    /// Creates a new SNS topic using the supplied topic name.
    /// </summary>
    /// <param name="client">The initialized SNS client object used to
    /// create the new topic.</param>
    /// <param name="topicName">A string representing the topic name.</param>
    /// <returns>The Amazon Resource Name (ARN) of the created topic.</returns>
    public static async Task<string>
CreateSNSTopicAsync(IAmazonSimpleNotificationService client, string topicName)
    {
        var request = new CreateTopicRequest
        {
            Name = topicName,
        };

        var response = await client.CreateTopicAsync(request);

        return response.TopicArn;
    }
}

```

创建一个包含名称以及特定 FIFO 和重复数据消除属性的新主题。

```

    /// <summary>
    /// Create a new topic with a name and specific FIFO and de-duplication
    attributes.
    /// </summary>
    /// <param name="topicName">The name for the topic.</param>
    /// <param name="useFifoTopic">True to use a FIFO topic.</param>
    /// <param name="useContentBasedDeduplication">True to use content-based de-
    duplication.</param>
    /// <returns>The ARN of the new topic.</returns>
    public async Task<string> CreateTopicWithName(string topicName, bool
useFifoTopic, bool useContentBasedDeduplication)
    {
        var createTopicRequest = new CreateTopicRequest()
        {
            Name = topicName,
        };

        if (useFifoTopic)
        {

```

```

        // Update the name if it is not correct for a FIFO topic.
        if (!topicName.EndsWith(".fifo"))
        {
            createTopicRequest.Name = topicName + ".fifo";
        }

        // Add the attributes from the method parameters.
        createTopicRequest.Attributes = new Dictionary<string, string>
        {
            { "FifoTopic", "true" }
        };
        if (useContentBasedDeduplication)
        {
            createTopicRequest.Attributes.Add("ContentBasedDeduplication",
"true");
        }

        var createResponse = await
_amazonSNSClient.CreateTopicAsync(createTopicRequest);
        return createResponse.TopicArn;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateTopic](#)中的。

DeleteTopic

以下代码示例演示了如何使用 DeleteTopic。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

按主题 ARN 删除主题。

```

/// <summary>
/// Delete a topic by its topic ARN.

```

```

/// </summary>
/// <param name="topicArn">The ARN of the topic.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteTopicByArn(string topicArn)
{
    var deleteResponse = await _amazonSNSClient.DeleteTopicAsync(
        new DeleteTopicRequest()
        {
            TopicArn = topicArn
        });
    return deleteResponse.HttpStatusCode == HttpStatusCode.OK;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteTopic](#) 中的。

GetTopicAttributes

以下代码示例演示了如何使用 GetTopicAttributes。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.SimpleNotificationService;

/// <summary>
/// This example shows how to retrieve the attributes of an Amazon Simple
/// Notification Service (Amazon SNS) topic.
/// </summary>
public class GetTopicAttributes
{
    public static async Task Main()
    {
        string topicArn = "arn:aws:sns:us-west-2:000000000000:ExampleSNSTopic";
    }
}

```

```

        IAmazonSimpleNotificationService client = new
AmazonSimpleNotificationServiceClient();

        var attributes = await GetTopicAttributesAsync(client, topicArn);
        DisplayTopicAttributes(attributes);
    }

    /// <summary>
    /// Given the ARN of the Amazon SNS topic, this method retrieves the topic
    /// attributes.
    /// </summary>
    /// <param name="client">The initialized Amazon SNS client object used
    /// to retrieve the attributes for the Amazon SNS topic.</param>
    /// <param name="topicArn">The ARN of the topic for which to retrieve
    /// the attributes.</param>
    /// <returns>A Dictionary of topic attributes.</returns>
    public static async Task<Dictionary<string, string>>
GetTopicAttributesAsync(
    IAmazonSimpleNotificationService client,
    string topicArn)
    {
        var response = await client.GetTopicAttributesAsync(topicArn);

        return response.Attributes;
    }

    /// <summary>
    /// This method displays the attributes for an Amazon SNS topic.
    /// </summary>
    /// <param name="topicAttributes">A Dictionary containing the
    /// attributes for an Amazon SNS topic.</param>
    public static void DisplayTopicAttributes(Dictionary<string, string>
topicAttributes)
    {
        foreach (KeyValuePair<string, string> entry in topicAttributes)
        {
            Console.WriteLine($"{entry.Key}: {entry.Value}\n");
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetTopicAttributes](#)中的。

ListSubscriptions

以下代码示例演示了如何使用 ListSubscriptions。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.SimpleNotificationService;
using Amazon.SimpleNotificationService.Model;

/// <summary>
/// This example will retrieve a list of the existing Amazon Simple
/// Notification Service (Amazon SNS) subscriptions.
/// </summary>
public class ListSubscriptions
{
    public static async Task Main()
    {
        IAmazonSimpleNotificationService client = new
AmazonSimpleNotificationServiceClient();

        Console.WriteLine("Enter a topic ARN to list subscriptions for a
specific topic, " +
                        "or press Enter to list subscriptions for all
topics.");
        var topicArn = Console.ReadLine();
        Console.WriteLine();

        var subscriptions = await GetSubscriptionsListAsync(client, topicArn);

        DisplaySubscriptionList(subscriptions);
    }

    /// <summary>
```

```

    /// Gets a list of the existing Amazon SNS subscriptions, optionally by
    specifying a topic ARN.
    /// </summary>
    /// <param name="client">The initialized Amazon SNS client object used
    /// to obtain the list of subscriptions.</param>
    /// <param name="topicArn">The optional ARN of a specific topic. Defaults to
    null.</param>
    /// <returns>A list containing information about each subscription.</
returns>
    public static async Task<List<Subscription>>
    GetSubscriptionsListAsync(IAmazonSimpleNotificationService client, string topicArn
    = null)
    {
        var results = new List<Subscription>();

        if (!string.IsNullOrEmpty(topicArn))
        {
            var paginateByTopic = client.Paginators.ListSubscriptionsByTopic(
                new ListSubscriptionsByTopicRequest()
                {
                    TopicArn = topicArn,
                });

            // Get the entire list using the paginator.
            await foreach (var subscription in paginateByTopic.Subscriptions)
            {
                results.Add(subscription);
            }
        }
        else
        {
            var paginateAllSubscriptions =
            client.Paginators.ListSubscriptions(new ListSubscriptionsRequest());

            // Get the entire list using the paginator.
            await foreach (var subscription in
            paginateAllSubscriptions.Subscriptions)
            {
                results.Add(subscription);
            }
        }

        return results;
    }

```



```
/// <summary>
/// Display a list of Amazon SNS subscription information.
/// </summary>
/// <param name="subscriptionList">A list containing details for existing
/// Amazon SNS subscriptions.</param>
public static void DisplaySubscriptionList(List<Subscription>
subscriptionList)
{
    foreach (var subscription in subscriptionList)
    {
        Console.WriteLine($"Owner: {subscription.Owner}");
        Console.WriteLine($"Subscription ARN:
{subscription.SubscriptionArn}");
        Console.WriteLine($"Topic ARN: {subscription.TopicArn}");
        Console.WriteLine($"Endpoint: {subscription.Endpoint}");
        Console.WriteLine($"Protocol: {subscription.Protocol}");
        Console.WriteLine();
    }
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListSubscriptions](#)中的。

ListTopics

以下代码示例演示了如何使用 ListTopics。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon.SimpleNotificationService;
```

```

using Amazon.SimpleNotificationService.Model;

/// <summary>
/// Lists the Amazon Simple Notification Service (Amazon SNS)
/// topics for the current account.
/// </summary>
public class ListSNSTopics
{
    public static async Task Main()
    {
        IAmazonSimpleNotificationService client = new
AmazonSimpleNotificationServiceClient();

        await GetTopicListAsync(client);
    }

    /// <summary>
    /// Retrieves the list of Amazon SNS topics in groups of up to 100
    /// topics.
    /// </summary>
    /// <param name="client">The initialized Amazon SNS client object used
    /// to retrieve the list of topics.</param>
    public static async Task GetTopicListAsync(IAmazonSimpleNotificationService
client)
    {
        // If there are more than 100 Amazon SNS topics, the call to
        // ListTopicsAsync will return a value to pass to the
        // method to retrieve the next 100 (or less) topics.
        string nextToken = string.Empty;

        do
        {
            var response = await client.ListTopicsAsync(nextToken);
            DisplayTopicsList(response.Topics);
            nextToken = response.NextToken;
        }
        while (!string.IsNullOrEmpty(nextToken));
    }

    /// <summary>
    /// Displays the list of Amazon SNS Topic ARNs.
    /// </summary>
    /// <param name="topicList">The list of Topic ARNs.</param>
    public static void DisplayTopicsList(List<Topic> topicList)

```

```
    {
        foreach (var topic in topicList)
        {
            Console.WriteLine($"{topic.TopicArn}");
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListTopics](#) 中的。

Publish

以下代码示例演示了如何使用 Publish。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

向主题发布消息。

```
using System;
using System.Threading.Tasks;
using Amazon.SimpleNotificationService;
using Amazon.SimpleNotificationService.Model;

/// <summary>
/// This example publishes a message to an Amazon Simple Notification
/// Service (Amazon SNS) topic.
/// </summary>
public class PublishToSNSTopic
{
    public static async Task Main()
    {
        string topicArn = "arn:aws:sns:us-east-2:000000000000:ExampleSNSTopic";
        string messageText = "This is an example message to publish to the
ExampleSNSTopic.";
    }
}
```

```

        IAmazonSimpleNotificationService client = new
AmazonSimpleNotificationServiceClient();

        await PublishToTopicAsync(client, topicArn, messageText);
    }

    /// <summary>
    /// Publishes a message to an Amazon SNS topic.
    /// </summary>
    /// <param name="client">The initialized client object used to publish
    /// to the Amazon SNS topic.</param>
    /// <param name="topicArn">The ARN of the topic.</param>
    /// <param name="messageText">The text of the message.</param>
    public static async Task PublishToTopicAsync(
        IAmazonSimpleNotificationService client,
        string topicArn,
        string messageText)
    {
        var request = new PublishRequest
        {
            TopicArn = topicArn,
            Message = messageText,
        };

        var response = await client.PublishAsync(request);

        Console.WriteLine($"Successfully published message ID:
{response.MessageId}");
    }
}

```

使用组、复制和属性选项向主题发布消息。

```

    /// <summary>
    /// Publish messages using user settings.
    /// </summary>
    /// <returns>Async task.</returns>
    public static async Task PublishMessages()
    {
        Console.WriteLine("Now we can publish messages.");
    }
}

```

```

var keepSendingMessages = true;
string? deduplicationId = null;
string? toneAttribute = null;
while (keepSendingMessages)
{
    Console.WriteLine();
    var message = GetUserResponse("Enter a message to publish.", "This is a
sample message");

    if (_useFifoTopic)
    {
        Console.WriteLine("Because you are using a FIFO topic, you must set
a message group ID." +
                           "\r\nAll messages within the same group will be
received in the order " +
                           "they were published.");

        Console.WriteLine();
        var messageGroupId = GetUserResponse("Enter a message group ID for
this message:", "1");

        if (!_useContentBasedDeduplication)
        {
            Console.WriteLine("Because you are not using content-based
deduplication, " +
                              "you must enter a deduplication ID.");

            Console.WriteLine("Enter a deduplication ID for this message.");
            deduplicationId = GetUserResponse("Enter a deduplication ID for
this message.", "1");
        }

        if (GetYesNoResponse("Add an attribute to this message?"))
        {
            Console.WriteLine("Enter a number for an attribute.");
            for (int i = 0; i < _tones.Length; i++)
            {
                Console.WriteLine($"{i + 1}. {_tones[i]}");
            }

            var selection = GetUserResponse("", "1");
            int.TryParse(selection, out var selectionNumber);

```

```

        if (selectionNumber > 0 && selectionNumber < _tones.Length)
        {
            toneAttribute = _tones[selectionNumber - 1];
        }

        var messageID = await SnsWrapper.PublishToTopicWithAttribute(
            _topicArn, message, "tone", toneAttribute, deduplicationId,
            messageGroupId);

        Console.WriteLine($"Message published with id {messageID}.");
    }

    keepSendingMessages = GetYesNoResponse("Send another message?", false);
}
}

```

将用户的选择应用于发布操作。

```

    /// <summary>
    /// Publish a message to a topic with an attribute and optional deduplication
    and group IDs.
    /// </summary>
    /// <param name="topicArn">The ARN of the topic.</param>
    /// <param name="message">The message to publish.</param>
    /// <param name="attributeName">The optional attribute for the message.</param>
    /// <param name="attributeValue">The optional attribute value for the message.</
param>
    /// <param name="deduplicationId">The optional deduplication ID for the
message.</param>
    /// <param name="groupId">The optional group ID for the message.</param>
    /// <returns>The ID of the message published.</returns>
    public async Task<string> PublishToTopicWithAttribute(
        string topicArn,
        string message,
        string? attributeName = null,
        string? attributeValue = null,
        string? deduplicationId = null,
        string? groupId = null)
    {
        var publishRequest = new PublishRequest()
        {

```

```
        TopicArn = topicArn,
        Message = message,
        MessageDeduplicationId = deduplicationId,
        MessageGroupId = groupId
    };

    if (attributeValue != null)
    {
        // Add the string attribute if it exists.
        publishRequest.MessageAttributes =
            new Dictionary<string, MessageAttributeValue>
            {
                { attributeName!, new MessageAttributeValue() { StringValue =
attributeValue, DataType = "String"} }
            };
    }

    var publishResponse = await _amazonSNSClient.PublishAsync(publishRequest);
    return publishResponse.MessageId;
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的 [Publish](#)。

Subscribe

以下代码示例演示了如何使用 Subscribe。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

将电子邮件地址订阅到主题。

```
/// <summary>
/// Creates a new subscription to a topic.
/// </summary>
```

```

    /// <param name="client">The initialized Amazon SNS client object, used
    /// to create an Amazon SNS subscription.</param>
    /// <param name="topicArn">The ARN of the topic to subscribe to.</param>
    /// <returns>A SubscribeResponse object which includes the subscription
    /// ARN for the new subscription.</returns>
    public static async Task<SubscribeResponse> TopicSubscribeAsync(
        IAmazonSimpleNotificationService client,
        string topicArn)
    {
        SubscribeRequest request = new SubscribeRequest()
        {
            TopicArn = topicArn,
            ReturnSubscriptionArn = true,
            Protocol = "email",
            Endpoint = "recipient@example.com",
        };

        var response = await client.SubscribeAsync(request);

        return response;
    }

```

使用可选筛选条件为队列订阅主题。

```

    /// <summary>
    /// Subscribe a queue to a topic with optional filters.
    /// </summary>
    /// <param name="topicArn">The ARN of the topic.</param>
    /// <param name="useFifoTopic">The optional filtering policy for the
    subscription.</param>
    /// <param name="queueArn">The ARN of the queue.</param>
    /// <returns>The ARN of the new subscription.</returns>
    public async Task<string> SubscribeTopicWithFilter(string topicArn, string?
    filterPolicy, string queueArn)
    {
        var subscribeRequest = new SubscribeRequest()
        {
            TopicArn = topicArn,
            Protocol = "sqs",
            Endpoint = queueArn
        };
    }

```



```
        if (!string.IsNullOrEmpty(filterPolicy))
        {
            subscribeRequest.Attributes = new Dictionary<string, string>
            { { "FilterPolicy", filterPolicy } };
        }

        var subscribeResponse = await
            _amazonSNSClient.SubscribeAsync(subscribeRequest);
        return subscribeResponse.SubscriptionArn;
    }
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的 [Subscribe](#)。

Unsubscribe

以下代码示例演示了如何使用 Unsubscribe。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

通过订阅 ARN 取消订阅某个主题。

```
/// <summary>
/// Unsubscribe from a topic by a subscription ARN.
/// </summary>
/// <param name="subscriptionArn">The ARN of the subscription.</param>
/// <returns>True if successful.</returns>
public async Task<bool> UnsubscribeByArn(string subscriptionArn)
{
    var unsubscribeResponse = await _amazonSNSClient.UnsubscribeAsync(
        new UnsubscribeRequest()
        {
            SubscriptionArn = subscriptionArn
        });
    return unsubscribeResponse.HttpStatusCode == HttpStatusCode.OK;
}
```

```
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的 [Unsubscribe](#)。

场景

构建 Amazon SNS 应用程序

以下代码示例演示如何创建具有订阅和发布功能并能转换消息的应用程序。

适用于 .NET 的 SDK

展示如何使用 Amazon Simple Notification Service .NET API 创建具有订阅和发布功能的 Web 应用程序。此外，此示例应用程序还会转换消息。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- Amazon SNS
- Amazon Translate

创建无服务器应用程序来管理照片

以下代码示例演示如何创建无服务器应用程序，让用户能够使用标签管理照片。

适用于 .NET 的 SDK

演示如何开发照片资产管理应用程序，该应用程序使用 Amazon Rekognition 检测图像中的标签并将其存储以供日后检索。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

要深入了解这个例子的起源，请参阅 [AWS 社区](#)上的博文。

本示例中使用的服务

- API Gateway
- DynamoDB
- Lambda

- Amazon Rekognition
- Amazon S3
- Amazon SNS

发布 SMS 文本消息

以下代码示例展示了如何使用 Amazon SNS 发布 SMS 消息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
namespace SNSMessageExample
{
    using System;
    using System.Threading.Tasks;
    using Amazon;
    using Amazon.SimpleNotificationService;
    using Amazon.SimpleNotificationService.Model;

    public class SNSMessage
    {
        private AmazonSimpleNotificationServiceClient snsClient;

        /// <summary>
        /// Initializes a new instance of the <see cref="SNSMessage"/> class.
        /// Constructs a new SNSMessage object initializing the Amazon Simple
        /// Notification Service (Amazon SNS) client using the supplied
        /// Region endpoint.
        /// </summary>
        /// <param name="regionEndpoint">The Amazon Region endpoint to use in
        /// sending test messages with this object.</param>
        public SNSMessage(RegionEndpoint regionEndpoint)
        {
            snsClient = new AmazonSimpleNotificationServiceClient(regionEndpoint);
        }
    }
}
```

```
/// <summary>
/// Sends the SMS message passed in the text parameter to the phone number
/// in phoneNum.
/// </summary>
/// <param name="phoneNum">The ten-digit phone number to which the text
/// message will be sent.</param>
/// <param name="text">The text of the message to send.</param>
/// <returns>Async task.</returns>
public async Task SendTextMessageAsync(string phoneNum, string text)
{
    if (string.IsNullOrEmpty(phoneNum) || string.IsNullOrEmpty(text))
    {
        return;
    }

    // Now actually send the message.
    var request = new PublishRequest
    {
        Message = text,
        PhoneNumber = phoneNum,
    };

    try
    {
        var response = await snsClient.PublishAsync(request);
    }
    catch (Exception ex)
    {
        Console.WriteLine($"Error sending message: {ex}");
    }
}
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的 [Publish](#)。

将消息发布到队列

以下代码示例演示了操作流程：

- 创建主题 (FIFO 或非 FIFO)。

- 针对主题订阅多个队列，并提供应用筛选条件的选项。
- 将消息发布到主题。
- 轮询队列中是否有收到的消息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```
/// <summary>
/// Console application to run a feature scenario for topics and queues.
/// </summary>
public static class TopicsAndQueues
{
    private static bool _useFifoTopic = false;
    private static bool _useContentBasedDeduplication = false;
    private static string _topicName = null!;
    private static string _topicArn = null!;

    private static readonly int _queueCount = 2;
    private static readonly string[] _queueUrls = new string[_queueCount];
    private static readonly string[] _subscriptionArns = new string[_queueCount];
    private static readonly string[] _tones = { "cheerful", "funny", "serious",
"sincere" };
    public static SNSWrapper SnsWrapper { get; set; } = null!;
    public static SQSWrapper SqsWrapper { get; set; } = null!;
    public static bool UseConsole { get; set; } = true;
    static async Task Main(string[] args)
    {
        // Set up dependency injection for Amazon EventBridge.
        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                    .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
                    .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
```

```

        .ConfigureServices((_, services) =>
            services.AddAWSService<IAmazonSQS>()
                .AddAWSService<IAmazonSimpleNotificationService>()
                .AddTransient<SNSWrapper>()
                .AddTransient<SQSWrapper>()
        )
        .Build();

    ServicesSetup(host);
    PrintDescription();

    await RunScenario();
}

/// <summary>
/// Populate the services for use within the console application.
/// </summary>
/// <param name="host">The services host.</param>
private static void ServicesSetup(IHost host)
{
    SnsWrapper = host.Services.GetRequiredService<SNSWrapper>();
    SqsWrapper = host.Services.GetRequiredService<SQSWrapper>();
}

/// <summary>
/// Run the scenario for working with topics and queues.
/// </summary>
/// <returns>True if successful.</returns>
public static async Task<bool> RunScenario()
{
    try
    {
        await SetupTopic();

        await SetupQueues();

        await PublishMessages();

        foreach (var queueUrl in _queueUrls)
        {
            var messages = await PollForMessages(queueUrl);
            if (messages.Any())
            {

```

```

        await DeleteMessages(queueUrl, messages);
    }
}
await CleanupResources();

Console.WriteLine("Messaging with topics and queues scenario is
complete.");
return true;
}
catch (Exception ex)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"There was a problem running the scenario:
{ex.Message}");
    await CleanupResources();
    Console.WriteLine(new string('-', 80));
    return false;
}
}

/// <summary>
/// Print a description for the tasks in the scenario.
/// </summary>
/// <returns>Async task.</returns>
private static void PrintDescription()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Welcome to messaging with topics and queues.");

    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"In this scenario, you will create an SNS topic and
subscribe {_queueCount} SQS queues to the topic." +
        $"\r\nYou can select from several options for configuring
the topic and the subscriptions for the 2 queues." +
        $"\r\nYou can then post to the topic and see the results
in the queues.\r\n");

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Set up the SNS topic to be used with the queues.
/// </summary>
/// <returns>Async task.</returns>

```

```

private static async Task<string> SetupTopic()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"SNS topics can be configured as FIFO (First-In-First-
Out)." +
        $"{r\nFIFO topics deliver messages in order and support
deduplication and message filtering." +
        $"{r\nYou can then post to the topic and see the results
in the queues.\r\n}");

    _useFifoTopic = GetYesNoResponse("Would you like to work with FIFO
topics?");

    if (_useFifoTopic)
    {
        Console.WriteLine(new string('-', 80));
        _topicName = GetUserResponse("Enter a name for your SNS topic: ",
"example-topic");
        Console.WriteLine(
            "Because you have selected a FIFO topic, '.fifo' must be appended to
the topic name.\r\n");

        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"Because you have chosen a FIFO topic, deduplication
is supported." +
            $"{r\nDeduplication IDs are either set in the message
or automatically generated " +
            $"{r\nfrom content using a hash function.\r\n" +
            $"{r\nIf a message is successfully published to an SNS
FIFO topic, any message " +
            $"{r\npublished and determined to have the same
deduplication ID, " +
            $"{r\nwithin the five-minute deduplication interval,
is accepted but not delivered.\r\n" +
            $"{r\nFor more information about deduplication, " +
            $"{r\nsee https://docs.aws.amazon.com/sns/latest/dg/
fifo-message-dedup.html.");

        _useContentBasedDeduplication = GetYesNoResponse("Use content-based
deduplication instead of entering a deduplication ID?");
        Console.WriteLine(new string('-', 80));
    }
}

```



```

        _topicArn = await SnsWrapper.CreateTopicWithName(_topicName, _useFifoTopic,
        _useContentBasedDeduplication);

        Console.WriteLine($"Your new topic with the name {_topicName}" +
            $"\r\nand Amazon Resource Name (ARN) {_topicArn}" +
            $"\r\nhas been created.\r\n");

        Console.WriteLine(new string('-', 80));
        return _topicArn;
    }

    /// <summary>
    /// Set up the queues.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task SetupQueues()
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"Now you will create {_queueCount} Amazon Simple Queue
        Service (Amazon SQS) queues to subscribe to the topic.");

        // Repeat this section for each queue.
        for (int i = 0; i < _queueCount; i++)
        {
            var queueName = GetUserResponse("Enter a name for an Amazon SQS queue:
            ", $"example-queue-{i}");
            if (_useFifoTopic)
            {
                // Only explain this once.
                if (i == 0)
                {
                    Console.WriteLine(
                        "Because you have selected a FIFO topic, '.fifo' must be
                        appended to the queue name.");
                }

                var queueUrl = await SqsWrapper.CreateQueueWithName(queueName,
                _useFifoTopic);

                _queueUrls[i] = queueUrl;

                Console.WriteLine($"Your new queue with the name {queueName}" +
                    $"\r\nand queue URL {queueUrl}" +
                    $"\r\nhas been created.\r\n");
            }
        }
    }

```

```

        if (i == 0)
        {
            Console.WriteLine(
                $"The queue URL is used to retrieve the queue ARN,\r\n" +
                $"which is used to create a subscription.");
            Console.WriteLine(new string('-', 80));
        }

        var queueArn = await SqsWrapper.GetQueueArnByUrl(queueUrl);

        if (i == 0)
        {
            Console.WriteLine(
                $"An AWS Identity and Access Management (IAM) policy must be
attached to an SQS queue, enabling it to receive\r\n" +
                $"messages from an SNS topic");
        }

        await SqsWrapper.SetQueuePolicyForTopic(queueArn, _topicArn,
queueUrl);

        await SetupFilters(i, queueArn, queueName);
    }

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Set up filters with user options for a queue.
/// </summary>
/// <param name="queueCount">The number of this queue.</param>
/// <param name="queueArn">The ARN of the queue.</param>
/// <param name="queueName">The name of the queue.</param>
/// <returns>Async Task.</returns>
public static async Task SetupFilters(int queueCount, string queueArn, string
queueName)
{
    if (_useFifoTopic)
    {
        Console.WriteLine(new string('-', 80));
        // Only explain this once.
        if (queueCount == 0)

```

```

    {
        Console.WriteLine(
            "Subscriptions to a FIFO topic can have filters." +
            "If you add a filter to this subscription, then only the
filtered messages " +
            "will be received in the queue.");

        Console.WriteLine(
            "For information about message filtering, " +
            "see https://docs.aws.amazon.com/sns/latest/dg/sns-message-
filtering.html");

        Console.WriteLine(
            "For this example, you can filter messages by a" +
            "TONE attribute.");
    }

    var useFilter = GetYesNoResponse($"Filter messages for {queueName}'s
subscription to the topic?");

    string? filterPolicy = null;
    if (useFilter)
    {
        filterPolicy = CreateFilterPolicy();
    }
    var subscriptionArn = await
SnsWrapper.SubscribeTopicWithFilter(_topicArn, filterPolicy,
    queueArn);
    _subscriptionArns[queueCount] = subscriptionArn;

    Console.WriteLine(
        $"The queue {queueName} has been subscribed to the topic
{_topicName} " +
        $"with the subscription ARN {subscriptionArn}");
    Console.WriteLine(new string('-', 80));
}
}

/// <summary>
/// Use user input to create a filter policy for a subscription.
/// </summary>
/// <returns>The serialized filter policy.</returns>
public static string CreateFilterPolicy()
{

```

```

        Console.WriteLine(new string('-', 80));
        Console.WriteLine(
            $"You can filter messages by one or more of the following" +
            $"TONE attributes.");

        List<string> filterSelections = new List<string>();

        var selectionNumber = 0;
        do
        {
            Console.WriteLine(
                $"Enter a number to add a TONE filter, or enter 0 to stop adding
filters.");
            for (int i = 0; i < _tones.Length; i++)
            {
                Console.WriteLine($"\\t{i + 1}. {_tones[i]}");
            }

            var selection = GetUserResponse("", filterSelections.Any() ? "0" : "1");
            int.TryParse(selection, out selectionNumber);
            if (selectionNumber > 0 && !
filterSelections.Contains(_tones[selectionNumber - 1]))
            {
                filterSelections.Add(_tones[selectionNumber - 1]);
            }
        } while (selectionNumber != 0);

        var filters = new Dictionary<string, List<string>>
        {
            { "tone", filterSelections }
        };
        string filterPolicy = JsonSerializer.Serialize(filters);
        return filterPolicy;
    }

    /// <summary>
    /// Publish messages using user settings.
    /// </summary>
    /// <returns>Async task.</returns>
    public static async Task PublishMessages()
    {
        Console.WriteLine("Now we can publish messages.");

        var keepSendingMessages = true;

```

```

        string? deduplicationId = null;
        string? toneAttribute = null;
        while (keepSendingMessages)
        {
            Console.WriteLine();
            var message = GetUserResponse("Enter a message to publish.", "This is a
sample message");

            if (_useFifoTopic)
            {
                Console.WriteLine("Because you are using a FIFO topic, you must set
a message group ID." +
                                "\r\nAll messages within the same group will be
received in the order " +
                                "they were published.");

                Console.WriteLine();
                var messageId = GetUserResponse("Enter a message group ID for
this message:", "1");

                if (!_useContentBasedDeduplication)
                {
                    Console.WriteLine("Because you are not using content-based
deduplication, " +
                                    "you must enter a deduplication ID.");

                    Console.WriteLine("Enter a deduplication ID for this message.");
                    deduplicationId = GetUserResponse("Enter a deduplication ID for
this message.", "1");
                }

                if (GetYesNoResponse("Add an attribute to this message?"))
                {
                    Console.WriteLine("Enter a number for an attribute.");
                    for (int i = 0; i < _tones.Length; i++)
                    {
                        Console.WriteLine($"{i + 1}. {_tones[i]}");
                    }

                    var selection = GetUserResponse("", "1");
                    int.TryParse(selection, out var selectionNumber);

                    if (selectionNumber > 0 && selectionNumber < _tones.Length)
                    {

```

```

        toneAttribute = _tones[selectionNumber - 1];
    }
}

var messageID = await SnsWrapper.PublishToTopicWithAttribute(
    _topicArn, message, "tone", toneAttribute, deduplicationId,
messageGroupId);

    Console.WriteLine($"Message published with id {messageID}.");
}

keepSendingMessages = GetYesNoResponse("Send another message?", false);
}
}

/// <summary>
/// Poll for the published messages to see the results of the user's choices.
/// </summary>
/// <returns>Async task.</returns>
public static async Task<List<Message>> PollForMessages(string queueUrl)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Now the SQS queue at {queueUrl} will be polled to
retrieve the messages." +
        "\r\nPress any key to continue.");
    if (UseConsole)
    {
        Console.ReadLine();
    }

    var moreMessages = true;
    var messages = new List<Message>();
    while (moreMessages)
    {
        var newMessages = await SqsWrapper.ReceiveMessagesByUrl(queueUrl, 10);

        moreMessages = newMessages.Any();
        if (moreMessages)
        {
            messages.AddRange(newMessages);
        }
    }
}

```

```

        Console.WriteLine($"{messages.Count} message(s) were received by the queue
at {queueUrl}.");

        foreach (var message in messages)
        {
            Console.WriteLine("\tMessage:" +
                               $"\\n\\t{message.Body}");
        }

        Console.WriteLine(new string('-', 80));
        return messages;
    }

    /// <summary>
    /// Delete the message using handles in a batch.
    /// </summary>
    /// <returns>Async task.</returns>
    public static async Task DeleteMessages(string queueUrl, List<Message> messages)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine("Now we can delete the messages in this queue in a
batch.");
        await SqsWrapper.DeleteMessageBatchByUrl(queueUrl, messages);
        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// Clean up the resources from the scenario.
    /// </summary>
    /// <returns>Async task.</returns>
    private static async Task CleanupResources()
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"Clean up resources.");

        try
        {
            foreach (var queueUrl in _queueUrls)
            {
                if (!string.IsNullOrEmpty(queueUrl))
                {
                    var deleteQueue =
                        GetYesNoResponse($"Delete queue with url {queueUrl}?");
                    if (deleteQueue)

```

```

        {
            await SqsWrapper.DeleteQueueByUrl(queueUrl);
        }
    }

    foreach (var subscriptionArn in _subscriptionArns)
    {
        if (!string.IsNullOrEmpty(subscriptionArn))
        {
            await SnsWrapper.UnsubscribeByArn(subscriptionArn);
        }
    }

    var deleteTopic = GetYesNoResponse($"Delete topic {_topicName}?");
    if (deleteTopic)
    {
        await SnsWrapper.DeleteTopicByArn(_topicArn);
    }
}
catch (Exception ex)
{
    Console.WriteLine($"Unable to clean up resources. Here's why:
{ex.Message}.");
}

Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Helper method to get a yes or no response from the user.
/// </summary>
/// <param name="question">The question string to print on the console.</param>
/// <param name="defaultAnswer">Optional default answer to use.</param>
/// <returns>True if the user responds with a yes.</returns>
private static bool GetYesNoResponse(string question, bool defaultAnswer = true)
{
    if (UseConsole)
    {
        Console.WriteLine(question);
        var ynResponse = Console.ReadLine();
        var response = ynResponse != null &&
            ynResponse.Equals("y",
                StringComparison.InvariantCultureIgnoreCase);
    }
}

```



```

        return response;
    }
    // If not using the console, use the default.
    return defaultAnswer;
}

/// <summary>
/// Helper method to get a string response from the user through the console.
/// </summary>
/// <param name="question">The question string to print on the console.</param>
/// <param name="defaultAnswer">Optional default answer to use.</param>
/// <returns>True if the user responds with a yes.</returns>
private static string GetUserResponse(string question, string defaultAnswer)
{
    if (UseConsole)
    {
        var response = "";
        while (string.IsNullOrEmpty(response))
        {
            Console.WriteLine(question);
            response = Console.ReadLine();
        }
        return response;
    }
    // If not using the console, use the default.
    return defaultAnswer;
}
}

```

创建一个包装 Amazon SQS 操作的类。

```

/// <summary>
/// Wrapper for Amazon Simple Queue Service (SQS) operations.
/// </summary>
public class SQSWrapper
{
    private readonly IAmazonSQS _amazonSQSClient;

    /// <summary>
    /// Constructor for the Amazon SQS wrapper.
    /// </summary>

```

```
/// <param name="amazonSQS">The injected Amazon SQS client.</param>
public SQSWrapper(IAmazonSQS amazonSQS)
{
    _amazonSQSClient = amazonSQS;
}

/// <summary>
/// Create a queue with a specific name.
/// </summary>
/// <param name="queueName">The name for the queue.</param>
/// <param name="useFifoQueue">True to use a FIFO queue.</param>
/// <returns>The url for the queue.</returns>
public async Task<string> CreateQueueWithName(string queueName, bool
useFifoQueue)
{
    int maxMessage = 256 * 1024;
    var queueAttributes = new Dictionary<string, string>
    {
        {
            QueueAttributeName.MaximumMessageSize,
            maxMessage.ToString()
        }
    };

    var createQueueRequest = new CreateQueueRequest()
    {
        QueueName = queueName,
        Attributes = queueAttributes
    };

    if (useFifoQueue)
    {
        // Update the name if it is not correct for a FIFO queue.
        if (!queueName.EndsWith(".fifo"))
        {
            createQueueRequest.QueueName = queueName + ".fifo";
        }

        // Add an attribute for a FIFO queue.
        createQueueRequest.Attributes.Add(
            QueueAttributeName.FifoQueue, "true");
    }

    var createResponse = await _amazonSQSClient.CreateQueueAsync(
```

```

        new CreateQueueRequest()
        {
            QueueName = queueName
        });
    return createResponse.QueueUrl;
}

/// <summary>
/// Get the ARN for a queue from its URL.
/// </summary>
/// <param name="queueUrl">The URL of the queue.</param>
/// <returns>The ARN of the queue.</returns>
public async Task<string> GetQueueArnByUrl(string queueUrl)
{
    var getAttributesRequest = new GetQueueAttributesRequest()
    {
        QueueUrl = queueUrl,
        AttributeNames = new List<string>() { QueueAttributeName.QueueArn }
    };

    var getAttributesResponse = await _amazonSQSClient.GetQueueAttributesAsync(
        getAttributesRequest);

    return getAttributesResponse.QueueARN;
}

/// <summary>
/// Set the policy attribute of a queue for a topic.
/// </summary>
/// <param name="queueArn">The ARN of the queue.</param>
/// <param name="topicArn">The ARN of the topic.</param>
/// <param name="queueUrl">The url for the queue.</param>
/// <returns>True if successful.</returns>
public async Task<bool> SetQueuePolicyForTopic(string queueArn, string topicArn,
string queueUrl)
{
    var queuePolicy = "{" +
        "\"Version\": \"2012-10-17\", " +
        "\"Statement\": [{" +
            "\"Effect\": \"Allow\", " +
            "\"Principal\": { " +
                $"\"Service\": " +
                "\"sns.amazonaws.com\" " +
            "}, " +

```

```

        "\"Action\": \"sqs:SendMessage\", \" +
        $\"Resource\": \"{queueArn}\", \" +
        \"Condition\": {\" +
            \"ArnEquals\": {\" +
                $\"aws:SourceArn\": \"{topicArn}\"
            }
        }\" +
        \"}\" +
        \"}]]\" +
        \"}\";

var attributesResponse = await _amazonSQSClient.SetQueueAttributesAsync(
    new SetQueueAttributesRequest()
    {
        QueueUrl = queueUrl,
        Attributes = new Dictionary<string, string>() { { \"Policy\",
queuePolicy } }
    });

return attributesResponse.HttpStatusCode == HttpStatusCode.OK;
}

/// <summary>
/// Receive messages from a queue by its URL.
/// </summary>
/// <param name=\"queueUrl\">The url of the queue.</param>
/// <returns>The list of messages.</returns>
public async Task<List<Message>> ReceiveMessagesByUrl(string queueUrl, int
maxMessages)
{
    // Setting WaitTimeSeconds to non-zero enables long polling.
    // For information about long polling, see
    // https://docs.aws.amazon.com/AWSSimpleQueueService/latest/
SQSDeveloperGuide/sqs-short-and-long-polling.html
    var messageResponse = await _amazonSQSClient.ReceiveMessageAsync(
        new ReceiveMessageRequest()
        {
            QueueUrl = queueUrl,
            MaxNumberOfMessages = maxMessages,
            WaitTimeSeconds = 1
        });
    return messageResponse.Messages;
}

/// <summary>
/// Delete a batch of messages from a queue by its url.

```

```

    /// </summary>
    /// <param name="queueUrl">The url of the queue.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DeleteMessageBatchByUrl(string queueUrl, List<Message>
messages)
    {
        var deleteRequest = new DeleteMessageBatchRequest()
        {
            QueueUrl = queueUrl,
            Entries = new List<DeleteMessageBatchRequestEntry>()
        };
        foreach (var message in messages)
        {
            deleteRequest.Entries.Add(new DeleteMessageBatchRequestEntry()
            {
                ReceiptHandle = message.ReceiptHandle,
                Id = message.MessageId
            });
        }

        var deleteResponse = await
_amazonSQSClient.DeleteMessageBatchAsync(deleteRequest);

        return deleteResponse.Failed.Any();
    }

    /// <summary>
    /// Delete a queue by its URL.
    /// </summary>
    /// <param name="queueUrl">The url of the queue.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DeleteQueueByUrl(string queueUrl)
    {
        var deleteResponse = await _amazonSQSClient.DeleteQueueAsync(
            new DeleteQueueRequest()
            {
                QueueUrl = queueUrl
            });
        return deleteResponse.HttpStatusCode == HttpStatusCode.OK;
    }
}

```

创建一个包装 Amazon SNS 操作的类。

```
/// <summary>
/// Wrapper for Amazon Simple Notification Service (SNS) operations.
/// </summary>
public class SNSWrapper
{
    private readonly IAmazonSimpleNotificationService _amazonSNSClient;

    /// <summary>
    /// Constructor for the Amazon SNS wrapper.
    /// </summary>
    /// <param name="amazonSNS">The injected Amazon SNS client.</param>
    public SNSWrapper(IAmazonSimpleNotificationService amazonSNS)
    {
        _amazonSNSClient = amazonSNS;
    }

    /// <summary>
    /// Create a new topic with a name and specific FIFO and de-duplication
    attributes.
    /// </summary>
    /// <param name="topicName">The name for the topic.</param>
    /// <param name="useFifoTopic">True to use a FIFO topic.</param>
    /// <param name="useContentBasedDeduplication">True to use content-based de-
    duplication.</param>
    /// <returns>The ARN of the new topic.</returns>
    public async Task<string> CreateTopicWithName(string topicName, bool
    useFifoTopic, bool useContentBasedDeduplication)
    {
        var createTopicRequest = new CreateTopicRequest()
        {
            Name = topicName,
        };

        if (useFifoTopic)
        {
            // Update the name if it is not correct for a FIFO topic.
            if (!topicName.EndsWith(".fifo"))
            {
                createTopicRequest.Name = topicName + ".fifo";
            }
        }
    }
}
```

```

        // Add the attributes from the method parameters.
        createTopicRequest.Attributes = new Dictionary<string, string>
        {
            { "FifoTopic", "true" }
        };
        if (useContentBasedDeduplication)
        {
            createTopicRequest.Attributes.Add("ContentBasedDeduplication",
"true");
        }
    }

    var createResponse = await
_amazonSNSClient.CreateTopicAsync(createTopicRequest);
    return createResponse.TopicArn;
}

/// <summary>
/// Subscribe a queue to a topic with optional filters.
/// </summary>
/// <param name="topicArn">The ARN of the topic.</param>
/// <param name="useFifoTopic">The optional filtering policy for the
subscription.</param>
/// <param name="queueArn">The ARN of the queue.</param>
/// <returns>The ARN of the new subscription.</returns>
public async Task<string> SubscribeTopicWithFilter(string topicArn, string?
filterPolicy, string queueArn)
{
    var subscribeRequest = new SubscribeRequest()
    {
        TopicArn = topicArn,
        Protocol = "sqs",
        Endpoint = queueArn
    };

    if (!string.IsNullOrEmpty(filterPolicy))
    {
        subscribeRequest.Attributes = new Dictionary<string, string>
{ { "FilterPolicy", filterPolicy } };
    }

    var subscribeResponse = await
_amazonSNSClient.SubscribeAsync(subscribeRequest);
    return subscribeResponse.SubscriptionArn;
}

```

```

    }

    /// <summary>
    /// Publish a message to a topic with an attribute and optional deduplication
    and group IDs.
    /// </summary>
    /// <param name="topicArn">The ARN of the topic.</param>
    /// <param name="message">The message to publish.</param>
    /// <param name="attributeName">The optional attribute for the message.</param>
    /// <param name="attributeValue">The optional attribute value for the message.</
param>
    /// <param name="deduplicationId">The optional deduplication ID for the
message.</param>
    /// <param name="groupId">The optional group ID for the message.</param>
    /// <returns>The ID of the message published.</returns>
    public async Task<string> PublishToTopicWithAttribute(
        string topicArn,
        string message,
        string? attributeName = null,
        string? attributeValue = null,
        string? deduplicationId = null,
        string? groupId = null)
    {
        var publishRequest = new PublishRequest()
        {
            TopicArn = topicArn,
            Message = message,
            MessageDeduplicationId = deduplicationId,
            MessageGroupId = groupId
        };

        if (attributeValue != null)
        {
            // Add the string attribute if it exists.
            publishRequest.MessageAttributes =
                new Dictionary<string, MessageAttributeValue>
                {
                    { attributeName!, new MessageAttributeValue() { StringValue =
attributeValue, DataType = "String" } }
                };
        }

        var publishResponse = await _amazonSNSClient.PublishAsync(publishRequest);
        return publishResponse.MessageId;
    }

```



```
}

/// <summary>
/// Unsubscribe from a topic by a subscription ARN.
/// </summary>
/// <param name="subscriptionArn">The ARN of the subscription.</param>
/// <returns>True if successful.</returns>
public async Task<bool> UnsubscribeByArn(string subscriptionArn)
{
    var unsubscribeResponse = await _amazonSNSClient.UnsubscribeAsync(
        new UnsubscribeRequest()
        {
            SubscriptionArn = subscriptionArn
        });
    return unsubscribeResponse.HttpStatusCode == HttpStatusCode.OK;
}

/// <summary>
/// Delete a topic by its topic ARN.
/// </summary>
/// <param name="topicArn">The ARN of the topic.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteTopicByArn(string topicArn)
{
    var deleteResponse = await _amazonSNSClient.DeleteTopicAsync(
        new DeleteTopicRequest()
        {
            TopicArn = topicArn
        });
    return deleteResponse.HttpStatusCode == HttpStatusCode.OK;
}
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [CreateQueue](#)
- [CreateTopic](#)
- [DeleteMessageBatch](#)
- [DeleteQueue](#)
- [DeleteTopic](#)

- [GetQueueAttributes](#)
- [发布](#)
- [ReceiveMessage](#)
- [SetQueueAttributes](#)
- [Subscribe](#)
- [Unsubscribe](#)

无服务器示例

通过 Amazon SNS 触发器调用 Lambda 函数

以下代码示例展示了如何实现一个 Lambda 函数，该函数接收因接收来自 SNS 主题的消息而触发的事件。该函数从事件参数检索消息并记录每条消息的内容。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

使用 .NET 将 SNS 事件与 Lambda 结合使用。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using Amazon.Lambda.Core;
using Amazon.Lambda.SNSEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace SnsIntegration;

public class Function
{
```

```
public async Task FunctionHandler(SNSEvent evnt, ILambdaContext context)
{
    foreach (var record in evnt.Records)
    {
        await ProcessRecordAsync(record, context);
    }
    context.Logger.LogInformation("done");
}

private async Task ProcessRecordAsync(SNSEvent.SNSRecord record, ILambdaContext
context)
{
    try
    {
        context.Logger.LogInformation($"Processed record {record.Sns.Message}");

        // TODO: Do interesting work based on the new message
        await Task.CompletedTask;
    }
    catch (Exception e)
    {
        //You can use Dead Letter Queue to handle failures. By configuring a
        Lambda DLQ.
        context.Logger.LogError($"An error occurred");
        throw;
    }
}
}
```

使用 Amazon SQS 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Amazon SQS 配合使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [操作](#)
- [场景](#)
- [无服务器示例](#)

开始使用

开始使用 Amazon SQS

以下代码示例显示了如何开始使用 Amazon SQS。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using Amazon.SQS;
using Amazon.SQS.Model;

namespace SQSActions;

public static class HelloSQS
{
    static async Task Main(string[] args)
    {
        var sqsClient = new AmazonSQSClient();

        Console.WriteLine($"Hello Amazon SQS! Following are some of your queues:");
        Console.WriteLine();

        // You can use await and any of the async methods to get a response.
        // Let's get the first five queues.
        var response = await sqsClient.ListQueuesAsync(
            new ListQueuesRequest()
```

```
        {
            MaxResults = 5
        });

        foreach (var queue in response.QueueUrls)
        {
            Console.WriteLine($"{queue}");
            Console.WriteLine();
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListQueues](#) 中的。

操作

CreateQueue

以下代码示例演示了如何使用 CreateQueue。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用特定的名称创建队列。

```
/// <summary>
/// Create a queue with a specific name.
/// </summary>
/// <param name="queueName">The name for the queue.</param>
/// <param name="useFifoQueue">True to use a FIFO queue.</param>
/// <returns>The url for the queue.</returns>
public async Task<string> CreateQueueWithName(string queueName, bool
useFifoQueue)
{
    int maxMessage = 256 * 1024;
```

```
var queueAttributes = new Dictionary<string, string>
{
    {
        QueueAttributeName.MaximumMessageSize,
        maxMessage.ToString()
    }
};

var createQueueRequest = new CreateQueueRequest()
{
    QueueName = queueName,
    Attributes = queueAttributes
};

if (useFifoQueue)
{
    // Update the name if it is not correct for a FIFO queue.
    if (!queueName.EndsWith(".fifo"))
    {
        createQueueRequest.QueueName = queueName + ".fifo";
    }

    // Add an attribute for a FIFO queue.
    createQueueRequest.Attributes.Add(
        QueueAttributeName.FifoQueue, "true");
}

var createResponse = await _amazonSQSClient.CreateQueueAsync(
    new CreateQueueRequest()
    {
        QueueName = queueName
    });
return createResponse.QueueUrl;
}
```

创建 Amazon SQS 队列并向其发送消息。

```
using System;
using System.Collections.Generic;
using System.Threading.Tasks;
using Amazon;
using Amazon.SQS;
```

```

using Amazon.SQS.Model;

public class CreateSendExample
{
    // Specify your AWS Region (an example Region is shown).
    private static readonly string QueueName = "Example_Queue";
    private static readonly RegionEndpoint ServiceRegion =
RegionEndpoint.USSouthWest2;
    private static IAmazonSQS client;

    public static async Task Main()
    {
        client = new AmazonSQSClient(ServiceRegion);
        var createQueueResponse = await CreateQueue(client, QueueName);

        string queueUrl = createQueueResponse.QueueUrl;

        Dictionary<string, MessageAttributeValue> messageAttributes = new
Dictionary<string, MessageAttributeValue>
        {
            { "Title",    new MessageAttributeValue { DataType = "String",
StringValue = "The Whistler" } },
            { "Author",   new MessageAttributeValue { DataType = "String",
StringValue = "John Grisham" } },
            { "WeeksOn",  new MessageAttributeValue { DataType = "Number",
StringValue = "6" } },
        };

        string messageBody = "Information about current NY Times fiction
bestseller for week of 12/11/2016.";

        var sendMsgResponse = await SendMessage(client, queueUrl, messageBody,
messageAttributes);
    }

    /// <summary>
    /// Creates a new Amazon SQS queue using the queue name passed to it
    /// in queueName.
    /// </summary>
    /// <param name="client">An SQS client object used to send the message.</
param>
    /// <param name="queueName">A string representing the name of the queue
    /// to create.</param>
    /// <returns>A CreateQueueResponse that contains information about the

```

```

    /// newly created queue.</returns>
    public static async Task<CreateQueueResponse> CreateQueue(IAmazonSQS client,
string queueName)
    {
        var request = new CreateQueueRequest
        {
            QueueName = queueName,
            Attributes = new Dictionary<string, string>
            {
                { "DelaySeconds", "60" },
                { "MessageRetentionPeriod", "86400" },
            },
        };

        var response = await client.CreateQueueAsync(request);
        Console.WriteLine($"Created a queue with URL : {response.QueueUrl}");

        return response;
    }

    /// <summary>
    /// Sends a message to an SQS queue.
    /// </summary>
    /// <param name="client">An SQS client object used to send the message.</
param>
    /// <param name="queueUrl">The URL of the queue to which to send the
    /// message.</param>
    /// <param name="messageBody">A string representing the body of the
    /// message to be sent to the queue.</param>
    /// <param name="messageAttributes">Attributes for the message to be
    /// sent to the queue.</param>
    /// <returns>A SendMessageResponse object that contains information
    /// about the message that was sent.</returns>
    public static async Task<SendMessageResponse> SendMessage(
        IAmazonSQS client,
        string queueUrl,
        string messageBody,
        Dictionary<string, MessageAttributeValue> messageAttributes)
    {
        var sendMessageRequest = new SendMessageRequest
        {
            DelaySeconds = 10,
            MessageAttributes = messageAttributes,
            MessageBody = messageBody,

```



```
        QueueUrl = queueUrl,
    };

    var response = await client.SendMessageAsync(sendMessageRequest);
    Console.WriteLine($"Sent a message with id : {response.MessageId}");

    return response;
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateQueue](#)中的。

DeleteMessage

以下代码示例演示了如何使用 DeleteMessage。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

接收来自 Amazon SQS 队列的消息，然后删除该消息。

```
public static async Task Main()
{
    // If the AWS Region you want to use is different from
    // the AWS Region defined for the default user, supply
    // the specify your AWS Region to the client constructor.
    var client = new AmazonSQSClient();
    string queueName = "Example_Queue";

    var queueUrl = await GetQueueUrl(client, queueName);
    Console.WriteLine($"The SQS queue's URL is {queueUrl}");

    var response = await ReceiveAndDeleteMessage(client, queueUrl);

    Console.WriteLine($"Message: {response.Messages[0]}");
}
```

```

    }

    /// <summary>
    /// Retrieve the queue URL for the queue named in the queueName
    /// property using the client object.
    /// </summary>
    /// <param name="client">The Amazon SQS client used to retrieve the
    /// queue URL.</param>
    /// <param name="queueName">A string representing name of the queue
    /// for which to retrieve the URL.</param>
    /// <returns>The URL of the queue.</returns>
    public static async Task<string> GetQueueUrl(IAmazonSQS client, string
queueName)
    {
        var request = new GetQueueUrlRequest
        {
            QueueName = queueName,
        };

        GetQueueUrlResponse response = await client.GetQueueUrlAsync(request);
        return response.QueueUrl;
    }

    /// <summary>
    /// Retrieves the message from the quque at the URL passed in the
    /// queueURL parameters using the client.
    /// </summary>
    /// <param name="client">The SQS client used to retrieve a message.</param>
    /// <param name="queueUrl">The URL of the queue from which to retrieve
    /// a message.</param>
    /// <returns>The response from the call to ReceiveMessageAsync.</returns>
    public static async Task<ReceiveMessageResponse>
ReceiveAndDeleteMessage(IAmazonSQS client, string queueUrl)
    {
        // Receive a single message from the queue.
        var receiveMessageRequest = new ReceiveMessageRequest
        {
            AttributeNames = { "SentTimestamp" },
            MaxNumberOfMessages = 1,
            MessageAttributeNames = { "All" },
            QueueUrl = queueUrl,
            VisibilityTimeout = 0,
            WaitTimeSeconds = 0,
        };
    }

```

```

        var receiveMessageResponse = await
client.ReceiveMessageAsync(receiveMessageRequest);

        // Delete the received message from the queue.
        var deleteMessageRequest = new DeleteMessageRequest
        {
            QueueUrl = queueUrl,
            ReceiptHandle = receiveMessageResponse.Messages[0].ReceiptHandle,
        };

        await client.DeleteMessageAsync(deleteMessageRequest);

        return receiveMessageResponse;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteMessage](#) 中的。

DeleteMessageBatch

以下代码示例演示了如何使用 DeleteMessageBatch。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Delete a batch of messages from a queue by its url.
/// </summary>
/// <param name="queueUrl">The url of the queue.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteMessageBatchByUrl(string queueUrl, List<Message>
messages)
{
    var deleteRequest = new DeleteMessageBatchRequest()

```

```

    {
        QueueUrl = queueUrl,
        Entries = new List<DeleteMessageBatchRequestEntry>()
    };
    foreach (var message in messages)
    {
        deleteRequest.Entries.Add(new DeleteMessageBatchRequestEntry()
        {
            ReceiptHandle = message.ReceiptHandle,
            Id = message.MessageId
        });
    }

    var deleteResponse = await
    _amazonSQSClient.DeleteMessageBatchAsync(deleteRequest);

    return deleteResponse.Failed.Any();
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteMessageBatch](#) 中的。

DeleteQueue

以下代码示例演示了如何使用 DeleteQueue。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用此 URL 删除队列。

```

/// <summary>
/// Delete a queue by its URL.
/// </summary>
/// <param name="queueUrl">The url of the queue.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteQueueByUrl(string queueUrl)

```

```
{
    var deleteResponse = await _amazonSQSClient.DeleteQueueAsync(
        new DeleteQueueRequest()
        {
            QueueUrl = queueUrl
        });
    return deleteResponse.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteQueue](#) 中的。

GetQueueAttributes

以下代码示例演示了如何使用 GetQueueAttributes。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get the ARN for a queue from its URL.
/// </summary>
/// <param name="queueUrl">The URL of the queue.</param>
/// <returns>The ARN of the queue.</returns>
public async Task<string> GetQueueArnByUrl(string queueUrl)
{
    var getAttributesRequest = new GetQueueAttributesRequest()
    {
        QueueUrl = queueUrl,
        AttributeNames = new List<string>() { QueueAttributeName.QueueArn }
    };

    var getAttributesResponse = await _amazonSQSClient.GetQueueAttributesAsync(
        getAttributesRequest);

    return getAttributesResponse.QueueARN;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [GetQueueAttributes](#) 中的。

GetQueueUrl

以下代码示例演示了如何使用 GetQueueUrl。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.SQS;
using Amazon.SQS.Model;

public class GetQueueUrl
{
    /// <summary>
    /// Initializes the Amazon SQS client object and then calls the
    /// GetQueueUrlAsync method to retrieve the URL of an Amazon SQS
    /// queue.
    /// </summary>
    public static async Task Main()
    {
        // If the Amazon SQS message queue is not in the same AWS Region as your
        // default user, you need to provide the AWS Region as a parameter to
the
        // client constructor.
        var client = new AmazonSQSClient();

        string queueName = "New-Example-Queue";

        try
        {
            var response = await client.GetQueueUrlAsync(queueName);
```

```
        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            Console.WriteLine($"The URL for {queueName} is:
{response.QueueUrl}");
        }
    }
    catch (QueueDoesNotExistException ex)
    {
        Console.WriteLine(ex.Message);
        Console.WriteLine($"The queue {queueName} was not found.");
    }
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetQueueUrl](#)中的。

ReceiveMessage

以下代码示例演示了如何使用 ReceiveMessage。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

使用队列的 URL 接收来自队列的消息。

```
/// <summary>
/// Receive messages from a queue by its URL.
/// </summary>
/// <param name="queueUrl">The url of the queue.</param>
/// <returns>The list of messages.</returns>
public async Task<List<Message>> ReceiveMessagesByUrl(string queueUrl, int
maxMessages)
{
    // Setting WaitTimeSeconds to non-zero enables long polling.
    // For information about long polling, see
```

```
// https://docs.aws.amazon.com/AWSSimpleQueueService/latest/
SQSDeveloperGuide/sqs-short-and-long-polling.html
var messageResponse = await _amazonSQSClient.ReceiveMessageAsync(
    new ReceiveMessageRequest()
    {
        QueueUrl = queueUrl,
        MaxNumberOfMessages = maxMessages,
        WaitTimeSeconds = 1
    });
return messageResponse.Messages;
}
```

从 Amazon SQS 队列接收消息，然后删除该消息。

```
public static async Task Main()
{
    // If the AWS Region you want to use is different from
    // the AWS Region defined for the default user, supply
    // the specify your AWS Region to the client constructor.
    var client = new AmazonSQSClient();
    string queueName = "Example_Queue";

    var queueUrl = await GetQueueUrl(client, queueName);
    Console.WriteLine($"The SQS queue's URL is {queueUrl}");

    var response = await ReceiveAndDeleteMessage(client, queueUrl);

    Console.WriteLine($"Message: {response.Messages[0]}");
}

/// <summary>
/// Retrieve the queue URL for the queue named in the queueName
/// property using the client object.
/// </summary>
/// <param name="client">The Amazon SQS client used to retrieve the
/// queue URL.</param>
/// <param name="queueName">A string representing name of the queue
/// for which to retrieve the URL.</param>
/// <returns>The URL of the queue.</returns>
public static async Task<string> GetQueueUrl(IAmazonSQS client, string
queueName)
{
```



```

        var request = new GetQueueUrlRequest
        {
            QueueName = queueName,
        };

        GetQueueUrlResponse response = await client.GetQueueUrlAsync(request);
        return response.QueueUrl;
    }

    /// <summary>
    /// Retrieves the message from the queue at the URL passed in the
    /// queueUrl parameters using the client.
    /// </summary>
    /// <param name="client">The SQS client used to retrieve a message.</param>
    /// <param name="queueUrl">The URL of the queue from which to retrieve
    /// a message.</param>
    /// <returns>The response from the call to ReceiveMessageAsync.</returns>
    public static async Task<ReceiveMessageResponse>
ReceiveAndDeleteMessage(IAmazonSQS client, string queueUrl)
    {
        // Receive a single message from the queue.
        var receiveMessageRequest = new ReceiveMessageRequest
        {
            AttributeNames = { "SentTimestamp" },
            MaxNumberOfMessages = 1,
            MessageAttributeNames = { "All" },
            QueueUrl = queueUrl,
            VisibilityTimeout = 0,
            WaitTimeSeconds = 0,
        };

        var receiveMessageResponse = await
client.ReceiveMessageAsync(receiveMessageRequest);

        // Delete the received message from the queue.
        var deleteMessageRequest = new DeleteMessageRequest
        {
            QueueUrl = queueUrl,
            ReceiptHandle = receiveMessageResponse.Messages[0].ReceiptHandle,
        };

        await client.DeleteMessageAsync(deleteMessageRequest);

        return receiveMessageResponse;
    }

```

```
}  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ReceiveMessage](#)中的。

SendMessage

以下代码示例演示了如何使用 SendMessage。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

创建 Amazon SQS 队列并向其发送消息。

```
using System;  
using System.Collections.Generic;  
using System.Threading.Tasks;  
using Amazon;  
using Amazon.SQS;  
using Amazon.SQS.Model;  
  
public class CreateSendExample  
{  
    // Specify your AWS Region (an example Region is shown).  
    private static readonly string QueueName = "Example_Queue";  
    private static readonly RegionEndpoint ServiceRegion =  
RegionEndpoint.USWest2;  
    private static IAmazonSQS client;  
  
    public static async Task Main()  
    {  
        client = new AmazonSQSClient(ServiceRegion);  
        var createQueueResponse = await CreateQueue(client, QueueName);  
  
        string queueUrl = createQueueResponse.QueueUrl;
```

```

        Dictionary<string, MessageAttributeValue> messageAttributes = new
Dictionary<string, MessageAttributeValue>
    {
        { "Title",    new MessageAttributeValue { DataType = "String",
StringValue = "The Whistler" } },
        { "Author",  new MessageAttributeValue { DataType = "String",
StringValue = "John Grisham" } },
        { "WeeksOn", new MessageAttributeValue { DataType = "Number",
StringValue = "6" } },
    };

    string messageBody = "Information about current NY Times fiction
bestseller for week of 12/11/2016.";

    var sendMsgResponse = await SendMessage(client, queueUrl, messageBody,
messageAttributes);
    }

    /// <summary>
    /// Creates a new Amazon SQS queue using the queue name passed to it
    /// in queueName.
    /// </summary>
    /// <param name="client">An SQS client object used to send the message.</
param>
    /// <param name="queueName">A string representing the name of the queue
    /// to create.</param>
    /// <returns>A CreateQueueResponse that contains information about the
    /// newly created queue.</returns>
    public static async Task<CreateQueueResponse> CreateQueue(IAmazonSQS client,
string queueName)
    {
        var request = new CreateQueueRequest
        {
            QueueName = queueName,
            Attributes = new Dictionary<string, string>
            {
                { "DelaySeconds", "60" },
                { "MessageRetentionPeriod", "86400" },
            },
        };

        var response = await client.CreateQueueAsync(request);
        Console.WriteLine($"Created a queue with URL : {response.QueueUrl}");
    }

```

```

        return response;
    }

    /// <summary>
    /// Sends a message to an SQS queue.
    /// </summary>
    /// <param name="client">An SQS client object used to send the message.</
param>
    /// <param name="queueUrl">The URL of the queue to which to send the
    /// message.</param>
    /// <param name="messageBody">A string representing the body of the
    /// message to be sent to the queue.</param>
    /// <param name="messageAttributes">Attributes for the message to be
    /// sent to the queue.</param>
    /// <returns>A SendMessageResponse object that contains information
    /// about the message that was sent.</returns>
    public static async Task<SendMessageResponse> SendMessage(
        IAmazonSQS client,
        string queueUrl,
        string messageBody,
        Dictionary<string, MessageAttributeValue> messageAttributes)
    {
        var sendMessageRequest = new SendMessageRequest
        {
            DelaySeconds = 10,
            MessageAttributes = messageAttributes,
            MessageBody = messageBody,
            QueueUrl = queueUrl,
        };

        var response = await client.SendMessageAsync(sendMessageRequest);
        Console.WriteLine($"Sent a message with id : {response.MessageId}");

        return response;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [SendMessage](#) 中的。

SetQueueAttributes

以下代码示例演示了如何使用 SetQueueAttributes。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

为主题设置队列的策略属性。

```

/// <summary>
/// Set the policy attribute of a queue for a topic.
/// </summary>
/// <param name="queueArn">The ARN of the queue.</param>
/// <param name="topicArn">The ARN of the topic.</param>
/// <param name="queueUrl">The url for the queue.</param>
/// <returns>True if successful.</returns>
public async Task<bool> SetQueuePolicyForTopic(string queueArn, string topicArn,
string queueUrl)
{
    var queuePolicy = "{" +
        "\"Version\": \"2012-10-17\", " +
        "\"Statement\": [{" +
            "\"Effect\": \"Allow\", " +
            "\"Principal\": { " +
                "\"Service\": " +
                    "\"sns.amazonaws.com\" " +
                "}, " +
            "\"Action\": \"sqs:SendMessage\", " +
            "\"Resource\": \"{queueArn}\", " +
            "\"Condition\": { " +
                "\"ArnEquals\": { " +
                    "\"aws:SourceArn\": \"{topicArn}\" " +
                "}, " +
            "}, " +
        "}] " +
    "};

    var attributesResponse = await _amazonSQSClient.SetQueueAttributesAsync(

```

```

        new SetQueueAttributesRequest()
        {
            QueueUrl = queueUrl,
            Attributes = new Dictionary<string, string>() { { "Policy",
queuePolicy } }
        });
        return attributesResponse.HttpStatusCode == HttpStatusCode.OK;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [SetQueueAttributes](#) 中的。

场景

将消息发布到队列

以下代码示例演示了操作流程：

- 创建主题 (FIFO 或非 FIFO)。
- 针对主题订阅多个队列，并提供应用筛选条件的选项。
- 将消息发布到主题。
- 轮询队列中是否有收到的消息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```

/// <summary>
/// Console application to run a feature scenario for topics and queues.
/// </summary>
public static class TopicsAndQueues
{
    private static bool _useFifoTopic = false;
    private static bool _useContentBasedDeduplication = false;

```

```

private static string _topicName = null!;
private static string _topicArn = null!;

private static readonly int _queueCount = 2;
private static readonly string[] _queueUrls = new string[_queueCount];
private static readonly string[] _subscriptionArns = new string[_queueCount];
private static readonly string[] _tones = { "cheerful", "funny", "serious",
"sincere" };
public static SNSWrapper SnsWrapper { get; set; } = null!;
public static SQSWrapper SqsWrapper { get; set; } = null!;
public static bool UseConsole { get; set; } = true;
static async Task Main(string[] args)
{
    // Set up dependency injection for Amazon EventBridge.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureLogging(logging =>
            logging.AddFilter("System", LogLevel.Debug)
                .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
                    .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
        .ConfigureServices((_, services) =>
            services.AddAWSService<IAmazonSQS>()
                .AddAWSService<IAmazonSimpleNotificationService>()
                .AddTransient<SNSWrapper>()
                .AddTransient<SQSWrapper>()
            )
        .Build();

    ServicesSetup(host);
    PrintDescription();

    await RunScenario();
}

/// <summary>
/// Populate the services for use within the console application.
/// </summary>
/// <param name="host">The services host.</param>
private static void ServicesSetup(IHost host)
{
    SnsWrapper = host.Services.GetRequiredService<SNSWrapper>();
    SqsWrapper = host.Services.GetRequiredService<SQSWrapper>();
}

```

```

    /// <summary>
    /// Run the scenario for working with topics and queues.
    /// </summary>
    /// <returns>True if successful.</returns>
    public static async Task<bool> RunScenario()
    {
        try
        {
            await SetupTopic();

            await SetupQueues();

            await PublishMessages();

            foreach (var queueUrl in _queueUrls)
            {
                var messages = await PollForMessages(queueUrl);
                if (messages.Any())
                {
                    await DeleteMessages(queueUrl, messages);
                }
            }
            await CleanupResources();

            Console.WriteLine("Messaging with topics and queues scenario is
complete.");
            return true;
        }
        catch (Exception ex)
        {
            Console.WriteLine(new string('-', 80));
            Console.WriteLine($"There was a problem running the scenario:
{ex.Message}");
            await CleanupResources();
            Console.WriteLine(new string('-', 80));
            return false;
        }
    }

    /// <summary>
    /// Print a description for the tasks in the scenario.
    /// </summary>
    /// <returns>Async task.</returns>

```



```

private static void PrintDescription()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Welcome to messaging with topics and queues.");

    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"In this scenario, you will create an SNS topic and
subscribe {_queueCount} SQS queues to the topic." +
        $"\r\nYou can select from several options for configuring
the topic and the subscriptions for the 2 queues." +
        $"\r\nYou can then post to the topic and see the results
in the queues.\r\n");

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Set up the SNS topic to be used with the queues.
/// </summary>
/// <returns>Async task.</returns>
private static async Task<string> SetupTopic()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"SNS topics can be configured as FIFO (First-In-First-
Out)." +
        $"\r\nFIFO topics deliver messages in order and support
deduplication and message filtering." +
        $"\r\nYou can then post to the topic and see the results
in the queues.\r\n");

    _useFifoTopic = GetYesNoResponse("Would you like to work with FIFO
topics?");

    if (_useFifoTopic)
    {
        Console.WriteLine(new string('-', 80));
        _topicName = GetUserResponse("Enter a name for your SNS topic: ",
"example-topic");
        Console.WriteLine(
            "Because you have selected a FIFO topic, '.fifo' must be appended to
the topic name.\r\n");

        Console.WriteLine(new string('-', 80));
    }
}

```

```

        Console.WriteLine($"Because you have chosen a FIFO topic, deduplication
is supported." +
                        $"\\r\\nDeduplication IDs are either set in the message
or automatically generated " +
                        $"\\r\\nfrom content using a hash function.\\r\\n" +
                        $"\\r\\nIf a message is successfully published to an SNS
FIFO topic, any message " +
                        $"\\r\\npublished and determined to have the same
deduplication ID, " +
                        $"\\r\\nwithin the five-minute deduplication interval,
is accepted but not delivered.\\r\\n" +
                        $"\\r\\nFor more information about deduplication, " +
                        $"\\r\\nsee https://docs.aws.amazon.com/sns/latest/dg/
fifo-message-dedup.html.");

        _useContentBasedDeduplication = GetYesNoResponse("Use content-based
deduplication instead of entering a deduplication ID?");
        Console.WriteLine(new string('-', 80));
    }

    _topicArn = await SnsWrapper.CreateTopicWithName(_topicName, _useFifoTopic,
_useContentBasedDeduplication);

    Console.WriteLine($"Your new topic with the name {_topicName}" +
                    $"\\r\\nand Amazon Resource Name (ARN) {_topicArn}" +
                    $"\\r\\nhas been created.\\r\\n");

    Console.WriteLine(new string('-', 80));
    return _topicArn;
}

/// <summary>
/// Set up the queues.
/// </summary>
/// <returns>Async task.</returns>
private static async Task SetupQueues()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Now you will create {_queueCount} Amazon Simple Queue
Service (Amazon SQS) queues to subscribe to the topic.");

    // Repeat this section for each queue.
    for (int i = 0; i < _queueCount; i++)
    {

```

```

        var queueName = GetUserResponse("Enter a name for an Amazon SQS queue:
", $"example-queue-{i}");
        if (_useFifoTopic)
        {
            // Only explain this once.
            if (i == 0)
            {
                Console.WriteLine(
                    "Because you have selected a FIFO topic, '.fifo' must be
appended to the queue name.");
            }

            var queueUrl = await SqsWrapper.CreateQueueWithName(queueName,
_useFifoTopic);

            _queueUrls[i] = queueUrl;

            Console.WriteLine($"Your new queue with the name {queueName}" +
                $"{r\}nand queue URL {queueUrl}" +
                $"{r\}nhas been created.\r\n");

            if (i == 0)
            {
                Console.WriteLine(
                    $"The queue URL is used to retrieve the queue ARN,\r\n" +
                    $"which is used to create a subscription.");
                Console.WriteLine(new string('-', 80));
            }

            var queueArn = await SqsWrapper.GetQueueArnByUrl(queueUrl);

            if (i == 0)
            {
                Console.WriteLine(
                    $"An AWS Identity and Access Management (IAM) policy must be
attached to an SQS queue, enabling it to receive\r\n" +
                    $"messages from an SNS topic");
            }

            await SqsWrapper.SetQueuePolicyForTopic(queueArn, _topicArn,
queueUrl);

            await SetupFilters(i, queueArn, queueName);
        }

```

```

    }

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Set up filters with user options for a queue.
/// </summary>
/// <param name="queueCount">The number of this queue.</param>
/// <param name="queueArn">The ARN of the queue.</param>
/// <param name="queueName">The name of the queue.</param>
/// <returns>Async Task.</returns>
public static async Task SetupFilters(int queueCount, string queueArn, string
queueName)
{
    if (_useFifoTopic)
    {
        Console.WriteLine(new string('-', 80));
        // Only explain this once.
        if (queueCount == 0)
        {
            Console.WriteLine(
                "Subscriptions to a FIFO topic can have filters." +
                "If you add a filter to this subscription, then only the
filtered messages " +
                "will be received in the queue.");

            Console.WriteLine(
                "For information about message filtering, " +
                "see https://docs.aws.amazon.com/sns/latest/dg/sns-message-
filtering.html");

            Console.WriteLine(
                "For this example, you can filter messages by a " +
                "TONE attribute.");
        }

        var useFilter = GetYesNoResponse($"Filter messages for {queueName}'s
subscription to the topic?");

        string? filterPolicy = null;
        if (useFilter)
        {
            filterPolicy = CreateFilterPolicy();
        }
    }
}

```

```

    }
    var subscriptionArn = await
SnsWrapper.SubscribeTopicWithFilter(_topicArn, filterPolicy,
    queueArn);
    _subscriptionArns[queueCount] = subscriptionArn;

    Console.WriteLine(
        $"The queue {queueName} has been subscribed to the topic
{_topicName} " +
        $"with the subscription ARN {subscriptionArn}");
    Console.WriteLine(new string('-', 80));
}
}

/// <summary>
/// Use user input to create a filter policy for a subscription.
/// </summary>
/// <returns>The serialized filter policy.</returns>
public static string CreateFilterPolicy()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine(
        $"You can filter messages by one or more of the following" +
        $"TONE attributes.");

    List<string> filterSelections = new List<string>();

    var selectionNumber = 0;
    do
    {
        Console.WriteLine(
            $"Enter a number to add a TONE filter, or enter 0 to stop adding
filters.");
        for (int i = 0; i < _tones.Length; i++)
        {
            Console.WriteLine($"\\t{i + 1}. {_tones[i]}");
        }

        var selection = GetUserResponse("", filterSelections.Any() ? "0" : "1");
        int.TryParse(selection, out selectionNumber);
        if (selectionNumber > 0 && !
filterSelections.Contains(_tones[selectionNumber - 1]))
        {
            filterSelections.Add(_tones[selectionNumber - 1]);

```

```

    }
    } while (selectionNumber != 0);

    var filters = new Dictionary<string, List<string>>
    {
        { "tone", filterSelections }
    };
    string filterPolicy = JsonSerializer.Serialize(filters);
    return filterPolicy;
}

/// <summary>
/// Publish messages using user settings.
/// </summary>
/// <returns>Async task.</returns>
public static async Task PublishMessages()
{
    Console.WriteLine("Now we can publish messages.");

    var keepSendingMessages = true;
    string? deduplicationId = null;
    string? toneAttribute = null;
    while (keepSendingMessages)
    {
        Console.WriteLine();
        var message = GetUserResponse("Enter a message to publish.", "This is a sample message");

        if (_useFifoTopic)
        {
            Console.WriteLine("Because you are using a FIFO topic, you must set a message group ID." +
                               "\r\nAll messages within the same group will be received in the order " +
                               "they were published.");

            Console.WriteLine();
            var messageId = GetUserResponse("Enter a message group ID for this message:", "1");

            if (!_useContentBasedDeduplication)
            {
                Console.WriteLine("Because you are not using content-based deduplication, " +

```

```

        "you must enter a deduplication ID.");

        Console.WriteLine("Enter a deduplication ID for this message.");
        deduplicationId = GetUserResponse("Enter a deduplication ID for
this message.", "1");
    }

    if (GetYesNoResponse("Add an attribute to this message?"))
    {
        Console.WriteLine("Enter a number for an attribute.");
        for (int i = 0; i < _tones.Length; i++)
        {
            Console.WriteLine($"{i + 1}. {_tones[i]}");
        }

        var selection = GetUserResponse("", "1");
        int.TryParse(selection, out var selectionNumber);

        if (selectionNumber > 0 && selectionNumber < _tones.Length)
        {
            toneAttribute = _tones[selectionNumber - 1];
        }
    }

    var messageId = await SnsWrapper.PublishToTopicWithAttribute(
        _topicArn, message, "tone", toneAttribute, deduplicationId,
messageGroupId);

    Console.WriteLine($"Message published with id {messageID}.");
}

keepSendingMessages = GetYesNoResponse("Send another message?", false);
}
}

/// <summary>
/// Poll for the published messages to see the results of the user's choices.
/// </summary>
/// <returns>Async task.</returns>
public static async Task<List<Message>> PollForMessages(string queueUrl)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Now the SQS queue at {queueUrl} will be polled to
retrieve the messages." +

```

```

        "\r\nPress any key to continue.");
    if (UseConsole)
    {
        Console.ReadLine();
    }

    var moreMessages = true;
    var messages = new List<Message>();
    while (moreMessages)
    {
        var newMessages = await SqsWrapper.ReceiveMessagesByUrl(queueUrl, 10);

        moreMessages = newMessages.Any();
        if (moreMessages)
        {
            messages.AddRange(newMessages);
        }
    }

    Console.WriteLine($"{messages.Count} message(s) were received by the queue
at {queueUrl}.");

    foreach (var message in messages)
    {
        Console.WriteLine("\tMessage:" +
            $"\\n\\t{message.Body}");
    }

    Console.WriteLine(new string('-', 80));
    return messages;
}

/// <summary>
/// Delete the message using handles in a batch.
/// </summary>
/// <returns>Async task.</returns>
public static async Task DeleteMessages(string queueUrl, List<Message> messages)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine("Now we can delete the messages in this queue in a
batch.");
    await SqsWrapper.DeleteMessageBatchByUrl(queueUrl, messages);
    Console.WriteLine(new string('-', 80));
}

```



```
/// <summary>
/// Clean up the resources from the scenario.
/// </summary>
/// <returns>Async task.</returns>
private static async Task CleanupResources()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"Clean up resources.");

    try
    {
        foreach (var queueUrl in _queueUrls)
        {
            if (!string.IsNullOrEmpty(queueUrl))
            {
                var deleteQueue =
                    GetYesNoResponse($"Delete queue with url {queueUrl}?");
                if (deleteQueue)
                {
                    await SqsWrapper.DeleteQueueByUrl(queueUrl);
                }
            }
        }

        foreach (var subscriptionArn in _subscriptionArns)
        {
            if (!string.IsNullOrEmpty(subscriptionArn))
            {
                await SnsWrapper.UnsubscribeByArn(subscriptionArn);
            }
        }

        var deleteTopic = GetYesNoResponse($"Delete topic {_topicName}?");
        if (deleteTopic)
        {
            await SnsWrapper.DeleteTopicByArn(_topicArn);
        }
    }
    catch (Exception ex)
    {
        Console.WriteLine($"Unable to clean up resources. Here's why:
{ex.Message}.");
    }
}
```

```

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// Helper method to get a yes or no response from the user.
    /// </summary>
    /// <param name="question">The question string to print on the console.</param>
    /// <param name="defaultAnswer">Optional default answer to use.</param>
    /// <returns>True if the user responds with a yes.</returns>
    private static bool GetYesNoResponse(string question, bool defaultAnswer = true)
    {
        if (UseConsole)
        {
            Console.WriteLine(question);
            var ynResponse = Console.ReadLine();
            var response = ynResponse != null &&
                ynResponse.Equals("y",
                    StringComparison.InvariantCultureIgnoreCase);

            return response;
        }
        // If not using the console, use the default.
        return defaultAnswer;
    }

    /// <summary>
    /// Helper method to get a string response from the user through the console.
    /// </summary>
    /// <param name="question">The question string to print on the console.</param>
    /// <param name="defaultAnswer">Optional default answer to use.</param>
    /// <returns>True if the user responds with a yes.</returns>
    private static string GetUserResponse(string question, string defaultAnswer)
    {
        if (UseConsole)
        {
            var response = "";
            while (string.IsNullOrEmpty(response))
            {
                Console.WriteLine(question);
                response = Console.ReadLine();
            }
            return response;
        }
        // If not using the console, use the default.
    }

```

```

        return defaultAnswer;
    }
}

```

创建一个包装 Amazon SQS 操作的类。

```

/// <summary>
/// Wrapper for Amazon Simple Queue Service (SQS) operations.
/// </summary>
public class SQSWrapper
{
    private readonly IAmazonSQS _amazonSQSClient;

    /// <summary>
    /// Constructor for the Amazon SQS wrapper.
    /// </summary>
    /// <param name="amazonSQS">The injected Amazon SQS client.</param>
    public SQSWrapper(IAmazonSQS amazonSQS)
    {
        _amazonSQSClient = amazonSQS;
    }

    /// <summary>
    /// Create a queue with a specific name.
    /// </summary>
    /// <param name="queueName">The name for the queue.</param>
    /// <param name="useFifoQueue">True to use a FIFO queue.</param>
    /// <returns>The url for the queue.</returns>
    public async Task<string> CreateQueueWithName(string queueName, bool
useFifoQueue)
    {
        int maxMessage = 256 * 1024;
        var queueAttributes = new Dictionary<string, string>
        {
            {
                QueueAttributeName.MaximumMessageSize,
                maxMessage.ToString()
            }
        };

        var createQueueRequest = new CreateQueueRequest()

```

```

    {
        QueueName = queueName,
        Attributes = queueAttributes
    };

    if (useFifoQueue)
    {
        // Update the name if it is not correct for a FIFO queue.
        if (!queueName.EndsWith(".fifo"))
        {
            createQueueRequest.QueueName = queueName + ".fifo";
        }

        // Add an attribute for a FIFO queue.
        createQueueRequest.Attributes.Add(
            QueueAttributeName.FifoQueue, "true");
    }

    var createResponse = await _amazonSQSClient.CreateQueueAsync(
        new CreateQueueRequest()
        {
            QueueName = queueName
        });
    return createResponse.QueueUrl;
}

/// <summary>
/// Get the ARN for a queue from its URL.
/// </summary>
/// <param name="queueUrl">The URL of the queue.</param>
/// <returns>The ARN of the queue.</returns>
public async Task<string> GetQueueArnByUrl(string queueUrl)
{
    var getAttributesRequest = new GetQueueAttributesRequest()
    {
        QueueUrl = queueUrl,
        AttributeNames = new List<string>() { QueueAttributeName.QueueArn }
    };

    var getAttributesResponse = await _amazonSQSClient.GetQueueAttributesAsync(
        getAttributesRequest);

    return getAttributesResponse.QueueARN;
}

```

```

    /// <summary>
    /// Set the policy attribute of a queue for a topic.
    /// </summary>
    /// <param name="queueArn">The ARN of the queue.</param>
    /// <param name="topicArn">The ARN of the topic.</param>
    /// <param name="queueUrl">The url for the queue.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> SetQueuePolicyForTopic(string queueArn, string topicArn,
string queueUrl)
    {
        var queuePolicy = "{" +
            "\"Version\": \"2012-10-17\"," +
            "\"Statement\": [{" +
                "\"Effect\": \"Allow\"," +
                "\"Principal\": {" +
                    "\"Service\": " +
                        "\"sns.amazonaws.com\"" +
                    "}," +
                "\"Action\": \"sqs:SendMessage\"," +
                "\"Resource\": \"{queueArn}\"," +
                "\"Condition\": {" +
                    "\"ArnEquals\": {" +
                        "\"aws:SourceArn\": \"{topicArn}\""
+
                    "}" +
                "}" +
            "}]}" +
            "}";
        var attributesResponse = await _amazonSQSClient.SetQueueAttributesAsync(
            new SetQueueAttributesRequest()
            {
                QueueUrl = queueUrl,
                Attributes = new Dictionary<string, string>() { { "Policy",
queuePolicy } }
            });
        return attributesResponse.HttpStatusCode == HttpStatusCode.OK;
    }

    /// <summary>
    /// Receive messages from a queue by its URL.
    /// </summary>
    /// <param name="queueUrl">The url of the queue.</param>
    /// <returns>The list of messages.</returns>

```

```

    public async Task<List<Message>> ReceiveMessagesByUrl(string queueUrl, int
maxMessages)
    {
        // Setting WaitTimeSeconds to non-zero enables long polling.
        // For information about long polling, see
        // https://docs.aws.amazon.com/AWSSimpleQueueService/latest/
SQSDeveloperGuide/sqs-short-and-long-polling.html
        var messageResponse = await _amazonSQSClient.ReceiveMessageAsync(
            new ReceiveMessageRequest()
            {
                QueueUrl = queueUrl,
                MaxNumberOfMessages = maxMessages,
                WaitTimeSeconds = 1
            });
        return messageResponse.Messages;
    }

    /// <summary>
    /// Delete a batch of messages from a queue by its url.
    /// </summary>
    /// <param name="queueUrl">The url of the queue.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DeleteMessageBatchByUrl(string queueUrl, List<Message>
messages)
    {
        var deleteRequest = new DeleteMessageBatchRequest()
        {
            QueueUrl = queueUrl,
            Entries = new List<DeleteMessageBatchRequestEntry>()
        };
        foreach (var message in messages)
        {
            deleteRequest.Entries.Add(new DeleteMessageBatchRequestEntry()
            {
                ReceiptHandle = message.ReceiptHandle,
                Id = message.MessageId
            });
        }

        var deleteResponse = await
_amazonSQSClient.DeleteMessageBatchAsync(deleteRequest);

        return deleteResponse.Failed.Any();
    }

```

```

    /// <summary>
    /// Delete a queue by its URL.
    /// </summary>
    /// <param name="queueUrl">The url of the queue.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> DeleteQueueByUrl(string queueUrl)
    {
        var deleteResponse = await _amazonSQSClient.DeleteQueueAsync(
            new DeleteQueueRequest()
            {
                QueueUrl = queueUrl
            });
        return deleteResponse.HttpStatusCode == HttpStatusCode.OK;
    }
}

```

创建一个包装 Amazon SNS 操作的类。

```

    /// <summary>
    /// Wrapper for Amazon Simple Notification Service (SNS) operations.
    /// </summary>
    public class SNSWrapper
    {
        private readonly IAmazonSimpleNotificationService _amazonSNSClient;

        /// <summary>
        /// Constructor for the Amazon SNS wrapper.
        /// </summary>
        /// <param name="amazonSNS">The injected Amazon SNS client.</param>
        public SNSWrapper(IAmazonSimpleNotificationService amazonSNS)
        {
            _amazonSNSClient = amazonSNS;
        }

        /// <summary>
        /// Create a new topic with a name and specific FIFO and de-duplication
        attributes.
        /// </summary>
        /// <param name="topicName">The name for the topic.</param>
        /// <param name="useFifoTopic">True to use a FIFO topic.</param>

```

```

    /// <param name="useContentBasedDeduplication">True to use content-based de-
duplication.</param>
    /// <returns>The ARN of the new topic.</returns>
    public async Task<string> CreateTopicWithName(string topicName, bool
useFifoTopic, bool useContentBasedDeduplication)
    {
        var createTopicRequest = new CreateTopicRequest()
        {
            Name = topicName,
        };

        if (useFifoTopic)
        {
            // Update the name if it is not correct for a FIFO topic.
            if (!topicName.EndsWith(".fifo"))
            {
                createTopicRequest.Name = topicName + ".fifo";
            }

            // Add the attributes from the method parameters.
            createTopicRequest.Attributes = new Dictionary<string, string>
            {
                { "FifoTopic", "true" }
            };
            if (useContentBasedDeduplication)
            {
                createTopicRequest.Attributes.Add("ContentBasedDeduplication",
"true");
            }
        }

        var createResponse = await
_amazonSNSClient.CreateTopicAsync(createTopicRequest);
        return createResponse.TopicArn;
    }

    /// <summary>
    /// Subscribe a queue to a topic with optional filters.
    /// </summary>
    /// <param name="topicArn">The ARN of the topic.</param>
    /// <param name="useFifoTopic">The optional filtering policy for the
subscription.</param>
    /// <param name="queueArn">The ARN of the queue.</param>
    /// <returns>The ARN of the new subscription.</returns>

```



```

    public async Task<string> SubscribeTopicWithFilter(string topicArn, string?
filterPolicy, string queueArn)
    {
        var subscribeRequest = new SubscribeRequest()
        {
            TopicArn = topicArn,
            Protocol = "sqs",
            Endpoint = queueArn
        };

        if (!string.IsNullOrEmpty(filterPolicy))
        {
            subscribeRequest.Attributes = new Dictionary<string, string>
{ { "FilterPolicy", filterPolicy } };
        }

        var subscribeResponse = await
_amazonSNSClient.SubscribeAsync(subscribeRequest);
        return subscribeResponse.SubscriptionArn;
    }

    /// <summary>
    /// Publish a message to a topic with an attribute and optional deduplication
and group IDs.
    /// </summary>
    /// <param name="topicArn">The ARN of the topic.</param>
    /// <param name="message">The message to publish.</param>
    /// <param name="attributeName">The optional attribute for the message.</param>
    /// <param name="attributeValue">The optional attribute value for the message.</
param>
    /// <param name="deduplicationId">The optional deduplication ID for the
message.</param>
    /// <param name="groupId">The optional group ID for the message.</param>
    /// <returns>The ID of the message published.</returns>
    public async Task<string> PublishToTopicWithAttribute(
        string topicArn,
        string message,
        string? attributeName = null,
        string? attributeValue = null,
        string? deduplicationId = null,
        string? groupId = null)
    {
        var publishRequest = new PublishRequest()
        {

```

```

        TopicArn = topicArn,
        Message = message,
        MessageDeduplicationId = deduplicationId,
        MessageGroupId = groupId
    };

    if (attributeValue != null)
    {
        // Add the string attribute if it exists.
        publishRequest.MessageAttributes =
            new Dictionary<string, MessageAttributeValue>
            {
                { attributeName!, new MessageAttributeValue() { StringValue =
attributeValue, DataType = "String"} }
            };
    }

    var publishResponse = await _amazonSNSClient.PublishAsync(publishRequest);
    return publishResponse.MessageId;
}

/// <summary>
/// Unsubscribe from a topic by a subscription ARN.
/// </summary>
/// <param name="subscriptionArn">The ARN of the subscription.</param>
/// <returns>True if successful.</returns>
public async Task<bool> UnsubscribeByArn(string subscriptionArn)
{
    var unsubscribeResponse = await _amazonSNSClient.UnsubscribeAsync(
        new UnsubscribeRequest()
        {
            SubscriptionArn = subscriptionArn
        });
    return unsubscribeResponse.HttpStatusCode == HttpStatusCode.OK;
}

/// <summary>
/// Delete a topic by its topic ARN.
/// </summary>
/// <param name="topicArn">The ARN of the topic.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteTopicByArn(string topicArn)
{

```

```
var deleteResponse = await _amazonSNSClient.DeleteTopicAsync(  
    new DeleteTopicRequest()  
    {  
        TopicArn = topicArn  
    });  
return deleteResponse.HttpStatusCode == HttpStatusCode.OK;  
}  
}
```

• 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [CreateQueue](#)
- [CreateTopic](#)
- [DeleteMessageBatch](#)
- [DeleteQueue](#)
- [DeleteTopic](#)
- [GetQueueAttributes](#)
- [发布](#)
- [ReceiveMessage](#)
- [SetQueueAttributes](#)
- [Subscribe](#)
- [Unsubscribe](#)

将适用于.NET 的 AWS 消息处理框架与 Amazon SQS 配合使用

以下代码示例说明如何使用适用于.NET 的消息处理框架创建发布和接收 Amazon SQS AWS 消息的应用程序。

适用于 .NET 的 SDK

提供.NET AWS 消息处理框架的教程。本教程创建了一个支持用户发布 Amazon SQS 消息的 Web 应用程序和一个用于接收消息的命令行应用程序。

有关如何设置和运行的完整源代码和说明，请参阅《适用于 .NET 的 AWS SDK 开发人员指南》中的[完整教程](#)和上的示例[GitHub](#)。

本示例中使用的服务

- Amazon SQS

无服务器示例

通过 Amazon SQS 触发器调用 Lambda 函数

以下代码示例展示了如何实现一个 Lambda 函数，该函数接收因接收来自 SNS 队列的消息而触发的事件。该函数从事件参数检索消息并记录每条消息的内容。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

通过 .NET 将 SQS 事件与 Lambda 结合使用。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using Amazon.Lambda.Core;
using Amazon.Lambda.SQSEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer))]

namespace SqsIntegrationSampleCode
{
    public async Task FunctionHandler(SQSEvent evnt, ILambdaContext context)
    {
        foreach (var message in evnt.Records)
        {
            await ProcessMessageAsync(message, context);
        }

        context.Logger.LogInformation("done");
    }
}
```

```
}

private async Task ProcessMessageAsync(SQSEvent.SQSMessage message,
ILambdaContext context)
{
    try
    {
        context.Logger.LogInformation($"Processed message {message.Body}");

        // TODO: Do interesting work based on the new message
        await Task.CompletedTask;
    }
    catch (Exception e)
    {
        //You can use Dead Letter Queue to handle failures. By configuring a
        Lambda DLQ.
        context.Logger.LogError($"An error occurred");
        throw;
    }
}
}
```

报告使用 Amazon SQS 触发器进行 Lambda 函数批处理项目失败

以下代码示例展示了如何为接收来自 SQS 队列的事件的 Lambda 函数实现部分批处理响应。该函数在响应中报告批处理项目失败，并指示 Lambda 稍后重试这些消息。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在[无服务器示例](#)存储库中查找完整示例，并了解如何进行设置和运行。

报告使用 .NET 进行 Lambda SQS 批处理项目失败。

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
using Amazon.Lambda.Core;
```

```

using Amazon.Lambda.SQSEvents;

// Assembly attribute to enable the Lambda function's JSON input to be converted
// into a .NET class.
[assembly:
    LambdaSerializer(typeof(Amazon.Lambda.Serialization.SystemTextJson.DefaultLambdaJsonSerializer),
    namespace sqsSample);

public class Function
{
    public async Task<SQSBatchResponse> FunctionHandler(SQSEvent evnt,
        ILambdaContext context)
    {
        List<SQSBatchResponse.BatchItemFailure> batchItemFailures = new
        List<SQSBatchResponse.BatchItemFailure>();
        foreach (var message in evnt.Records)
        {
            try
            {
                //process your message
                await ProcessMessageAsync(message, context);
            }
            catch (System.Exception)
            {
                //Add failed message identifier to the batchItemFailures list
                batchItemFailures.Add(new
                SQSBatchResponse.BatchItemFailure{ItemIdentifier=message.MessageId});
            }
        }
        return new SQSBatchResponse(batchItemFailures);
    }

    private async Task ProcessMessageAsync(SQSEvent.SQSMessage message,
        ILambdaContext context)
    {
        if (String.IsNullOrEmpty(message.Body))
        {
            throw new Exception("No Body in SQS Message.");
        }
        context.Logger.LogInformation($"Processed message {message.Body}");
        // TODO: Do interesting work based on the new message
        await Task.CompletedTask;
    }
}

```

```
}
```

使用 Step Functions 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 with Step Functions 来执行操作和实现常见场景。适用于 .NET 的 AWS SDK

基本功能是向您展示如何在服务中执行基本操作的代码示例。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [基本功能](#)
- [操作](#)

开始使用

开始使用 Step Functions

以下代码示例显示了如何开始使用 Step Functions。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
namespace StepFunctionsActions;  
  
using Amazon.StepFunctions;  
using Amazon.StepFunctions.Model;
```

```
public class HelloStepFunctions
{
    static async Task Main()
    {
        var stepFunctionsClient = new AmazonStepFunctionsClient();

        Console.Clear();
        Console.WriteLine("Welcome to AWS Step Functions");
        Console.WriteLine("Let's list up to 10 of your state machines:");
        var stateMachineListRequest = new ListStateMachinesRequest { MaxResults =
10 };

        // Get information for up to 10 Step Functions state machines.
        var response = await
stepFunctionsClient.ListStateMachinesAsync(stateMachineListRequest);

        if (response.StateMachines.Count > 0)
        {
            response.StateMachines.ForEach(stateMachine =>
            {
                Console.WriteLine($"State Machine Name: {stateMachine.Name}\tAmazon
Resource Name (ARN): {stateMachine.StateMachineArn}");
            });
        }
        else
        {
            Console.WriteLine("\tNo state machines were found.");
        }
    }
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListStateMachines](#)中的。

基本功能

了解基本功能

以下代码示例展示了如何：

- 创建活动。

- 根据包含先前创建的活动作为步骤的 Amazon States Language 定义创建状态机。
- 运行状态机并使用用户输入响应活动。
- 运行完成后获取最终状态和输出，然后清理资源。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```
global using System.Text.Json;
global using Amazon.StepFunctions;
global using Microsoft.Extensions.Configuration;
global using Microsoft.Extensions.DependencyInjection;
global using Microsoft.Extensions.Hosting;
global using Microsoft.Extensions.Logging;
global using Microsoft.Extensions.Logging.Console;
global using Microsoft.Extensions.Logging.Debug;
global using StepFunctionsActions;
global using LogLevel = Microsoft.Extensions.Logging.LogLevel;

using Amazon.IdentityManagement;
using Amazon.IdentityManagement.Model;
using Amazon.StepFunctions.Model;

namespace StepFunctionsBasics;

public class StepFunctionsBasics
{
    private static ILogger _logger = null!;
    private static IConfigurationRoot _configuration = null!;
    private static IAmazonIdentityManagementService _iamService = null!;

    static async Task Main(string[] args)
    {

```

```

// Set up dependency injection for AWS Step Functions.
using var host = Host.CreateDefaultBuilder(args)
    .ConfigureLogging(logging =>
        logging.AddFilter("System", LogLevel.Debug)
        .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
        .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
    .ConfigureServices((_, services) =>
        services.AddAWSService<IAmazonStepFunctions>()
        .AddAWSService<IAmazonIdentityManagementService>()
        .AddTransient<StepFunctionsWrapper>()
    )
    .Build();

_logger = LoggerFactory.Create(builder => { builder.AddConsole(); })
    .CreateLogger<StepFunctionsBasics>();

// Load configuration settings.
_configuration = new ConfigurationBuilder()
    .SetBasePath(Directory.GetCurrentDirectory())
    .AddJsonFile("settings.json") // Load test settings from .json file.
    .AddJsonFile("settings.local.json",
        true) // Optionally load local settings.
    .Build();

var activityName = _configuration["ActivityName"];
var stateMachineName = _configuration["StateMachineName"];

var roleName = _configuration["RoleName"];
var repoBaseDir = _configuration["RepoBaseDir"];
var jsonFilePath = _configuration["JsonFilePath"];
var jsonFileName = _configuration["JsonFileName"];

var uiMethods = new UiMethods();
var stepFunctionsWrapper =
host.Services.GetRequiredService<StepFunctionsWrapper>();

_iamService =
host.Services.GetRequiredService<IAmazonIdentityManagementService>();

// Load definition for the state machine from a JSON file.
var stateDefinitionJson = File.ReadAllText($"{repoBaseDir}{jsonFilePath}
{jsonFileName}");

```

```
Console.Clear();
uiMethods.DisplayOverview();
uiMethods.PressEnter();

uiMethods.DisplayTitle("Create activity");
Console.WriteLine("Let's start by creating an activity.");
string activityArn;
string stateMachineArn;

// Check to see if the activity already exists.
var activityList = await stepFunctionsWrapper.ListActivitiesAsync();
var existingActivity = activityList.FirstOrDefault(activity => activity.Name
== activityName);
if (existingActivity is not null)
{
    activityArn = existingActivity.ActivityArn;
    Console.WriteLine($"Activity, {activityName}, already exists.");
}
else
{
    activityArn = await stepFunctionsWrapper.CreateActivity(activityName);
}

// Swap the placeholder in the JSON file with the Amazon Resource Name (ARN)
// of the recently created activity.
var stateDefinition =
stateDefinitionJson.Replace("{DOC_EXAMPLE_ACTIVITY_ARN}", activityArn);

uiMethods.DisplayTitle("Create state machine");
Console.WriteLine("Now we'll create a state machine.");

// Find or create an IAM role that can be assumed by Step Functions.
var role = await GetOrCreateStateMachineRole(roleName);

// See if the state machine already exists.
var stateMachineList = await stepFunctionsWrapper.ListStateMachinesAsync();
var existingStateMachine =
    stateMachineList.FirstOrDefault(stateMachine => stateMachine.Name ==
stateMachineName);
if (existingStateMachine is not null)
{
    Console.WriteLine($"State machine, {stateMachineName}, already
exists.");
    stateMachineArn = existingStateMachine.StateMachineArn;
```

```

    }
    else
    {
        // Create the state machine.
        stateMachineArn =
            await stepFunctionsWrapper.CreateStateMachine(stateMachineName,
stateDefinition, role.Arn);
        uiMethods.PressEnter();
    }

    Console.WriteLine("The state machine has been created.");
    var describeStateMachineResponse = await
stepFunctionsWrapper.DescribeStateMachineAsync(stateMachineArn);

Console.WriteLine($"{describeStateMachineResponse.Name}\t{describeStateMachineResponse.Stat
    Console.WriteLine($"Current status: {describeStateMachineResponse.Status}");
    Console.WriteLine($"Amazon Resource Name (ARN) of the role assumed by the
state machine: {describeStateMachineResponse.RoleArn}");

    var userName = string.Empty;
    Console.Write("Before we start the state machine, tell me what should
ChatSFN call you? ");
    userName = Console.ReadLine();

    // Keep asking until the user enters a string value.
    while (string.IsNullOrEmpty(userName))
    {
        Console.Write("Enter your name: ");
        userName = Console.ReadLine();
    }

    var executionJson = @"{"name": "" + userName + @""}";

    // Start the state machine execution.
    Console.WriteLine("Now we'll start execution of the state machine.");
    var executionArn = await
stepFunctionsWrapper.StartExecutionAsync(executionJson, stateMachineArn);
    Console.WriteLine("State machine started.");

    Console.WriteLine($"Thank you, {userName}. Now let's get started...");
    uiMethods.PressEnter();

    uiMethods.DisplayTitle("ChatSFN");

```

```

var isDone = false;
var response = new GetActivityTaskResponse();
var taskToken = string.Empty;
var userChoice = string.Empty;

while (!isDone)
{
    response = await stepFunctionsWrapper.GetActivityTaskAsync(activityArn,
"MvpWorker");
    taskToken = response.TaskToken;

    // Parse the returned JSON string.
    var taskJsonResponse = JsonDocument.Parse(response.Input);
    var taskJsonObject = taskJsonResponse.RootElement;
    var message = taskJsonObject.GetProperty("message").GetString();
    var actions =
taskJsonObject.GetProperty("actions").EnumerateArray().Select(x =>
x.ToString()).ToList();
    Console.WriteLine($"\\n{message}\\n");

    // Prompt the user for another choice.
    Console.WriteLine("ChatSFN: What would you like me to do?");
    actions.ForEach(action => Console.WriteLine($"\\t{action}"));
    Console.Write($"\\n{userName}, tell me your choice: ");
    userChoice = Console.ReadLine();
    if (userChoice?.ToLower() == "done")
    {
        isDone = true;
    }

    Console.WriteLine($"You have selected: {userChoice}");
    var jsonResponse = @"{"action": "" + userChoice + @"""";

    await stepFunctionsWrapper.SendTaskSuccessAsync(taskToken,
jsonResponse);
}

await stepFunctionsWrapper.StopExecution(executionArn);
Console.WriteLine("Now we will wait for the execution to stop.");
DescribeExecutionResponse executionResponse;
do
{

```

```

        executionResponse = await
stepFunctionsWrapper.DescribeExecutionAsync(executionArn);
    } while (executionResponse.Status == ExecutionStatus.RUNNING);

    Console.WriteLine("State machine stopped.");
    uiMethods.PressEnter();

    uiMethods.DisplayTitle("State machine executions");
    Console.WriteLine("Now let's take a look at the execution values for the
state machine.");

    // List the executions.
    var executions = await
stepFunctionsWrapper.ListExecutionsAsync(stateMachineArn);

    uiMethods.DisplayTitle("Step function execution values");
    executions.ForEach(execution =>
    {
        Console.WriteLine($"{execution.Name}\t{execution.StartDate} to
{execution.StopDate}");
    });

    uiMethods.PressEnter();

    // Now delete the state machine and the activity.
    uiMethods.DisplayTitle("Clean up resources");
    Console.WriteLine("Deleting the state machine...");

    await stepFunctionsWrapper.DeleteStateMachine(stateMachineArn);
    Console.WriteLine("State machine deleted.");

    Console.WriteLine("Deleting the activity...");
    await stepFunctionsWrapper.DeleteActivity(activityArn);
    Console.WriteLine("Activity deleted.");

    Console.WriteLine("The Amazon Step Functions scenario is now complete.");
}

static async Task<Role> GetOrCreateStateMachineRole(string roleName)
{
    // Define the policy document for the role.
    var stateMachineRolePolicy = @"{
    ""Version"": ""2012-10-17"",
    ""Statement"": [{

```

```

        ""Sid"": "",
        ""Effect"": ""Allow"",
        ""Principal"": {
            ""Service"": ""states.amazonaws.com"",
        ""Action"": ""sts:AssumeRole""}}]";

var role = new Role();
var roleExists = false;

try
{
    var getRoleResponse = await _iamService.GetRoleAsync(new GetRoleRequest
{ RoleName = roleName });
    roleExists = true;
    role = getRoleResponse.Role;
}
catch (NoSuchEntityException)
{
    // The role doesn't exist. Create it.
    Console.WriteLine($"Role, {roleName} doesn't exist. Creating it...");
}

if (!roleExists)
{
    var request = new CreateRoleRequest
    {
        RoleName = roleName,
        AssumeRolePolicyDocument = stateMachineRolePolicy,
    };

    var createRoleResponse = await _iamService.CreateRoleAsync(request);
    role = createRoleResponse.Role;
}

return role;
}
}

namespace StepFunctionsBasics;

/// <summary>
/// Some useful methods to make screen display easier.
/// </summary>

```

```

public class UiMethods
{
    private readonly string _sepBar = new('-', Console.WindowWidth);

    /// <summary>
    /// Show information about the scenario.
    /// </summary>
    public void DisplayOverview()
    {
        Console.Clear();
        DisplayTitle("Welcome to the AWS Step Functions Demo");

        Console.WriteLine("This example application will do the following:");
        Console.WriteLine("\t 1. Create an activity.");
        Console.WriteLine("\t 2. Create a state machine.");
        Console.WriteLine("\t 3. Start an execution.");
        Console.WriteLine("\t 4. Run the worker, then stop it.");
        Console.WriteLine("\t 5. List executions.");
        Console.WriteLine("\t 6. Clean up the resources created for the example.");
    }

    /// <summary>
    /// Display a message and wait until the user presses enter.
    /// </summary>
    public void PressEnter()
    {
        Console.Write("\nPress <Enter> to continue.");
        _ = Console.ReadLine();
    }

    /// <summary>
    /// Pad a string with spaces to center it on the console display.
    /// </summary>
    /// <param name="strToCenter"></param>
    /// <returns></returns>
    private string CenterString(string strToCenter)
    {
        var padAmount = (Console.WindowWidth - strToCenter.Length) / 2;
        var leftPad = new string(' ', padAmount);
        return $"{leftPad}{strToCenter}";
    }

    /// <summary>
    /// Display a line of hyphens, the centered text of the title, and another

```



```

    /// line of hyphens.
    /// </summary>
    /// <param name="strTitle">The string to be displayed.</param>
    public void DisplayTitle(string strTitle)
    {
        Console.WriteLine(_sepBar);
        Console.WriteLine(CenterString(strTitle));
        Console.WriteLine(_sepBar);
    }
}

```

定义一个包装状态机和活动操作的类。

```

namespace StepFunctionsActions;

using Amazon.StepFunctions;
using Amazon.StepFunctions.Model;

/// <summary>
/// Wrapper that performs AWS Step Functions actions.
/// </summary>
public class StepFunctionsWrapper
{
    private readonly IAmazonStepFunctions _amazonStepFunctions;

    /// <summary>
    /// The constructor for the StepFunctionsWrapper. Initializes the
    /// client object passed to it.
    /// </summary>
    /// <param name="amazonStepFunctions">An initialized Step Functions client
    object.</param>
    public StepFunctionsWrapper(IAmazonStepFunctions amazonStepFunctions)
    {
        _amazonStepFunctions = amazonStepFunctions;
    }

    /// <summary>
    /// Create a Step Functions activity using the supplied name.
    /// </summary>

```

```

    /// <param name="activityName">The name for the new Step Functions activity.</
param>
    /// <returns>The Amazon Resource Name (ARN) for the new activity.</returns>
    public async Task<string> CreateActivity(string activityName)
    {
        var response = await _amazonStepFunctions.CreateActivityAsync(new
CreateActivityRequest { Name = activityName });
        return response.ActivityArn;
    }

    /// <summary>
    /// Create a Step Functions state machine.
    /// </summary>
    /// <param name="stateMachineName">Name for the new Step Functions state
    /// machine.</param>
    /// <param name="definition">A JSON string that defines the Step Functions
    /// state machine.</param>
    /// <param name="roleArn">The Amazon Resource Name (ARN) of the role.</param>
    /// <returns></returns>
    public async Task<string> CreateStateMachine(string stateMachineName, string
definition, string roleArn)
    {
        var request = new CreateStateMachineRequest
        {
            Name = stateMachineName,
            Definition = definition,
            RoleArn = roleArn
        };

        var response =
            await _amazonStepFunctions.CreateStateMachineAsync(request);
        return response.StateMachineArn;
    }

    /// <summary>
    /// Delete a Step Machine activity.
    /// </summary>
    /// <param name="activityArn">The Amazon Resource Name (ARN) of
    /// the activity.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteActivity(string activityArn)
    {

```

```

        var response = await _amazonStepFunctions.DeleteActivityAsync(new
DeleteActivityRequest { ActivityArn = activityArn });
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Delete a Step Functions state machine.
    /// </summary>
    /// <param name="stateMachineArn">The Amazon Resource Name (ARN) of the
    /// state machine.</param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> DeleteStateMachine(string stateMachineArn)
    {
        var response = await _amazonStepFunctions.DeleteStateMachineAsync(new
DeleteStateMachineRequest
        { StateMachineArn = stateMachineArn });
        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Retrieve information about the specified Step Functions execution.
    /// </summary>
    /// <param name="executionArn">The Amazon Resource Name (ARN) of the
    /// Step Functions execution.</param>
    /// <returns>The API response returned by the API.</returns>
    public async Task<DescribeExecutionResponse> DescribeExecutionAsync(string
executionArn)
    {
        var response = await _amazonStepFunctions.DescribeExecutionAsync(new
DescribeExecutionRequest { ExecutionArn = executionArn });
        return response;
    }

    /// <summary>
    /// Retrieve information about the specified Step Functions state machine.
    /// </summary>
    /// <param name="StateMachineArn">The Amazon Resource Name (ARN) of the
    /// Step Functions state machine to retrieve.</param>
    /// <returns>Information about the specified Step Functions state machine.</
returns>

```

```

    public async Task<DescribeStateMachineResponse> DescribeStateMachineAsync(string
StateMachineArn)
    {
        var response = await _amazonStepFunctions.DescribeStateMachineAsync(new
DescribeStateMachineRequest { StateMachineArn = StateMachineArn });
        return response;
    }

    /// <summary>
    /// Retrieve a task with the specified Step Functions activity
    /// with the specified Amazon Resource Name (ARN).
    /// </summary>
    /// <param name="activityArn">The Amazon Resource Name (ARN) of
    /// the Step Functions activity.</param>
    /// <param name="workerName">The name of the Step Functions worker.</param>
    /// <returns>The response from the Step Functions activity.</returns>
    public async Task<GetActivityTaskResponse> GetActivityTaskAsync(string
activityArn, string workerName)
    {
        var response = await _amazonStepFunctions.GetActivityTaskAsync(new
GetActivityTaskRequest
        { ActivityArn = activityArn, WorkerName = workerName });
        return response;
    }

    /// <summary>
    /// List the Step Functions activities for the current account.
    /// </summary>
    /// <returns>A list of ActivityListItem.</returns>
    public async Task<List<ActivityListItem>> ListActivitiesAsync()
    {
        var request = new ListActivitiesRequest();
        var activities = new List<ActivityListItem>();

        do
        {
            var response = await _amazonStepFunctions.ListActivitiesAsync(request);

            if (response.NextToken is not null)
            {
                request.NextToken = response.NextToken;
            }
        }
    }

```

```

        activities.AddRange(response.Activities);
    }
    while (request.NextToken is not null);

    return activities;
}

/// <summary>
/// Retrieve information about executions of a Step Functions
/// state machine.
/// </summary>
/// <param name="stateMachineArn">The Amazon Resource Name (ARN) of the
/// Step Functions state machine.</param>
/// <returns>A list of ExecutionListItem objects.</returns>
public async Task<List<ExecutionListItem>> ListExecutionsAsync(string
stateMachineArn)
{
    var executions = new List<ExecutionListItem>();
    ListExecutionsResponse response;
    var request = new ListExecutionsRequest { StateMachineArn =
stateMachineArn };

    do
    {
        response = await _amazonStepFunctions.ListExecutionsAsync(request);
        executions.AddRange(response.Executions);
        if (response.NextToken is not null)
        {
            request.NextToken = response.NextToken;
        }
    } while (response.NextToken is not null);

    return executions;
}

/// <summary>
/// Retrieve a list of Step Functions state machines.
/// </summary>
/// <returns>A list of StateMachineListItem objects.</returns>
public async Task<List<StateMachineListItem>> ListStateMachinesAsync()
{

```

```

        var stateMachines = new List<StateMachineListItem>();
        var listStateMachinesPaginator =
            _amazonStepFunctions.Paginators.ListStateMachines(new
ListStateMachinesRequest());

        await foreach (var response in listStateMachinesPaginator.Responses)
        {
            stateMachines.AddRange(response.StateMachines);
        }

        return stateMachines;
    }

    /// <summary>
    /// Indicate that the Step Functions task, indicated by the
    /// task token, has completed successfully.
    /// </summary>
    /// <param name="taskToken">Identifies the task.</param>
    /// <param name="taskResponse">The response received from executing the task.</
param>
    /// <returns>A Boolean value indicating the success of the action.</returns>
    public async Task<bool> SendTaskSuccessAsync(string taskToken, string
taskResponse)
    {
        var response = await _amazonStepFunctions.SendTaskSuccessAsync(new
SendTaskSuccessRequest
        { TaskToken = taskToken, Output = taskResponse });

        return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
    }

    /// <summary>
    /// Start execution of an AWS Step Functions state machine.
    /// </summary>
    /// <param name="executionName">The name to use for the execution.</param>
    /// <param name="executionJson">The JSON string to pass for execution.</param>
    /// <param name="stateMachineArn">The Amazon Resource Name (ARN) of the
    /// Step Functions state machine.</param>
    /// <returns>The Amazon Resource Name (ARN) of the AWS Step Functions
    /// execution.</returns>
    public async Task<string> StartExecutionAsync(string executionJson, string
stateMachineArn)

```

```
{
    var executionRequest = new StartExecutionRequest
    {
        Input = executionJson,
        StateMachineArn = stateMachineArn
    };

    var response = await
        _amazonStepFunctions.StartExecutionAsync(executionRequest);
    return response.ExecutionArn;
}

/// <summary>
/// Stop execution of a Step Functions workflow.
/// </summary>
/// <param name="executionArn">The Amazon Resource Name (ARN) of
/// the Step Functions execution to stop.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> StopExecution(string executionArn)
{
    var response =
        await _amazonStepFunctions.StopExecutionAsync(new StopExecutionRequest
        { ExecutionArn = executionArn });
    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
}
```

• 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。

- [CreateActivity](#)
- [CreateStateMachine](#)
- [DeleteActivity](#)
- [DeleteStateMachine](#)
- [DescribeExecution](#)
- [DescribeStateMachine](#)
- [GetActivityTask](#)

- [ListActivities](#)
- [ListStateMachines](#)
- [SendTaskSuccess](#)
- [StartExecution](#)
- [StopExecution](#)

操作

CreateActivity

以下代码示例演示了如何使用 CreateActivity。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create a Step Functions activity using the supplied name.
/// </summary>
/// <param name="activityName">The name for the new Step Functions activity.</
param>
/// <returns>The Amazon Resource Name (ARN) for the new activity.</returns>
public async Task<string> CreateActivity(string activityName)
{
    var response = await _amazonStepFunctions.CreateActivityAsync(new
CreateActivityRequest { Name = activityName });
    return response.ActivityArn;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateActivity](#)中的。

CreateStateMachine

以下代码示例演示了如何使用 CreateStateMachine。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create a Step Functions state machine.
/// </summary>
/// <param name="stateMachineName">Name for the new Step Functions state
/// machine.</param>
/// <param name="definition">A JSON string that defines the Step Functions
/// state machine.</param>
/// <param name="roleArn">The Amazon Resource Name (ARN) of the role.</param>
/// <returns></returns>
public async Task<string> CreateStateMachine(string stateMachineName, string
definition, string roleArn)
{
    var request = new CreateStateMachineRequest
    {
        Name = stateMachineName,
        Definition = definition,
        RoleArn = roleArn
    };

    var response =
        await _amazonStepFunctions.CreateStateMachineAsync(request);
    return response.StateMachineArn;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [CreateStateMachine](#) 中的。

DeleteActivity

以下代码示例演示了如何使用 DeleteActivity。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete a Step Machine activity.
/// </summary>
/// <param name="activityArn">The Amazon Resource Name (ARN) of
/// the activity.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteActivity(string activityArn)
{
    var response = await _amazonStepFunctions.DeleteActivityAsync(new
DeleteActivityRequest { ActivityArn = activityArn });
    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteActivity](#) 中的。

DeleteStateMachine

以下代码示例演示了如何使用 DeleteStateMachine。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Delete a Step Functions state machine.
/// </summary>
/// <param name="stateMachineArn">The Amazon Resource Name (ARN) of the
/// state machine.</param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> DeleteStateMachine(string stateMachineArn)
{
    var response = await _amazonStepFunctions.DeleteStateMachineAsync(new
DeleteStateMachineRequest
    { StateMachineArn = stateMachineArn });
    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteStateMachine](#) 中的。

DescribeExecution

以下代码示例演示了如何使用 DescribeExecution。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

/// <summary>
/// Retrieve information about the specified Step Functions execution.
/// </summary>
/// <param name="executionArn">The Amazon Resource Name (ARN) of the
/// Step Functions execution.</param>
/// <returns>The API response returned by the API.</returns>
public async Task<DescribeExecutionResponse> DescribeExecutionAsync(string
executionArn)
{
    var response = await _amazonStepFunctions.DescribeExecutionAsync(new
DescribeExecutionRequest { ExecutionArn = executionArn });
}

```

```
        return response;
    }
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeExecution](#)中的。

DescribeStateMachine

以下代码示例演示了如何使用 DescribeStateMachine。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Retrieve information about the specified Step Functions state machine.
/// </summary>
/// <param name="StateMachineArn">The Amazon Resource Name (ARN) of the
/// Step Functions state machine to retrieve.</param>
/// <returns>Information about the specified Step Functions state machine.</
returns>
    public async Task<DescribeStateMachineResponse> DescribeStateMachineAsync(string
StateMachineArn)
    {
        var response = await _amazonStepFunctions.DescribeStateMachineAsync(new
DescribeStateMachineRequest { StateMachineArn = StateMachineArn });
        return response;
    }
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeStateMachine](#)中的。

GetActivityTask

以下代码示例演示了如何使用 GetActivityTask。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Retrieve a task with the specified Step Functions activity
/// with the specified Amazon Resource Name (ARN).
/// </summary>
/// <param name="activityArn">The Amazon Resource Name (ARN) of
/// the Step Functions activity.</param>
/// <param name="workerName">The name of the Step Functions worker.</param>
/// <returns>The response from the Step Functions activity.</returns>
public async Task<GetActivityTaskResponse> GetActivityTaskAsync(string
activityArn, string workerName)
{
    var response = await _amazonStepFunctions.GetActivityTaskAsync(new
GetActivityTaskRequest
    { ActivityArn = activityArn, WorkerName = workerName });
    return response;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetActivityTask](#)中的。

ListActivities

以下代码示例演示了如何使用 ListActivities。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List the Step Functions activities for the current account.
/// </summary>
/// <returns>A list of ActivityListItem.</returns>
public async Task<List<ActivityListItem>> ListActivitiesAsync()
{
    var request = new ListActivitiesRequest();
    var activities = new List<ActivityListItem>();

    do
    {
        var response = await _amazonStepFunctions.ListActivitiesAsync(request);

        if (response.NextToken is not null)
        {
            request.NextToken = response.NextToken;
        }

        activities.AddRange(response.Activities);
    }
    while (request.NextToken is not null);

    return activities;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListActivities](#)中的。

ListExecutions

以下代码示例演示了如何使用 ListExecutions。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Retrieve information about executions of a Step Functions
/// state machine.
/// </summary>
/// <param name="stateMachineArn">The Amazon Resource Name (ARN) of the
/// Step Functions state machine.</param>
/// <returns>A list of ExecutionListItem objects.</returns>
public async Task<List<ExecutionListItem>> ListExecutionsAsync(string
stateMachineArn)
{
    var executions = new List<ExecutionListItem>();
    ListExecutionsResponse response;
    var request = new ListExecutionsRequest { StateMachineArn =
stateMachineArn };

    do
    {
        response = await _amazonStepFunctions.ListExecutionsAsync(request);
        executions.AddRange(response.Executions);
        if (response.NextToken is not null)
        {
            request.NextToken = response.NextToken;
        }
    } while (response.NextToken is not null);

    return executions;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListExecutions](#)中的。

ListStateMachines

以下代码示例演示了如何使用 ListStateMachines。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Retrieve a list of Step Functions state machines.
/// </summary>
/// <returns>A list of StateMachineListItem objects.</returns>
public async Task<List<StateMachineListItem>> ListStateMachinesAsync()
{
    var stateMachines = new List<StateMachineListItem>();
    var listStateMachinesPaginator =
        _amazonStepFunctions.Paginators.ListStateMachines(new
ListStateMachinesRequest());

    await foreach (var response in listStateMachinesPaginator.Responses)
    {
        stateMachines.AddRange(response.StateMachines);
    }

    return stateMachines;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ListStateMachines](#) 中的。

SendTaskSuccess

以下代码示例演示了如何使用 SendTaskSuccess。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Indicate that the Step Functions task, indicated by the
/// task token, has completed successfully.
/// </summary>
/// <param name="taskToken">Identifies the task.</param>
/// <param name="taskResponse">The response received from executing the task.</
param>
/// <returns>A Boolean value indicating the success of the action.</returns>
public async Task<bool> SendTaskSuccessAsync(string taskToken, string
taskResponse)
{
    var response = await _amazonStepFunctions.SendTaskSuccessAsync(new
SendTaskSuccessRequest
    { TaskToken = taskToken, Output = taskResponse });

    return response.HttpStatusCode == System.Net.HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [SendTaskSuccess](#) 中的。

StartExecution

以下代码示例演示了如何使用 StartExecution。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Start execution of an AWS Step Functions state machine.
/// </summary>
/// <param name="executionName">The name to use for the execution.</param>
/// <param name="executionJson">The JSON string to pass for execution.</param>
/// <param name="stateMachineArn">The Amazon Resource Name (ARN) of the
/// Step Functions state machine.</param>
/// <returns>The Amazon Resource Name (ARN) of the AWS Step Functions
/// execution.</returns>
public async Task<string> StartExecutionAsync(string executionJson, string
stateMachineArn)
{
    var executionRequest = new StartExecutionRequest
    {
        Input = executionJson,
        StateMachineArn = stateMachineArn
    };

    var response = await
_amazonStepFunctions.StartExecutionAsync(executionRequest);
    return response.ExecutionArn;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[StartExecution](#)中的。

AWS STS 使用示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用with来执行操作和实现常见场景 AWS STS。适用于 .NET 的 AWS SDK

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)

操作

AssumeRole

以下代码示例演示了如何使用 AssumeRole。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon;
using Amazon.SecurityToken;
using Amazon.SecurityToken.Model;

namespace AssumeRoleExample
{
    class AssumeRole
    {
        /// <summary>
        /// This example shows how to use the AWS Security Token
        /// Service (AWS STS) to assume an IAM role.
        ///
        /// NOTE: It is important that the role that will be assumed has a
        /// trust relationship with the account that will assume the role.
        ///
        /// Before you run the example, you need to create the role you want to
        /// assume and have it trust the IAM account that will assume that role.
        ///
        /// See https://docs.aws.amazon.com/IAM/latest/UserGuide/
        id_roles_create.html
        /// for help in working with roles.
        /// </summary>

        // A region property may be used if the profile or credentials loaded do not
        // specify a region,
        // or to use a specific region.
```

```

private static readonly RegionEndpoint REGION = RegionEndpoint.USWest2;

static async Task Main()
{
    // Create the SecurityToken client and then display the identity of the
    // default user.
    var roleArnToAssume = "arn:aws:iam::123456789012:role/testAssumeRole";

    var client = new
Amazon.SecurityToken.AmazonSecurityTokenServiceClient(REGION);

    // Get and display the information about the identity of the default
user.
    var callerIdRequest = new GetCallerIdentityRequest();
    var caller = await client.GetCallerIdentityAsync(callerIdRequest);
    Console.WriteLine($"Original Caller: {caller.Arn}");

    // Create the request to use with the AssumeRoleAsync call.
    var assumeRoleReq = new AssumeRoleRequest()
    {
        DurationSeconds = 1600,
        RoleSessionName = "Session1",
        RoleArn = roleArnToAssume
    };

    var assumeRoleRes = await client.AssumeRoleAsync(assumeRoleReq);

    // Now create a new client based on the credentials of the caller
assuming the role.
    var client2 = new AmazonSecurityTokenServiceClient(credentials:
assumeRoleRes.Credentials, REGION);

    // Get and display information about the caller that has assumed the
defined role.
    var caller2 = await client2.GetCallerIdentityAsync(callerIdRequest);
    Console.WriteLine($"AssumedRole Caller: {caller2.Arn}");
}
}
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AssumeRole](#) 中的。

支持 使用示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用with来执行操作和实现常见场景 支持。 适用于 .NET 的 AWS SDK

基本功能是向您展示如何在服务中执行基本操作的代码示例。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [开始使用](#)
- [基本功能](#)
- [操作](#)

开始使用

你好 支持

以下代码示例展示了如何开始使用 支持。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using Amazon.AWSSupport;
using Microsoft.Extensions.DependencyInjection;
using Microsoft.Extensions.Hosting;

public static class HelloSupport
{
```

```
static async Task Main(string[] args)
{
    // Use the AWS .NET Core Setup package to set up dependency injection for
    the AWS Support service.
    // Use your AWS profile name, or leave it blank to use the default profile.
    // You must have one of the following AWS Support plans: Business,
    Enterprise On-Ramp, or Enterprise. Otherwise, an exception will be thrown.
    using var host = Host.CreateDefaultBuilder(args)
        .ConfigureServices((_, services) =>
            services.AddAWSService<IAmazonAWSSupport>()
        ).Build();

    // Now the client is available for injection.
    var supportClient = host.Services.GetRequiredService<IAmazonAWSSupport>();

    // You can use await and any of the async methods to get a response.
    var response = await supportClient.DescribeServicesAsync();
    Console.WriteLine($"\\tHello AWS Support! There are {response.Services.Count}
    services available.");
}
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DescribeServices](#)中的。

基本功能

了解基本功能

以下代码示例演示了操作流程：

- 获取并显示案例的可用服务和严重级别。
- 使用选定的服务、类别和严重性级别创建支持案例。
- 获取并显示当天打开案例的列表。
- 向新案例添加附件集和通信。
- 描述该案例的新附件和通信。
- 解析案例。
- 获取并显示当天未解决的案例列表。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

在命令提示符中运行交互式场景。

```
/// <summary>
/// Hello AWS Support example.
/// </summary>
public static class SupportCaseScenario
{
    /*
        Before running this .NET code example, set up your development environment,
        including your credentials.

        To use the AWS Support API, you must have one of the following AWS Support
        plans: Business, Enterprise On-Ramp, or Enterprise.

        This .NET example performs the following tasks:
        1. Get and display services. Select a service from the list.
        2. Select a category from the selected service.
        3. Get and display severity levels and select a severity level from the list.
        4. Create a support case using the selected service, category, and severity
        level.
        5. Get and display a list of open support cases for the current day.
        6. Create an attachment set with a sample text file to add to the case.
        7. Add a communication with the attachment to the support case.
        8. List the communications of the support case.
        9. Describe the attachment set.
        10. Resolve the support case.
        11. Get a list of resolved cases for the current day.
    */

    private static SupportWrapper _supportWrapper = null!;

    static async Task Main(string[] args)
    {
        // Set up dependency injection for the AWS Support service.
        // Use your AWS profile name, or leave it blank to use the default profile.
```

```

        using var host = Host.CreateDefaultBuilder(args)
            .ConfigureLogging(logging =>
                logging.AddFilter("System", LogLevel.Debug)
                    .AddFilter<DebugLoggerProvider>("Microsoft",
LogLevel.Information)
                    .AddFilter<ConsoleLoggerProvider>("Microsoft", LogLevel.Trace))
            .ConfigureServices((_, services) =>
                services.AddAWSService<IAmazonAWSSupport>(new AWSOptions() { Profile
= "default" })
                    .AddTransient<SupportWrapper>()
            )
            .Build();

var logger = LoggerFactory.Create(builder =>
{
    builder.AddConsole();
}).CreateLogger(typeof(SupportCaseScenario));

_supportWrapper = host.Services.GetRequiredService<SupportWrapper>();

Console.WriteLine(new string('-', 80));
Console.WriteLine("Welcome to the AWS Support case example scenario.");
Console.WriteLine(new string('-', 80));

try
{
    var apiSupported = await _supportWrapper.VerifySubscription();
    if (!apiSupported)
    {
        logger.LogError("You must have a Business, Enterprise On-Ramp, or
Enterprise Support " +
                        "plan to use the AWS Support API. \n\tPlease
upgrade your subscription to run these examples.");
        return;
    }

    var service = await DisplayAndSelectServices();

    var category = DisplayAndSelectCategories(service);

    var severityLevel = await DisplayAndSelectSeverity();

    var caseId = await CreateSupportCase(service, category, severityLevel);

```



```

        await DescribeTodayOpenCases();

        var attachmentSetId = await CreateAttachmentSet();

        await AddCommunicationToCase(attachmentSetId, caseId);

        var attachmentId = await ListCommunicationsForCase(caseId);

        await DescribeCaseAttachment(attachmentId);

        await ResolveCase(caseId);

        await DescribeTodayResolvedCases();

        Console.WriteLine(new string('-', 80));
        Console.WriteLine("AWS Support case example scenario complete.");
        Console.WriteLine(new string('-', 80));
    }
    catch (Exception ex)
    {
        logger.LogError(ex, "There was a problem executing the scenario.");
    }
}

/// <summary>
/// List some available services from AWS Support, and select a service for the
example.
/// </summary>
/// <returns>The selected service.</returns>
private static async Task<Service> DisplayAndSelectServices()
{
    Console.WriteLine(new string('-', 80));
    var services = await _supportWrapper.DescribeServices();
    Console.WriteLine($"AWS Support client returned {services.Count}
services.");

    Console.WriteLine($"1. Displaying first 10 services:");
    for (int i = 0; i < 10 && i < services.Count; i++)
    {
        Console.WriteLine($"  {i + 1}. {services[i].Name}");
    }

    var choiceNumber = 0;
    while (choiceNumber < 1 || choiceNumber > services.Count)

```

```

    {
        Console.WriteLine(
            "Select an example support service by entering a number from the
preceding list:");
        var choice = Console.ReadLine();
        Int32.TryParse(choice, out choiceNumber);
    }
    Console.WriteLine(new string('-', 80));

    return services[choiceNumber - 1];
}

/// <summary>
/// List the available categories for a service and select a category for the
example.
/// </summary>
/// <param name="service">Service to use for displaying categories.</param>
/// <returns>The selected category.</returns>
private static Category DisplayAndSelectCategories(Service service)
{
    Console.WriteLine(new string('-', 80));

    Console.WriteLine($"2. Available support categories for Service
\"{service.Name}\":");
    for (int i = 0; i < service.Categories.Count; i++)
    {
        Console.WriteLine($"  {i + 1}. {service.Categories[i].Name}");
    }

    var choiceNumber = 0;
    while (choiceNumber < 1 || choiceNumber > service.Categories.Count)
    {
        Console.WriteLine(
            "Select an example support category by entering a number from the
preceding list:");
        var choice = Console.ReadLine();
        Int32.TryParse(choice, out choiceNumber);
    }

    Console.WriteLine(new string('-', 80));

    return service.Categories[choiceNumber - 1];
}

```

```

    /// <summary>
    /// List available severity levels from AWS Support, and select a level for the
    example.
    /// </summary>
    /// <returns>The selected severity level.</returns>
    private static async Task<SeverityLevel> DisplayAndSelectSeverity()
    {
        Console.WriteLine(new string('-', 80));
        var severityLevels = await _supportWrapper.DescribeSeverityLevels();

        Console.WriteLine($"3. Get and display available severity levels:");
        for (int i = 0; i < 10 && i < severityLevels.Count; i++)
        {
            Console.WriteLine($"  {i + 1}. {severityLevels[i].Name}");
        }

        var choiceNumber = 0;
        while (choiceNumber < 1 || choiceNumber > severityLevels.Count)
        {
            Console.WriteLine(
                "Select an example severity level by entering a number from the
preceding list:");
            var choice = Console.ReadLine();
            Int32.TryParse(choice, out choiceNumber);
        }
        Console.WriteLine(new string('-', 80));

        return severityLevels[choiceNumber - 1];
    }

    /// <summary>
    /// Create an example support case.
    /// </summary>
    /// <param name="service">Service to use for the new case.</param>
    /// <param name="category">Category to use for the new case.</param>
    /// <param name="severity">Severity to use for the new case.</param>
    /// <returns>The caseId of the new support case.</returns>
    private static async Task<string> CreateSupportCase(Service service,
        Category category, SeverityLevel severity)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"4. Create an example support case" +
            $" with the following settings:" +

```

```

        $" \n\tService: {service.Name}, Category: {category.Name}
" +
        $"and Severity Level: {severity.Name}.";
    var caseId = await _supportWrapper.CreateCase(service.Code, category.Code,
severity.Code,
        "Example case for testing, ignore.", "This is my example support
case.");

    Console.WriteLine($" \tNew case created with ID {caseId}");

    Console.WriteLine(new string('-', 80));

    return caseId;
}

/// <summary>
/// List open cases for the current day.
/// </summary>
/// <returns>Async task.</returns>
private static async Task DescribeTodayOpenCases()
{
    Console.WriteLine($"5. List the open support cases for the current day.");
    // Describe the cases. If it is empty, try again and allow time for the new
case to appear.
    List<CaseDetails> currentOpenCases = null!;
    while (currentOpenCases == null || currentOpenCases.Count == 0)
    {
        Thread.Sleep(1000);
        currentOpenCases = await _supportWrapper.DescribeCases(
            new List<string>(),
            null,
            false,
            false,
            DateTime.UtcNow.Date,
            DateTime.UtcNow);
    }

    foreach (var openCase in currentOpenCases)
    {
        Console.WriteLine($" \tCase: {openCase.CaseId} created
{openCase.TimeCreated}");
    }

    Console.WriteLine(new string('-', 80));
}

```

```

    }

    /// <summary>
    /// Create an attachment set for a support case.
    /// </summary>
    /// <returns>The attachment set id.</returns>
    private static async Task<string> CreateAttachmentSet()
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"6. Create an attachment set for a support case.");
        var fileName = "example_attachment.txt";

        // Create the file if it does not already exist.
        if (!File.Exists(fileName))
        {
            await using StreamWriter sw = File.CreateText(fileName);
            await sw.WriteLineAsync(
                "This is a sample file for attachment to a support case.");
        }

        await using var ms = new MemoryStream(await
File.ReadAllBytesAsync(fileName));

        var attachmentSetId = await _supportWrapper.AddAttachmentToSet(
            ms,
            fileName);

        Console.WriteLine($"\\tNew attachment set created with id: \\n
\\t{attachmentSetId.Substring(0, 65)}...");

        Console.WriteLine(new string('-', 80));

        return attachmentSetId;
    }

    /// <summary>
    /// Add an attachment set and communication to a case.
    /// </summary>
    /// <param name="attachmentSetId">Id of the attachment set.</param>
    /// <param name="caseId">Id of the case to receive the attachment set.</param>
    /// <returns>Async task.</returns>
    private static async Task AddCommunicationToCase(string attachmentSetId, string
caseId)
    {

```

```

        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"7. Add attachment set and communication to {caseId}.");

        await _supportWrapper.AddCommunicationToCase(
            caseId,
            "This is an example communication added to a support case.",
            attachmentSetId);

        Console.WriteLine($"\\tNew attachment set and communication added to
{caseId}");

        Console.WriteLine(new string('-', 80));
    }

    /// <summary>
    /// List the communications for a case.
    /// </summary>
    /// <param name="caseId">Id of the case to describe.</param>
    /// <returns>An attachment id.</returns>
    private static async Task<string> ListCommunicationsForCase(string caseId)
    {
        Console.WriteLine(new string('-', 80));
        Console.WriteLine($"8. List communications for case {caseId}.");

        var communications = await _supportWrapper.DescribeCommunications(caseId);
        var attachmentId = "";
        foreach (var communication in communications)
        {
            Console.WriteLine(
                $"\\tCommunication created on: {communication.TimeCreated} has
{communication.AttachmentSet.Count} attachments.");
            if (communication.AttachmentSet.Any())
            {
                attachmentId = communication.AttachmentSet.First().AttachmentId;
            }
        }

        Console.WriteLine(new string('-', 80));
        return attachmentId;
    }

    /// <summary>
    /// Describe an attachment by id.
    /// </summary>

```

```

/// <param name="attachmentId">Id of the attachment to describe.</param>
/// <returns>Async task.</returns>
private static async Task DescribeCaseAttachment(string attachmentId)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"9. Describe the attachment set.");

    var attachment = await _supportWrapper.DescribeAttachment(attachmentId);
    var data = Encoding.ASCII.GetString(attachment.Data.ToArray());
    Console.WriteLine($"\\tAttachment includes {attachment.FileName} with data:
\\n\\t{data}");

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// Resolve the support case.
/// </summary>
/// <param name="caseId">Id of the case to resolve.</param>
/// <returns>Async task.</returns>
private static async Task ResolveCase(string caseId)
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"10. Resolve case {caseId}.");

    var status = await _supportWrapper.ResolveCase(caseId);
    Console.WriteLine($"\\tCase {caseId} has final status {status}");

    Console.WriteLine(new string('-', 80));
}

/// <summary>
/// List resolved cases for the current day.
/// </summary>
/// <returns>Async Task.</returns>
private static async Task DescribeTodayResolvedCases()
{
    Console.WriteLine(new string('-', 80));
    Console.WriteLine($"11. List the resolved support cases for the current
day.");
    var currentCases = await _supportWrapper.DescribeCases(
        new List<string>(),
        null,
        false,

```

```

        true,
        DateTime.UtcNow.Date,
        DateTime.UtcNow);

    foreach (var currentCase in currentCases)
    {
        if (currentCase.Status == "resolved")
        {
            Console.WriteLine(
                $"\\tCase: {currentCase.CaseId}: status {currentCase.Status}");
        }
    }

    Console.WriteLine(new string('-', 80));
}
}

```

场景中用于 支持 操作的封装方法。

```

/// <summary>
/// Wrapper methods to use AWS Support for working with support cases.
/// </summary>
public class SupportWrapper
{
    private readonly IAmazonAWSSupport _amazonSupport;
    public SupportWrapper(IAmazonAWSSupport amazonSupport)
    {
        _amazonSupport = amazonSupport;
    }

    /// <summary>
    /// Get the descriptions of AWS services.
    /// </summary>
    /// <param name="name">Optional language for services.
    /// Currently Chinese ("zh"), English ("en"), Japanese ("ja") and Korean ("ko")
    are supported.</param>
    /// <returns>The list of AWS service descriptions.</returns>
    public async Task<List<Service>> DescribeServices(string language = "en")
    {
        var response = await _amazonSupport.DescribeServicesAsync(

```



```

        new DescribeServicesRequest()
        {
            Language = language
        });
    return response.Services;
}

/// <summary>
/// Get the descriptions of support severity levels.
/// </summary>
/// <param name="name">Optional language for severity levels.
/// Currently Chinese ("zh"), English ("en"), Japanese ("ja") and Korean ("ko")
are supported.</param>
/// <returns>The list of support severity levels.</returns>
public async Task<List<SeverityLevel>> DescribeSeverityLevels(string language =
"en")
{
    var response = await _amazonSupport.DescribeSeverityLevelsAsync(
        new DescribeSeverityLevelsRequest()
        {
            Language = language
        });
    return response.SeverityLevels;
}

/// <summary>
/// Create a new support case.
/// </summary>
/// <param name="serviceCode">Service code for the new case.</param>
/// <param name="categoryCode">Category for the new case.</param>
/// <param name="severityCode">Severity code for the new case.</param>
/// <param name="subject">Subject of the new case.</param>
/// <param name="body">Body text of the new case.</param>
/// <param name="language">Optional language support for your case.
/// Currently Chinese ("zh"), English ("en"), Japanese ("ja") and Korean ("ko")
are supported.</param>
/// <param name="attachmentSetId">Optional Id for an attachment set for the new
case.</param>
/// <param name="issueType">Optional issue type for the new case. Options are
"customer-service" or "technical".</param>

```

```

    /// <returns>The caseId of the new support case.</returns>
    public async Task<string> CreateCase(string serviceCode, string categoryCode,
    string severityCode, string subject,
        string body, string language = "en", string? attachmentSetId = null, string
    issueType = "customer-service")
    {
        var response = await _amazonSupport.CreateCaseAsync(
            new CreateCaseRequest()
            {
                ServiceCode = serviceCode,
                CategoryCode = categoryCode,
                SeverityCode = severityCode,
                Subject = subject,
                Language = language,
                AttachmentSetId = attachmentSetId,
                IssueType = issueType,
                CommunicationBody = body
            });
        return response.CaseId;
    }

    /// <summary>
    /// Add an attachment to a set, or create a new attachment set if one does not
    exist.
    /// </summary>
    /// <param name="data">The data for the attachment.</param>
    /// <param name="fileName">The file name for the attachment.</param>
    /// <param name="attachmentSetId">Optional setId for the attachment. Creates a
    new attachment set if empty.</param>
    /// <returns>The setId of the attachment.</returns>
    public async Task<string> AddAttachmentToSet(MemoryStream data, string fileName,
    string? attachmentSetId = null)
    {
        var response = await _amazonSupport.AddAttachmentsToSetAsync(
            new AddAttachmentsToSetRequest
            {
                AttachmentSetId = attachmentSetId,
                Attachments = new List<Attachment>
                {
                    new Attachment
                    {
                        Data = data,

```

```

        FileName = fileName
    }
}

});
return response.AttachmentSetId;
}

/// <summary>
/// Get description of a specific attachment.
/// </summary>
/// <param name="attachmentId">Id of the attachment, usually fetched by
describing the communications of a case.</param>
/// <returns>The attachment object.</returns>
public async Task<Attachment> DescribeAttachment(string attachmentId)
{
    var response = await _amazonSupport.DescribeAttachmentAsync(
        new DescribeAttachmentRequest()
        {
            AttachmentId = attachmentId
        });
    return response.Attachment;
}

/// <summary>
/// Add communication to a case, including optional attachment set ID and CC
email addresses.
/// </summary>
/// <param name="caseId">Id for the support case.</param>
/// <param name="body">Body text of the communication.</param>
/// <param name="attachmentSetId">Optional Id for an attachment set.</param>
/// <param name="ccEmailAddresses">Optional list of CC email addresses.</param>
/// <returns>True if successful.</returns>
public async Task<bool> AddCommunicationToCase(string caseId, string body,
    string? attachmentSetId = null, List<string>? ccEmailAddresses = null)
{
    var response = await _amazonSupport.AddCommunicationToCaseAsync(
        new AddCommunicationToCaseRequest()
        {
            CaseId = caseId,
            CommunicationBody = body,

```

```

        AttachmentSetId = attachmentSetId,
        CcEmailAddresses = ccEmailAddresses
    });
    return response.Result;
}

/// <summary>
/// Describe the communications for a case, optionally with a date filter.
/// </summary>
/// <param name="caseId">The ID of the support case.</param>
/// <param name="afterTime">The optional start date for a filtered search.</
param>
/// <param name="beforeTime">The optional end date for a filtered search.</
param>
/// <returns>The list of communications for the case.</returns>
public async Task<List<Communication>> DescribeCommunications(string caseId,
DateTime? afterTime = null, DateTime? beforeTime = null)
{
    var results = new List<Communication>();
    var paginateCommunications =
_amazonSupport.Paginators.DescribeCommunications(
    new DescribeCommunicationsRequest()
    {
        CaseId = caseId,
        AfterTime = afterTime?.ToString("s"),
        BeforeTime = beforeTime?.ToString("s")
    });
    // Get the entire list using the paginator.
    await foreach (var communications in paginateCommunications.Communications)
    {
        results.Add(communications);
    }
    return results;
}

/// <summary>
/// Get case details for a list of case ids, optionally with date filters.
/// </summary>
/// <param name="caseIds">The list of case IDs.</param>
/// <param name="displayId">Optional display ID.</param>

```

```

    /// <param name="includeCommunication">True to include communication. Defaults
to true.</param>
    /// <param name="includeResolvedCases">True to include resolved cases. Defaults
to false.</param>
    /// <param name="afterTime">The optional start date for a filtered search.</
param>
    /// <param name="beforeTime">The optional end date for a filtered search.</
param>
    /// <param name="language">Optional language support for your case.
    /// Currently Chinese ("zh"), English ("en"), Japanese ("ja") and Korean ("ko")
are supported.</param>
    /// <returns>A list of CaseDetails.</returns>
    public async Task<List<CaseDetails>> DescribeCases(List<string> caseIds, string?
displayId = null, bool includeCommunication = true,
        bool includeResolvedCases = false, DateTime? afterTime = null, DateTime?
beforeTime = null,
        string language = "en")
    {
        var results = new List<CaseDetails>();
        var paginateCases = _amazonSupport.Paginators.DescribeCases(
            new DescribeCasesRequest()
            {
                CaseIdList = caseIds,
                DisplayId = displayId,
                IncludeCommunications = includeCommunication,
                IncludeResolvedCases = includeResolvedCases,
                AfterTime = afterTime?.ToString("s"),
                BeforeTime = beforeTime?.ToString("s"),
                Language = language
            });
        // Get the entire list using the paginator.
        await foreach (var cases in paginateCases.Cases)
        {
            results.Add(cases);
        }
        return results;
    }

    /// <summary>
    /// Resolve a support case by caseId.
    /// </summary>
    /// <param name="caseId">Id for the support case.</param>

```

```
/// <returns>The final status of the case after resolving.</returns>
public async Task<string> ResolveCase(string caseId)
{
    var response = await _amazonSupport.ResolveCaseAsync(
        new ResolveCaseRequest()
        {
            CaseId = caseId
        });
    return response.FinalCaseStatus;
}

/// <summary>
/// Verify the support level for AWS Support API access.
/// </summary>
/// <returns>True if the subscription level supports API access.</returns>
public async Task<bool> VerifySubscription()
{
    try
    {
        var response = await _amazonSupport.DescribeServicesAsync(
            new DescribeServicesRequest()
            {
                Language = "en"
            });
        return response.HttpStatusCode == HttpStatusCode.OK;
    }
    catch (Amazon.AWSSupport.AmazonAWSSupportException ex)
    {
        if (ex.ErrorCode == "SubscriptionRequiredException")
        {
            return false;
        }
        else throw;
    }
}
}
```

- 有关 API 详细信息，请参阅《适用于 .NET 的 AWS SDK API Reference》中的以下主题。
 - [AddAttachmentsToSet](#)
 - [AddCommunicationToCase](#)

- [CreateCase](#)
- [DescribeAttachment](#)
- [DescribeCases](#)
- [DescribeCommunications](#)
- [DescribeServices](#)
- [DescribeSeverityLevels](#)
- [ResolveCase](#)

操作

AddAttachmentsToSet

以下代码示例演示了如何使用 AddAttachmentsToSet。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Add an attachment to a set, or create a new attachment set if one does not
exist.
/// </summary>
/// <param name="data">The data for the attachment.</param>
/// <param name="fileName">The file name for the attachment.</param>
/// <param name="attachmentSetId">Optional setId for the attachment. Creates a
new attachment set if empty.</param>
/// <returns>The setId of the attachment.</returns>
public async Task<string> AddAttachmentToSet(MemoryStream data, string fileName,
string? attachmentSetId = null)
{
    var response = await _amazonSupport.AddAttachmentsToSetAsync(
        new AddAttachmentsToSetRequest
        {
```

```

        AttachmentSetId = attachmentSetId,
        Attachments = new List<Attachment>
        {
            new Attachment
            {
                Data = data,
                FileName = fileName
            }
        }
    });
    return response.AttachmentSetId;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AddAttachmentsToSet](#) 中的。

AddCommunicationToCase

以下代码示例演示了如何使用 AddCommunicationToCase。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Add communication to a case, including optional attachment set ID and CC
    email addresses.
    /// </summary>
    /// <param name="caseId">Id for the support case.</param>
    /// <param name="body">Body text of the communication.</param>
    /// <param name="attachmentSetId">Optional Id for an attachment set.</param>
    /// <param name="ccEmailAddresses">Optional list of CC email addresses.</param>
    /// <returns>True if successful.</returns>
    public async Task<bool> AddCommunicationToCase(string caseId, string body,
        string? attachmentSetId = null, List<string>? ccEmailAddresses = null)

```



```
{
    var response = await _amazonSupport.AddCommunicationToCaseAsync(
        new AddCommunicationToCaseRequest()
        {
            CaseId = caseId,
            CommunicationBody = body,
            AttachmentSetId = attachmentSetId,
            CcEmailAddresses = ccEmailAddresses
        });
    return response.Result;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [AddCommunicationToCase](#) 中的。

CreateCase

以下代码示例演示了如何使用 CreateCase。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create a new support case.
/// </summary>
/// <param name="serviceCode">Service code for the new case.</param>
/// <param name="categoryCode">Category for the new case.</param>
/// <param name="severityCode">Severity code for the new case.</param>
/// <param name="subject">Subject of the new case.</param>
/// <param name="body">Body text of the new case.</param>
/// <param name="language">Optional language support for your case.
/// Currently Chinese ("zh"), English ("en"), Japanese ("ja") and Korean ("ko")
/// are supported.</param>
```

```

    /// <param name="attachmentSetId">Optional Id for an attachment set for the new
    case.</param>
    /// <param name="issueType">Optional issue type for the new case. Options are
    "customer-service" or "technical".</param>
    /// <returns>The caseId of the new support case.</returns>
    public async Task<string> CreateCase(string serviceCode, string categoryCode,
    string severityCode, string subject,
    string body, string language = "en", string? attachmentSetId = null, string
    issueType = "customer-service")
    {
        var response = await _amazonSupport.CreateCaseAsync(
            new CreateCaseRequest()
            {
                ServiceCode = serviceCode,
                CategoryCode = categoryCode,
                SeverityCode = severityCode,
                Subject = subject,
                Language = language,
                AttachmentSetId = attachmentSetId,
                IssueType = issueType,
                CommunicationBody = body
            });
        return response.CaseId;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateCase](#)中的。

DescribeAttachment

以下代码示例演示了如何使用 DescribeAttachment。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Get description of a specific attachment.
    /// </summary>
    /// <param name="attachmentId">Id of the attachment, usually fetched by
    describing the communications of a case.</param>
    /// <returns>The attachment object.</returns>
    public async Task<Attachment> DescribeAttachment(string attachmentId)
    {
        var response = await _amazonSupport.DescribeAttachmentAsync(
            new DescribeAttachmentRequest()
            {
                AttachmentId = attachmentId
            });
        return response.Attachment;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeAttachment](#) 中的。

DescribeCases

以下代码示例演示了如何使用 DescribeCases。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Get case details for a list of case ids, optionally with date filters.
    /// </summary>
    /// <param name="caseIds">The list of case IDs.</param>
    /// <param name="displayId">Optional display ID.</param>
    /// <param name="includeCommunication">True to include communication. Defaults
    to true.</param>
    /// <param name="includeResolvedCases">True to include resolved cases. Defaults
    to false.</param>

```

```

    /// <param name="afterTime">The optional start date for a filtered search.</
param>
    /// <param name="beforeTime">The optional end date for a filtered search.</
param>
    /// <param name="language">Optional language support for your case.
    /// Currently Chinese ("zh"), English ("en"), Japanese ("ja") and Korean ("ko")
are supported.</param>
    /// <returns>A list of CaseDetails.</returns>
    public async Task<List<CaseDetails>> DescribeCases(List<string> caseIds, string?
displayId = null, bool includeCommunication = true,
    bool includeResolvedCases = false, DateTime? afterTime = null, DateTime?
beforeTime = null,
    string language = "en")
    {
        var results = new List<CaseDetails>();
        var paginateCases = _amazonSupport.Paginators.DescribeCases(
            new DescribeCasesRequest()
            {
                CaseIdList = caseIds,
                DisplayId = displayId,
                IncludeCommunications = includeCommunication,
                IncludeResolvedCases = includeResolvedCases,
                AfterTime = afterTime?.ToString("s"),
                BeforeTime = beforeTime?.ToString("s"),
                Language = language
            });
        // Get the entire list using the paginator.
        await foreach (var cases in paginateCases.Cases)
        {
            results.Add(cases);
        }
        return results;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeCases](#) 中的。

DescribeCommunications

以下代码示例演示了如何使用 DescribeCommunications。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Describe the communications for a case, optionally with a date filter.
/// </summary>
/// <param name="caseId">The ID of the support case.</param>
/// <param name="afterTime">The optional start date for a filtered search.</
param>
/// <param name="beforeTime">The optional end date for a filtered search.</
param>
/// <returns>The list of communications for the case.</returns>
public async Task<List<Communication>> DescribeCommunications(string caseId,
DateTime? afterTime = null, DateTime? beforeTime = null)
{
    var results = new List<Communication>();
    var paginateCommunications =
        _amazonSupport.Paginators.DescribeCommunications(
            new DescribeCommunicationsRequest()
            {
                CaseId = caseId,
                AfterTime = afterTime?.ToString("s"),
                BeforeTime = beforeTime?.ToString("s")
            });
    // Get the entire list using the paginator.
    await foreach (var communications in paginateCommunications.Communications)
    {
        results.Add(communications);
    }
    return results;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeCommunications](#) 中的。

DescribeServices

以下代码示例演示了如何使用 DescribeServices。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get the descriptions of AWS services.
/// </summary>
/// <param name="name">Optional language for services.
/// Currently Chinese ("zh"), English ("en"), Japanese ("ja") and Korean ("ko")
are supported.</param>
/// <returns>The list of AWS service descriptions.</returns>
public async Task<List<Service>> DescribeServices(string language = "en")
{
    var response = await _amazonSupport.DescribeServicesAsync(
        new DescribeServicesRequest()
        {
            Language = language
        });
    return response.Services;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeServices](#) 中的。

DescribeSeverityLevels

以下代码示例演示了如何使用 DescribeSeverityLevels。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get the descriptions of support severity levels.
/// </summary>
/// <param name="name">Optional language for severity levels.
/// Currently Chinese ("zh"), English ("en"), Japanese ("ja") and Korean ("ko")
are supported.</param>
/// <returns>The list of support severity levels.</returns>
public async Task<List<SeverityLevel>> DescribeSeverityLevels(string language =
"en")
{
    var response = await _amazonSupport.DescribeSeverityLevelsAsync(
        new DescribeSeverityLevelsRequest()
        {
            Language = language
        });
    return response.SeverityLevels;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeSeverityLevels](#) 中的。

ResolveCase

以下代码示例演示了如何使用 ResolveCase。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Resolve a support case by caseId.
/// </summary>
/// <param name="caseId">Id for the support case.</param>
/// <returns>The final status of the case after resolving.</returns>
public async Task<string> ResolveCase(string caseId)
{
    var response = await _amazonSupport.ResolveCaseAsync(
        new ResolveCaseRequest()
        {
            CaseId = caseId
        });
    return response.FinalCaseStatus;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [ResolveCase](#) 中的。

使用 Amazon Textract 的示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何在 Amazon Textract 中 适用于 .NET 的 AWS SDK 使用来执行操作和实现常见场景。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [场景](#)

场景

创建用于分析客户反馈的应用程序

以下代码示例说明如何创建应用程序来分析客户意见卡、翻译其母语、确定其情绪并根据译后的文本生成音频文件。

适用于 .NET 的 SDK

此示例应用程序可分析并存储客户反馈卡。具体来说，它满足了纽约市一家虚构酒店的需求。酒店以实体意见卡的形式收集来自不同语种的客人的反馈。该反馈通过 Web 客户端上传到应用程序中。意见卡图片上传后，将执行以下步骤：

- 使用 Amazon Textract 从图片中提取文本。
- Amazon Comprehend 确定所提取文本的情绪及其语言。
- 使用 Amazon Translate 将所提取文本翻译为英语。
- Amazon Polly 根据所提取文本合成音频文件。

完整的应用程序可使用 AWS CDK 进行部署。有关源代码和部署说明，请参阅中的项目 [GitHub](#)。

本示例中使用的服务

- Amazon Comprehend
- Lambda
- Amazon Polly
- Amazon Textract
- Amazon Translate

使用 Amazon Transcribe 示例 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Amazon Transcribe 配合使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)

操作

CreateVocabulary

以下代码示例演示了如何使用 CreateVocabulary。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Create a custom vocabulary using a list of phrases. Custom vocabularies
/// improve transcription accuracy for one or more specific words.
/// </summary>
/// <param name="languageCode">The language code of the vocabulary.</param>
/// <param name="phrases">Phrases to use in the vocabulary.</param>
/// <param name="vocabularyName">Name for the vocabulary.</param>
/// <returns>The state of the custom vocabulary.</returns>
public async Task<VocabularyState> CreateCustomVocabulary(LanguageCode
languageCode,
    List<string> phrases, string vocabularyName)
{
    var response = await _amazonTranscribeService.CreateVocabularyAsync(
        new CreateVocabularyRequest
        {
            LanguageCode = languageCode,
            Phrases = phrases,
            VocabularyName = vocabularyName
        });
    return response.VocabularyState;
}
```

```
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[CreateVocabulary](#)中的。

DeleteMedicalTranscriptionJob

以下代码示例演示了如何使用 DeleteMedicalTranscriptionJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete a medical transcription job. Also deletes the transcript associated
with the job.
/// </summary>
/// <param name="jobName">Name of the medical transcription job to delete.</
param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteMedicalTranscriptionJob(string jobName)
{
    var response = await
        _amazonTranscribeService.DeleteMedicalTranscriptionJobAsync(
            new DeleteMedicalTranscriptionJobRequest()
            {
                MedicalTranscriptionJobName = jobName
            });
    return response.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[DeleteMedicalTranscriptionJob](#)中的。

DeleteTranscriptionJob

以下代码示例演示了如何使用 DeleteTranscriptionJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete a transcription job. Also deletes the transcript associated with the
job.
/// </summary>
/// <param name="jobName">Name of the transcription job to delete.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteTranscriptionJob(string jobName)
{
    var response = await _amazonTranscribeService.DeleteTranscriptionJobAsync(
        new DeleteTranscriptionJobRequest()
        {
            TranscriptionJobName = jobName
        });
    return response.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteTranscriptionJob](#) 中的。

DeleteVocabulary

以下代码示例演示了如何使用 DeleteVocabulary。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Delete an existing custom vocabulary.
/// </summary>
/// <param name="vocabularyName">Name of the vocabulary to delete.</param>
/// <returns>True if successful.</returns>
public async Task<bool> DeleteCustomVocabulary(string vocabularyName)
{
    var response = await _amazonTranscribeService.DeleteVocabularyAsync(
        new DeleteVocabularyRequest
        {
            VocabularyName = vocabularyName
        });
    return response.HttpStatusCode == HttpStatusCode.OK;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DeleteVocabulary](#) 中的。

GetTranscriptionJob

以下代码示例演示了如何使用 GetTranscriptionJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get details about a transcription job.
/// </summary>
/// <param name="jobName">A unique name for the transcription job.</param>
/// <returns>A TranscriptionJob instance with information on the requested
job.</returns>
public async Task<TranscriptionJob> GetTranscriptionJob(string jobName)
{
    var response = await _amazonTranscribeService.GetTranscriptionJobAsync(
        new GetTranscriptionJobRequest()
        {
            TranscriptionJobName = jobName
        });
    return response.TranscriptionJob;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetTranscriptionJob](#)中的。

GetVocabulary

以下代码示例演示了如何使用 GetVocabulary。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Get information about a custom vocabulary.
/// </summary>
/// <param name="vocabularyName">Name of the vocabulary.</param>
/// <returns>The state of the custom vocabulary.</returns>
public async Task<VocabularyState> GetCustomVocabulary(string vocabularyName)
{

```

```

        var response = await _amazonTranscribeService.GetVocabularyAsync(
            new GetVocabularyRequest()
            {
                VocabularyName = vocabularyName
            });
        return response.VocabularyState;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[GetVocabulary](#)中的。

ListMedicalTranscriptionJobs

以下代码示例演示了如何使用 ListMedicalTranscriptionJobs。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// List medical transcription jobs, optionally with a name filter.
    /// </summary>
    /// <param name="jobNameContains">Optional name filter for the medical
    transcription jobs.</param>
    /// <returns>A list of summaries about medical transcription jobs.</returns>
    public async Task<List<MedicalTranscriptionJobSummary>>
    ListMedicalTranscriptionJobs(
        string? jobNameContains = null)
    {
        var response = await
        _amazonTranscribeService.ListMedicalTranscriptionJobsAsync(
            new ListMedicalTranscriptionJobsRequest()
            {
                JobNameContains = jobNameContains
            });
    }

```

```
        return response.MedicalTranscriptionJobSummaries;
    }
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListMedicalTranscriptionJobs](#)中的。

ListTranscriptionJobs

以下代码示例演示了如何使用 ListTranscriptionJobs。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List transcription jobs, optionally with a name filter.
/// </summary>
/// <param name="jobNameContains">Optional name filter for the transcription
jobs.</param>
/// <returns>A list of transcription job summaries.</returns>
public async Task<List<TranscriptionJobSummary>> ListTranscriptionJobs(string?
jobNameContains = null)
{
    var response = await _amazonTranscribeService.ListTranscriptionJobsAsync(
        new ListTranscriptionJobsRequest()
        {
            JobNameContains = jobNameContains
        });
    return response.TranscriptionJobSummaries;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListTranscriptionJobs](#)中的。

ListVocabularies

以下代码示例演示了如何使用 ListVocabularies。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// List custom vocabularies for the current account. Optionally specify a name
/// filter and a specific state to filter the vocabularies list.
/// </summary>
/// <param name="nameContains">Optional string the vocabulary name must
contain.</param>
/// <param name="stateEquals">Optional state of the vocabulary.</param>
/// <returns>List of information about the vocabularies.</returns>
public async Task<List<VocabularyInfo>> ListCustomVocabularies(string?
nameContains = null,
    VocabularyState? stateEquals = null)
{
    var response = await _amazonTranscribeService.ListVocabulariesAsync(
        new ListVocabulariesRequest()
        {
            NameContains = nameContains,
            StateEquals = stateEquals
        });
    return response.Vocabularies;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListVocabularies](#)中的。

StartMedicalTranscriptionJob

以下代码示例演示了如何使用 StartMedicalTranscriptionJob。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Start a medical transcription job for a media file. This method returns
    /// as soon as the job is started.
    /// </summary>
    /// <param name="jobName">A unique name for the medical transcription job.</
param>
    /// <param name="mediaFileUri">The URI of the media file, typically an Amazon S3
location.</param>
    /// <param name="mediaFormat">The format of the media file.</param>
    /// <param name="outputBucketName">Location for the output, typically an Amazon
S3 location.</param>
    /// <param name="transcriptionType">Conversation or dictation transcription
type.</param>
    /// <returns>A MedicalTransactionJob instance with information on the new job.</
returns>
    public async Task<MedicalTranscriptionJob> StartMedicalTranscriptionJob(
        string jobName, string mediaFileUri,
        MediaFormat mediaFormat, string outputBucketName,
        Amazon.TranscribeService.Type transcriptionType)
    {
        var response = await
        _amazonTranscribeService.StartMedicalTranscriptionJobAsync(
            new StartMedicalTranscriptionJobRequest()
            {
                MedicalTranscriptionJobName = jobName,
                Media = new Media()
                {
                    MediaFileUri = mediaFileUri
                },
                MediaFormat = mediaFormat,
                LanguageCode =
                    LanguageCode
            }
        );
    }

```

```

        .EnUS, // The value must be en-US for medical
        transcriptions.
            OutputBucketName = outputBucketName,
            OutputKey =
                jobName, // The value is a key used to fetch the output of the
        transcription.
            Specialty = Specialty.PRIMARYCARE, // The value PRIMARYCARE must be
        set.
            Type = transcriptionType
        });
    return response.MedicalTranscriptionJob;
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [StartMedicalTranscriptionJob](#) 中的。

StartTranscriptionJob

以下代码示例演示了如何使用 StartTranscriptionJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

    /// <summary>
    /// Start a transcription job for a media file. This method returns
    /// as soon as the job is started.
    /// </summary>
    /// <param name="jobName">A unique name for the transcription job.</param>
    /// <param name="mediaFileUri">The URI of the media file, typically an Amazon S3
    location.</param>
    /// <param name="mediaFormat">The format of the media file.</param>
    /// <param name="languageCode">The language code of the media file, such as en-
    US.</param>

```

```

    /// <param name="vocabularyName">Optional name of a custom vocabulary.</param>
    /// <returns>A TranscriptionJob instance with information on the new job.</
returns>
    public async Task<TranscriptionJob> StartTranscriptionJob(string jobName, string
mediaFileUri,
        MediaFormat mediaFormat, LanguageCode languageCode, string? vocabularyName)
    {
        var response = await _amazonTranscribeService.StartTranscriptionJobAsync(
            new StartTranscriptionJobRequest()
            {
                TranscriptionJobName = jobName,
                Media = new Media()
                {
                    MediaFileUri = mediaFileUri
                },
                MediaFormat = mediaFormat,
                LanguageCode = languageCode,
                Settings = vocabularyName != null ? new Settings()
                {
                    VocabularyName = vocabularyName
                } : null
            });
        return response.TranscriptionJob;
    }

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[StartTranscriptionJob](#)中的。

UpdateVocabulary

以下代码示例演示了如何使用 UpdateVocabulary。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
/// <summary>
/// Update a custom vocabulary with new values. Update overwrites all existing
information.
/// </summary>
/// <param name="languageCode">The language code of the vocabulary.</param>
/// <param name="phrases">Phrases to use in the vocabulary.</param>
/// <param name="vocabularyName">Name for the vocabulary.</param>
/// <returns>The state of the custom vocabulary.</returns>
public async Task<VocabularyState> UpdateCustomVocabulary(LanguageCode
languageCode,
    List<string> phrases, string vocabularyName)
{
    var response = await _amazonTranscribeService.UpdateVocabularyAsync(
        new UpdateVocabularyRequest()
        {
            LanguageCode = languageCode,
            Phrases = phrases,
            VocabularyName = vocabularyName
        });
    return response.VocabularyState;
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[UpdateVocabulary](#)中的。

Amazon Translate 示例使用 适用于 .NET 的 SDK

以下代码示例向您展示了如何使用 适用于 .NET 的 AWS SDK 与 Amazon Translate 配合使用来执行操作和实现常见场景。

操作是大型程序的代码摘录，必须在上下文中运行。您可以通过操作了解如何调用单个服务函数，还可以通过函数相关场景的上下文查看操作。

场景是向您演示如何通过在一个服务中调用多个函数或与其他 AWS 服务结合来完成特定任务的代码示例。

每个示例都包含一个指向完整源代码的链接，您可以从中找到有关如何在上下文中设置和运行代码的说明。

主题

- [操作](#)

- [场景](#)

操作

DescribeTextTranslationJob

以下代码示例演示了如何使用 DescribeTextTranslationJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.Threading.Tasks;
using Amazon.Translate;
using Amazon.Translate.Model;

/// <summary>
/// The following example shows how to retrieve the details of
/// a text translation job using Amazon Translate.
/// </summary>
public class DescribeTextTranslation
{
    public static async Task Main()
    {
        var client = new AmazonTranslateClient();

        // The Job Id is generated when the text translation job is started
        // with a call to the StartTextTranslationJob method.
        var jobId = "1234567890abcdef01234567890abcde";

        var request = new DescribeTextTranslationJobRequest
        {
            JobId = jobId,
        };

        var jobProperties = await DescribeTranslationJobAsync(client, request);
    }
}
```

```

        DisplayTranslationJobDetails(jobProperties);
    }

    /// <summary>
    /// Retrieve information about an Amazon Translate text translation job.
    /// </summary>
    /// <param name="client">The initialized Amazon Translate client object.</
param>
    /// <param name="request">The DescribeTextTranslationJobRequest object.</
param>
    /// <returns>The TextTranslationJobProperties object containing
    /// information about the text translation job..</returns>
    public static async Task<TextTranslationJobProperties>
DescribeTranslationJobAsync(
    AmazonTranslateClient client,
    DescribeTextTranslationJobRequest request)
    {
        var response = await client.DescribeTextTranslationJobAsync(request);
        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            return response.TextTranslationJobProperties;
        }
        else
        {
            return null;
        }
    }

    /// <summary>
    /// Displays the properties of the text translation job.
    /// </summary>
    /// <param name="jobProperties">The properties of the text translation
    /// job returned by the call to DescribeTextTranslationJobAsync.</param>
    public static void DisplayTranslationJobDetails(TextTranslationJobProperties
jobProperties)
    {
        if (jobProperties is null)
        {
            Console.WriteLine("No text translation job properties found.");
            return;
        }

        // Display the details of the text translation job.
        Console.WriteLine($"{jobProperties.JobId}: {jobProperties.JobName}");
    }

```

```
}  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [DescribeTextTranslationJob](#) 中的。

ListTextTranslationJobs

以下代码示例演示了如何使用 ListTextTranslationJobs。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;  
using System.Collections.Generic;  
using System.Threading.Tasks;  
using Amazon.Translate;  
using Amazon.Translate.Model;  
  
/// <summary>  
/// List Amazon Translate translation jobs, along with details about each job.  
/// </summary>  
public class ListTranslationJobs  
{  
    public static async Task Main()  
    {  
        var client = new AmazonTranslateClient();  
        var filter = new TextTranslationJobFilter  
        {  
            JobStatus = "COMPLETED",  
        };  
  
        var request = new ListTextTranslationJobsRequest  
        {
```



```

        MaxResults = 10,
        Filter = filter,
    };

    await ListJobsAsync(client, request);
}

/// <summary>
/// List Amazon Translate text translation jobs.
/// </summary>
/// <param name="client">The initialized Amazon Translate client object.</
param>
/// <param name="request">An Amazon Translate
/// ListTextTranslationJobsRequest object detailing which text
/// translation jobs are of interest.</param>
public static async Task ListJobsAsync(
    AmazonTranslateClient client,
    ListTextTranslationJobsRequest request)
{
    ListTextTranslationJobsResponse response;

    do
    {
        response = await client.ListTextTranslationJobsAsync(request);

        ShowTranslationJobDetails(response.TextTranslationJobPropertiesList);

        request.NextToken = response.NextToken;
    }
    while (response.NextToken is not null);
}

/// <summary>
/// List existing translation job details.
/// </summary>
/// <param name="properties">A list of Amazon Translate text
/// translation jobs.</param>
public static void
ShowTranslationJobDetails(List<TextTranslationJobProperties> properties)
{
    properties.ForEach(prop =>
    {
        Console.WriteLine($"{prop.JobId}: {prop.JobName}");
        Console.WriteLine($"Status: {prop.JobStatus}");
    });
}

```

```
        Console.WriteLine($"Submitted time: {prop.SubmittedTime}");  
    });  
}  
}
```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[ListTextTranslationJobs](#)中的。

StartTextTranslationJob

以下代码示例演示了如何使用 StartTextTranslationJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;  
using System.Collections.Generic;  
using System.Threading.Tasks;  
using Amazon.Translate;  
using Amazon.Translate.Model;  
  
/// <summary>  
/// This example shows how to use Amazon Translate to process the files in  
/// an Amazon Simple Storage Service (Amazon S3) bucket. The translated results  
/// will also be stored in an Amazon S3 bucket.  
/// </summary>  
public class BatchTranslate  
{  
    public static async Task Main()  
    {  
        var contentType = "text/plain";  
  
        // Set this variable to an S3 bucket location with a folder."  
        // Input files must be in a folder and not at the bucket root."
```

```

        var s3InputUri = "s3://amzn-s3-demo-bucket1/FOLDER/";
        var s3OutputUri = "s3://amzn-s3-demo-bucket2/";

        // This role must have permissions to read the source bucket and to read
and        // write to the destination bucket where the translated text will be
        stored.
        var dataAccessRoleArn = "arn:aws:iam::0123456789ab:role/
S3TranslateRole";

        var client = new AmazonTranslateClient();

        var inputConfig = new InputDataConfig
        {
            ContentType = contentType,
            S3Uri = s3InputUri,
        };

        var outputConfig = new OutputDataConfig
        {
            S3Uri = s3OutputUri,
        };

        var request = new StartTextTranslationJobRequest
        {
            JobName = "ExampleTranslationJob",
            DataAccessRoleArn = dataAccessRoleArn,
            InputDataConfig = inputConfig,
            OutputDataConfig = outputConfig,
            SourceLanguageCode = "en",
            TargetLanguageCodes = new List<string> { "fr" },
        };

        var response = await StartTextTranslationAsync(client, request);

        if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
        {
            Console.WriteLine($"{response.JobId}: {response.JobStatus}");
        }
    }

    /// <summary>
    /// Start the Amazon Translate text translation job.
    /// </summary>

```

```

    /// <param name="client">The initialized AmazonTranslateClient object.</
param>
    /// <param name="request">The request object that includes details such
    /// as source and destination bucket names and the IAM Role that will
    /// be used to access the buckets.</param>
    /// <returns>The StartTextTranslationResponse object that includes the
    /// details of the request response.</returns>
    public static async Task<StartTextTranslationJobResponse>
    StartTextTranslationAsync(AmazonTranslateClient client,
    StartTextTranslationJobRequest request)
    {
        var response = await client.StartTextTranslationJobAsync(request);
        return response;
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考[StartTextTranslationJob](#)中的。

StopTextTranslationJob

以下代码示例演示了如何使用 StopTextTranslationJob。

适用于 .NET 的 SDK

Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```

using System;
using System.Threading.Tasks;
using Amazon.Translate;
using Amazon.Translate.Model;

/// <summary>
/// Shows how to stop a running Amazon Translation Service text translation
/// job.

```

```

    /// </summary>
    public class StopTextTranslationJob
    {
        public static async Task Main()
        {
            var client = new AmazonTranslateClient();
            var jobId = "1234567890abcdef01234567890abcde";

            var request = new StopTextTranslationJobRequest
            {
                JobId = jobId,
            };

            await StopTranslationJobAsync(client, request);
        }

        /// <summary>
        /// Sends a request to stop a text translation job.
        /// </summary>
        /// <param name="client">Initialized AmazonTrnslateClient object.</param>
        /// <param name="request">The request object to be passed to the
        /// StopTextJobAsync method.</param>
        public static async Task StopTranslationJobAsync(
            AmazonTranslateClient client,
            StopTextTranslationJobRequest request)
        {
            var response = await client.StopTextTranslationJobAsync(request);
            if (response.HttpStatusCode == System.Net.HttpStatusCode.OK)
            {
                Console.WriteLine($"{response.JobId} as status:
{response.JobStatus}");
            }
        }
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [StopTextTranslationJob](#) 中的。

TranslateText

以下代码示例演示了如何使用 TranslateText。

适用于 .NET 的 SDK

 Note

还有更多相关信息 GitHub。在 [AWS 代码示例存储库](#) 中查找完整示例，了解如何进行设置和运行。

```
using System;
using System.IO;
using System.Threading.Tasks;
using Amazon.S3;
using Amazon.S3.Transfer;
using Amazon.Translate;
using Amazon.Translate.Model;

/// <summary>
/// Take text from a file stored a Amazon Simple Storage Service (Amazon S3)
/// object and translate it using the Amazon Transfer Service.
/// </summary>
public class TranslateText
{
    public static async Task Main()
    {
        // If the region you want to use is different from the region
        // defined for the default user, supply it as a parameter to the
        // Amazon Translate client object constructor.
        var client = new AmazonTranslateClient();

        // Set the source language to "auto" to request Amazon Translate to
        // automatically detect te language of the source text.

        // You can get a list of the languages supposed by Amazon Translate
        // in the Amazon Translate Developer's Guide here:
        // https://docs.aws.amazon.com/translate/latest/dg/what-is.html
        string srcLang = "en"; // English.
        string destLang = "fr"; // French.

        // The Amazon Simple Storage Service (Amazon S3) bucket where the
        // source text file is stored.
        string srcBucket = "amzn-s3-demo-bucket";
        string srcTextFile = "source.txt";
```

```

        var srcText = await GetSourceTextAsync(srcBucket, srcTextFile);
        var destText = await TranslatingTextAsync(client, srcLang, destLang,
srcText);

        ShowText(srcText, destText);
    }

    /// <summary>
    /// Use the Amazon S3 TransferUtility to retrieve the text to translate
    /// from an object in an S3 bucket.
    /// </summary>
    /// <param name="srcBucket">The name of the S3 bucket where the
    /// text is stored.
    /// </param>
    /// <param name="srcTextFile">The key of the S3 object that
    /// contains the text to translate.</param>
    /// <returns>A string representing the source text.</returns>
    public static async Task<string> GetSourceTextAsync(string srcBucket, string
srcTextFile)
    {
        string srcText = string.Empty;

        var s3Client = new AmazonS3Client();
        TransferUtility utility = new TransferUtility(s3Client);

        using var stream = await utility.OpenStreamAsync(srcBucket,
srcTextFile);

        StreamReader file = new System.IO.StreamReader(stream);

        srcText = file.ReadToEnd();
        return srcText;
    }

    /// <summary>
    /// Use the Amazon Translate Service to translate the document from the
    /// source language to the specified destination language.
    /// </summary>
    /// <param name="client">The Amazon Translate Service client used to
    /// perform the translation.</param>
    /// <param name="srcLang">The language of the source text.</param>
    /// <param name="destLang">The destination language for the translated
    /// text.</param>

```

```

    /// <param name="text">A string representing the text to ranslate.</param>
    /// <returns>The text that has been translated to the destination
    /// language.</returns>
    public static async Task<string> TranslatingTextAsync(AmazonTranslateClient
client, string srcLang, string destLang, string text)
    {
        var request = new TranslateTextRequest
        {
            SourceLanguageCode = srcLang,
            TargetLanguageCode = destLang,
            Text = text,
        };

        var response = await client.TranslateTextAsync(request);

        return response.TranslatedText;
    }

    /// <summary>
    /// Show the original text followed by the translated text.
    /// </summary>
    /// <param name="srcText">The original text to be translated.</param>
    /// <param name="destText">The translated text.</param>
    public static void ShowText(string srcText, string destText)
    {
        Console.WriteLine("Source text:");
        Console.WriteLine(srcText);
        Console.WriteLine();
        Console.WriteLine("Translated text:");
        Console.WriteLine(destText);
    }
}

```

- 有关 API 的详细信息，请参阅 适用于 .NET 的 AWS SDK API 参考 [TranslateText](#) 中的。

场景

构建 Amazon SNS 应用程序

以下代码示例演示如何创建具有订阅和发布功能并能转换消息的应用程序。

适用于 .NET 的 SDK

展示如何使用 Amazon Simple Notification Service .NET API 创建具有订阅和发布功能的 Web 应用程序。此外，此示例应用程序还会转换消息。

有关如何设置和运行的完整源代码和说明，请参阅上的完整示例[GitHub](#)。

本示例中使用的服务

- Amazon SNS
- Amazon Translate

创建用于分析客户反馈的应用程序

以下代码示例说明如何创建应用程序来分析客户意见卡、翻译其母语、确定其情绪并根据译后的文本生成音频文件。

适用于 .NET 的 SDK

此示例应用程序可分析并存储客户反馈卡。具体来说，它满足了纽约市一家虚构酒店的需求。酒店以实体意见卡的形式收集来自不同语种的客人的反馈。该反馈通过 Web 客户端上传到应用程序中。意见卡图片上传后，将执行以下步骤：

- 使用 Amazon Textract 从图片中提取文本。
- Amazon Comprehend 确定所提取文本的情绪及其语言。
- 使用 Amazon Translate 将所提取文本翻译为英语。
- Amazon Polly 根据所提取文本合成音频文件。

完整的应用程序可使用 AWS CDK 进行部署。有关源代码和部署说明，请参阅中的项目[GitHub](#)。

本示例中使用的服务

- Amazon Comprehend
- Lambda
- Amazon Polly
- Amazon Textract
- Amazon Translate

本 AWS 产品或服务的安全性

云安全性一直是 Amazon Web Services (AWS) 的重中之重。作为 AWS 客户，您将从专为满足大多数安全敏感型企业的要求而打造的数据中心和网络架构中受益。安全是双方 AWS 的共同责任。[责任共担模式](#)将其描述为云的安全性和云中的安全性。

云安全 — AWS 负责保护运行 AWS 云中提供的所有服务的基础架构，并为您提供可以安全使用的服务。我们的安全责任是重中之重 AWS，作为[AWS 合规计划](#)的一部分，第三方审计师定期测试和验证我们安全的有效性。

云端安全 — 您的责任由您使用的 AWS 服务以及其他因素决定，包括数据的敏感性、组织的要求以及适用的法律和法规。

本 AWS 产品或服务通过其支持的特定 Amazon Web Services (AWS) 服务遵循[分担责任模式](#)。有关 AWS 服务安全信息，请参阅[AWS 服务安全文档页面](#)和合规[计划合 AWS 规工作范围内的 AWS 服务](#)。

主题

- [本 AWS 产品或服务中的数据保护](#)
- [身份和访问管理](#)
- [此 AWS 产品或服务的合规性验证](#)
- [本 AWS 产品或服务的弹性](#)
- [本 AWS 产品或服务的基础设施安全](#)
- [在中强制使用最低 TLS 版本 适用于 .NET 的 AWS SDK](#)
- [亚马逊 S3 加密客户端迁移 \(从 V1 到 V2 \)](#)
- [亚马逊 S3 加密客户端迁移 \(从 V2 到 V4 \)](#)

本 AWS 产品或服务中的数据保护

分 AWS [担责任模型](#)适用于本 AWS 产品或服务中的数据保护。如本模型所述 AWS，负责保护运行所有内容的全球基础架构 AWS Cloud。您负责维护对托管在此基础结构上的内容的控制。您还负责您所使用的 AWS 服务 的安全配置和管理任务。有关数据隐私的更多信息，请参阅[数据隐私常见问题](#)。有关欧洲数据保护的信息，请参阅 AWS Security Blog 上的 [AWS Shared Responsibility Model and GDPR](#) 博客文章。

出于数据保护目的，我们建议您保护 AWS 账户凭证并使用 AWS IAM Identity Center 或 AWS Identity and Access Management (IAM) 设置个人用户。这样，每个用户只获得履行其工作职责所需的权限。还建议您通过以下方式保护数据：

- 对每个账户使用多重身份验证 (MFA)。
- 用于 SSL/TLS 与 AWS 资源通信。我们要求使用 TLS 1.2，建议使用 TLS 1.3。
- 使用设置 API 和用户活动日志 AWS CloudTrail。有关使用 CloudTrail 跟踪捕获 AWS 活动的信息，请参阅《AWS CloudTrail 用户指南》中的[使用跟 CloudTrail 踪](#)。
- 使用 AWS 加密解决方案以及其中的所有默认安全控件 AWS 服务。
- 使用高级托管安全服务（例如 Amazon Macie），它有助于发现和保护存储在 Amazon S3 中的敏感数据。
- 如果您在 AWS 通过命令行界面或 API 进行访问时需要经过 FIPS 140-3 验证的加密模块，请使用 FIPS 端点。有关可用的 FIPS 端点的更多信息，请参阅《美国联邦信息处理标准 (FIPS) 第 140-3 版》<https://aws.amazon.com/compliance/fips/>。

强烈建议您切勿将机密信息或敏感信息（如您客户的电子邮件地址）放入标签或自由格式文本字段（如名称字段）。这包括您使用控制台、API 或 AWS 服务使用本 AWS 产品或服务或其他产品或服务时 AWS SDKs。AWS CLI 在用于名称的标签或自由格式文本字段中输入的任何数据都可能会用于计费或诊断日志。如果您向外部服务器提供 URL，强烈建议您不要在网址中包含凭证信息来验证对该服务器的请求。

身份和访问管理

AWS Identity and Access Management (IAM) AWS 服务 可帮助管理员安全地控制对 AWS 资源的访问权限。IAM 管理员控制谁可以进行身份验证（登录）和授权（拥有权限）使用 AWS 资源。您可以使用 IAM AWS 服务，无需支付额外费用。

主题

- [受众](#)
- [使用身份进行身份验证](#)
- [使用策略管理访问](#)
- [如何 AWS 服务 使用 IAM](#)
- [对 AWS 身份和访问进行故障排除](#)

受众

您的使用方式 AWS Identity and Access Management (IAM) 会有所不同，具体取决于您所做的工作 AWS。

服务用户-如果您 AWS 服务 曾经完成工作，则您的管理员会为您提供所需的凭证和权限。当您使用更多 AWS 功能来完成工作时，您可能需要额外的权限。了解如何管理访问权限有助于您向管理员请求适合的权限。如果您无法访问中的功能 AWS，请参阅[对 AWS 身份和访问进行故障排除](#)或 AWS 服务 您正在使用的用户指南。

服务管理员-如果您负责公司的 AWS 资源，则可能拥有完全访问权限 AWS。您的工作是确定您的服务用户应访问哪些 AWS 功能和资源。然后，您必须向 IAM 管理员提交请求以更改服务用户的权限。请查看该页面上的信息以了解 IAM 的基本概念。要详细了解您的公司如何使用 IAM AWS，请参阅 AWS 服务 您正在使用的用户指南。

IAM 管理员：如果您是 IAM 管理员，您可能希望了解如何编写策略以管理对 AWS 的访问权限的详细信息。要查看您可以在 IAM 中使用的 AWS 基于身份的策略示例，请参阅 AWS 服务 您正在使用的用户指南。

使用身份进行身份验证

身份验证是您 AWS 使用身份凭证登录的方式。您必须以 IAM 用户身份进行身份验证 AWS 账户根用户，或者通过担任 IAM 角色进行身份验证。

您可以使用来自身份源的证书 AWS IAM Identity Center（例如（IAM Identity Center））、单点登录身份验证或 Google/Facebook 证书，以联合身份登录。有关登录的更多信息，请参阅《AWS 登录 用户指南》中的[如何登录您的 AWS 账户](#)。

对于编程访问，AWS 提供 SDK 和 CLI 来对请求进行加密签名。有关更多信息，请参阅《IAM 用户指南》中的[适用于 API 请求的 AWS 签名版本 4](#)。

AWS 账户 root 用户

创建时 AWS 账户，首先会有一个名为 AWS 账户 root 用户的登录身份，该身份可以完全访问所有资源 AWS 服务和资源。我们强烈建议不要使用根用户进行日常任务。有关需要根用户凭证的任务，请参阅《IAM 用户指南》中的[需要根用户凭证的任务](#)。

联合身份

作为最佳实践，要求人类用户使用与身份提供商的联合身份验证才能 AWS 服务 使用临时证书进行访问。

联合身份是指来自您的企业目录、Web 身份提供商的用户 Directory Service，或者 AWS 服务使用来自身份源的凭据进行访问的用户。联合身份代入可提供临时凭证的角色。

要集中管理访问权限，建议使用。AWS IAM Identity Center 有关更多信息，请参阅《AWS IAM Identity Center 用户指南》中的[什么是 IAM Identity Center？](#)。

IAM 用户和群组

[IAM 用户](#)是对某个人员或应用程序具有特定权限的一个身份。建议使用临时凭证，而非具有长期凭证的 IAM 用户。有关更多信息，请参阅 IAM 用户指南[中的要求人类用户使用身份提供商的联合身份验证才能 AWS 使用临时证书进行访问](#)。

[IAM 组](#)指定一组 IAM 用户，便于更轻松地对大量用户进行权限管理。有关更多信息，请参阅《IAM 用户指南》中的[IAM 用户使用案例](#)。

IAM 角色

[IAM 角色](#)是具有特定权限的身份，可提供临时凭证。您可以通过[从用户切换到 IAM 角色（控制台）](#)或调用 AWS CLI 或 AWS API 操作来代入角色。有关更多信息，请参阅《IAM 用户指南》中的[担任角色的方法](#)。

IAM 角色对于联合用户访问、临时 IAM 用户权限、跨账户访问、跨服务访问以及在 Amazon EC2 上运行的应用程序非常有用。有关更多信息，请参阅《IAM 用户指南》中的[IAM 中的跨账户资源访问](#)。

使用策略管理访问

您可以 AWS 通过创建策略并将其附加到 AWS 身份或资源来控制中的访问权限。策略定义了与身份或资源关联时的权限。AWS 在委托人提出请求时评估这些政策。大多数策略都以 JSON 文档的 AWS 形式存储在中。有关 JSON 策略文档的更多信息，请参阅《IAM 用户指南》中的[JSON 策略概述](#)。

管理员使用策略，通过定义哪个主体可以在什么条件下对哪些资源执行哪些操作来指定谁有权访问什么。

默认情况下，用户和角色没有权限。IAM 管理员创建 IAM 策略并将其添加到角色中，然后用户可以担任这些角色。IAM 策略定义权限，与执行操作所用的方法无关。

基于身份的策略

基于身份的策略是您附加到身份（用户、组或角色）的 JSON 权限策略文档。这些策略控制身份可以执行什么操作、对哪些资源执行以及在什么条件下执行。要了解如何创建基于身份的策略，请参阅《IAM 用户指南》中的[使用客户管理型策略定义自定义 IAM 权限](#)。

基于身份的策略可以是内联策略（直接嵌入到单个身份中）或托管策略（附加到多个身份的独立策略）。要了解如何在托管策略和内联策略之间进行选择，请参阅《IAM 用户指南》中的[在托管策略与内联策略之间进行选择](#)。

基于资源的策略

基于资源的策略是附加到资源的 JSON 策略文档。示例包括 IAM 角色信任策略和 Amazon S3 存储桶策略。在支持基于资源的策略的服务中，服务管理员可以使用它们来控制对特定资源的访问。您必须在基于资源的策略中[指定主体](#)。

基于资源的策略是位于该服务中的内联策略。您不能在基于资源的策略中使用 IAM 中的 AWS 托管策略。

访问控制列表 (ACLs)

访问控制列表 (ACLs) 控制哪些委托人（账户成员、用户或角色）有权访问资源。ACLs 与基于资源的策略类似，尽管它们不使用 JSON 策略文档格式。

Amazon S3 和 Amazon VPC 就是支持的服务示例 ACLs。AWS WAF 要了解更多信息 ACLs，请参阅《亚马逊简单存储服务开发者指南》中的[访问控制列表 \(ACL\) 概述](#)。

其他策略类型

AWS 支持其他策略类型，这些策略类型可以设置更常见的策略类型授予的最大权限：

- 权限边界 – 设置基于身份的策略可以授予 IAM 实体的最大权限。有关更多信息，请参阅《IAM 用户指南》中的[IAM 实体的权限边界](#)。
- 服务控制策略 (SCPs)-在中指定组织或组织单位的最大权限 AWS Organizations。有关更多信息，请参阅《AWS Organizations 用户指南》中的[服务控制策略](#)。
- 资源控制策略 (RCPs)-设置账户中资源的最大可用权限。有关更多信息，请参阅《AWS Organizations 用户指南》中的[资源控制策略 \(RCPs\)](#)。
- 会话策略 – 在为角色或联合用户创建临时会话时，作为参数传递的高级策略。有关更多信息，请参阅《IAM 用户指南》中的[会话策略](#)。

多个策略类型

当多个类型的策略应用于一个请求时，生成的权限更加复杂和难以理解。要了解在涉及多种策略类型时如何 AWS 确定是否允许请求，请参阅 IAM 用户指南中的[策略评估逻辑](#)。

如何 AWS 服务 使用 IAM

要全面了解如何 AWS 服务 使用大多数 IAM 功能，请参阅 IAM 用户指南中的与 IAM [配合使用的AWS 服务](#)。

要了解如何在 IAM 中 AWS 服务 使用特定的，请参阅相关服务的《用户指南》的安全部分。

对 AWS 身份和访问进行故障排除

使用以下信息来帮助您诊断和修复在使用 AWS 和 IAM 时可能遇到的常见问题。

主题

- [我无权在以下位置执行操作 AWS](#)
- [我无权执行 iam : PassRole](#)
- [我想允许我以外的人 AWS 账户 访问我的 AWS 资源](#)

我无权在以下位置执行操作 AWS

如果您收到错误提示，指明您无权执行某个操作，则必须更新策略以允许执行该操作。

当 mateojackson IAM 用户尝试使用控制台查看有关虚构 *my-example-widget* 资源的详细信息，但不拥有虚构 `awes:GetWidget` 权限时，会发生以下示例错误。

```
User: arn:aws:iam::123456789012:user/mateojackson is not authorized to perform:
awes:GetWidget on resource: my-example-widget
```

在此情况下，必须更新 mateojackson 用户的策略，以允许使用 `awes:GetWidget` 操作访问 *my-example-widget* 资源。

如果您需要帮助，请联系您的 AWS 管理员。您的管理员是提供登录凭证的人。

我无权执行 iam : PassRole

如果您收到一个错误，表明您无权执行 `iam:PassRole` 操作，则必须更新策略以允许您将角色传递给。AWS

有些 AWS 服务 允许您将现有角色传递给该服务，而不是创建新的服务角色或服务相关角色。为此，您必须具有将角色传递到服务的权限。

当名为 marymajor 的 IAM 用户尝试使用控制台在 AWS 中执行操作时，会发生以下示例错误。但是，服务必须具有服务角色所授予的权限才可执行此操作。Mary 不具有将角色传递到服务的权限。

```
User: arn:aws:iam::123456789012:user/marymajor is not authorized to perform:
iam:PassRole
```

在这种情况下，必须更新 Mary 的策略以允许她执行 iam:PassRole 操作。

如果您需要帮助，请联系您的 AWS 管理员。您的管理员是提供登录凭证的人。

我想允许我以外的人 AWS 账户 访问我的 AWS 资源

您可以创建一个角色，以便其他账户中的用户或您组织外的人员可以使用该角色来访问您的资源。您可以指定谁值得信赖，可以代入角色。对于支持基于资源的策略或访问控制列表 (ACLs) 的服务，您可以使用这些策略向人们授予访问您的资源的权限。

要了解更多信息，请参阅以下内容：

- 要了解是否 AWS 支持这些功能，请参阅[如何 AWS 服务 使用 IAM](#)。
- 要了解如何提供对您拥有的资源的访问权限 AWS 账户，请参阅[IAM 用户指南中的向您拥有 AWS 账户 的另一个 IAM 用户提供访问](#)权限。
- 要了解如何向第三方提供对您的资源的访问[权限 AWS 账户](#)，请参阅[IAM 用户指南中的向第三方提供访问权限](#)。AWS 账户
- 要了解如何通过身份联合验证提供访问权限，请参阅《IAM 用户指南》中的[为经过外部身份验证的用户（身份联合验证）提供访问权限](#)。
- 要了解使用角色和基于资源的策略进行跨账户访问之间的差别，请参阅《IAM 用户指南》中的[IAM 中的跨账户资源访问](#)。

此 AWS 产品或服务的合规性验证

要了解是否属于特定合规计划的范围，请参阅AWS 服务“[按合规计划划分的范围](#)”，然后选择您感兴趣的合规计划。AWS 服务 有关一般信息，请参阅[AWS 合规计划AWS](#)。

您可以使用下载第三方审计报告 AWS Artifact。有关更多信息，请参阅中的“[下载报告](#)”中的“[AWS Artifact](#)”。

您在使用 AWS 服务 时的合规责任取决于您的数据的敏感性、贵公司的合规目标以及适用的法律和法规。有关您在使用时的合规责任的更多信息 AWS 服务，请参阅[AWS 安全文档](#)。

本 AWS 产品或服务通过其支持的特定 Amazon Web Services (AWS) 服务遵循[分担责任模式](#)。有关 AWS 服务安全信息，请参阅[AWS 服务安全文档页面](#)和合规[计划符合 AWS 规工作范围内的 AWS 服务](#)。

本 AWS 产品或服务的弹性

AWS 全球基础设施是围绕 AWS 区域 可用区构建的。

AWS 区域 提供多个物理分隔和隔离的可用区，这些可用区通过低延迟、高吞吐量和高度冗余的网络连接。

利用可用区，您可以设计和操作在可用区之间无中断地自动实现失效转移的应用程序和数据库。与传统的单个或多个数据中心基础设施相比，可用区具有更高的可用性、容错能力和可扩展性。

有关 AWS 区域和可用区的更多信息，请参阅[AWS 全球基础设施](#)。

本 AWS 产品或服务通过其支持的特定 Amazon Web Services (AWS) 服务遵循[分担责任模式](#)。有关 AWS 服务安全信息，请参阅[AWS 服务安全文档页面](#)和合规[计划符合 AWS 规工作范围内的 AWS 服务](#)。

本 AWS 产品或服务的基础设施安全

本 AWS 产品或服务使用托管服务，因此受到 AWS 全球网络安全的保护。有关 AWS 安全服务以及如何 AWS 保护基础设施的信息，请参阅[AWS 云安全](#)。要使用基础设施安全的最佳实践来设计您的 AWS 环境，请参阅 S AWS ecurity Pillar Well-Architected Framework 中的[基础设施保护](#)。

您可以使用 AWS 已发布的 API 调用通过网络访问此 AWS 产品或服务。客户端必须支持以下内容：

- 传输层安全性协议 (TLS)。我们要求使用 TLS 1.2，建议使用 TLS 1.3。
- 具有完全向前保密 (PFS) 的密码套件，例如 DHE (临时 Diffie-Hellman) 或 ECDHE (临时椭圆曲线 Diffie-Hellman)。大多数现代系统 (如 Java 7 及更高版本) 都支持这些模式。

此外，必须使用访问密钥 ID 和与 IAM 主体关联的秘密访问密钥来对请求进行签名。或者，您可以使用[AWS Security Token Service](#) (AWS STS) 生成临时安全凭证来对请求进行签名。

本 AWS 产品或服务通过其支持的特定 Amazon Web Services (AWS) 服务遵循[分担责任模式](#)。有关 AWS 服务安全信息，请参阅[AWS 服务安全文档页面](#)和合规[计划符合 AWS 规工作范围内的 AWS 服务](#)。

在中强制使用最低 TLS 版本 适用于 .NET 的 AWS SDK

为了提高与 AWS 服务通信时的安全性，应将配置 适用于 .NET 的 AWS SDK 为使用 TLS 1.2 或更高版本。

适用于 .NET 的 AWS SDK 使用底层的 .NET 运行时来确定要使用哪种安全协议。默认情况下，当前版本的 .NET 使用操作系统支持的最新的已配置协议。您的应用程序可以覆盖此开发工具包行为，但不建议这样做。

.NET 内核

默认情况下，.NET Core 使用操作系统支持的最新的已配置协议。适用于 .NET 的 AWS SDK 不提供覆盖它的机制。

如果您使用的 .NET Core 版本低于 2.1，我们强烈建议您升级 .NET Core 版本。

有关特定于每个操作系统的信息，请参阅以下内容。

Windows

Windows 的最新发行版默认情况下启用了 TLS 1.2 支持。如果你在 Windows 7 SP1 或 Windows Server 2008 R2 上运行 SP1，则需要确保注册表中启用 TLS 1.2 支持，如 windows [server/security/tls/tls-注册表设置](https://learn.microsoft.com/en-us/ #tls-12) <https://learn.microsoft.com/en-us/ #tls-12> 中所述。如果您正在运行较早的发行版，则必须升级操作系统。有关 Windows 中 TLS 1.3 支持的信息，请查看最新的 Microsoft 文档，了解所需的最低客户端或服务器版本。

macOS

如果您正在运行 .NET Core 2.1 或更高版本，则默认情况下启用 TLS 1.2。[OS X Mavericks v10.9 或更高版本](https://learn.microsoft.com/en-us/dotnet/core/install/windows tabs=net80&pivots=os-macos)支持 TLS 1.2。[.NET Core 版本 2.1 及更高版本需要较新版本的 macOS，详见？https://learn.microsoft.com/en-us/dotnet/core/install/windows tabs=net80&pivots=os-macos。](https://learn.microsoft.com/en-us/dotnet/core/install/windows tabs=net80&pivots=os-macos)

如果您使用的是 .NET Core 1.0，则 .NET Core [在 macOS 上使用 OpenSSL](#)，这是一个必须单独安装的依赖项。OpenSSL 在 1.0.1 版本中增加了对 TLS 1.2 的支持，在 1.1.1 版本中增加了对 TLS 1.3 的支持。

Linux

Linux 上的 .NET Core 需要 OpenSSL，它与许多 Linux 发行版捆绑在一起。但也可以单独安装它。OpenSSL 在 1.0.1 版本中增加了对 TLS 1.2 的支持，在 1.1.1 版本中增加了对 TLS 1.3 的支持。如果您使用的是 .NET Core 的最新版本（2.1 或更高版本），并且已安装了程序包管理器，则可能已经为您安装了更高版本的 OpenSSL。

当然，您可以在终端中运行 **openssl version** 并验证版本是否低于 1.0.1。

NET Framework。

如果您正在运行 .NET Framework 的最新版本 (4.7 或更高版本) 和 Windows 的最新版本 (对于客户端, 至少为 Windows 8 ; 对于服务器, 则为 Windows Server 2012 或更高版本), 则默认情况下启用并使用 TLS 1.2。

如果你使用的 .NET Framework 运行时不使用操作系统设置 (.NET Framework 3.5 到 4.5.2), 则适用于 .NET 的 AWS SDK 会尝试在支持的协议中[添加对 TLS 1.1 和 TLS 1.2 的支持](#)。如果您使用的是 .NET Framework 3.5, 则只有在安装了适当的热补丁时才会成功, 如下所示:

- Windows 10 版本 1511 和 Windows Server 2016 — [KB3156421](#)
- Windows 8.1 和 Windows Server 2012 R2 — [KB3154520](#)
- Windows Server 2012 — [KB3154519](#)
- Windows 7 SP1 和 Server 2008 R2 — SP1 [KB3154518](#)

Warning

从 2024 年 8 月 15 日起, 他们 适用于 .NET 的 AWS SDK 将终止对 .NET Framework 3.5 的支持, 并将 .NET Framework 的最低版本更改为 4.7.2。有关更多信息, 请参阅博客文章 [Important changes coming for .NET Framework 3.5 and 4.5 targets of the 适用于 .NET 的 AWS SDK](#)。

如果你的应用程序在 Windows 7 SP1 或 Windows Server 2008 R2 的较新的 .NET 框架上运行 SP1, 则需要确保注册表中启用 TLS 1.2 支持, 如 [w <https://learn.microsoft.com/en-us/windows-server/security/tls/tls-注册表设置>](https://learn.microsoft.com/en-us/windows-server/security/tls/tls-注册表设置) #tls- 12 中所述。较新版本的 Windows [在默认情况下已启用](#) 它。

有关在 .NET 框架中使用 TLS 的详细最佳实践, 请参阅微软的文章, 网址为 <https://learn.microsoft.com/en-us/dotnet/framework/network-programming/tls>。

AWS Tools for PowerShell

[AWS Tools for PowerShell](#) 使用 适用于 .NET 的 AWS SDK 所有 AWS 服务呼叫。环境的行为取决于 PowerShell 你运行的 Windows 版本, 如下所示。

Windows PowerShell 2.0 到 5.x

Windows PowerShell 2.0 到 5.x 在 .NET 框架上运行。您可以使用以下命令验证正在使用哪个 .NET 运行时 (2.0 或 4.0)。PowerShell

```
$PSVersionTable.CLRVersion
```

- 使用 .NET Runtime 2.0 时，请按照之前提供的有关 适用于 .NET 的 AWS SDK 和 .NET Framework 3.5 的说明进行操作。

Warning

从 2024 年 8 月 15 日起，他们 适用于 .NET 的 AWS SDK 将终止对 .NET Framework 3.5 的支持，并将 .NET Framework 的最低版本更改为 4.7.2。有关更多信息，请参阅博客文章 [Important changes coming for .NET Framework 3.5 and 4.5 targets of the 适用于 .NET 的 AWS SDK](#)。

- 使用 .NET Runtime 4.0 时，请按照之前提供的有关 适用于 .NET 的 AWS SDK 和 .NET Framework 4+ 的说明进行操作。

Windows PowerShell 6.0

Windows PowerShell 6.0 及更高版本可在 .NET Core 上运行。您可以通过运行以下命令验证正在使用哪个版本的 .NET Core。

```
[System.Reflection.Assembly]::GetEntryAssembly().GetCustomAttributes([System.Runtime.Versioning.FrameworkName], $true).FrameworkName
```

按照之前提供的有关 .NET Core 适用于 .NET 的 AWS SDK 及相关版本的说明进行操作。

Xamarin

对于 Xamarin，请参阅 [-layer-security](https://learn.microsoft.com/en-us/xamarin/cross-platform/app-fundamentals/transport) 中的说明。 <https://learn.microsoft.com/en-us/xamarin/cross-platform/app-fundamentals/transport> 总而言之：

对于 Android

- 需要 Android 5.0 或更高版本。
- 项目属性，Android 选项：HttpClient 实现必须设置为 Android，SSL/TLS 实现必须设置为 Native TLS 1.2+。

对于 iOS

- 需要 iOS 7 或更高版本。
- 必须将“项目属性”、“iOS 构建：HttpClient实现”设置为“NSURL会话”。

对于 macOS

- 需要 macOS 10.9 或更高版本。
- 必须将“项目选项”、“构建”、“Mac Build：HttpClient 实现”设置为“NSURL会话”。

Unity

您必须使用 Unity 2018.2 或更高版本，并使用 .NET 4.x 等效脚本运行时。您可以在“项目设置”、“配置”、“播放器”中进行设置，如 <https://docs.unity3d.com/2019.1/Documentation/Manual/ScriptingRuntimeUpgrade.html> 中所述。.NET 4.x 等效脚本运行时为所有运行 Mono 或 IL2 CPP 的 Unity 平台启用 TLS 1.2 支持。

浏览器 (适用于 Blazor WebAssembly)

WebAssembly 在浏览器而不是服务器上运行，并使用浏览器处理 HTTP 流量。因此，TLS 支持由浏览器支持确定。

在 ASP.NET Core 3.1 的预览版中，只有支持的浏览器才支持 Blaz WebAssembly or WebAssembly，如平台中所述。<https://learn.microsoft.com/en-us/aspnet/core/blazor/supported> 所有主流浏览器在支持之前都支持 TLS 1.2 WebAssembly。如果您的浏览器是这种情况，那么如果您的应用程序运行，它可以通过 TLS 1.2 进行通信。

有关更多信息和验证，请参阅浏览器的文档。

亚马逊 S3 加密客户端迁移 (从 V1 到 V2)

Note

如果您使用的是 V2 并希望迁移到 V4，请参阅。[亚马逊 S3 加密客户端迁移 \(从 V2 到 V4 \)](#)

此主题介绍了如何将应用程序从 Amazon Simple Storage Service (Amazon S3) 加密客户端的版本 1 (V1) 迁移到版本 2 (V2)，并确保应用程序在整个迁移过程中的可用性。

使用 V2 客户端加密的对象无法使用 V1 客户端解密。为了便于迁移到新客户端，而不必同时重新加密所有对象，我们提供了“V1 过渡”客户端。此客户端可以解密 V1 和 V2 加密的对象，但只能加密与 V1 兼容的格式的对象。V2 客户端可以解密 V1 和 V2 加密的对象（当为 V1 对象启用时），但只能加密与 V2 兼容的格式的对象。

迁移概述

这种迁移分三个阶段进行。此处将介绍这些阶段，稍后将详细介绍。在下一阶段开始之前，必须完成所有使用共享对象的客户端的每个阶段。

1. 将现有客户端更新为 V1 过渡客户端以读取新格式。首先，更新您的应用程序，使其依赖于 V1 过渡客户端，而不是 V1 客户端。V1 过渡客户端使您的现有代码能够解密新 V2 客户端编写的对象和以 V1 兼容格式编写的对象。

Note

V1 过渡客户端仅用于迁移目的。移至 V1 过渡客户端后，继续升级到 V2 客户端。

2. 将 V1 过渡客户端迁移到 V2 客户端以编写新格式。接下来，将应用程序中的所有 V1 过渡客户端替换为 V2 客户端，并将安全配置文件设置为 V2AndLegacy。在 V2 客户端上设置此安全配置文件可使这些客户端解密以 V1 兼容格式加密的对象。
3. 更新 V2 客户端，使其不再读取 V1 格式。最后，在所有客户端都迁移到 V2 并且所有对象都已以 V2 兼容格式加密或重新加密之后，请将 V2 安全配置文件设置为 V2 而不是 V2AndLegacy。这可以防止解密 V1 兼容格式的对象。

将现有客户端更新为 V1 过渡客户端以读取新格式

V2 加密客户端使用旧版本客户端不支持的加密算法。迁移的第一步是更新您的 V1 解密客户端，以便它们可以读取新格式。

V1 过渡客户端使您的应用程序能够解密 V1 和 V2 加密的对象。此客户端是

[Amazon.Extensions.S3.Encryption](#) 软件包的一部分。NuGet 在每个应用程序上执行以下步骤以使用 V1 过渡客户端。

1. 接受 [Amazon.Extensions.S3.Encryption](#) 程序包的依赖项。如果您的项目直接依赖于 AWSSDK.S3 或 AWSSDK.KeyManagementService 软件包，您必须更新这些依赖项或将其删除，以便将它们的更新版本与这个新软件包一起引入。

2. 将相应的 `using` 语句从 `Amazon.S3.Encryption` 更改为 `Amazon.Extensions.S3.Encryption`，如下所示：

```
// using Amazon.S3.Encryption;  
using Amazon.Extensions.S3.Encryption;
```

3. 重新构建并重新部署您的应用程序。

V1 过渡客户端与 V1 客户端的 API 完全兼容，因此无需更改其它代码。

将 V1 过渡客户端迁移到 V2 客户端以写入新格式

V2 客户端是 A [amazon.extens](#). NuGet S3.Encryption 软件包的一部分。它使您的应用程序能够解密 V1 和 V2 加密的对象（如果配置为这样做），但只能加密 V2 兼容格式的对象。

更新现有客户端以读取新的加密格式后，您可以继续将应用程序安全更新到 V2 加密和解密客户端。在每个应用程序上执行以下步骤以使用 V2 客户端：

1. 将 `EncryptionMaterials` 更改为 `EncryptionMaterialsV2`。
 - a. 使用 KMS 时：
 - i. 提供 KMS 密钥 ID。
 - ii. 声明您正在使用的加密方法；即 `KmsType.KmsContext`。
 - iii. 向 KMS 提供与该数据密钥关联的加密上下文。您可以发送空字典（Amazon 加密上下文仍将合并到其中），但鼓励提供更多上下文。
 - b. 使用用户提供的密钥封装方法（对称或非对称加密）时：
 - i. 提供包含加密材料的 AES 或 RSA 实例。
 - ii. 声明要使用哪种加密算法；也就是说，`SymmetricAlgorithmType.AesGcm` 还是 `AsymmetricAlgorithmType.RsaOaepSha1`。
2. 将 `AmazonS3CryptoConfiguration` 更改为 `AmazonS3CryptoConfigurationV2`，`SecurityProfile` 属性设置为 `SecurityProfile.V2AndLegacy`。
3. 将 `AmazonS3EncryptionClient` 更改为 `AmazonS3EncryptionClientV2`。此客户端采用前面步骤中新转换的 `AmazonS3CryptoConfigurationV2` 和 `EncryptionMaterialsV2` 对象。

示例：KMS 到 KMS+Context

迁移前

```
using System.Security.Cryptography;
using Amazon.S3.Encryption;

var encryptionMaterial = new
    EncryptionMaterials("1234abcd-12ab-34cd-56ef-1234567890ab");
var configuration = new AmazonS3CryptoConfiguration()
{
    StorageMode = CryptoStorageMode.ObjectMetadata
};
var encryptionClient = new AmazonS3EncryptionClient(configuration, encryptionMaterial);
```

迁移后

```
using System.Security.Cryptography;
using Amazon.Extensions.S3.Encryption;
using Amazon.Extensions.S3.Encryption.Primitives;

var encryptionContext = new Dictionary<string, string>();
var encryptionMaterial = new
    EncryptionMaterialsV2("1234abcd-12ab-34cd-56ef-1234567890ab", KmsType.KmsContext,
        encryptionContext);
var configuration = new AmazonS3CryptoConfigurationV2(SecurityProfile.V2AndLegacy)
{
    StorageMode = CryptoStorageMode.ObjectMetadata
};
var encryptionClient = new AmazonS3EncryptionClientV2(configuration,
    encryptionMaterial);
```

示例：对称算法 (AES-CBC 到 AES-GCM 密钥封装)

StorageMode 可以是 ObjectMetadata 或 InstructionFile。

迁移前

```
using System.Security.Cryptography;
using Amazon.S3.Encryption;

var symmetricAlgorithm = Aes.Create();
var encryptionMaterial = new EncryptionMaterials(symmetricAlgorithm);
```



```
var configuration = new AmazonS3CryptoConfiguration()
{
    StorageMode = CryptoStorageMode.ObjectMetadata
};
var encryptionClient = new AmazonS3EncryptionClient(configuration, encryptionMaterial);
```

迁移后

```
using System.Security.Cryptography;
using Amazon.Extensions.S3.Encryption;
using Amazon.Extensions.S3.Encryption.Primitives;

var symmetricAlgorithm = Aes.Create();
var encryptionMaterial = new EncryptionMaterialsV2(symmetricAlgorithm,
    SymmetricAlgorithmType.AesGcm);
var configuration = new AmazonS3CryptoConfigurationV2(SecurityProfile.V2AndLegacy)
{
    StorageMode = CryptoStorageMode.ObjectMetadata
};
var encryptionClient = new AmazonS3EncryptionClientV2(configuration,
    encryptionMaterial);
```

Note

使用 AES-GCM 解密时，在开始使用解密的数据之前，请通读整个对象。这是为了验证对象自加密以来是否未对其进行过修改。

示例：非对称算法 (RSA 到 RSA-OAEP-SHA 1 密钥封装)

StorageMode 可以是 ObjectMetadata 或 InstructionFile。

迁移前

```
using System.Security.Cryptography;
using Amazon.S3.Encryption;

var asymmetricAlgorithm = RSA.Create();
var encryptionMaterial = new EncryptionMaterials(asymmetricAlgorithm);
var configuration = new AmazonS3CryptoConfiguration()
{
    StorageMode = CryptoStorageMode.ObjectMetadata
```

```
};  
var encryptionClient = new AmazonS3EncryptionClient(configuration, encryptionMaterial);
```

迁移后

```
using System.Security.Cryptography;  
using Amazon.Extensions.S3.Encryption;  
using Amazon.Extensions.S3.Encryption.Primitives;  
  
var asymmetricAlgorithm = RSA.Create();  
var encryptionMaterial = new EncryptionMaterialsV2(asymmetricAlgorithm,  
    AsymmetricAlgorithmType.RsaOaepSha1);  
var configuration = new AmazonS3CryptoConfigurationV2(SecurityProfile.V2AndLegacy)  
{  
    StorageMode = CryptoStorageMode.ObjectMetadata  
};  
var encryptionClient = new AmazonS3EncryptionClientV2(configuration,  
    encryptionMaterial);
```

将 V2 客户端更新为不再读取 V1 格式

最终，所有对象都将使用 V2 客户端进行加密或重新加密。转换完成后，您可以通过将 `SecurityProfile` 属性设置为 `SecurityProfile.V2`，在 V2 客户端中禁用 V1 兼容性，如以下代码片段所示。

```
//var configuration = new AmazonS3CryptoConfigurationV2(SecurityProfile.V2AndLegacy);  
var configuration = new AmazonS3CryptoConfigurationV2(SecurityProfile.V2);
```

亚马逊 S3 加密客户端迁移 (从 V2 到 V4)

Note

如果您使用的是 V1 并希望迁移到 V4，则必须先迁移到 V2。请参阅[亚马逊 S3 加密客户端迁移 \(从 V1 到 V2 \)](#)。

本主题介绍如何将您的应用程序从亚马逊简单存储服务 (Amazon S3) Simple Service 加密客户端的版本 2 (V2) 迁移到版本 4 (V4)，并确保应用程序在整个迁移过程中的可用性。V4 使用带有密钥承诺的 AES-GCM 进行内容加密，并引入了承诺策略来增强针对密钥替换攻击的安全性。

V4 客户端在 A [amazon.extens](#). NuGet S3.Encryptions 软件包中可用。

Important

重大更改：使用 REQUIRE_ENCRYPT_REQUIRE_DECRYPT 策略配置的 V4 客户端无法解密使用 V1 或 V2 客户端加密的对象。只有最新的 V2 客户端才能使用密钥承诺解密 v4 加密的对象。在转向 REQUIRE_ENCRYPT_REQUIRE_DECRYPT 策略之前，您必须使用启用密钥承诺的 V4 客户端重新加密所有现有数据。

理解 V4 概念

V4 使用带有密钥承诺的 AES-GCM 进行内容加密，并引入了增强加密数据保护的关键安全概念：

承诺政策

承诺策略控制加密客户端在加密和解密操作期间如何处理密钥承诺。V4 支持三种承诺策略：

FORBID_ENCRYPT_ALLOW_DECRYPT

加密：无需承诺

解密：允许不提交对象

安全：不强制承诺，可能允许篡改

兼容性：所有 V2 和 V4 实现都可以读取使用此策略加密的对象

REQUIRE_ENCRYPT_ALLOW_DECRYPT

加密：使用密钥承诺

解密：允许提交和不提交对象

安全：保护新对象免受密钥替换攻击，旧对象仍然可读

兼容性：只有 V4 支持此政策

REQUIRE_ENCRYPT_REQUIRE_DECRYPT (V4 的默认设置)

加密：使用密钥承诺

解密：仅提交对象

安全：全面执行承诺，最大限度地提高安全性

兼容性：只有 V4 支持此政策

带有关键承诺的 AES GCM

V4 使用带有密钥承诺的 AES-GCM 进行内容加密，从而增强了安全性：

- 篡改保护：它通过加密方式将密钥绑定到加密数据来防止密钥替换攻击。
- 版本兼容性：使用密钥承诺加密的对象只能由 V4 客户端和更高版本解密。

Warning

在生产环境中启用密钥承诺加密之前，请确保所有需要解密对象的应用程序都已升级到 V4 或更高版本，因为 V2 客户端已被弃用。

更新现有客户端以读取 V4 格式

V4 加密客户端使用旧版本的客户端不支持的加密算法。迁移的第一步是更新您的 V2 客户端，以便它们可以读取新的 V4 格式。

更新 Pac NuGet kage 依赖关系

更新您的应用程序以使用包含 V4 支持的最新版本的 [Amazon.extensions.S3.Encryption 软件包](#) NuGet。对每个应用程序执行以下步骤：

1. 更新到最新的 [Amazon.extens.S3.Encryption 软件](#) 如果您的项目直接依赖于 AWSSDK.S3 或 AWSSDK.KeyManagementService 软件包，您必须更新这些依赖项或将其删除，以便将它们的更新版本与这个新软件包一起引入。
2. 确保您的 using 语句引用了正确的命名空间：

```
using Amazon.Extensions.S3.Encryption;  
using Amazon.Extensions.S3.Encryption.Primitives;
```

3. 重新构建并重新部署您的应用程序。

您现有的 V2 客户端将继续使用更新的软件包，并且能够解密由 V4 客户端加密的对象（取决于所使用的承诺策略）。

构建和部署应用程序

更新 NuGet 软件包依赖关系后：

1. 构建您的应用程序以确保正确解析所有依赖关系。
2. 在开发环境中测试您的应用程序，以验证现有功能是否可以继续运行。
3. 将更新的应用程序部署到您的生产环境。

此更新使您现有的 V2 客户端能够解密将由 V4 客户端加密的对象，从而确保迁移过程中的兼容性。

迁移到 V4 客户端

更新现有客户端以读取新的加密格式后，您可以继续安全地更新应用程序以使用 V4 加密和解密客户端。V4 客户端通过密钥承诺提供增强的安全性，同时保持与现有加密对象的兼容性。

4 步迁移流程

从 V2 迁移到 V4 遵循结构化的 4 步流程，以确保兼容性和安全性。每个步骤都代表一个特定的配置，在继续下一步之前，应在所有应用程序中部署该配置。

1. 步骤 0：V2 客户端（起点）-您现有的 V2 实现
2. 第 1 步：具有 V2 兼容性的 V4-迁移到 V4 客户端，同时保持与 V2 兼容的加密行为
3. 第 2 步：使用密钥承诺写入的 V4-开始使用密钥承诺进行加密，同时允许解密旧对象
4. 第 3 步：具有全面强制功能的 V4-加密和解密都需要密钥承诺

步骤 0：V2 客户端（起点）

这代表您现有的 V2 客户端配置。此步骤演示迁移前的起始状态。

```
using Amazon.Extensions.S3.Encryption;
using Amazon.Extensions.S3.Encryption.Primitives;
using Amazon.S3.Model;

// Step 0: V2 Client - Starting configuration
var encryptionContext = new Dictionary<string, string>();
var encryptionMaterial = new EncryptionMaterialsV2(kmsKeyId, KmsType.KmsContext,
    encryptionContext);
```

```
#pragma warning disable 0618
var configuration = new AmazonS3CryptoConfigurationV2(SecurityProfile.V2);
#pragma warning enable 0618

var encryptionClient = new AmazonS3EncryptionClientV2(configuration,
    encryptionMaterial);

// Use the client for PutObject and GetObject operations
await encryptionClient.PutObjectAsync(new PutObjectRequest
{
    BucketName = bucket,
    Key = objectKey,
    ContentBody = content
});
```

第 1 步：具有 V2 兼容性的 V4

迁移到 V4 客户端，同时保持与 V2 相同的行为。此步骤使用FORBID_ENCRYPT_ALLOW_DECRYPT策略进行加密，无需承诺即可进行加密，并允许对所有对象进行解密。

```
using Amazon.Extensions.S3.Encryption;
using Amazon.Extensions.S3.Encryption.Primitives;
using Amazon.S3.Model;

// Step 1: V4 Client with V2 compatibility
var encryptionContext = new Dictionary<string, string>();
var encryptionMaterial = new EncryptionMaterialsV4(kmsKeyId, KmsType.KmsContext,
    encryptionContext);

var configuration = new AmazonS3CryptoConfigurationV4(
    SecurityProfile.V4,
    CommitmentPolicy.FORBID_ENCRYPT_ALLOW_DECRYPT,
    ContentEncryptionAlgorithm.AesGcm);

var encryptionClient = new AmazonS3EncryptionClientV4(configuration,
    encryptionMaterial);

// Use the client for PutObject and GetObject operations
await encryptionClient.PutObjectAsync(new PutObjectRequest
{
    BucketName = bucket,
    Key = objectKey,
```

```
    ContentBody = content  
});
```

行为：无需承诺即可加密，可以解密已提交和未提交的对象。与 V2 行为相同。

第 2 步：带有关键承诺写入的 V4

使用密钥承诺开始加密，同时保持解密的向后兼容性。此步骤使用 `REQUIRE_ENCRYPT_ALLOW_DECRYPT` 策略。

Warning

在部署步骤 2 之前，请确保所有读取器都已更新到步骤 1 或更高版本以处理密钥承诺加密。

```
using Amazon.Extensions.S3.Encryption;  
using Amazon.Extensions.S3.Encryption.Primitives;  
using Amazon.S3.Model;  
  
// Step 2: V4 Client with key commitment writes  
var encryptionContext = new Dictionary<string, string>();  
var encryptionMaterial = new EncryptionMaterialsV4(kmsKeyId, KmsType.KmsContext,  
    encryptionContext);  
  
var configuration = new AmazonS3CryptoConfigurationV4(  
    SecurityProfile.V4,  
    CommitmentPolicy.REQUIRE_ENCRYPT_ALLOW_DECRYPT,  
    ContentEncryptionAlgorithm.AesGcmWithCommitment);  
  
var encryptionClient = new AmazonS3EncryptionClientV4(configuration,  
    encryptionMaterial);  
  
// Use the client for PutObject and GetObject operations  
await encryptionClient.PutObjectAsync(new PutObjectRequest  
{  
    BucketName = bucket,  
    Key = objectKey,  
    ContentBody = content  
});
```

行为：使用承诺进行加密，可以解密已提交和未提交的对象。保护新对象免受密钥替换攻击。

第 3 步：全面强制执行的 V4

加密和解密都需要密钥承诺。此步骤使用 `REQUIRE_ENCRYPT_REQUIRE_DECRYPT` 策略来最大限度地提高安全性。

Warning

在部署步骤 3 之前，请确保系统中的所有对象都已使用密钥承诺重新加密（步骤 2）。此步骤将无法解密未经承诺加密的对象。

```
using Amazon.Extensions.S3.Encryption;
using Amazon.Extensions.S3.Encryption.Primitives;
using Amazon.S3.Model;

// Step 3: V4 Client with full key commitment enforcement
var encryptionContext = new Dictionary<string, string>();
var encryptionMaterial = new EncryptionMaterialsV4(kmsKeyId, KmsType.KmsContext,
    encryptionContext);

var configuration = new AmazonS3CryptoConfigurationV4(
    SecurityProfile.V4,
    CommitmentPolicy.REQUIRE_ENCRYPT_REQUIRE_DECRYPT,
    ContentEncryptionAlgorithm.AesGcmWithCommitment);

var encryptionClient = new AmazonS3EncryptionClientV4(configuration,
    encryptionMaterial);

// Use the client for PutObject and GetObject operations
await encryptionClient.PutObjectAsync(new PutObjectRequest
{
    BucketName = bucket,
    Key = objectKey,
    ContentBody = content
});
```

行为：使用承诺进行加密，仅解密使用承诺加密的对象。最大限度地抵御密钥替换攻击。

其他配置示例

本节提供了在迁移期间使用不同选项配置 V4 客户端的其他示例。

启用旧版 Support

要使 V4 客户端能够读取由 V1 和 V2 客户端加密的对象，请使用允许旧版解密的承诺策略配置客户端：

```
using Amazon.Extensions.S3.Encryption;
using Amazon.Extensions.S3.Encryption.Primitives;

// Configure V4 client to read V1/V2 objects
var configuration = new
    AmazonS3CryptoConfigurationV4(CommitmentPolicy.REQUIRE_ENCRYPT_ALLOW_DECRYPT)
{
    StorageMode = CryptoStorageMode.ObjectMetadata
};

// This configuration allows:
// - Encryption: With commitment (secure)
// - Decryption: Both V2 (non-committing) and V4 (committing) objects
```

当您需要解密由旧客户机加密的对象，同时确保以增强的安全性对新对象进行加密时，请在迁移期间使用此配置。

配置存储方法

V4 支持两种存储方法来存储加密元数据。选择最适合您的用例的方法：

对象元数据（默认）

```
var configuration = new
    AmazonS3CryptoConfigurationV4(CommitmentPolicy.REQUIRE_ENCRYPT_ALLOW_DECRYPT)
{
    StorageMode = CryptoStorageMode.ObjectMetadata
};
// Encryption metadata is stored in S3 object metadata
```

指令文件

```
var configuration = new
    AmazonS3CryptoConfigurationV4(CommitmentPolicy.REQUIRE_ENCRYPT_ALLOW_DECRYPT)
{
    StorageMode = CryptoStorageMode.InstructionFile
};
```

```
// Encryption metadata is stored in a separate S3 object (instruction file)
```

InstructionFile 当您需要为其他目的保留对象元数据或处理有元数据大小限制的对象时使用。

配置承诺策略

根据您的安全要求和迁移阶段选择适当的承诺策略：

迁移阶段 (V2 兼容性)

```
// For migration: encrypt without commitment, allow all decryption
var migrationConfig = new
    AmazonS3CryptoConfigurationV4(CommitmentPolicy.FORBID_ENCRYPT_ALLOW_DECRYPT);
```

过渡阶段 (推荐)

```
// For transition: encrypt with commitment, allow legacy decryption
var transitionConfig = new
    AmazonS3CryptoConfigurationV4(CommitmentPolicy.REQUIRE_ENCRYPT_ALLOW_DECRYPT);
```

完整安全阶段

```
// For maximum security: require commitment for both encryption and decryption
var secureConfig = new
    AmazonS3CryptoConfigurationV4(CommitmentPolicy.REQUIRE_ENCRYPT_REQUIRE_DECRYPT);
```

从初始迁移FORBID_ENCRYPT_ALLOW_DECRYPT期间开始，进入过渡阶段，最后REQUIRE_ENCRYPT_REQUIRE_DECRYPT在所有客户端都已升级并且所有对象都已通过承诺重新加密后使用。REQUIRE_ENCRYPT_ALLOW_DECRYPT

适用于 .NET 的 AWS SDK 的特殊注意事项

本部分包含普通配置或程序不恰当或不够充分的特殊情况下的注意事项。

主题

- [获取用于适用于 .NET 的 AWS SDK 的程序集](#)
- [访问应用程序中的凭证和配置文件](#)
- [Unity 支持的特殊注意事项](#)
- [Xamarin 支持的特殊注意事项](#)

获取用于适用于 .NET 的 AWS SDK 的程序集

本主题介绍如何获取 AWSSDK 程序集并将其存储在本地，以便在项目中使用。这不是处理软件开发工具包参考的推荐方法，但在某些环境中却是必需的。

Note

处理软件开发工具包参考的推荐方法是仅下载并安装每个项目所需的 NuGet 程序包。[通过 NuGet 安装 AWSSDK 程序包](#)中介绍了这种方法。

如果您不能或不允许您按项目下载和安装 NuGet 程序包，则可以使用以下选项。

下载并解压缩 ZIP 文件

(请记住，这不是处理对 适用于 .NET 的 AWS SDK 的引用的[推荐方法](#)。)

1. 下载以下 ZIP 文件之一：

- [aws-sdk-net8.0.zip](#) - 支持 .NET 8 及更高版本的程序集。
- [aws-sdk-netcoreapp3.1.zip](#) - 支持 .NET Core 3.1 及更高版本的程序集。
- [aws-sdk-netstandard2.0.zip](#) - 支持 .NET Standard 2.0 和 2.1 的程序集。
- [aws-sdk-net45.zip](#) - 支持 Framework 4.5 及更高版本的程序集。
- [aws-sdk-net35.zip](#) - 支持 .NET Framework 3.5 的程序集。

⚠ Warning

自 2024 年 8 月 15 日起，适用于 .NET 的 AWS SDK 将终止对 .NET Framework 3.5 的支持，并将支持的 .NET Framework 最低版本更改为 4.7.2。有关更多信息，请参阅博客文章 [Important changes coming for .NET Framework 3.5 and 4.5 targets of the 适用于 .NET 的 AWS SDK](#)。

2. 将程序集解压缩到文件系统上的某个“下载”文件夹；什么位置都可以。记下此文件夹。
3. 在设置项目时，可以从该文件夹中获取所需的程序集，如[在没有 NuGet 的情况下安装 AWSSDK 程序集](#)中所述。

访问应用程序中的凭证和配置文件

使用凭据的首选方法是允许为您查找和检索凭证，如中所述[凭证和配置文件解析](#)。适用于 .NET 的 AWS SDK

但是，您也可以将应用程序配置为主动检索配置文件和证书，然后在创建 AWS 服务客户端时明确使用这些凭据。

要主动检索个人资料和证书，请使用 [Amazon.Runtime 中的类。CredentialManagement](#)命名空间。

- 要在使用凭据文件格式 ([默认位置的共享 AWS 凭 AWS 据文件或自定义凭据文件](#)) 的文件中查找配置文件，请使用[SharedCredentialsFile](#)类。为简洁起见，这种格式的文件有时在此文本中简称为凭证文件。
- 要在 SDK 商店中查找配置[SDKCredentials文件](#)，请使用 [Net File](#) 类。
- 要根据类属性的配置同时在凭证文件和 SDK Store 中进行搜索，请使用[CredentialProfileStoreChain](#)类。

您可以使用该类来查找配置文件。您也可以使用该类直接请求 AWS 凭证，而不是使用该AWSCredentialsFactory类 (如下所述)。

- 要从配置文件中检索或创建各种类型的凭证，请使用 F [AWSCredentialsactor](#) y 类。

以下部分提供了这些类的示例。

课堂示例 CredentialProfileStoreChain

您可以使用或[TryGetProfile](#)方法从[CredentialProfileStoreChain](#)班级中获取凭证[TryGetAWSCredentials](#)或配置文件。类的 ProfilesLocation 属性将决定方法的行为，如下所示：

- 如果ProfilesLocation为空或为空，则在平台支持的情况下搜索 SDK Store，然后在默认位置搜索共享 AWS 凭据文件。
- 如果 ProfilesLocation 属性包含值，请搜索该属性中指定的凭证文件。

从 SDK 商店或共享 AWS 凭证文件获取凭证

本示例向您展示了如何使用 CredentialProfileStoreChain 类获取凭证，然后使用这些凭证创建[AmazonS3Client](#)对象。这些凭证可以来自 SDK Store，也可以来自默认位置的共享 AWS 凭证

此示例还使用了 [Amazon.Runtime。AWSCredentials](#)班级。

```
var chain = new CredentialProfileStoreChain();
AWSCredentials awsCredentials;
if (chain.TryGetAWSCredentials("some_profile", out awsCredentials))
{
    // Use awsCredentials to create an Amazon S3 service client
    using (var client = new AmazonS3Client(awsCredentials))
    {
        var response = await client.ListBucketsAsync();
        Console.WriteLine($"Number of buckets: {response.Buckets.Count}");
    }
}
```

从 SDK 商店或共享 AWS 凭证文件中获取个人资料

此示例向您展示如何使用该 CredentialProfileStoreChain 类获取个人资料。这些凭据可以来自 SDK Store，也可以来自默认位置的共享 AWS 凭据文件。

此示例还使用了该[CredentialProfile](#)类。

```
var chain = new CredentialProfileStoreChain();
CredentialProfile basicProfile;
if (chain.TryGetProfile("basic_profile", out basicProfile))
{
```

```
// Use basicProfile
}
```

从自定义凭证文件获取凭证

此示例向您展示如何使用 `CredentialProfileStoreChain` 类获取证书。凭证来自使用 AWS 凭证文件格式但位于备用位置的文件。

此示例还使用了 [Amazon.Runtime.AWSCredentials](#) 班级。

```
var chain = new
    CredentialProfileStoreChain("c:\\Users\\sdkuser\\customCredentialsFile.ini");
AWSCredentials awsCredentials;
if (chain.TryGetAWSCredentials("basic_profile", out awsCredentials))
{
    // Use awsCredentials to create an AWS service client
}
```

类 `SharedCredentialsFile` 和 `AWSCredentials` 工厂的示例

使用课程创建 `AmazonS3Client` `SharedCredentialsFile`

此示例向您展示了如何在共享 AWS 凭证文件中查找个人资料，根据该配置文件创建 AWS 凭证，然后使用这些凭证创建 [AmazonS3Client](#) 对象。该示例使用该 [SharedCredentialsFile](#) 类。

此示例还使用 [CredentialProfile](#) 类和 [Amazon.Runtime.AWSCredentials](#) 班级。

```
CredentialProfile basicProfile;
AWSCredentials awsCredentials;
var sharedFile = new SharedCredentialsFile();
if (sharedFile.TryGetProfile("basic_profile", out basicProfile) &&
    AWSCredentialsFactory.TryGetAWSCredentials(basicProfile, sharedFile, out
awsCredentials))
{
    // use awsCredentials to create an Amazon S3 service client
    using (var client = new AmazonS3Client(awsCredentials, basicProfile.Region))
    {
        var response = await client.ListBucketsAsync();
        Console.WriteLine($"Number of buckets: {response.Buckets.Count}");
    }
}
```

Note

[Net SDKCredentials File](#) 类的使用方式完全相同，唯一的不同是你要实例化一个新的 Net SDKCredentials File 对象而不是一个 SharedCredentialsFile 对象。

Unity 支持的特殊注意事项

在 Unity 应用程序中使用 适用于 .NET 的 AWS SDK 和 [.NET Standard 2.0](#) 时，您的应用程序必须直接引用适用于 .NET 的 AWS SDK 程序集（DLL 文件），而不是使用 NuGet。鉴于此要求，以下是您需要执行的重要操作。

- 您需要获取适用于 .NET 的 AWS SDK 程序集并将其应用于您的项目。有关如何操作的信息，请参阅[获取 AWSSDK 程序集](#)主题中的[下载并解压缩 ZIP 文件](#)。
- 您需要在 Unity 项目中加入以下 DLL，以及 AWSSDK.Core 和您正在使用的其它 AWS 服务的 DLL。从适用于 .NET 的 AWS SDK 版本 3.5.109 开始，.NET Standard ZIP file 文件包含这些其它的 DLL。
 - [Microsoft.Bcl.AsyncInterfaces.dll](#)
 - [System.Runtime.CompilerServices.Unsafe.dll](#)
 - [System.Threading.Tasks.Extensions.dll](#)
- 如果您使用 [IL2CPP](#) 构建 Unity 项目，则必须向 Asset 文件夹中添加 link.xml 文件以防止代码剥离。link.xml 文件必须列出您正在使用的所有 AWSSDK 程序集，并且每个程序集都必须包含 preserve="all" 属性。下面的代码片段显示了此示例文件。

```
<linker>
  <assembly fullname="AWSSDK.Core" preserve="all"/>
  <assembly fullname="AWSSDK.DynamoDBv2" preserve="all"/>
  <assembly fullname="AWSSDK.Lambda" preserve="all"/>
</linker>
```

 Note

要阅读与此要求相关的有趣背景信息，请参阅位于以下位置的文章：<https://aws.amazon.com/blogs/developer/referencing-the-aws-sdk-for-net-standard-2-0-from-unity-xamarin-or-uwp/>。

除了这些特殊注意事项外，有关将 Unity 应用程序迁移到适用于 .NET 的 AWS SDK 版本 3.5 的信息，请参阅[3.5 版的更改内容](#)。

Xamarin 支持的特殊注意事项

(新的和现有的) Xamarin 项目必须指向 .NET Standard 2.0。请参阅 [Xamarin.Forms 中的 .NET Standard 2.0 支持](#)和 [.NET 实现支持](#)。

另请参阅有关[便携式类库和 Xamarin](#) 的信息。

适用于 .NET 的 AWS SDK 的 API 参考。

适用于 .NET 的 AWS SDK 提供了可用于访问 AWS 服务的 API。要查看 API 中有哪些类和方法可用，请参阅[适用于 .NET 的 AWS SDK API 参考](#)。

除了上面给出的一般参考之外，[带有指导的代码示例](#)部分下的每个示例都包含对该示例中使用的特定方法和类的引用。

关于 API 参考版本

上述 API 参考仅适用于 适用于 .NET 的 AWS SDK 版本 3.0 及更高版本。

有关从旧版 SDK 迁移的更多信息，请参阅[迁移项目](#)

要查找早期版本的 SDK API 参考的已弃用内容，请参阅以下内容：

- [适用于 .NET 的 AWS SDK API 参考 V1 \(已弃用\)](#)
- [适用于 .NET 的 AWS SDK API 参考 V2 \(已弃用\)](#)

要查看已弃用的 适用于 .NET 的 AWS SDK API 参考，您需要将其提取出来并配置 Web 浏览器。下面显示的说明是如何执行此操作的示例。这些操作基于在 Windows 系统上使用 Google Chrome Web 浏览器。请根据您的具体 Web 浏览器和操作系统进行调整。

查看已弃用的 API 参考 V1

1. 下载已弃用的 适用于 .NET 的 AWS SDK API 参考 V1 的 ZIP 文件。ZIP 文件的默认名称为 `sdkfornet-api-ref_v1_deprecated.zip`。这些说明中将始终使用该名称。
2. 将 ZIP 文件放置在您选择的文件夹中。在这些说明中，假定文件夹名称为 `C:\work\temp\api-refs\V1`。
3. 右键单击 ZIP 文件，然后选择全部解压缩。接受默认位置，在这些说明中为 `C:\work\temp\api-refs\V1\sdkfornet-api-ref_v1`。
4. 在 `C:\work\temp\api-refs\V1` 文件夹中为 Google Chrome 创建快捷方式。请务必小心，不要移动原始应用程序。
5. 在新快捷方式的属性中，设置以下字段：

- 目标 : "*<path to the Google Chrome application>*" --disable-web-security --user-data-dir=C:\work\temp\api-refs\V1\data "C:\work\temp\api-refs\V1\sdkfornet-api-ref_v1\Index.html"

对于 --user-data-dir 参数，请使用适合您的环境的文件夹名称。该文件夹不必存在。

- 开始于 : C:\work\temp\api-refs\V1

6. 为快捷方式指定一个适当的名称。
7. 打开快捷方式以查看旧 API 参考。

查看已弃用的 API 参考 V2

1. 下载已弃用的 适用于 .NET 的 AWS SDK API 参考 V2 的 ZIP 文件。ZIP 文件的默认名称为 sdkfornet-api-ref_v2_deprecated.zip。这些说明中将始终使用该名称。
2. 将 ZIP 文件放置在您选择的文件夹中。在这些说明中，假定文件夹名称为 C:\work\temp\api-refs\V2。
3. 右键单击 ZIP 文件，然后选择全部解压缩。接受默认位置，在这些说明中为 C:\work\temp\api-refs\V2\sdkfornet-api-ref_v2。
4. 在 C:\work\temp\api-refs\V2 文件夹中为 Google Chrome 创建快捷方式。请务必小心，不要移动原始应用程序。
5. 在新快捷方式的属性中，设置以下字段：

- 目标 : "*<path to the Google Chrome application>*" --disable-web-security --user-data-dir=C:\work\temp\api-refs\V2\data "C:\work\temp\api-refs\V2\sdkfornet-api-ref_v2\Index.html"

对于 --user-data-dir 参数，请使用适合您的环境的文件夹名称。该文件夹不必存在。

- 开始于 : C:\work\temp\api-refs\V2

6. 为快捷方式指定一个适当的名称。
7. 打开快捷方式以查看旧 API 参考。

文档历史记录

下表描述了自上次发布《适用于 .NET 的 AWS SDK 用户指南》以来的重要更改。如需获取对此文档的更新的通知，您可以订阅 [RSS 源](#)。

变更	说明	日期
新增功能	添加了有关.NET AWS 部署工具 CLI 版本 2.0 的注释。	2025 年 10 月 17 日
AWS OpsWorks	AWS OpsWorks 已达到生命尽头。它已从文档中删除。	2025 年 9 月 16 日
新增功能	End-of-support 已宣布在 V3 中推出 适用于 .NET 的 AWS SDK。	2025 年 8 月 21 日
消息处理框架	.NET 的 AWS 消息处理框架已正式发布！	2025 年 5 月 5 日
新增功能	的版本 4 现 适用于 .NET 的 AWS SDK 已正式上市！有关更多信息，请参阅 适用于 .NET 的 AWS SDK (V4) 开发人员指南 ，尤其是 迁移到版本 4 主题。	2025 年 4 月 28 日
重试和超时	包含了有关使用 CancellationToken 进行异步方法调用时每种方法超时的信息。	2025 年 4 月 9 日
在中 AWS 与.NET Aspire 集成适用于 .NET 的 AWS SDK	中包含有关如何 AWS 与.NET Aspire 集成的信息。适用于 .NET 的 AWS SDK	2025 年 2 月 15 日
可观察性	宣布推出可观测性的 GA 版本	2025 年 2 月 10 日

新增功能	添加了关于完整性保护新默认行为的信息。	2025 年 1 月 15 日
S3 加密客户端 V4 迁移	添加了有关从 V2 迁移到 V4 的信息。	2024 年 12 月 9 日
新增功能	添加了有关 适用于 .NET 的 AWS SDK 版本 4 的第四个预览版的信息。	2024 年 11 月 15 日
可观察性	中添加了有关可观测性的预览信息 适用于 .NET 的 AWS SDK，允许收集遥测数据。	2024 年 9 月 13 日
的 API 参考 适用于 .NET 的 AWS SDK	V1 和 V2 的 适用于 .NET 的 AWS SDK API 参考已被弃用。包含了有关此弃用的信息以及获取并查看已弃用参考的方式。	2024 年 9 月 4 日
新增功能	添加了有关 适用于 .NET 的 AWS SDK 版本 4 的第一个预览版的信息。	2024 年 8 月 16 日
新增功能	更新了有关 .NET Framework 支持即将发生的更改的信息。	2024 年 6 月 20 日
新增功能	添加了有关.NET AWS 消息处理框架预览版的信息	2024 年 3 月 28 日
新增功能	包含了有关 .NET 8 支持的信息。	2024 年 2 月 23 日
新增功能	包含了有关 .NET Framework 支持即将发生的更改的信息。	2024 年 2 月 18 日
获取 AWSSDK 程序集	包含有关支持 .NET 8 及更高版本的程序集的信息。	2024 年 1 月 8 日

AWS .NET 的消息处理框架	包含了有关 Message Processing Framework 测试版的信息。	2023 年 12 月 10 日
使用 Amazon DynamoDB NoSQL 数据库	更新了有关文档和对象持久性编程模型的信息。现在可以防止由于冷启动和线程池行为而导致的某些延迟或死锁情况。	2023 年 11 月 15 日
加入了更多 IAM 最佳实践更新	更新了指南，使其符合 IAM 最佳实践。有关更多信息，请参阅 IAM 安全最佳实践 。	2023 年 10 月 5 日
获取 AWSSDK 程序集	删除了 适用于 .NET 的 AWS SDK 有关使用 AWS Tools for Windows 安装程序 (即 MSI) 安装的信息，该信息已被弃用。	2023 年 9 月 25 日
IAM 最佳实践更新	更新了指南，使其符合 IAM 最佳实践。有关更多信息，请参阅 IAM 安全最佳实践 。	2023 年 7 月 18 日
Lambda 注释	注 AWS Lambda 释框架已发布，正式发布。	2023 年 7 月 17 日
新增功能	添加了有关 Distributed Cache Provider for DynamoDB 预览版发布的信息。	2023 年 7 月 15 日
目录	更新了目录，使代码示例更易于发现。	2023 年 6 月 8 日
区域解析	添加了有关 SDK 如何解决缺失的区域规范的信息。	2023 年 3 月 14 日
对 MSI 的支持	添加了有关终止对 AWS Tools for Windows 安装程序的支持的注释。	2023 年 3 月 6 日

Lambda 注释 (预览版)	AWS Lambda 注释框架的预览。	2022 年 9 月 22 日
将应用程序部署到 AWS	已将主要内容移至 P GitHub ages 网站：https://aws.github.io/aws-dotnet-deploy/	2022 年 6 月 28 日
即将退休 EC2-经典	添加了有关退役的注意事项 EC2-Classic。	2022 年 4 月 13 日
使用单点登录 适用于 .NET 的 AWS SDK	添加有关使用 适用于 .NET 的 AWS SDK时进行的单点登录 (SSO) 的信息。	2022 年 3 月 17 日
强制实施最低 TLS 版本	添加了有关 TLS 1.3 的信息。	2022 年 3 月 16 日
使用 AWS 服务	包括上可用的代码示例列表 GitHub。	2022 年 2 月 28 日
启用 SDK 指标	删除有关启用 SDK 指标的信息，这些指标已弃用。	2022 年 1 月 20 日
将应用程序部署到 AWS	添加了对 Visual Studio 的 AWS Toolkit fo r Visual Studio 的引用，该工具包提供的部署功能与 AWS 部署工具类似。	2021 年 10 月 26 日
适用于 .NET 的 AWS SDK 版本 3 指南合并	两个 适用于 .NET 的 AWS SDK 版本 3 开发者指南“V3”和“最新”已合并为一个“v3”网址下的指南。	2021 年 8 月 18 日
从 .NET Standard 1.3 迁移	上对.NET Standard 1.3 的 Support 适用于 .NET 的 AWS SDK 已经过时了。	2021 年 3 月 25 日
将应用程序部署到 AWS (预览)	添加了有关 AWS 部署工具的预览信息，您可以使用该工具从.NET CLI 部署应用程序。	2021 年 3 月 15 日

的 3.5 版 适用于 .NET 的 AWS SDK	的 3.5 版 适用于 .NET 的 AWS SDK 已经发布。	2020 年 8 月 25 日
分页工具	为许多服务客户端添加了分页工具，这会让 API 结果的分页更加方便。	2020 年 8 月 24 日
重试和超时	添加了有关重试模式的信息。	2020 年 8 月 20 日
使用 KMS 密钥进行 S3 加密	更新示例，以使用 S3 加密客户端的版本 2。	2020 年 8 月 6 日
从 .NET Standard 1.3 迁移	添加了有关在 2020 年底终止对 .NET Standard 1.3 的支持的信息。	2020 年 5 月 18 日
快速入门	添加了包含基本设置和教程的快速入门部分，向读者介绍 适用于 .NET 的 AWS SDK。	2020 年 3 月 27 日
强制执行 TLS 1.2	添加了有关如何在开发工具包中强制执行 TLS 1.2 的信息。	2020 年 3 月 10 日