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# Table of Contents

AWS SDK for Java Developer Guide ................................................................. 1  
AWS SDK for Java 2.x ................................................................................ 1  
Additional Documentation and Resources ................................................. 1  
Eclipse IDE Support .................................................................................. 1  
Developing AWS Applications for Android .............................................. 1  
Viewing the SDK's Revision History ...................................................... 2  
Building Java Reference Documentation for Earlier SDK versions .......... 2  
**Getting Started** .................................................................................. 3  
  - Sign Up for AWS and Create an IAM User ........................................ 3  
  - Set up the AWS SDK for Java .......................................................... 4  
    - Prerequisites .................................................................................. 4  
    - Including the SDK in your project .............................................. 4  
    - Downloading and extracting the SDK ....................................... 4  
    - Installing previous versions of the SDK .................................. 5  
    - Installing a Java Development Environment ............................ 5  
  - Set up AWS Credentials and Region for Development .................. 6  
    - Setting AWS Credentials .......................................................... 6  
    - Setting the AWS Region ............................................................ 7  
  - Using the SDK with Apache Maven ................................................. 7  
    - Create a new Maven package .................................................... 8  
    - Configure the SDK as a Maven dependency .......................... 8  
    - Build your project ...................................................................... 9  
    - Build the SDK with Maven ....................................................... 9  
  - Using the SDK with Gradle ............................................................... 9  
    - Enabling AWS SDK Metrics for Enterprise Support .................. 11  
      - Enable SDK Metrics for the AWS SDK for Java .................. 12  
      - Update a CloudWatch Agent .................................................. 14  
      - Disable SDK Metrics ............................................................. 14  
      - Definitions for SDK Metrics .................................................. 15  
  - Using the AWS SDK for Java ............................................................ 18  
    - Best Practices for AWS Development with the AWS SDK for Java 18  
      - Amazon S3 ............................................................................. 18  
  - Creating Service Clients ................................................................. 19  
    - Obtaining a Client Builder ......................................................... 19  
    - Creating Async Clients ............................................................ 20  
    - Using DefaultClient .................................................................. 20  
    - Client Lifecycle ......................................................................... 20  
  - Working with AWS Credentials ....................................................... 21  
    - Using the Default Credential Provider Chain ........................... 21  
    - Specifying a Credential Provider or Provider Chain ................ 23  
    - Explicitly Specifying Credentials .......................................... 24  
    - More Info ............................................................................... 24  
  - AWS Region Selection ................................................................... 24  
    - Checking for Service Availability in an AWS Region ............... 24  
    - Choosing a Region .................................................................... 25  
    - Choosing a Specific Endpoint ................................................ 25  
    - Automatically Determine the AWS Region from the Environment 25  
  - Exception Handling ....................................................................... 26  
    - Why Unchecked Exceptions? .................................................... 26  
    - AmazonServiceException (and Subclasses) .......................... 27  
    - AmazonClientException ......................................................... 27  
  - Asynchronous Programming .......................................................... 27  
    - Java Futures ............................................................................ 28  
    - Asynchronous Callbacks ......................................................... 29
The AWS SDK for Java provides a Java API for Amazon Web Services. Using the SDK, you can easily build Java applications that work with Amazon S3, Amazon EC2, Amazon SimpleDB, and more. We regularly add support for new services to the AWS SDK for Java. For a list of the supported services and their API versions that are included with each release of the SDK, view the release notes for the version that you're working with.

**AWS SDK for Java 2.x**

Take a look at the new AWS SDK for Java 2.x at [https://github.com/aws/aws-sdk-java-v2/](https://github.com/aws/aws-sdk-java-v2/). It includes much awaited features, such as a way to plug in a HTTP implementation. To get started, see the AWS SDK for Java 2.x Developer Guide.

**Additional Documentation and Resources**

In addition to this guide, the following are valuable online resources for AWS SDK for Java developers:

- AWS SDK for Java API Reference
- Java developer blog
- Java developer forums
- GitHub:
  - Documentation source
  - Documentation issues
  - SDK source
  - SDK issues
  - SDK samples
  - Gitter channel
- The AWS Code Sample Catalog
- @awsforjava (Twitter)
- release notes

**Eclipse IDE Support**

If you develop code using the Eclipse IDE, you can use the AWS Toolkit for Eclipse to add the AWS SDK for Java to an existing Eclipse project or to create a new AWS SDK for Java project. The toolkit also supports creating and uploading Lambda functions, launching and monitoring Amazon EC2 instances, managing IAM users and security groups, a AWS CloudFormation template editor, and more.

See the AWS Toolkit for Eclipse User Guide for full documentation.

**Developing AWS Applications for Android**

If you're an Android developer, Amazon Web Services publishes an SDK made specifically for Android development: the AWS Mobile SDK for Android. See the AWS Mobile SDK for Android Developer Guide for full documentation.
Viewing the SDK's Revision History

To view the release history of the AWS SDK for Java, including changes and supported services per SDK version, see the SDK's release notes.

Building Java Reference Documentation for Earlier SDK versions

The AWS SDK for Java API Reference represents the most recent version of the SDK. If you're using an earlier SDK version, you might want to access the SDK reference documentation that matches the version you're using.

The easiest way to build the documentation is using Apache's Maven build tool. Download and install Maven first if you don't already have it on your system, then use the following instructions to build the reference documentation.

To build reference documentation for an earlier SDK version

1. Locate and select the SDK version that you're using on the releases page of the SDK repository on GitHub.
2. Choose either the zip (most platforms, including Windows) or tar.gz (Linux, macOS, or Unix) link to download the SDK to your computer.
3. Unpack the archive to a local directory.
4. On the command line, navigate to the directory where you unpacked the archive, and type the following.

   mvn javadoc:javadoc

5. After building is complete, you'll find the generated HTML documentation in the aws-java-sdk/target/site/apidocs/directory.
Getting Started

This section provides information about how to install, set up, and use the AWS SDK for Java.

Topics
- Sign Up for AWS and Create an IAM User (p. 3)
- Set up the AWS SDK for Java (p. 4)
- Set up AWS Credentials and Region for Development (p. 6)
- Using the SDK with Apache Maven (p. 7)
- Using the SDK with Gradle (p. 9)
- Enabling AWS SDK Metrics for Enterprise Support (p. 11)

Sign Up for AWS and Create an IAM User

To use the AWS SDK for Java to access Amazon Web Services (AWS), you will need an AWS account and AWS credentials. To increase the security of your AWS account, we recommend that you use an IAM user to provide access credentials instead of using your root account credentials.

Note
For an overview of IAM users and why they are important for the security of your account, see Overview of Identity Management: Users in the IAM User Guide.

To sign up for AWS
2. Follow the on-screen instructions. Part of the sign-up procedure involves receiving a phone call and entering a PIN using your phone keypad.

Next, create an IAM user and download (or copy) its secret access key.

To create an IAM user
1. Go to the IAM console (you may need to sign in to AWS first).
2. Click Users in the sidebar to view your IAM users.
3. If you don't have any IAM users set up, click Create New Users to create one.
4. Select the IAM user in the list that you'll use to access AWS.
5. Open the Security Credentials tab, and click Create Access Key.

Note
You can have a maximum of two active access keys for any given IAM user. If your IAM user has two access keys already, then you'll need to delete one of them before creating a new key.

6. On the resulting dialog box, click the Download Credentials button to download the credential file to your computer, or click Show User Security Credentials to view the IAM user’s access key ID and secret access key (which you can copy and paste).

Important
There is no way to obtain the secret access key once you close the dialog box. You can, however, delete its associated access key ID and create a new one.
Next, you should set your credentials (p. 6) in the AWS shared credentials file or in the environment.

**Note**
If you use the Eclipse IDE, you should consider installing the AWS Toolkit for Eclipse and providing your credentials as described in Set up AWS Credentials in the AWS Toolkit for Eclipse User Guide.

## Set up the AWS SDK for Java

Describes how to use the AWS SDK for Java in your project.

### Prerequisites

To use the AWS SDK for Java, you must have:

- a suitable Java Development Environment (p. 5).
- An AWS account and access keys. For instructions, see Sign Up for AWS and Create an IAM User (p. 3).
- AWS credentials (access keys) set in your environment or using the shared (by the AWS CLI and other SDKs) credentials file. For more information, see Set up AWS Credentials and Region for Development (p. 6).

### Including the SDK in your project

To include the SDK your project, use one of the following methods depending on your build system or IDE:

- **Apache Maven**— If you use Apache Maven, you can specify the entire SDK (or specific SDK components) as dependencies in your project. See Using the SDK with Apache Maven (p. 7) for details about how to set up the SDK when using Maven.
- **Gradle**— If you use Gradle, you can import the Maven Bill of Materials (BOM) in your Gradle project to automatically manage SDK dependencies. See Using the SDK with Gradle (p. 9) for more information.
- **Eclipse IDE**— If you use the Eclipse IDE, you may want to install and use the AWS Toolkit for Eclipse, which will automatically download, install and update the Java SDK for you. For more information and setup instructions, see the AWS Toolkit for Eclipse User Guide.

If you intend to build your projects using a different IDE, with Apache Ant or by any other means, then download and extract the SDK as shown in the next section.

### Downloading and extracting the SDK

We recommend that you use the most recent pre-built version of the SDK for new projects, which provides you with the latest support for all AWS services.

**Note**
For information about how to download and build previous versions of the SDK, see Installing previous versions of the SDK (p. 5).

To download and extract the latest version of the SDK

2. After downloading the SDK, extract the contents into a local directory.

The SDK contains the following directories:

- **documentation**—contains the API documentation (also available on the web: AWS SDK for Java API Reference).
- **lib**—contains the SDK .jar files.
- **samples**—contains working sample code that demonstrates how to use the SDK.
- **third-party/lib**—contains third-party libraries that are used by the SDK, such as Apache commons logging, AspectJ and the Spring framework.

To use the SDK, add the full path to the **lib** and **third-party** directories to the dependencies in your build file, and add them to your java CLASSPATH to run your code.

## Installing previous versions of the SDK

Only the latest version of the SDK is provided in pre-built form. However, you can build a previous version of the SDK using Apache Maven (open source). Maven will download all necessary dependencies, build and install the SDK in one step. Visit [http://maven.apache.org/](http://maven.apache.org/) for installation instructions and more information.

**To install a previous version of the SDK**

1. Go to the SDK's GitHub page at: AWS SDK for Java (GitHub).
2. Choose the tag corresponding to the version number of the SDK that you want. For example, 1.6.10.
3. Click the **Download ZIP** button to download the version of the SDK you selected.
4. Unzip the file to a directory on your development system. On many systems, you can use your graphical file manager to do this, or use the `unzip` utility in a terminal window.
5. In a terminal window, navigate to the directory where you unzipped the SDK source.
6. Build and install the SDK with the following command (**Maven** required):
   ```
   mvn clean install
   ```
   The resulting .jar file is built into the **target** directory.
7. (Optional) Build the API Reference documentation using the following command:
   ```
   mvn javadoc:javadoc
   ```
   The documentation is built into the **target/site/apidocs/** directory.

## Installing a Java Development Environment

The AWS SDK for Java requires J2SE Development Kit 6.0 or later. You can download the latest Java software from [http://www.oracle.com/technetwork/java/javase/downloads/](http://www.oracle.com/technetwork/java/javase/downloads/).

**Important**

Java version 1.6 (JS2E 6.0) did not have built-in support for SHA256-signed SSL certificates, which are required for all HTTPS connections with AWS after September 30, 2015. Java versions 1.7 or newer are packaged with updated certificates and are unaffected by this issue.
Choosing a JVM

For the best performance of your server-based applications with the AWS SDK for Java, we recommend that you use the 64-bit version of the Java Virtual Machine (JVM). This JVM runs only in server mode, even if you specify the -Client option at run time.

Using the 32-bit version of the JVM with the -Server option at run time should provide comparable performance to the 64-bit JVM.

Set up AWS Credentials and Region for Development

To connect to any of the supported services with the AWS SDK for Java, you must provide AWS credentials. The AWS SDKs and CLIs use provider chains to look for AWS credentials in a number of different places, including system/user environment variables and local AWS configuration files.

This topic provides basic information about setting up your AWS credentials for local application development using the AWS SDK for Java. If you need to set up credentials for use within an EC2 instance or if you're using the Eclipse IDE for development, refer to the following topics instead:

- When using an EC2 instance, create an IAM role and then give your EC2 instance access to that role as shown in Using IAM Roles to Grant Access to AWS Resources on Amazon EC2 (p. 62).

Setting AWS Credentials

Setting your credentials for use by the AWS SDK for Java can be done in a number of ways, but here are the recommended approaches:

- Set credentials in the AWS credentials profile file on your local system, located at:
  - ~/.aws/credentials on Linux, macOS, or Unix
  - C:\Users\USERNAME\.aws\credentials on Windows

  This file should contain lines in the following format:

  ```
  [default]
  aws_access_key_id = your_access_key_id
  aws_secret_access_key = your_secret_access_key
  ```

  Substitute your own AWS credentials values for the values your_access_key_id and your_secret_access_key.

- Set the AWS_ACCESS_KEY_ID and AWS_SECRET_ACCESS_KEY environment variables.

  To set these variables on Linux, macOS, or Unix, use `export`:

  ```
  export AWS_ACCESS_KEY_ID=your_access_key_id
  export AWS_SECRET_ACCESS_KEY=your_secret_access_key
  ```

  To set these variables on Windows, use `set`:

  ```
  set AWS_ACCESS_KEY_ID=your_access_key_id
  set AWS_SECRET_ACCESS_KEY=your_secret_access_key
  ```
**Setting the AWS Region**

You should set a default AWS Region that will be used for accessing AWS services with the AWS SDK for Java. For the best network performance, choose a region that's geographically close to you (or to your customers). For a list of regions for each service, see Regions and Endpoints in the Amazon Web Services General Reference.

**Note**

If you don't select a region, then us-east-1 will be used by default.

You can use similar techniques to setting credentials to set your default AWS region:

- Set the AWS Region in the AWS config file on your local system, located at:
  - ~/.aws/config on Linux, macOS, or Unix
  - C:\Users\USERNAME\.aws\config on Windows

  This file should contain lines in the following format:

  ```
  [default]
  region = your_aws_region
  ```

  Substitute your desired AWS Region (for example, "us-west-2") for `your_aws_region`.

- Set the AWS_REGION environment variable.

  On Linux, macOS, or Unix, use `export`:

  ```
  export AWS_REGION=your_aws_region
  ```

  On Windows, use `set`:

  ```
  set AWS_REGION=your_aws_region
  ```

  Where `your_aws_region` is the desired AWS Region name.

**Using the SDK with Apache Maven**

You can use Apache Maven to configure and build AWS SDK for Java projects, or to build the SDK itself.

**Note**

You must have Maven installed to use the guidance in this topic. If it isn't already installed, visit [http://maven.apache.org/](http://maven.apache.org/) to download and install it.
Create a new Maven package

To create a basic Maven package, open a terminal (command-line) window and run:

```
mvn -B archetype:generate \
    -DarchetypeGroupId=org.apache.maven.archetypes \
    -DgroupId=org.example.basicapp \
    -DartifactId=myapp
```

Replace `org.example.basicapp` with the full package namespace of your application, and `myapp` with the name of your project (this will become the name of the directory for your project).

By default, Maven creates a project template for you using the quickstart archetype, which is a good starting place for many projects. There are more archetypes available; visit the Maven archetypes page for a list of archetypes packaged with Maven. You can choose a particular archetype to use by adding the `-DarchetypeArtifactId` argument to the archetype:generate command. For example:

```
mvn archetype:generate \
    -DarchetypeGroupId=org.apache.maven.archetypes \
    -DarchetypeArtifactId=maven-archetype-webapp \
    -DgroupId=org.example.webapp \
    -DartifactId=mywebapp
```

**Note**

Much more information about creating and configuring Maven projects is provided in the Maven Getting Started Guide.

Configure the SDK as a Maven dependency

To use the AWS SDK for Java in your project, you'll need to declare it as a dependency in your project's `pom.xml` file. Beginning with version 1.9.0, you can import individual components (p. 8) or the entire SDK (p. 9).

**Specifying individual SDK modules**

To select individual SDK modules, use the AWS SDK for Java bill of materials (BOM) for Maven, which will ensure that the modules you specify use the same version of the SDK and that they're compatible with each other.

To use the BOM, add a `<dependencyManagement>` section to your application's `pom.xml` file, adding `aws-java-sdk-bom` as a dependency and specifying the version of the SDK you want to use:

```
<dependencyManagement>
    <dependencies>
        <dependency>
            <groupId>com.amazonaws</groupId>
            <artifactId>aws-java-sdk-bom</artifactId>
            <version>1.11.327</version>
            <type>pom</type>
            <scope>import</scope>
        </dependency>
    </dependencies>
</dependencyManagement>
```

To view the latest version of the AWS SDK for Java BOM that is available on Maven Central, visit: [https://mvnrepository.com/artifact/com.amazonaws/aws-java-sdk-bom](https://mvnrepository.com/artifact/com.amazonaws/aws-java-sdk-bom). You can also use this page to see which modules (dependencies) are managed by the BOM that you can include within the `<dependencies>` section of your project's `pom.xml` file.
You can now select individual modules from the SDK that you use in your application. Because you already declared the SDK version in the BOM, you don't need to specify the version number for each component.

```xml
<dependencies>
  <dependency>
    <groupId>com.amazonaws</groupId>
    <artifactId>aws-java-sdk-s3</artifactId>
  </dependency>
  <dependency>
    <groupId>com.amazonaws</groupId>
    <artifactId>aws-java-sdk-dynamodb</artifactId>
  </dependency>
</dependencies>
```

Importing all SDK modules

If you would like to pull in the entire SDK as a dependency, don't use the BOM method, but simply declare it in your `pom.xml` like this:

```xml
<dependencies>
  <dependency>
    <groupId>com.amazonaws</groupId>
    <artifactId>aws-java-sdk</artifactId>
    <version>1.11.327</version>
  </dependency>
</dependencies>
```

Build your project

Once you have your project set up, you can build it using Maven's `package` command:

```
mvn package
```

This will create your `.jar` file in the `target` directory.

Build the SDK with Maven

You can use Apache Maven to build the SDK from source. To do so, download the SDK code from GitHub, unpack it locally, and then execute the following Maven command:

```
mvn clean install
```

Using the SDK with Gradle

Since Gradle 4.6 it is possible to use Gradle's improved POM support feature for importing bill of materials (BOM) files by simply declaring a dependency on a BOM.

To configure the SDK for Gradle 4.6 and upper

1. Enable `IMPROVED_POM_SUPPORT` feature in `settings.gradle` file (not needed in Gradle 5 and upper)

    ```groovy
    enableFeaturePreview('IMPROVED_POM_SUPPORT')
    ```
2. Import BOM as a usual dependency in the *dependencies* section

   dependencies {
       implementation platform('com.amazonaws:aws-java-sdk-bom:1.11.228')
   }

3. Specify the SDK modules that you'll be using in the *dependencies* section

   dependencies {
       implementation 'com.amazonaws:aws-java-sdk-s3'
       testCompile group: 'junit', name: 'junit', version: '4.11'
   }

Gradle will automatically resolve the correct version of your SDK dependencies using the information from the BOM.

Here's the complete *build.gradle* file:

```gradle
group 'aws.test'
version '1.0-SNAPSHOT'
apply plugin: 'java'
sourceCompatibility = 1.8
repositories {
    mavenCentral()
}
dependencies {
    implementation platform('com.amazonaws:aws-java-sdk-bom:1.11.228')
    implementation 'com.amazonaws:aws-java-sdk-s3'
    testCompile group: 'junit', name: 'junit', version: '4.11'
}
```

Gradle versions prior to 4.6 lack of native BOM support, so Spring's dependency management plugin for Gradle can be used to import the SDK's Maven Bill of Materials (BOM) to manage SDK dependencies for your project.

**To configure the SDK for Gradle prior 4.6**

1. Add the dependency management plugin to your *build.gradle* file

   ```gradle
   buildscript {
       repositories {
           mavenCentral()
       }
       dependencies {
           classpath "io.spring.gradle:dependency-management-plugin:1.0.3.RELEASE"
       }
   }
   apply plugin: "io.spring.dependency-management"
   ```

2. Add the BOM to the *dependencyManagement* section of the file

   ```gradle
dependencyManagement {
       imports {
           mavenBom 'com.amazonaws:aws-java-sdk-bom:1.11.228'
       }
   }
   ```
3. Specify the SDK modules that you'll be using in the `dependencies` section

```java
dependencies {
    compile 'com.amazonaws:aws-java-sdk-s3'
    testCompile group: 'junit', name: 'junit', version: '4.11'
}
```

Gradle will automatically resolve the correct version of your SDK dependencies using the information from the BOM.

Here's the complete `build.gradle` file:

```gradle
group 'aws.test'
version '1.0-SNAPSHOT'
apply plugin: 'java'
sourceCompatibility = 1.8
repositories {
    mavenCentral()
}
buildscript {
    repositories {
        mavenCentral()
    }
    dependencies {
        classpath "io.spring.gradle:dependency-management-plugin:1.0.3.RELEASE"
    }
}
apply plugin: "io.spring.dependency-management"
dependencyManagement {
    imports {
        mavenBom 'com.amazonaws:aws-java-sdk-bom:1.11.228'
    }
}
dependencies {
    compile 'com.amazonaws:aws-java-sdk-s3'
    testCompile group: 'junit', name: 'junit', version: '4.11'
}
```

**Note**
For more detail about specifying SDK dependencies using the BOM, see [Using the SDK with Apache Maven (p. 7)](#).

---

**Enabling AWS SDK Metrics for Enterprise Support**

AWS SDK Metrics for Enterprise Support (SDK Metrics) enables Enterprise customers to collect metrics from AWS SDKs on their hosts and clients shared with AWS Enterprise Support. SDK Metrics provides information that helps speed up detection and diagnosis of issues occurring in connections to AWS services for AWS Enterprise Support customers.
As telemetry is collected on each host, it is relayed via UDP to 127.0.0.1 (aka localhost), where the CloudWatch agent aggregates the data and sends it to the SDK Metrics service. Therefore, to receive metrics, the CloudWatch agent is required to be added to your instance.

The following steps to set up SDK Metrics pertain to an Amazon EC2 instance running Amazon Linux for a client application that is using the AWS SDK for Java. SDK Metrics is also available for your production environments if you enable it while configuring the AWS SDK for Java.

To utilize SDK Metrics, run the latest version of the CloudWatch agent. Learn how to Configure the CloudWatch Agent for SDK Metrics in the Amazon CloudWatch User Guide.

To set up SDK Metrics with the AWS SDK for Java, follow these instructions:

1. Create an application with an AWS SDK for Java client to use an AWS service.
2. Host your project on an Amazon EC2 instance or in your local environment.
3. Install and use the latest 1.x version of the AWS SDK for Java.
4. Install and configure an CloudWatch agent on an EC2 instance or in your local environment.
5. Authorize SDK Metrics to collect and send metrics.
6. Enable SDK Metrics for the AWS SDK for Java (p. 12).

For more information, see the following:
- Update a CloudWatch Agent (p. 14)
- Disable SDK Metrics (p. 14)

---

### Enable SDK Metrics for the AWS SDK for Java

By default, SDK Metrics is turned off, and the port is set to 31000. The following are the default parameters.

```java
//default values
[
    'enabled' => false,
    'port' => 31000,
]
```

Enabling SDK Metrics is independent of configuring your credentials to use an AWS service.

You can enable SDK Metrics using one of 4 options.

- **Option 1: Set SDK Metrics in Code (p. 12)**
- **Option 2: Set Environment Variables (p. 13)**
- **Option 3: Set Java System Property (p. 13)**
- **Option 4: AWS Shared Config File (p. 13)**

**Option 1: Set SDK Metrics in Code**

The Java implementation allows you to set SDK Metrics configurations within code when building a service client. The values set in code override any configurations set in the other options described below.

```java
CsmConfiguration csmConfig = new CsmConfiguration(true, MY_PORT, MY_CLIENT_ID);
```
Option 2: Set Environment Variables

If `AWS_CSM_ENABLED` is not set, the SDK first checks the profile specified in the environment variable under `AWS_PROFILE` to determine if SDK Metrics is enabled. By default this is set to `false`.

To turn on SDK Metrics, add the following to your environmental variables.

```
export AWS_CSM_ENABLED=true
```

Other configuration settings (p. 14) are available.

Note: Enabling SDK Metrics does not configure your credentials to use an AWS service.

Option 3: Set Java System Property

If no SDK Metrics configuration is found in the environment variables, the SDK looks at certain Java system properties.

To turn on SDK Metrics, pass the following system property flag when you execute your application.

```
-Dcom.amazonaws.sdk.csm.enabled="true"
```

You can also set the value programmatically using the Properties object.

```java
Properties props = System.getProperties();
props.setProperty("com.amazonaws.sdk.csm.enabled", "true");
```

Other configuration settings (p. 14) are available.

Note: Enabling SDK Metrics does not configure your credentials to use an AWS service.

Option 4: AWS Shared Config File

If no SDK Metrics configuration is found in the environment variables or the Java system properties, the SDK looks for your default AWS profile field. If `AWS_DEFAULT_PROFILE` is set to something other than default, update that profile. To enable SDK Metrics, add `csm_enabled` to the shared config file located at `~/.aws/config`.

```
[default]
csm_enabled = true

[profile aws_csm]
csm_enabled = true
```

Other configuration settings (p. 14) are available.

Note: Enabling SDK Metrics is independent from configuring your credentials to use an AWS service. You can use a different profile to authenticate.
Update a CloudWatch Agent

To make changes to the port, you need to set the values and then restart any AWS jobs that are currently active.

Option 1: Set Environment Variables

Most services use the default port. But if your service requires a unique port ID, add

`AWS_CSM_PORT=\[port_number\]`, to the host's environment variables.

```bash
export AWS_CSM_ENABLED=true
export AWS_CSM_PORT=1234
```

Option 2: Set Java System Property

Most services use the default port. But if your service requires a unique port ID, specify the `-Dcom.amazonaws.sdk.csm.port=\[port_number\]` system properties flag when executing your application.

```bash
com.amazonaws.sdk.csm.enabled=true
com.amazonaws.sdk.csm.port=1234
```

Option 3: AWS Shared Config File

Most services use the default port. But if your service requires a unique port ID, add `csm_port = \[port_number\]` to `~/.aws/config`.

```
[default]
csm_enabled = false
csm_port = 1234

[profile aws_csm]
csm_enabled = false
csm_port = 1234
```

Restart SDK Metrics

To restart a job, run the following commands.

```bash
amazon-cloudwatch-agent-ctl -a stop;
amazon-cloudwatch-agent-ctl -a start;
```

Disable SDK Metrics

To turn off SDK Metrics, set `csm_enabled` to `false` in your environment variables, or in your AWS Shared config file located at `~/.aws/config`. Then restart your CloudWatch agent so that the changes can take effect.

Environment Variables

```bash
export AWS_CSM_ENABLED=false
```

AWS Shared Config File
Remove `csm_enabled` from the profiles in your AWS Shared config file located at `~/.aws/config`.

**Note**
Environment variables override the AWS Shared config file. If SDK Metrics is enabled in the environment variables, the SDK Metrics remain enabled.

```bash
[default]
csm_enabled = false

[profile aws_csm]
csm_enabled = false
```

To disable SDK Metrics, use the following command to stop CloudWatch agent.

```
sudo /opt/aws/amazon-cloudwatch-agent/bin/amazon-cloudwatch-agent-ctl -a stop &&
  echo "Done"
```

If you are using other CloudWatch features, restart the CloudWatch agent with the following command.

```
amazon-cloudwatch-agent-ctl -a start;
```

**Restart SDK Metrics**

To restart a SDK Metrics, run the following commands.

```
amazon-cloudwatch-agent-ctl -a stop;
amazon-cloudwatch-agent-ctl -a start;
```

**Definitions for SDK Metrics**

You can use the following descriptions of SDK Metrics to interpret your results. In general, these metrics are available for review with your Technical Account Manager during regular business reviews. AWS Support resources and your Technical Account Manager should have access to SDK Metrics data to help you resolve cases, but if you discover data that is confusing or unexpected, but doesn't seem to be negatively impacting your applications' performance, it is best to review that data during scheduled business reviews.

<table>
<thead>
<tr>
<th>Metric</th>
<th>CallCount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Definition</td>
<td>Total number of successful or failed API calls from your code to AWS services</td>
</tr>
<tr>
<td>How to use</td>
<td>Use it as a baseline to correlate with other metrics like errors or throttling.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Metric</th>
<th>ClientErrorCount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Definition</td>
<td>Number of API calls that fail with client errors (4xx HTTP response codes). <em>Examples: Throttling, Access denied, S3 bucket does not exist, and Invalid parameter value.</em></td>
</tr>
</tbody>
</table>
### Metric: ClientErrorCount

**How to use it**
Except in certain cases related to throttling (ex. when throttling occurs due to a limit that needs to be increased) this metric can indicate something in your application that needs to be fixed.

### Metric: ConnectionErrorCount

**Definition**
Number of API calls that fail because of errors connecting to the service. These can be caused by network issues between the customer application and AWS services including load balancers, DNS failures, transit providers. In some cases, AWS issues may result in this error.

**How to use it**
Use this metric to determine whether issues are specific to your application or are caused by your infrastructure and/or network. High ConnectionErrorCount could also indicate short timeout values for API calls.

### Metric: ThrottleCount

**Definition**
Number of API calls that fail due to throttling by AWS services.

**How to use it**
Use this metric to assess if your application has reached throttle limits, as well as to determine the cause of retries and application latency. Consider distributing calls over a window instead of batching your calls.

### Metric: ServerErrorCount

**Definition**
Number of API calls that fail due to server errors (5xx HTTP response codes) from AWS Services. These are typically caused by AWS services.

**How to use it**
Determine cause of SDK retries or latency. This metric will not always indicate that AWS services are at fault, as some AWS teams classify latency as an HTTP 503 response.

### Metric: EndToEndLatency

**Definition**
Total time for your application to make a call using the AWS SDK, inclusive of retries. In other words, regardless of whether it is successful after several attempts, or as soon as a call fails due to an unretriable error.
## Definitions for SDK Metrics

<table>
<thead>
<tr>
<th>Metric:</th>
<th>EndToEndLatency</th>
</tr>
</thead>
<tbody>
<tr>
<td>How to use it</td>
<td>Determine how AWS API calls contribute to your application's overall latency. Higher than expected latency may be caused by issues with network, firewall, or other configuration settings, or by latency that occurs as a result of SDK retries.</td>
</tr>
</tbody>
</table>
Using the AWS SDK for Java

This section provides important general information about programming with the AWS SDK for Java that applies to all services you might use with the SDK.

For service-specific programming information and examples (for Amazon EC2, Amazon S3, Amazon SWF, etc.), see AWS SDK for Java Code Examples (p. 41).

Topics
- Best Practices for AWS Development with the AWS SDK for Java (p. 18)
- Creating Service Clients (p. 19)
- Working with AWS Credentials (p. 21)
- AWS Region Selection (p. 24)
- Exception Handling (p. 26)
- Asynchronous Programming (p. 27)
- Logging AWS SDK for Java Calls (p. 30)
- Client Configuration (p. 33)
- Access Control Policies (p. 35)
- Setting the JVM TTL for DNS Name Lookups (p. 36)
- Enabling Metrics for the AWS SDK for Java (p. 37)

Best Practices for AWS Development with the AWS SDK for Java

The following best practices can help you avoid issues or trouble as you develop AWS applications with the AWS SDK for Java. We've organized best practices by service.

Amazon S3

Avoid ResetExceptions

When you upload objects to Amazon S3 by using streams (either through an AmazonS3 client or TransferManager), you might encounter network connectivity or timeout issues. By default, the AWS SDK for Java attempts to retry failed transfers by marking the input stream before the start of a transfer and then resetting it before retrying.

If the stream doesn't support mark and reset, the SDK throws a ResetException when there are transient failures and retries are enabled.

Best Practice

We recommend that you use streams that support mark and reset operations.

The most reliable way to avoid a ResetException is to provide data by using a File or FileInputStream, which the AWS SDK for Java can handle without being constrained by mark and reset limits.
Creating Service Clients

To make requests to Amazon Web Services, you first create a service client object. The recommended way is to use the service client builder.

Each AWS service has a service interface with methods for each action in the service API. For example, the service interface for Amazon DynamoDB is named `AmazonDynamoDB`. Each service interface has a corresponding client builder you can use to construct an implementation of the service interface. The client builder class for DynamoDB is named `AmazonDynamoDBClientBuilder`.

**Obtaining a Client Builder**

To obtain an instance of the client builder, use the static factory method `standard`, as shown in the following example.

```java
AmazonDynamoDBClientBuilder builder = AmazonDynamoDBClientBuilder.standard();
```

Once you have a builder, you can customize the client's properties by using many fluent setters in the builder API. For example, you can set a custom region and a custom credentials provider, as follows.

```java
AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.standard()
    .withRegion(Regions.US_WEST_2)
    .withCredentials(new ProfileCredentialsProvider("myProfile"))
    .build();
```

**Note**

The fluent `withXXX` methods return the `builder` object so that you can chain the method calls for convenience and for more readable code. After you configure the properties you want, you can call the `build` method to create the client. Once a client is created, it's immutable and any calls to `setRegion` or `setEndpoint` will fail.

A builder can create multiple clients with the same configuration. When you're writing your application, be aware that the builder is mutable and not thread-safe.

The following code uses the builder as a factory for client instances.

```java
public class DynamoDBClientFactory {
    private final AmazonDynamoDBClientBuilder builder =
        AmazonDynamoDBClientBuilder.standard()
            .withRegion(Regions.US_WEST_2)
            .withCredentials(new ProfileCredentialsProvider("myProfile"));

    public AmazonDynamoDB createClient() {
        return builder.build();
    }
}
```

The builder also exposes fluent setters for `ClientConfiguration` and `RequestMetricCollector`, and a custom list of `RequestHandler2`. If the stream isn't a `FileInputStream` but does support mark and reset, you can set the mark limit by using the `setReadLimit` method of `RequestClientOptions`. Its default value is 128 KB. Setting the read limit value to **one byte greater than the size of stream** will reliably avoid a `ResetException`. For example, if the maximum expected size of a stream is 100,000 bytes, set the read limit to 100,001 (100,000 + 1) bytes. The mark and reset will always work for 100,000 bytes or less. Be aware that this might cause some streams to buffer that number of bytes into memory.
The following is a complete example that overrides all configurable properties.

```java
AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.standard()
                       .withRegion(Regions.US_WEST_2)
                       .withCredentials(new ProfileCredentialsProvider("myProfile"))
                       .withClientConfiguration(new ClientConfiguration().withRequestTimeout(5000))
                       .withMetricsCollector(new MyCustomMetricsCollector())
                       .withRequestHandlers(new MyCustomRequestHandler(), new MyOtherCustomRequestHandler)
               .build();
```

## Creating Async Clients

The AWS SDK for Java has asynchronous (or async) clients for every service (except for Amazon S3), and a corresponding async client builder for every service.

To create an async DynamoDB client with the default ExecutorService

```java
AmazonDynamoDBAsync ddbAsync = AmazonDynamoDBAsyncClientBuilder.standard()
                       .withRegion(Regions.US_WEST_2)
                       .withCredentials(new ProfileCredentialsProvider("myProfile"))
               .build();
```

In addition to the configuration options that the synchronous (or sync) client builder supports, the async client enables you to set a custom `ExecutorFactory` to change the `ExecutorService` that the async client uses. `ExecutorFactory` is a functional interface, so it interoperates with Java 8 lambda expressions and method references.

To create an async client with a custom executor

```java
AmazonDynamoDBAsync ddbAsync = AmazonDynamoDBAsyncClientBuilder.standard()
                       .withExecutorFactory(() -> Executors.newFixedThreadPool(10))
               .build();
```

## Using DefaultClient

Both the sync and async client builders have another factory method named `defaultClient`. This method creates a service client with the default configuration, using the default provider chain to load credentials and the AWS Region. If credentials or the region can't be determined from the environment that the application is running in, the call to `defaultClient` fails. See [Working with AWS Credentials](p. 21) and [AWS Region Selection](p. 24) for more information about how credentials and region are determined.

To create a default service client

```java
AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.defaultClient();
```

## Client Lifecycle

Service clients in the SDK are thread-safe and, for best performance, you should treat them as long-lived objects. Each client has its own connection pool resource. Explicitly shut down clients when they are no longer needed to avoid resource leaks.
To explicitly shut down a client, call the `shutdown` method. After calling `shutdown`, all client resources are released and the client is unusable.

**To shut down a client**

```java
AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.defaultClient();
ddb.shutdown();
// Client is now unusable
```

## Working with AWS Credentials

To make requests to Amazon Web Services, you must supply AWS credentials to the AWS SDK for Java. You can do this in the following ways:

- Use the default credential provider chain *(recommended)*.
- Use a specific credential provider or provider chain (or create your own).
- Supply the credentials yourself. These can be root account credentials, IAM credentials, or temporary credentials retrieved from AWS STS.

**Important**

For security, we *strongly recommend* that you *use IAM users* instead of the root account for AWS access. For more information, see IAM Best Practices in the IAM User Guide.

## Using the Default Credential Provider Chain

When you initialize a new service client without supplying any arguments, the AWS SDK for Java attempts to find AWS credentials by using the *default credential provider chain* implemented by the `DefaultAWSCredentialsProviderChain` class. The default credential provider chain looks for credentials in this order:

1. **Environment variables**—`AWS_ACCESS_KEY_ID` and `AWS_SECRET_ACCESS_KEY`. The AWS SDK for Java uses the `EnvironmentVariableCredentialsProvider` class to load these credentials.
2. **Java system properties**—`aws.accessKeyId` and `aws.secretKey`. The AWS SDK for Java uses the `SystemPropertiesCredentialsProvider` to load these credentials.
3. **The default credential profiles file**—typically located at `~/.aws/credentials` (location can vary per platform), and shared by many of the AWS SDKs and by the AWS CLI. The AWS SDK for Java uses the `ProfileCredentialsProvider` to load these credentials.
4. **Amazon ECS container credentials**—loaded from the Amazon ECS if the environment variable `AWS_CONTAINER_CREDENTIALS_RELATIVE_URI` is set. The AWS SDK for Java uses the `ContainerCredentialsProvider` to load these credentials.
5. **Instance profile credentials**—used on EC2 instances, and delivered through the Amazon EC2 metadata service. The AWS SDK for Java uses the `InstanceProfileCredentialsProvider` to load these credentials.

**Note**

Instance profile credentials are used only if `AWS_CONTAINER_CREDENTIALS_RELATIVE_URI` is not set. See `EC2ContainerCredentialsProviderWrapper` for more information.
Setting Credentials

To be able to use AWS credentials, they must be set in at least one of the preceding locations. For information about setting credentials, see the following topics:

- To specify credentials in the environment or in the default credential profiles file, see Set up AWS Credentials and Region for Development (p. 6).
- To set Java system properties, see the System Properties tutorial on the official Java Tutorials website.
- To set up and use instance profile credentials with your EC2 instances, see Using IAM Roles to Grant Access to AWS Resources on Amazon EC2 (p. 62).

Setting an Alternate Credentials Profile

The AWS SDK for Java uses the default profile by default, but there are ways to customize which profile is sourced from the credentials file.

You can use the AWS Profile environment variable to change the profile loaded by the SDK.

For example, on Linux, macOS, or Unix you would run the following command to change the profile to myProfile.

```
export AWS_PROFILE="myProfile"
```

On Windows you would use the following.

```
set AWS_PROFILE="myProfile"
```

Setting the AWS_PROFILE environment variable affects credential loading for all officially supported AWS SDKs and Tools (including the AWS CLI and the AWS CLI for PowerShell). To change only the profile for a Java application, you can use the system property `aws.profile` instead.

**Note**
The environment variable takes precedence over the system property.

Setting an Alternate Credentials File Location

The AWS SDK for Java loads AWS credentials automatically from the default credentials file location. However, you can also specify the location by setting the `AWS_CREDENTIAL_PROFILES_FILE` environment variable with the full path to the credentials file.

You can use this feature to temporarily change the location where the AWS SDK for Java looks for your credentials file (for example, by setting this variable with the command line). Or you can set the environment variable in your user or system environment to change it for the user or systemwide.

To override the default credentials file location

- Set the `AWS_CREDENTIAL_PROFILES_FILE` environment variable to the location of your AWS credentials file.
- On Linux, macOS, or Unix, use `export`:

```
export AWS_CREDENTIAL_PROFILES_FILE=path/to/credentials_file
```
- On Windows, use `set`:
Specifying a Credential Provider or Provider Chain

**AWS Credentials File Format**

When you use the `aws configure` command to create an AWS credentials file, the command creates a file with the following format.

```plaintext
[default]
aws_access_key_id={YOUR_ACCESS_KEY_ID}
aws_secret_access_key={YOUR_SECRET_ACCESS_KEY}

[profile2]
aws_access_key_id={YOUR_ACCESS_KEY_ID}
aws_secret_access_key={YOUR_SECRET_ACCESS_KEY}
```

The profile name is specified in square brackets (for example, `[default]`), followed by the configurable fields in that profile as key-value pairs. You can have multiple profiles in your credentials file, which can be added or edited using `aws configure --profile PROFILE_NAME` to select the profile to configure.

You can specify additional fields, such as `aws_session_token`, `metadata_service_timeout`, and `metadata_service_num_attempts`. These are not configurable with the CLI—you must edit the file by hand if you want to use them. For more information about the configuration file and its available fields, see Configuring the AWS Command Line Interface in the AWS CLI User Guide.

**Loading Credentials**

After you set credentials, you can load them by using the default credential provider chain.

To do this, you instantiate an AWS Service client without explicitly providing credentials to the builder, as follows.

```java
AmazonS3 s3Client = AmazonS3ClientBuilder.standard()
    .withRegion(Regions.US_WEST_2)
    .build();
```

**Specifying a Credential Provider or Provider Chain**

You can specify a credential provider that is different from the `default` credential provider chain by using the client builder.

You provide an instance of a credentials provider or provider chain to a client builder that takes an `AWSCredentialsProvider` interface as input. The following example shows how to use `environment` credentials specifically.

```java
AmazonS3 s3Client = AmazonS3ClientBuilder.standard()
    .withCredentials(new EnvironmentVariableCredentialsProvider())
    .build();
```

For the full list of AWS SDK for Java-supplied credential providers and provider chains, see All Known Implementing Classes in `AWSCredentialsProvider`.

**Note**

You can use this technique to supply credential providers or provider chains that you create by using your own credential provider that implements the `AWSCredentialsProvider` interface, or by subclassing the `AWSCredentialsProviderChain` class.
Explicitly Specifying Credentials

If the default credential chain or a specific or custom provider or provider chain doesn't work for your code, you can set credentials that you supply explicitly. If you've retrieved temporary credentials using AWS STS, use this method to specify the credentials for AWS access.

**To explicitly supply credentials to an AWS client**

1. Instantiate a class that provides the AWSCredentials interface, such as BasicAWSCredentials, and supply it with the AWS access key and secret key you will use for the connection.
2. Create an AWSStaticCredentialsProvider with the AWSCredentials object.
3. Configure the client builder with the AWSStaticCredentialsProvider and build the client.

The following is an example.

```java
BasicAWSCredentials awsCreds = new BasicAWSCredentials("access_key_id", "secret_key_id");
AmazonS3 s3Client = AmazonS3ClientBuilder.standard()
    .withCredentials(new AWSStaticCredentialsProvider(awsCreds))
    .build();
```

When using temporary credentials obtained from STS (p. 153), create a BasicSessionCredentials object, passing it the STS-supplied credentials and session token.

```java
BasicSessionCredentials sessionCredentials = new BasicSessionCredentials(
    session_creds.getAccessKeyId(),
    session_creds.getSecretAccessKey(),
    session_creds.getSessionToken());
AmazonS3 s3 = AmazonS3ClientBuilder.standard()
    .withCredentials(new AWSStaticCredentialsProvider(sessionCredentials))
    .build();
```

**More Info**

- Sign Up for AWS and Create an IAM User (p. 3)
- Set up AWS Credentials and Region for Development (p. 6)
- Using IAM Roles to Grant Access to AWS Resources on Amazon EC2 (p. 62)

**AWS Region Selection**

Regions enable you to access AWS services that physically reside in a specific geographic area. This can be useful both for redundancy and to keep your data and applications running close to where you and your users will access them.

**Checking for Service Availability in an AWS Region**

To see if a particular AWS service is available in a region, use the isServiceSupported method on the region that you'd like to use.

```java
Region.getRegion(Regions.US_WEST_2)
```
Choosing a Region

Beginning with version 1.4 of the AWS SDK for Java, you can specify a region name and the SDK will automatically choose an appropriate endpoint for you. To choose the endpoint yourself, see Choosing a Specific Endpoint (p. 25).

To explicitly set a region, we recommend that you use the Regions enum. This is an enumeration of all publicly available regions. To create a client with a region from the enum, use the following code.

```java
AmazonEC2 ec2 = AmazonEC2ClientBuilder.standard()
    .withRegion(Regions.US_WEST_2)
    .build();
```

If the region you are attempting to use isn't in the Regions enum, you can set the region using a string that represents the name of the region.

```java
AmazonEC2 ec2 = AmazonEC2ClientBuilder.standard()
    .withRegion("us-west-2")
    .build();
```

**Note**

After you build a client with the builder, it's immutable and the region cannot be changed. If you are working with multiple AWS Regions for the same service, you should create multiple clients—one per region.

Choosing a Specific Endpoint

Each AWS client can be configured to use a specific endpoint within a region by calling the setEndpoint method.

For example, to configure the Amazon EC2 client to use the EU (Ireland) Region, use the following code.

```java
AmazonEC2 ec2 = new AmazonEC2(myCredentials);
ec2.setEndpoint("https://ec2.eu-west-1.amazonaws.com");
```

See Regions and Endpoints for the current list of regions and their corresponding endpoints for all AWS services.

Automatically Determine the AWS Region from the Environment

**Important**

This section applies only when using a client builder (p. 19) to access AWS services. AWS clients created by using the client constructor will not automatically determine region from the environment and will, instead, use the default SDK region (USEast1).

When running on Amazon EC2 or Lambda, you might want to configure clients to use the same region that your code is running on. This decouples your code from the environment it's running in and makes it easier to deploy your application to multiple regions for lower latency or redundancy.
You must use client builders to have the SDK automatically detect the region your code is running in.

To use the default credential/region provider chain to determine the region from the environment, use the client builder's `defaultClient` method.

```java
AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
```

This is the same as using `standard` followed by `build`.

```java
AmazonEC2 ec2 = AmazonEC2ClientBuilder.standard().build();
```

If you don’t explicitly set a region using the `withRegion` methods, the SDK consults the default region provider chain to try and determine the region to use.

**Default Region Provider Chain**

The following is the region lookup process:

1. Any explicit region set by using `withRegion` or `setRegion` on the builder itself takes precedence over anything else.
2. The `AWS_REGION` environment variable is checked. If it’s set, that region is used to configure the client.
   
   **Note**
   
   This environment variable is set by the Lambda container.

3. The SDK checks the AWS shared configuration file (usually located at `~/.aws/config`). If the `region` property is present, the SDK uses it.
   - The `AWS_CONFIG_FILE` environment variable can be used to customize the location of the shared config file.
   - The `AWS_PROFILE` environment variable or the `aws.profile` system property can be used to customize the profile that is loaded by the SDK.
4. The SDK attempts to use the Amazon EC2 instance metadata service to determine the region of the currently running Amazon EC2 instance.
5. If the SDK still hasn’t found a region by this point, client creation fails with an exception.

When developing AWS applications, a common approach is to use the `shared configuration file` (described in Using the Default Credential Provider Chain (p. 21)) to set the region for local development, and rely on the default region provider chain to determine the region when running on AWS infrastructure. This greatly simplifies client creation and keeps your application portable.

**Exception Handling**

Understanding how and when the AWS SDK for Java throws exceptions is important to building high-quality applications using the SDK. The following sections describe the different cases of exceptions that are thrown by the SDK and how to handle them appropriately.

**Why Unchecked Exceptions?**

The AWS SDK for Java uses runtime (or unchecked) exceptions instead of checked exceptions for these reasons:
AWS SDK for Java Developer Guide

AmazonServiceException (and Subclasses)

- To allow developers fine-grained control over the errors they want to handle without forcing them to handle exceptional cases they aren't concerned about (and making their code overly verbose)
- To prevent scalability issues inherent with checked exceptions in large applications

In general, checked exceptions work well on small scales, but can become troublesome as applications grow and become more complex.

For more information about the use of checked and unchecked exceptions, see:
- Unchecked Exceptions—The Controversy
- The Trouble with Checked Exceptions
- Java's checked exceptions were a mistake (and here's what I would like to do about it)

AmazonServiceException (and Subclasses)

AmazonServiceException is the most common exception that you'll experience when using the AWS SDK for Java. This exception represents an error response from an AWS service. For example, if you try to terminate an Amazon EC2 instance that doesn't exist, EC2 will return an error response and all the details of that error response will be included in the AmazonServiceException that's thrown. For some cases, a subclass of AmazonServiceException is thrown to allow developers fine-grained control over handling error cases through catch blocks.

When you encounter an AmazonServiceException, you know that your request was successfully sent to the AWS service but couldn't be successfully processed. This can be because of errors in the request's parameters or because of issues on the service side.

AmazonServiceException provides you with information such as:
- Returned HTTP status code
- Returned AWS error code
- Detailed error message from the service
- AWS request ID for the failed request

AmazonServiceException also includes information about whether the failed request was the caller's fault (a request with illegal values) or the AWS service's fault (an internal service error).

AmazonClientException

AmazonClientException indicates that a problem occurred inside the Java client code, either while trying to send a request to AWS or while trying to parse a response from AWS. An AmazonClientException is generally more severe than an AmazonServiceException, and indicates a major problem that is preventing the client from making service calls to AWS services. For example, the AWS SDK for Java throws an AmazonClientException if no network connection is available when you try to call an operation on one of the clients.

Asynchronous Programming

You can use either synchronous or asynchronous methods to call operations on AWS services. Synchronous methods block your thread's execution until the client receives a response from the service.
Asynchronous methods return immediately, giving control back to the calling thread without waiting for a response.

Because an asynchronous method returns before a response is available, you need a way to get the response when it's ready. The AWS SDK for Java provides two ways: **Future objects and callback methods**.

## Java Futures

Asynchronous methods in the AWS SDK for Java return a **Future** object that contains the results of the asynchronous operation in the future.

Call the `Future isDone()` method to see if the service has provided a response object yet. When the response is ready, you can get the response object by calling the `Future get()` method. You can use this mechanism to periodically poll for the asynchronous operation’s results while your application continues to work on other things.

Here is an example of an asynchronous operation that calls a Lambda function, receiving a **Future** that can hold an **InvokeResult** object. The **InvokeResult** object is retrieved only after `isDone()` is true.

```java
import com.amazonaws.services.lambda.AWSLambdaAsyncClient;
import com.amazonaws.services.lambda.model.InvokeRequest;
import com.amazonaws.services.lambda.model.InvokeResult;
import java.nio.ByteBuffer;
import java.util.concurrent.Future;
import java.util.concurrent.ExecutionException;

public class InvokeLambdaFunctionAsync
{
    public static void main(String[] args)
    {
        String function_name = "HelloFunction";
        String function_input = "{"who": "AWS SDK for Java"}";

        AWSLambdaAsync lambda = AWSLambdaAsyncClientBuilder.defaultClient();
        InvokeRequest req = new InvokeRequest()
            .withFunctionName(function_name)
            .withPayload(ByteBuffer.wrap(function_input.getBytes()));

        Future<InvokeResult> future_res = lambda.invokeAsync(req);

        System.out.print("Waiting for future");
        while (!future_res.isDone()) {
            System.out.print(".");
            try {
                Thread.sleep(1000);
            } catch (InterruptedException e) {
                System.err.println("Thread.sleep() was interrupted!");
                System.exit(1);
            }
        }

        try {
            InvokeResult res = future_res.get();
            if (res.getStatusCode() == 200) {
                System.out.println("Lambda function returned:");
                ByteBuffer response_payload = res.getPayload();
                System.out.println(new String(response_payload.array()));
            } else {
                System.out.format("Received a non-OK response from AWS: %d\n", res.getStatusCode());
            }
        } catch (ExecutionException e) {
            System.out.println("Error: 
                " + e.getMessage());
        }
    }
}
```

28
Asynchronous Callbacks

In addition to using the Java `Future` object to monitor the status of asynchronous requests, the SDK also enables you to implement a class that uses the `AsyncHandler` interface. `AsyncHandler` provides two methods that are called depending on how the request completed: `onSuccess` and `onError`.

The major advantage of the callback interface approach is that it frees you from having to poll the `Future` object to find out when the request has completed. Instead, your code can immediately start its next activity, and rely on the SDK to call your handler at the right time.

```java
import com.amazonaws.services.lambda.AWSLambdaAsync;
import com.amazonaws.services.lambda.AWSLambdaAsyncClientBuilder;
import com.amazonaws.services.lambda.model.InvokeRequest;
import com.amazonaws.services.lambda.model.InvokeResult;
import com.amazonaws.handlers.AsyncHandler;
import java.nio.ByteBuffer;
import java.util.concurrent.Future;

public class InvokeLambdaFunctionCallback {
    private class AsyncLambdaHandler implements AsyncHandler<InvokeRequest, InvokeResult> {
        public void onSuccess(InvokeRequest req, InvokeResult res) {
            System.out.println("Lambda function returned:");
            ByteBuffer response_payload = res.getPayload();
            System.out.println(new String(response_payload.array()));
            System.exit(0);
        }

        public void onError(Exception e) {
            System.out.println(e.getMessage());
            System.exit(1);
        }
    }

    public static void main(String[] args) {
        String function_name = "HelloFunction";
        String function_input = "{"who":"AWS SDK for Java""};

        AWSLambdaAsync lambda = AWSLambdaAsyncClientBuilder.defaultClient();
        InvokeRequest req = new InvokeRequest()
                .withFunctionName(function_name)
                .withPayload(ByteBuffer.wrap(function_input.getBytes()));

        Future<InvokeResult> future_res = lambda.invokeAsync(req, new AsyncLambdaHandler());

        System.out.print("Waiting for async callback");
        while (!future_res.isDone() && !future_res.isCancelled()) {
            // perform some other tasks...
        }
    }
}
```
try {
    Thread.sleep(1000);
} catch (InterruptedException e) {
    System.err.println("Thread.sleep() was interrupted!");
    System.exit(0);
} System.out.print(".");
}

Best Practices

Callback Execution

Your implementation of AsyncHandler is executed inside the thread pool owned by the asynchronous client. Short, quickly executed code is most appropriate inside your AsyncHandler implementation. Long-running or blocking code inside your handler methods can cause contention for the thread pool used by the asynchronous client, and can prevent the client from executing requests. If you have a long-running task that needs to begin from a callback, have the callback run its task in a new thread or in a thread pool managed by your application.

Thread Pool Configuration

The asynchronous clients in the AWS SDK for Java provide a default thread pool that should work for most applications. You can implement a custom ExecutorService and pass it to AWS SDK for Java asynchronous clients for more control over how the thread pools are managed.

For example, you could provide an ExecutorService implementation that uses a custom ThreadFactory to control how threads in the pool are named, or to log additional information about thread usage.

Amazon S3 Asynchronous Access

The TransferManager class in the SDK offers asynchronous support for working with the Amazon S3. TransferManager manages asynchronous uploads and downloads, provides detailed progress reporting on transfers, and supports callbacks into different events.

Logging AWS SDK for Java Calls

The AWS SDK for Java is instrumented with Apache Commons Logging, which is an abstraction layer that enables the use of any one of several logging systems at runtime.

Supported logging systems include the Java Logging Framework and Apache Log4j, among others. This topic shows you how to use Log4j. You can use the SDK's logging functionality without making any changes to your application code.

To learn more about Log4j, see the Apache website.

Note
This topic focuses on Log4j 1.x. Log4j2 doesn't directly support Apache Commons Logging, but provides an adapter that directs logging calls automatically to Log4j2 using the Apache
Download the Log4J JAR

To use Log4j with the SDK, you need to download the Log4j JAR from the Apache website. The SDK doesn't include the JAR. Copy the JAR file to a location that is on your classpath.

Log4j uses a configuration file, log4j.properties. Example configuration files are shown below. Copy this configuration file to a directory on your classpath. The Log4j JAR and the log4j.properties file don't have to be in the same directory.

The log4j.properties configuration file specifies properties such as logging level, where logging output is sent (for example, to a file or to the console), and the format of the output. The logging level is the granularity of output that the logger generates. Log4j supports the concept of multiple logging hierarchies. The logging level is set independently for each hierarchy. The following two logging hierarchies are available in the AWS SDK for Java:

- log4j.logger.com.amazonaws
- log4j.logger.org.apache.http.wire

Setting the Classpath

Both the Log4j JAR and the log4j.properties file must be located on your classpath. If you’re using Apache Ant, set the classpath in the path element in your Ant file. The following example shows a path element from the Ant file for the Amazon S3 example included with the SDK.

```
<path id="aws.java.sdk.classpath">
  <fileset dir="../../third-party" includes="**/*.jar"/>
  <fileset dir="../../lib" includes="**/*.jar"/>
  <pathelement location="."/>
</path>
```

If you’re using the Eclipse IDE, you can set the classpath by opening the menu and navigating to Project | Properties | Java Build Path.

Service-Specific Errors and Warnings

We recommend that you always leave the "com.amazonaws" logger hierarchy set to "WARN" to catch any important messages from the client libraries. For example, if the Amazon S3 client detects that your application hasn’t properly closed an InputStream and could be leaking resources, the S3 client reports it through a warning message to the logs. This also ensures that messages are logged if the client has any problems handling requests or responses.

The following log4j.properties file sets the rootLogger to WARN, which causes warning and error messages from all loggers in the "com.amazonaws" hierarchy to be included. Alternatively, you can explicitly set the com.amazonaws logger to WARN.

```
log4j.rootLogger=WARN, A1
log4j.appender.A1.layout.ConversionPattern=%d [%t] %-5p %c - %m%n
# Or you can explicitly enable WARN and ERROR messages for the AWS Java clients
log4j.logger.com.amazonaws=WARN
```
Request/Response Summary Logging

Every request to an AWS service generates a unique AWS request ID that is useful if you run into an issue with how an AWS service is handling a request. AWS request IDs are accessible programmatically through Exception objects in the SDK for any failed service call, and can also be reported through the DEBUG log level in the "com.amazonaws.request" logger.

The following log4j.properties file enables a summary of requests and responses, including AWS request IDs.

```properties
log4j.rootLogger=WARN, A1
log4j.appender.A1.layout.ConversionPattern=%d [%t] %-5p %c -  %m%n
# Turn on DEBUG logging in com.amazonaws.request to log
# a summary of requests/responses with AWS request IDs
log4j.logger.com.amazonaws.request=DEBUG
```

Here is an example of the log output.

```
```

Verbose Wire Logging

In some cases, it can be useful to see the exact requests and responses that the AWS SDK for Java sends and receives. You shouldn't enable this logging in production systems because writing out large requests (e.g., a file being uploaded to Amazon S3) or responses can significantly slow down an application. If you really need access to this information, you can temporarily enable it through the Apache HttpClient 4 logger. Enabling the DEBUG level on the apache.http.wire logger enables logging for all request and response data.

The following log4j.properties file turns on full wire logging in Apache HttpClient 4 and should only be turned on temporarily because it can have a significant performance impact on your application.

```properties
log4j.rootLogger=WARN, A1
log4j.appender.A1.layout.ConversionPattern=%d [%t] %-5p %c -  %m%n
# Log all HTTP content (headers, parameters, content, etc) for
# all requests and responses. Use caution with this since it can
```
Latency Metrics Logging

If you are troubleshooting and want to see metrics such as which process is taking the most time or whether server or client side has the greater latency, the latency logger can be helpful. Set the com.amazonaws.latency logger to DEBUG to enable this logger.

Note
This logger is only available if SDK metrics is enabled. To learn more about the SDK metrics package, see Enabling Metrics for the AWS SDK for Java (p. 37).

Here is an example of the log output.

com.amazonaws.latency - ServiceName=[Amazon S3], StatusCode=[200], ServiceEndpoint=[https://list-objects-integ-test-test.s3.amazonaws.com], RequestType=[ListObjectsV2Request], AWSRequestID=[REQUESTID], HttpClientPoolPendingCount=0, RetryCapacityConsumed=0, HttpClientPoolAvailableCount=0, RequestCount=1, HttpClientPoolLeasedCount=0, ResponseProcessingTime=[52.154], ClientExecuteTime=[487.041], HttpClientSendRequestTime=[192.931], HttpRequestTime=[431.652], RequestSigningTime=[0.357], CredentialsRequestTime=[0.011, 0.001], HttpClientReceiveResponseTime=[146.272]

Client Configuration

The AWS SDK for Java enables you to change the default client configuration, which is helpful when you want to:

- Connect to the Internet through proxy
- Change HTTP transport settings, such as connection timeout and request retries
- Specify TCP socket buffer size hints

Proxy Configuration

When constructing a client object, you can pass in an optional ClientConfiguration object to customize the client's configuration.

If you connect to the Internet through a proxy server, you'll need to configure your proxy server settings (proxy host, port, and username/password) through the ClientConfiguration object.

HTTP Transport Configuration

You can configure several HTTP transport options by using the ClientConfiguration object. New options are occasionally added; to see the full list of options you can retrieve or set, see the AWS SDK for Java API Reference.
Note
Each of the configurable values has a default value defined by a constant. For a list of the constant values for ClientConfiguration, see Constant Field Values in the AWS SDK for Java API Reference.

Maximum Connections
You can set the maximum allowed number of open HTTP connections by using the ClientConfiguration.setMaxConnections method.

Important
Set the maximum connections to the number of concurrent transactions to avoid connection contentions and poor performance. For the default maximum connections value, see Constant Field Values in the AWS SDK for Java API Reference.

Timeouts and Error Handling
You can set options related to timeouts and handling errors with HTTP connections.

• Connection Timeout
The connection timeout is the amount of time (in milliseconds) that the HTTP connection will wait to establish a connection before giving up. The default is 10,000 ms.

To set this value yourself, use the ClientConfiguration.setConnectionTimeout method.

• Connection Time to Live (TTL)
By default, the SDK will attempt to reuse HTTP connections as long as possible. In failure situations where a connection is established to a server that has been brought out of service, having a finite TTL can help with application recovery. For example, setting a 15 minute TTL will ensure that even if you have a connection established to a server that is experiencing issues, you'll reestablish a connection to a new server within 15 minutes.

To set the HTTP connection TTL, use the ClientConfiguration.setConnectionTTL method.

• Maximum Error Retries
The default maximum retry count for retriable errors is 3. You can set a different value by using the ClientConfiguration.setMaxErrorRetry method.

Local Address
To set the local address that the HTTP client will bind to, use ClientConfiguration.setLocalAddress.

TCP Socket Buffer Size Hints
Advanced users who want to tune low-level TCP parameters can additionally set TCP buffer size hints through the ClientConfiguration object. The majority of users will never need to tweak these values, but they are provided for advanced users.

Optimal TCP buffer sizes for an application are highly dependent on network and operating system configuration and capabilities. For example, most modern operating systems provide auto-tuning logic for TCP buffer sizes. This can have a big impact on performance for TCP connections that are held open long enough for the auto-tuning to optimize buffer sizes.

Large buffer sizes (e.g., 2 MB) allow the operating system to buffer more data in memory without requiring the remote server to acknowledge receipt of that information, and so can be particularly useful when the network has high latency.
This is only a hint, and the operating system might not to honor it. When using this option, users should always check the operating system's configured limits and defaults. Most operating systems have a maximum TCP buffer size limit configured, and won't let you go beyond that limit unless you explicitly raise the maximum TCP buffer size limit.

Many resources are available to help with configuring TCP buffer sizes and operating system-specific TCP settings, including the following:

- Host Tuning

## Access Control Policies

AWS access control policies enable you to specify fine-grained access controls on your AWS resources. An access control policy consists of a collection of statements, which take the form:

Account A has permission to perform action B on resource C where condition D applies.

Where:

- A is the principal—The AWS account that is making a request to access or modify one of your AWS resources.
- B is the action—The way in which your AWS resource is being accessed or modified, such as sending a message to an Amazon SQS queue, or storing an object in an Amazon S3 bucket.
- C is the resource—The AWS entity that the principal wants to access, such as an Amazon SQS queue, or an object stored in Amazon S3.
- D is a set of conditions—The optional constraints that specify when to allow or deny access for the principal to access your resource. Many expressive conditions are available, some specific to each service. For example, you can use date conditions to allow access to your resources only after or before a specific time.

### Amazon S3 Example

The following example demonstrates a policy that allows anyone access to read all the objects in a bucket, but restricts access to uploading objects to that bucket to two specific AWS accounts (in addition to the bucket owner's account).

```java
Statement allowPublicReadStatement = new Statement(Effect.Allow)
    .withPrincipals(Principal.AllUsers)
    .withActions(S3Actions.GetObject)
    .withResources(new S3ObjectResource(myBucketName, "*"));
Statement allowRestrictedWriteStatement = new Statement(Effect.Allow)
    .withPrincipals(new Principal("123456789"), new Principal("876543210"))
    .withActions(S3Actions.PutObject)
    .withResources(new S3ObjectResource(myBucketName, "*"));
Policy policy = new Policy()
    .withStatements(allowPublicReadStatement, allowRestrictedWriteStatement);
AmazonS3 s3 = AmazonS3ClientBuilder.defaultClient();
s3.setBucketPolicy(myBucketName, policy.toJson());
```

### Amazon SQS Example

One common use of policies is to authorize an Amazon SQS queue to receive messages from an Amazon SNS topic.
Policy policy = new Policy().withStatements(
    new Statement(Effect.Allow)
        .withPrincipals(Principal.AllUsers)
        .withActions(SQSActions.SendMessage)
        .withConditions(ConditionFactory.newSourceArnCondition(myTopicArn)));

Map queueAttributes = new HashMap();
queueAttributes.put(QueueAttributeName.Policy.toString(), policy.toJson());

AmazonSQS sqs = AmazonSQSClientBuilder.defaultClient();
sqs.setQueueAttributes(new SetQueueAttributesRequest(myQueueUrl, queueAttributes));

Amazon SNS Example

Some services offer additional conditions that can be used in policies. Amazon SNS provides conditions for allowing or denying subscriptions to SNS topics based on the protocol (e.g., email, HTTP, HTTPS, Amazon SQS) and endpoint (e.g., email address, URL, Amazon SQS ARN) of the request to subscribe to a topic.

Condition endpointCondition =
    SNSConditionFactory.newEndpointCondition("*@mycompany.com");

Policy policy = new Policy().withStatements(
    new Statement(Effect.Allow)
        .withPrincipals(Principal.AllUsers)
        .withActions(SNSActions.Subscribe)
        .withConditions(endpointCondition));

AmazonSNS sns = AmazonSNSClientBuilder.defaultClient();
sns.setTopicAttributes(
    new SetTopicAttributesRequest(myTopicArn, "Policy", policy.toJson()));

Setting the JVM TTL for DNS Name Lookups

The Java virtual machine (JVM) caches DNS name lookups. When the JVM resolves a hostname to an IP address, it caches the IP address for a specified period of time, known as the time-to-live (TTL).

Because AWS resources use DNS name entries that occasionally change, we recommend that you configure your JVM with a TTL value of no more than 60 seconds. This ensures that when a resource's IP address changes, your application will be able to receive and use the resource's new IP address by requerying the DNS.

On some Java configurations, the JVM default TTL is set so that it will never refresh DNS entries until the JVM is restarted. Thus, if the IP address for an AWS resource changes while your application is still running, it won’t be able to use that resource until you manually restart the JVM and the cached IP information is refreshed. In this case, it's crucial to set the JVM's TTL so that it will periodically refresh its cached IP information.

Note
The default TTL can vary according to the version of your JVM and whether a security manager is installed. Many JVMs provide a default TTL less than 60 seconds. If you're using such a JVM and not using a security manager, you can ignore the remainder of this topic.

How to Set the JVM TTL

To modify the JVM's TTL, set the networkaddress.cache.ttl property value. Use one of the following methods, depending on your needs:
Enabling Metrics for the AWS SDK for Java

The AWS SDK for Java can generate metrics for visualization and monitoring with CloudWatch that measure:

- your application’s performance when accessing AWS
- the performance of your JVMs when used with AWS
- runtime environment details such as heap memory, number of threads, and opened file descriptors

**Note**
The AWS SDK Metrics for Enterprise Support is another option for gathering metrics about your application. SDK Metrics is an AWS service that publishes data to Amazon CloudWatch and enables you to share metric data with AWS Support for easier troubleshooting. See Enabling AWS SDK Metrics for Enterprise Support (p. 11) to learn how to enable the SDK Metrics service for your application.

**How to Enable AWS SDK for Java Metric Generation**

AWS SDK for Java metrics are *disabled by default*. To enable it for your local development environment, include a system property that points to your AWS security credential file when starting up the JVM. For example:

```
-Dcom.amazonaws.sdk.enableDefaultMetrics=credentialFile=/path/aws.properties
```

You need to specify the path to your credential file so that the SDK can upload the gathered datapoints to CloudWatch for later analysis.

**Note**
If you are accessing AWS from an Amazon EC2 instance using the Amazon EC2 instance metadata service, you don’t need to specify a credential file. In this case, you need only specify:

```
-Dcom.amazonaws.sdk.enableDefaultMetrics
```

All metrics captured by the SDK for Java are under the namespace **AWSSDK/Java**, and are uploaded to the CloudWatch default region (**us-east-1**). To change the region, specify it by using the **cloudwatchRegion** attribute in the system property. For example, to set the CloudWatch region to **us-west-2**, use:

```
-Dcom.amazonaws.sdk.enableDefaultMetrics=credentialFile=/path/ aws.properties,cloudwatchRegion=us-west-2
```

Once you enable the feature, every time there is a service request to AWS from the AWS SDK for Java, metric data points will be generated, queued for statistical summary, and uploaded asynchronously.
to CloudWatch about once every minute. Once metrics have been uploaded, you can visualize them using the AWS Management Console and set alarms on potential problems such as memory leakage, file descriptor leakage, and so on.

Available Metric Types

The default set of metrics is divided into three major categories:

**AWS Request Metrics**

Covers areas such as the latency of the HTTP request/response, number of requests, exceptions, and retries.

<table>
<thead>
<tr>
<th>Metric Type</th>
<th>Request Type</th>
<th>Metric Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>ClientExecuteTime</td>
<td>PutItemRequest</td>
<td>AmazonDynamoDBv2</td>
</tr>
<tr>
<td>HttpClientReceiveTime</td>
<td>PutItemRequest</td>
<td>AmazonDynamoDBv2</td>
</tr>
<tr>
<td>HttpServerSendRequestTime</td>
<td>PutItemRequest</td>
<td>AmazonDynamoDBv2</td>
</tr>
</tbody>
</table>

**AWS Service Metrics**

Include AWS service-specific data, such as the throughput and byte count for S3 uploads and downloads.
Available Metric Types

**Machine Metrics**

Cover the runtime environment, including heap memory, number of threads, and open file descriptors.
If you want to exclude Machine Metrics, add `excludeMachineMetrics` to the system property:

```
-Dcom.amazonaws.sdk.enableDefaultMetrics=credentialFile=/path/aws.properties,excludeMachineMetrics
```

### More Information

- See the `amazonaws/metrics` package summary for a full list of the predefined core metric types.
- Learn about working with CloudWatch using the AWS SDK for Java in *CloudWatch Examples Using the AWS SDK for Java* (p. 43).
- Learn more about performance tuning in *Tuning the AWS SDK for Java to Improve Resiliency* blog post.
AWS SDK for Java Code Examples

This section provides tutorials and examples of using the AWS SDK for Java v1 to program AWS services. Find the source code for these examples and others in the AWS documentation code examples repository on GitHub.

To propose a new code example for the AWS documentation team to consider producing, create a new request. The team is looking to produce code examples that cover broader scenarios and use cases, versus simple code snippets that cover only individual API calls. For instructions, see the "Proposing new code examples" section in the Readme on GitHub.

AWS SDK for Java 2.x

In 2018, AWS released AWS SDK for Java v2. For more AWS examples, see the AWS SDK for Java 2.x Developer Guide.

Note
See Additional Documentation and Resources (p. 1) for more examples and additional resources available for AWS SDK for Java developers!

AWS SDK for Java Code Samples

The AWS SDK for Java comes packaged with code samples that demonstrate many of the features of the SDK in buildable, runnable programs. You can study or modify these to implement your own AWS solutions using the AWS SDK for Java.

How to Get the Samples

The AWS SDK for Java code samples are provided in the samples directory of the SDK. If you downloaded and installed the SDK using the information in Set up the AWS SDK for Java (p. 4), you already have the samples on your system.

You can also view the latest samples on the AWS SDK for Java GitHub repository, in the src/samples directory.

Building and Running the Samples Using the Command Line

The samples include Ant build scripts so that you can easily build and run them from the command line. Each sample also contains a README file in HTML format that contains information specific to each sample.

Note
If you're browsing the sample code on GitHub, click the Raw button in the source code display when viewing the sample's README.html file. In raw mode, the HTML will render as intended in your browser.

Prerequisites

Before running any of the AWS SDK for Java samples, you need to set your AWS credentials in the environment or with the AWS CLI, as specified in Set up AWS Credentials and Region for Development (p. 6). The samples use the default credential provider chain whenever possible. So by
setting your credentials in this way, you can avoid the risky practice of inserting your AWS credentials in files within the source code directory (where they may inadvertently be checked in and shared publicly).

**Running the Samples**

**To run a sample from the command line**

1. Change to the directory containing the sample's code. For example, if you're in the root directory of the AWS SDK download and want to run the `AwsConsoleApp` sample, you would type:

   ```
   cd samples/AwsConsoleApp
   ```

2. Build and run the sample with Ant. The default build target performs both actions, so you can just enter:

   ```
   ant
   ```

The sample prints information to standard output—for example:

```plaintext
===========================================
Welcome to the AWS Java SDK!
===========================================
You have access to 4 Availability Zones.
You have 0 Amazon EC2 instance(s) running.
You have 13 Amazon SimpleDB domain(s) containing a total of 62 items.
You have 23 Amazon S3 bucket(s), containing 44 objects with a total size of 154767691 bytes.
```
5. Enter a name in the **Project Name** box. The AWS SDK for Java Samples group displays the samples available in the SDK, as described previously.

6. Select the samples you want to include in your project by selecting each check box.

7. Enter your AWS credentials. If you've already configured the AWS Toolkit for Eclipse with your credentials, this is automatically filled in.

8. Choose **Finish**. The project is created and added to the **Project Explorer**.

**To run the project**

1. Choose the sample `.java` file you want to run. For example, for the Amazon S3 sample, choose `S3Sample.java`.

2. Choose **Run** from the **Run** menu.

**To add the SDK to an existing project**

1. Right-click the project in **Project Explorer**, point to **Build Path**, and then choose **Add Libraries**.

2. Choose **AWS Java SDK**, choose **Next**, and then follow the remaining on-screen instructions.

---

**CloudWatch Examples Using the AWS SDK for Java**

This section provides examples of programming CloudWatch using the AWS SDK for Java.

Amazon CloudWatch monitors your Amazon Web Services (AWS) resources and the applications you run on AWS in real time. You can use CloudWatch to collect and track metrics, which are variables you can measure for your resources and applications. CloudWatch alarms send notifications or automatically make changes to the resources you are monitoring based on rules that you define.

For more information about CloudWatch, see the Amazon CloudWatch User Guide.

**Note**

The examples include only the code needed to demonstrate each technique. The complete example code is available on GitHub. From there, you can download a single source file or clone the repository locally to get all the examples to build and run.

**Topics**

- Getting Metrics from CloudWatch (p. 43)
- Publishing Custom Metric Data (p. 44)
- Working with CloudWatch Alarms (p. 45)
- Using Alarm Actions in CloudWatch (p. 47)
- Sending Events to CloudWatch (p. 48)

---

**Getting Metrics from CloudWatch**

**Listing Metrics**

To list CloudWatch metrics, create a `ListMetricsRequest` and call the `AmazonCloudWatchClient`'s `listMetrics` method. You can use the `ListMetricsRequest` to filter the returned metrics by namespace, metric name, or dimensions.

**Note**

A list of metrics and dimensions that are posted by AWS services can be found within the Amazon CloudWatch Metrics and Dimensions Reference in the Amazon CloudWatch User Guide.
**Imports**

```java
import com.amazonaws.services.cloudwatch.AmazonCloudWatch;
import com.amazonaws.services.cloudwatch.AmazonCloudWatchClientBuilder;
import com.amazonaws.services.cloudwatch.model.ListMetricsRequest;
import com.amazonaws.services.cloudwatch.model.ListMetricsResult;
import com.amazonaws.services.cloudwatch.model.Metric;
```

**Code**

```java
final AmazonCloudWatch cw =
    AmazonCloudWatchClientBuilder.defaultClient();

ListMetricsRequest request = new ListMetricsRequest()
    .withMetricName(name)
    .withNamespace(namespace);

boolean done = false;
while(!done) {
    ListMetricsResult response = cw.listMetrics(request);
    for(Metric metric : response.getMetrics()) {
        System.out.printf(
            "Retrieved metric %s", metric.getMetricName());
    }
    request.setNextToken(response.getNextToken());
    if(response.getNextToken() == null) {
        done = true;
    }
}
```

The metrics are returned in a `ListMetricsResult` by calling its `getMetrics` method. The results may be paged. To retrieve the next batch of results, call `setNextToken` on the original request object with the return value of the `ListMetricsResult` object's `getNextToken` method, and pass the modified request object back to another call to `listMetrics`.

**More Information**

- ListMetrics in the Amazon CloudWatch API Reference.

**Publishing Custom Metric Data**

A number of AWS services publish their own metrics in namespaces beginning with "AWS/" You can also publish custom metric data using your own namespace (as long as it doesn't begin with "AWS/").

**Publish Custom Metric Data**

To publish your own metric data, call the `AmazonCloudWatchClient`'s `putMetricData` method with a `PutMetricDataRequest`. The `PutMetricDataRequest` must include the custom namespace to use for the data, and information about the data point itself in a `MetricDatum` object.

**Note**

You cannot specify a namespace that begins with "AWS/". Namespaces that begin with "AWS/" are reserved for use by Amazon Web Services products.
import com.amazonaws.services.cloudwatch.AmazonCloudWatch;
import com.amazonaws.services.cloudwatch.AmazonCloudWatchClientBuilder;
import com.amazonaws.services.cloudwatch.model.Dimension;
import com.amazonaws.services.cloudwatch.model.MetricDatum;
import com.amazonaws.services.cloudwatch.model.PutMetricDataRequest;
import com.amazonaws.services.cloudwatch.model.PutMetricDataResult;
import com.amazonaws.services.cloudwatch.model.StandardUnit;

Code

final AmazonCloudWatch cw =
AmazonCloudWatchClientBuilder.defaultClient();

Dimension dimension = new Dimension()
    .withName("UNIQUE_PAGES")
    .withValue("URLS");

MetricDatum datum = new MetricDatum()
    .withMetricName("PAGES_VISITED")
    .withUnit(StandardUnit.None)
    .withValue(data_point)
    .withDimensions(dimension);

PutMetricDataRequest request = new PutMetricDataRequest()
    .withNamespace("SITE/TRAFFIC")
    .withMetricData(datum);

PutMetricDataResult response = cw.putMetricData(request);

More Information

- Using Amazon CloudWatch Metrics in the Amazon CloudWatch User Guide.
- AWS Namespaces in the Amazon CloudWatch User Guide.
- PutMetricData in the Amazon CloudWatch API Reference.

Working with CloudWatch Alarms

Create an Alarm

To create an alarm based on a CloudWatch metric, call the AmazonCloudWatchClient's
putMetricAlarm method with a PutMetricAlarmRequest filled with the alarm conditions.

Imports

import com.amazonaws.services.cloudwatch.AmazonCloudWatch;
import com.amazonaws.services.cloudwatch.AmazonCloudWatchClientBuilder;
import com.amazonaws.services.cloudwatch.model.ComparisonOperator;
import com.amazonaws.services.cloudwatch.model.Dimension;
import com.amazonaws.services.cloudwatch.model.PutMetricAlarmRequest;
import com.amazonaws.services.cloudwatch.model.PutMetricAlarmResult;
import com.amazonaws.services.cloudwatch.model.StandardUnit;
import com.amazonaws.services.cloudwatch.model.Statistic;

Code

final AmazonCloudWatch cw =
AmazonCloudWatchClientBuilder.defaultClient();
Dimension dimension = new Dimension()
    .withName("InstanceId")
    .withValue(instanceId);

PutMetricAlarmRequest request = new PutMetricAlarmRequest()
    .withAlarmName(alarmName)
    .withComparisonOperator(ComparisonOperator.GreaterThanThreshold)
    .withEvaluationPeriods(1)
    .withMetricName("CPUUtilization")
    .withNamespace("AWS/EC2")
    .withPeriod(60)
    .withStatistic(Statistic.Average)
    .withThreshold(70.0)
    .withActionsEnabled(false)
    .withAlarmDescription("Alarm when server CPU utilization exceeds 70%")
    .withUnit(StandardUnit.Seconds)
    .withDimensions(dimension);

PutMetricAlarmResult response = cw.putMetricAlarm(request);

List Alarms

To list the CloudWatch alarms that you have created, call the AmazonCloudWatchClient's describeAlarms method with a DescribeAlarmsRequest that you can use to set options for the result.

Imports

import com.amazonaws.services.cloudwatch.AmazonCloudWatch;
import com.amazonaws.services.cloudwatch.AmazonCloudWatchClientBuilder;
import com.amazonaws.services.cloudwatch.model.DescribeAlarmsRequest;
import com.amazonaws.services.cloudwatch.model.DescribeAlarmsResult;
import com.amazonaws.services.cloudwatch.model.MetricAlarm;

Code

final AmazonCloudWatch cw =
    AmazonCloudWatchClientBuilder.defaultClient();

boolean done = false;
DescribeAlarmsRequest request = new DescribeAlarmsRequest();
while(!done) {
    DescribeAlarmsResult response = cw.describeAlarms(request);
    for(MetricAlarm alarm : response.getMetricAlarms()) {
        System.out.printf("Retrieved alarm %s", alarm.getAlarmName());
    }
    request.setNextToken(response.getNextToken());
    if(response.getNextToken() == null) {
        done = true;
    }
}

The list of alarms can be obtained by calling getMetricAlarms on the DescribeAlarmsResult that is returned by describeAlarms.
The results may be paged. To retrieve the next batch of results, call `setNextToken` on the original request object with the return value of the `DescribeAlarmsResult` object's `getNextToken` method, and pass the modified request object back to another call to `describeAlarms`.

**Note**
You can also retrieve alarms for a specific metric by using the `AmazonCloudWatchClient`'s `describeAlarmsForMetric` method. Its use is similar to `describeAlarms`.

### Delete Alarms

To delete CloudWatch alarms, call the `AmazonCloudWatchClient`'s `deleteAlarms` method with a `DeleteAlarmsRequest` containing one or more names of alarms that you want to delete.

**Imports**

```java
import com.amazonaws.services.cloudwatch.AmazonCloudWatch;
import com.amazonaws.services.cloudwatch.AmazonCloudWatchClientBuilder;
import com.amazonaws.services.cloudwatch.model.DeleteAlarmsRequest;
import com.amazonaws.services.cloudwatch.model.DeleteAlarmsResult;
```

**Code**

```java
final AmazonCloudWatch cw =
    AmazonCloudWatchClientBuilder.defaultClient();

DeleteAlarmsRequest request = new DeleteAlarmsRequest()
    .withAlarmNames(alarm_name);

DeleteAlarmsResult response = cw.deleteAlarms(request);
```

### More Information

- Creating Amazon CloudWatch Alarms in the *Amazon CloudWatch User Guide*
- `PutMetricAlarm` in the *Amazon CloudWatch API Reference*
- `DescribeAlarms` in the *Amazon CloudWatch API Reference*
- `DeleteAlarms` in the *Amazon CloudWatch API Reference*

### Using Alarm Actions in CloudWatch

Using CloudWatch alarm actions, you can create alarms that perform actions such as automatically stopping, terminating, rebooting, or recovering Amazon EC2 instances.

**Note**
Alarm actions can be added to an alarm by using the `PutMetricAlarmRequest`'s `setAlarmActions` method when creating an alarm (p. 45).

### Enable Alarm Actions

To enable alarm actions for a CloudWatch alarm, call the `AmazonCloudWatchClient`'s `enableAlarmActions` with a `EnableAlarmActionsRequest` containing one or more names of alarms whose actions you want to enable.

**Imports**

```java
import com.amazonaws.services.cloudwatch.AmazonCloudWatch;
import com.amazonaws.services.cloudwatch.AmazonCloudWatchClientBuilder;
```
import com.amazonaws.services.cloudwatch.model.EnableAlarmActionsRequest;
import com.amazonaws.services.cloudwatch.model.EnableAlarmActionsResult;

Code

final AmazonCloudWatch cw =
    AmazonCloudWatchClientBuilder.defaultClient();

EnableAlarmActionsRequest request = new EnableAlarmActionsRequest()
    .withAlarmNames(alarm);

EnableAlarmActionsResult response = cw.enableAlarmActions(request);

Disable Alarm Actions

To disable alarm actions for a CloudWatch alarm, call the AmazonCloudWatchClient's
disableAlarmActions with a DisableAlarmActionsRequest containing one or more names of alarms
whose actions you want to disable.

Imports

import com.amazonaws.services.cloudwatch.AmazonCloudWatch;
import com.amazonaws.services.cloudwatch.AmazonCloudWatchClientBuilder;
import com.amazonaws.services.cloudwatch.model.DisableAlarmActionsRequest;
import com.amazonaws.services.cloudwatch.model.DisableAlarmActionsResult;

Code

final AmazonCloudWatch cw =
    AmazonCloudWatchClientBuilder.defaultClient();

DisableAlarmActionsRequest request = new DisableAlarmActionsRequest()
    .withAlarmNames(alarmName);

DisableAlarmActionsResult response = cw.disableAlarmActions(request);

More Information

- Create Alarms to Stop, Terminate, Reboot, or Recover an Instance in the Amazon CloudWatch User
  Guide
- PutMetricAlarm in the Amazon CloudWatch API Reference
- EnableAlarmActions in the Amazon CloudWatch API Reference
- DisableAlarmActions in the Amazon CloudWatch API Reference

Sending Events to CloudWatch

CloudWatch Events delivers a near real-time stream of system events that describe changes in AWS
resources to Amazon EC2 instances, Lambda functions, Kinesis streams, Amazon ECS tasks, Step
Functions state machines, Amazon SNS topics, Amazon SQS queues, or built-in targets. You can match
events and route them to one or more target functions or streams by using simple rules.

Add Events

To add custom CloudWatch events, call the AmazonCloudWatchEventsClient's putEvents method with
a PutEventsRequest object that contains one or more PutEventsRequestEntry objects that provide details
about each event. You can specify several parameters for the entry such as the source and type of the event, resources associated with the event, and so on.

**Note**
You can specify a maximum of 10 events per call to `putEvents`.

**Imports**

```java
import com.amazonaws.services.cloudwatchevents.AmazonCloudWatchEvents;
import com.amazonaws.services.cloudwatchevents.AmazonCloudWatchEventsClientBuilder;
import com.amazonaws.services.cloudwatchevents.model.PutEventsRequest;
import com.amazonaws.services.cloudwatchevents.model.PutEventsRequestEntry;
import com.amazonaws.services.cloudwatchevents.model.PutEventsResult;
```

**Code**

```java
final AmazonCloudWatchEvents cwe =
    AmazonCloudWatchEventsClientBuilder.defaultClient();

final String EVENT_DETAILS =
    "{ "key1": "value1", "key2": "value2" }";

PutEventsRequestEntry request_entry = new PutEventsRequestEntry()
    .withDetail(EVENT_DETAILS)
    .withDetailType("sampleSubmitted")
    .withResources(resource_arn)
    .withSource("aws-sdk-java-cloudwatch-example");

PutEventsRequest request = new PutEventsRequest()
    .withEntries(request_entry);

PutEventsResult response = cwe.putEvents(request);
```

**Add Rules**

To create or update a rule, call the `AmazonCloudWatchEventsClient`'s `putRule` method with a `PutRuleRequest` with the name of the rule and optional parameters such as the event pattern, IAM role to associate with the rule, and a scheduling expression that describes how often the rule is run.

**Imports**

```java
import com.amazonaws.services.cloudwatchevents.AmazonCloudWatchEvents;
import com.amazonaws.services.cloudwatchevents.AmazonCloudWatchEventsClientBuilder;
import com.amazonaws.services.cloudwatchevents.model.PutRuleRequest;
import com.amazonaws.services.cloudwatchevents.model.PutRuleResult;
import com.amazonaws.services.cloudwatchevents.model.RuleState;
```

**Code**

```java
final AmazonCloudWatchEvents cwe =
    AmazonCloudWatchEventsClientBuilder.defaultClient();

PutRuleRequest request = new PutRuleRequest()
    .withName(rule_name)
    .withRoleArn(role_arn)
    .withScheduleExpression("rate(5 minutes)")
    .withState(RuleState.ENABLED);

PutRuleResult response = cwe.putRule(request);
```
Add Targets

Targets are the resources that are invoked when a rule is triggered. Example targets include Amazon EC2 instances, Lambda functions, Kinesis streams, Amazon ECS tasks, Step Functions state machines, and built-in targets.

To add a target to a rule, call the `AmazonCloudWatchEventsClient`'s `putTargets` method with a `PutTargetsRequest` containing the rule to update and a list of targets to add to the rule.

**Imports**

```java
import com.amazonaws.services.cloudwatchevents.AmazonCloudWatchEvents;
import com.amazonaws.services.cloudwatchevents.AmazonCloudWatchEventsClientBuilder;
import com.amazonaws.services.cloudwatchevents.model.PutTargetsRequest;
import com.amazonaws.services.cloudwatchevents.model.PutTargetsResult;
import com.amazonaws.services.cloudwatchevents.model.Target;
```

**Code**

```java
final AmazonCloudWatchEvents cwe = AmazonCloudWatchEventsClientBuilder.defaultClient();

Target target = new Target()
    .withArn(function_arn)
    .withId(target_id);

PutTargetsRequest request = new PutTargetsRequest()
    .withTargets(target)
    .withRule(rule_name);

PutTargetsResult response = cwe.putTargets(request);
```

**More Information**

- Adding Events with PutEvents in the *Amazon CloudWatch Events User Guide*
- Schedule Expressions for Rules in the *Amazon CloudWatch Events User Guide*
- Event Types for CloudWatch Events in the *Amazon CloudWatch Events User Guide*
- Events and Event Patterns in the *Amazon CloudWatch Events User Guide*
- PutEvents in the *Amazon CloudWatch Events API Reference*
- PutTargets in the *Amazon CloudWatch Events API Reference*
- PutRule in the *Amazon CloudWatch Events API Reference*

DynamoDB Examples Using the AWS SDK for Java

This section provides examples of programming DynamoDB using the AWS SDK for Java.

**Note**

The examples include only the code needed to demonstrate each technique. The complete example code is available on GitHub. From there, you can download a single source file or clone the repository locally to get all the examples to build and run.

**Topics**

- Working with Tables in DynamoDB (p. 51)
- Working with Items in DynamoDB (p. 55)
Working with Tables in DynamoDB

Tables are the containers for all items in a DynamoDB database. Before you can add or remove data from DynamoDB, you must create a table.

For each table, you must define:

- A **table name** that is unique for your account and region.
- A **primary key** for which every value must be unique; no two items in your table can have the same primary key value.

A primary key can be *simple*, consisting of a single partition (HASH) key, or *composite*, consisting of a partition and a sort (RANGE) key.

Each key value has an associated **data type**, enumerated by the `ScalarAttributeType` class. The key value can be binary (B), numeric (N), or a string (S). For more information, see Naming Rules and Data Types in the Amazon DynamoDB Developer Guide.

- **Provisioned throughput** values that define the number of reserved read/write capacity units for the table.

  **Note**
  
  Amazon DynamoDB pricing is based on the provisioned throughput values that you set on your tables, so reserve only as much capacity as you think you’ll need for your table. Provisioned throughput for a table can be modified at any time, so you can adjust capacity if your needs change.

Create a Table

Use the DynamoDB client's `createTable` method to create a new DynamoDB table. You need to construct table attributes and a table schema, both of which are used to identify the primary key of your table. You must also supply initial provisioned throughput values and a table name. Only define key table attributes when creating your DynamoDB table.

**Note**

If a table with the name you chose already exists, an `AmazonServiceException` is thrown.

**Imports**

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDB;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDBClientBuilder;
import com.amazonaws.services.dynamodbv2.model.AttributeDefinition;
import com.amazonaws.services.dynamodbv2.model.CreateTableRequest;
import com.amazonaws.services.dynamodbv2.model.CreateTableResult;
import com.amazonaws.services.dynamodbv2.model.KeySchemaElement;
import com.amazonaws.services.dynamodbv2.model.KeyType;
import com.amazonaws.services.dynamodbv2.model.ProvisionedThroughput;
import com.amazonaws.services.dynamodbv2.model.ScalarAttributeType;
```

Create a Table with a Simple Primary Key

This code creates a table with a simple primary key ("Name").

**Code**

```java
CreateTableRequest request = new CreateTableRequest()
    .withAttributeDefinitions(new AttributeDefinition("Name", ScalarAttributeType.S));
```
WithKeySchema(new KeySchemaElement("Name", KeyType.HASH))
.withProvisionedThroughput(new ProvisionedThroughput(
    new Long(10), new Long(10)))
.withTableName(table_name);

final AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.defaultClient();

try {
    CreateTableResult result = ddb.createTable(request);
    System.out.println(result.getTableDescription().getTableName());
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}

See the complete example on GitHub.

Create a Table with a Composite Primary Key

Add another AttributeDefinition and KeySchemaElement to CreateTableRequest.

Code

```java
CreateTableRequest request = new CreateTableRequest()
    .withAttributeDefinitions(
        new AttributeDefinition("Language", ScalarAttributeType.S),
        new AttributeDefinition("Greeting", ScalarAttributeType.S))
    .withKeySchema(
        new KeySchemaElement("Language", KeyType.HASH),
        new KeySchemaElement("Greeting", KeyType.RANGE))
    .withProvisionedThroughput(
        new ProvisionedThroughput(new Long(10), new Long(10)))
    .withTableName(table_name);
```

See the complete example on GitHub.

List Tables

You can list the tables in a particular region by calling the DynamoDB client's listTables method.

**Note**
If the named table doesn't exist for your account and region, a ResourceNotFoundException is thrown.

Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDB;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDBClientBuilder;
import com.amazonaws.services.dynamodbv2.model.ListTablesRequest;
import com.amazonaws.services.dynamodbv2.model.ListTablesResult;
```

Code

```java
final AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.defaultClient();
ListTablesRequest request;
boolean more_tables = true;
String last_name = null;
```
while(more_tables) {
    try {
        if (last_name == null) {
            request = new ListTablesRequest().withLimit(10);
        } else {
            request = new ListTablesRequest()
                .withLimit(10)
                .withExclusiveStartTableName(last_name);
        }
        ListTablesResult table_list = ddb.listTables(request);
        List<String> table_names = table_list.getTableNames();
        if (table_names.size() > 0) {
            for (String cur_name : table_names) {
                System.out.format("* %s\n", cur_name);
            }
        } else {
            System.out.println("No tables found!");
            System.exit(0);
        }
        last_name = table_list.getLastEvaluatedTableName();
        if (last_name == null) {
            more_tables = false;
        }
    }
}

By default, up to 100 tables are returned per call—use getLastEvaluatedTableName on the returned ListTablesResult object to get the last table that was evaluated. You can use this value to start the listing after the last returned value of the previous listing.

See the complete example on GitHub.

**Describe (Get Information about) a Table**

Call the DynamoDB client's describeTable method.

**Note**
If the named table doesn't exist for your account and region, a ResourceNotFoundException is thrown.

**Imports**

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDB;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDBClientBuilder;
import com.amazonaws.services.dynamodbv2.model.AttributeDefinition;
import com.amazonaws.services.dynamodbv2.model.ProvisionedThroughputDescription;
import com.amazonaws.services.dynamodbv2.model.TableDescription;
```

**Code**

```java
final AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.defaultClient();
try {
    TableDescription table_info =
        ddb.describeTable(table_name).getTable();
    if (table_info != null) {
        System.out.format("Table name : %s\n", table_info.getName());
    } else {
        System.out.println("Table not found!");
    }
}
```
table_info.getTableName();
System.out.format("Table ARN : %s\n", table_info.getTableArn());
System.out.format("Status : %s\n", table_info.getTableStatus());
System.out.format("Item count : %d\n", table_info.getItemCount().longValue());
System.out.format("Size (bytes): %d\n", table_info.getTableSizeBytes().longValue());

ProvisionedThroughputDescription throughput_info =
table_info.getProvisionedThroughput();
System.out.println("Throughput");
System.out.format("  Read Capacity : %d\n", throughput_info.getReadCapacityUnits().longValue());
System.out.format("  Write Capacity: %d\n", throughput_info.getWriteCapacityUnits().longValue());

List<AttributeDefinition> attributes =
table_info.getAttributeDefinitions();
System.out.println("Attributes");
for (AttributeDefinition a : attributes) {
    System.out.format("  %s (%s)\n", a.getAttributeName(), a.getAttributeType());
}

} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}

See the complete example on GitHub.

Modify (Update) a Table

You can modify your table's provisioned throughput values at any time by calling the DynamoDB client's updateTable method.

Note
If the named table doesn't exist for your account and region, a ResourceNotFoundException is thrown.

Imports

```java
import com.amazonaws.services.dynamodbv2.AmazonDynamoDB;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDBClientBuilder;
import com.amazonaws.services.dynamodbv2.model.ProvisionedThroughput;
import com.amazonaws.AmazonServiceException;
```

Code

```java
ProvisionedThroughput table_throughput = new ProvisionedThroughput(
    read_capacity, write_capacity);
final AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.defaultClient();
try {
    ddb.updateTable(table_name, table_throughput);
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
```
Delete a Table

Call the DynamoDB client's deleteTable method and pass it the table's name.

**Note**
If the named table doesn't exist for your account and region, a ResourceNotFoundException is thrown.

Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDB;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDBClientBuilder;
```

Code

```java
final AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.defaultClient();
try {
    ddb.deleteTable(table_name);
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}
```

Working with Items in DynamoDB

In DynamoDB, an item is a collection of attributes, each of which has a name and a value. An attribute value can be a scalar, set, or document type. For more information, see Naming Rules and Data Types in the Amazon DynamoDB Developer Guide.

Retrieve (Get) an Item from a Table

Call the AmazonDynamoDB's getItem method and pass it a GetItemRequest object with the table name and primary key value of the item you want. It returns a GetItemResult object.

You can use the returned GetItemResult object's getItem() method to retrieve a Map of key (String) and value (AttributeValue) pairs that are associated with the item.

Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDB;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDBClientBuilder;
import com.amazonaws.services.dynamodbv2.model.AttributeValue;
```
import com.amazonaws.services.dynamodbv2.model.GetItemRequest;
import java.util.HashMap;
import java.util.Map;

Code

HashMap<String,AttributeValue> key_to_get =
    new HashMap<String,AttributeValue>();
key_to_get.put("DATABASE_NAME", new AttributeValue(name));

GetItemRequest request = null;
if (projection_expression != null) {
    request = new GetItemRequest()
        .withKey(key_to_get)
        .withTableName(table_name)
        .withProjectionExpression(projection_expression);
} else {
    request = new GetItemRequest()
        .withKey(key_to_get)
        .withTableName(table_name);
}

final AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.defaultClient();

try {
    Map<String,AttributeValue> returned_item =
        ddb.getItem(request).getItem();
    if (returned_item != null) {
        Set<String> keys = returned_item.keySet();
        for (String key : keys) {
            System.out.format("%s: %s\n", key, returned_item.get(key).toString());
        }
    } else {
        System.out.format("No item found with the key %s!\n", name);
    }
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
Code

```java
HashMap<String,AttributeValue> item_values =
    new HashMap<String,AttributeValue>();
item_values.put("Name", new AttributeValue(name));

for (String[] field : extra_fields) {
    item_values.put(field[0], new AttributeValue(field[1]));
}

final AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.defaultClient();

try {
    ddb.putItem(table_name, item_values);
} catch (ResourceNotFoundException e) {
    System.err.format("Error: The table \"%s\" can't be found.\n", table_name);
    System.err.println("Be sure that it exists and that you've typed its name correctly!");
    System.exit(1);
} catch (AmazonServiceException e) {
    System.err.println(e.getMessage());
    System.exit(1);
}
```

See the [complete example](https://github.com/awsdocs/aws-sdk-java-developer-guide/tree/master/aws-sdk-java-developer-guide) on GitHub.

**Update an Existing Item in a Table**

You can update an attribute for an item that already exists in a table by using the AmazonDynamoDB's `updateItem` method, providing a table name, primary key value, and a map of fields to update.

**Note**

If the named table doesn't exist for your account and region, or if the item identified by the primary key you passed in doesn't exist, a `ResourceNotFoundException` is thrown.

**Imports**

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDB;
import com.amazonaws.services.dynamodbv2.AmazonDynamoDBClientBuilder;
import com.amazonaws.services.dynamodbv2.model.AttributeAction;
import com.amazonaws.services.dynamodbv2.model.AttributeValue;
import com.amazonaws.services.dynamodbv2.model.AttributeValueUpdate;
import com.amazonaws.services.dynamodbv2.model.ResourceNotFoundException;
import java.util.ArrayList;
```

**Code**

```java
HashMap<String,AttributeValue> item_key =
    new HashMap<String,AttributeValue>();

item_key.put("Name", new AttributeValue(name));

HashMap<String,AttributeValueUpdate> updated_values =
    new HashMap<String,AttributeValueUpdate>();

for (String[] field : extra_fields) {
    updated_values.put(field[0], new AttributeValueUpdate(
        new AttributeValue(field[1]), AttributeAction.PUT));
}
final AmazonDynamoDB ddb = AmazonDynamoDBClientBuilder.defaultClient();

try {
    ddb.updateItem(table_name, item_key, updated_values);
} catch (ResourceNotFoundException e) {
    System.err.println(e.getMessage());
    System.exit(1);
} catch (AmazonServiceException e) {
    System.err.println(e.getMessage());
    System.exit(1);

See the complete example on GitHub.

More Info

• Guidelines for Working with Items in the Amazon DynamoDB Developer Guide
• Working with Items in DynamoDB in the Amazon DynamoDB Developer Guide

Amazon EC2 Examples Using the AWS SDK for Java

This section provides examples of programming Amazon EC2 with the AWS SDK for Java.

Topics

• Tutorial: Starting an EC2 Instance (p. 58)
• Using IAM Roles to Grant Access to AWS Resources on Amazon EC2 (p. 62)
• Tutorial: Amazon EC2 Spot Instances (p. 66)
• Tutorial: Advanced Amazon EC2 Spot Request Management (p. 73)
• Managing Amazon EC2 Instances (p. 84)
• Using Elastic IP Addresses in Amazon EC2 (p. 88)
• Using Regions and Availability Zones (p. 90)
• Working with Amazon EC2 Key Pairs (p. 91)
• Working with Security Groups in Amazon EC2 (p. 93)

Tutorial: Starting an EC2 Instance

This tutorial demonstrates how to use the AWS SDK for Java to start an EC2 instance.

Topics

• Prerequisites (p. 4)
• Create an Amazon EC2 Security Group (p. 59)
• Create a Key Pair (p. 60)
• Run an Amazon EC2 Instance (p. 61)

Prerequisites

Before you begin, be sure that you have created an AWS account and that you have set up your AWS credentials. For more information, see Getting Started (p. 3).
Create an Amazon EC2 Security Group

Create a security group, which acts as a virtual firewall that controls the network traffic for one or more EC2 instances. By default, Amazon EC2 associates your instances with a security group that allows no inbound traffic. You can create a security group that allows your EC2 instances to accept certain traffic. For example, if you need to connect to a Linux instance, you must configure the security group to allow SSH traffic. You can create a security group using the Amazon EC2 console or the AWS SDK for Java.

You create a security group for use in either EC2-Classic or EC2-VPC. For more information about EC2-Classic and EC2-VPC, see Supported Platforms in the Amazon EC2 User Guide for Linux Instances.

For more information about creating a security group using the Amazon EC2 console, see Amazon EC2 Security Groups in the Amazon EC2 User Guide for Linux Instances.

To create a security group

1. Create and initialize a CreateSecurityGroupRequest instance. Use the withGroupName method to set the security group name, and the withDescription method to set the security group description, as follows:

```java
CreateSecurityGroupRequest csgr = new CreateSecurityGroupRequest();
    csgr.withGroupName("JavaSecurityGroup").withDescription("My security group");
```

The security group name must be unique within the AWS region in which you initialize your Amazon EC2 client. You must use US-ASCII characters for the security group name and description.

2. Pass the request object as a parameter to the createSecurityGroup method. The method returns a CreateSecurityGroupResult object, as follows:

```java
CreateSecurityGroupResult createSecurityGroupResult =
    amazonEC2Client.createSecurityGroup(csgr);
```

If you attempt to create a security group with the same name as an existing security group, createSecurityGroup throws an exception.

By default, a new security group does not allow any inbound traffic to your Amazon EC2 instance. To allow inbound traffic, you must explicitly authorize security group ingress. You can authorize ingress for individual IP addresses, for a range of IP addresses, for a specific protocol, and for TCP/UDP ports.

To authorize security group ingress

1. Create and initialize an IpPermission instance. Use the withIpv4Ranges method to set the range of IP addresses to authorize ingress for, and use the withIpProtocol method to set the IP protocol. Use the withFromPort and withToPort methods to specify range of ports to authorize ingress for, as follows:

```java
IpPermission ipPermission =
    new IpPermission();
IpRange ipRange1 = new IpRange().withCidrIp("111.111.111.111/32");
IpRange ipRange2 = new IpRange().withCidrIp("150.150.150.150/32");
ipPermission.withIpv4Ranges(Arrays.asList(new IpRange[]{ipRange1, ipRange2}))
    .withIpProtocol("tcp")
    .withFromPort(22)
    .withToPort(22);
```

All the conditions that you specify in the IpPermission object must be met in order for ingress to be allowed.
Specify the IP address using CIDR notation. If you specify the protocol as TCP/UDP, you must provide a source port and a destination port. You can authorize ports only if you specify TCP or UDP.

2. Create and initialize an `AuthorizeSecurityGroupIngressRequest` instance. Use the `withGroupName` method to specify the security group name, and pass the `IpPermission` object you initialized earlier to the `withIpPermissions` method, as follows:

```java
AuthorizeSecurityGroupIngressRequest authorizeSecurityGroupIngressRequest = new AuthorizeSecurityGroupIngressRequest();
authorizeSecurityGroupIngressRequest.withGroupName("JavaSecurityGroup").withIpPermissions(ipPermission);
```

3. Pass the request object into the `authorizeSecurityGroupIngress` method, as follows:

```java
amazonEC2Client.authorizeSecurityGroupIngress(authorizeSecurityGroupIngressRequest);
```

If you call `authorizeSecurityGroupIngress` with IP addresses for which ingress is already authorized, the method throws an exception. Create and initialize a new `IpPermission` object to authorize ingress for different IPs, ports, and protocols before calling `AuthorizeSecurityGroupIngress`.

Whenever you call the `authorizeSecurityGroupIngress` or `authorizeSecurityGroupEgress` methods, a rule is added to your security group.

### Create a Key Pair

You must specify a key pair when you launch an EC2 instance and then specify the private key of the key pair when you connect to the instance. You can create a key pair or use an existing key pair that you've used when launching other instances. For more information, see Amazon EC2 Key Pairs in the Amazon EC2 User Guide for Linux Instances.

### To create a key pair and save the private key

1. Create and initialize a `CreateKeyPairRequest` instance. Use the `withKeyName` method to set the key pair name, as follows:

```java
CreateKeyPairRequest createKeyPairRequest = new CreateKeyPairRequest();
createKeyPairRequest.withKeyName(keyName);
```

**Important**

Key pair names must be unique. If you attempt to create a key pair with the same key name as an existing key pair, you'll get an exception.

2. Pass the request object to the `createKeyPair` method. The method returns a `CreateKeyPairResult` instance, as follows:

```java
CreateKeyPairResult createKeyPairResult = amazonEC2Client.createKeyPair(createKeyPairRequest);
```

3. Call the result object's `getKeyPair` method to obtain a `KeyPair` object. Call the `KeyPair` object's `getKeyMaterial` method to obtain the unencrypted PEM-encoded private key, as follows:

```java
KeyPair keyPair = new KeyPair();
```
keyPair = createKeyPairResult.getKeyPair();

String privateKey = keyPair.getKeyMaterial();

Run an Amazon EC2 Instance

Use the following procedure to launch one or more identically configured EC2 instances from the same Amazon Machine Image (AMI). After you create your EC2 instances, you can check their status. After your EC2 instances are running, you can connect to them.

To launch an Amazon EC2 instance

1. Create and initialize a RunInstancesRequest instance. Make sure that the AMI, key pair, and security group that you specify exist in the region that you specified when you created the client object.

   ```java
   RunInstancesRequest runInstancesRequest = new RunInstancesRequest();
   runInstancesRequest.withImageId("ami-a9d09ed1")
                    .withInstanceType(InstanceType.T1Micro)
                    .withMinCount(1)
                    .withMaxCount(1)
                    .withKeyName("my-key-pair")
                    .withSecurityGroups("my-security-group");
   ```

   **withImageId**
   
   The ID of the AMI. To learn how to find public AMIs provided by Amazon or create your own, see Amazon Machine Image (AMI).

   **withInstanceType**
   
   An instance type that is compatible with the specified AMI. For more information, see Instance Types in the Amazon EC2 User Guide for Linux Instances.

   **withMinCount**
   
   The minimum number of EC2 instances to launch. If this is more instances than Amazon EC2 can launch in the target Availability Zone, Amazon EC2 launches no instances.

   **withMaxCount**
   
   The maximum number of EC2 instances to launch. If this is more instances than Amazon EC2 can launch in the target Availability Zone, Amazon EC2 launches the largest possible number of instances above MinCount. You can launch between 1 and the maximum number of instances you're allowed for the instance type. For more information, see How many instances can I run in Amazon EC2 in the Amazon EC2 General FAQ.

   **withKeyName**
   
   The name of the EC2 key pair. If you launch an instance without specifying a key pair, you can't connect to it. For more information, see Create a Key Pair (p. 60).

   **withSecurityGroups**
   
   One or more security groups. For more information, see Create an Amazon EC2 Security Group (p. 59).

2. Launch the instances by passing the request object to the runInstances method. The method returns a RunInstancesResult object, as follows:

   ```java
   RunInstancesResult result = amazonEC2Client.runInstances(
   ```
After your instance is running, you can connect to it using your key pair. For more information, see Connect to Your Linux Instance. in the Amazon EC2 User Guide for Linux Instances.

Using IAM Roles to Grant Access to AWS Resources on Amazon EC2

All requests to Amazon Web Services (AWS) must be cryptographically signed using credentials issued by AWS. You can use IAM roles to conveniently grant secure access to AWS resources from your Amazon EC2 instances.

This topic provides information about how to use IAM roles with Java SDK applications running on Amazon EC2. For more information about IAM instances, see IAM Roles for Amazon EC2 in the Amazon EC2 User Guide for Linux Instances.

The default provider chain and EC2 instance profiles

If your application creates an AWS client using the default constructor, then the client will search for credentials using the default credentials provider chain, in the following order:

1. In system environment variables: AWS_ACCESS_KEY_ID and AWS_SECRET_ACCESS_KEY.
2. In the Java system properties: aws.accessKeyId and aws.secretKey.
3. In the default credentials file (the location of this file varies by platform).
4. In the instance profile credentials, which exist within the instance metadata associated with the IAM role for the EC2 instance.

The final step in the default provider chain is available only when running your application on an Amazon EC2 instance, but provides the greatest ease of use and best security when working with Amazon EC2 instances. You can also pass an InstanceProfileCredentialsProvider instance directly to the client constructor to get instance profile credentials without proceeding through the entire default provider chain.

For example:

```java
AmazonS3 s3 = AmazonS3ClientBuilder.standard()
    .withCredentials(new InstanceProfileCredentialsProvider(false))
    .build();
```

When using this approach, the SDK retrieves temporary AWS credentials that have the same permissions as those associated with the IAM role associated with the Amazon EC2 instance in its instance profile. Although these credentials are temporary and would eventually expire, InstanceProfileCredentialsProvider periodically refreshes them for you so that the obtained credentials continue to allow access to AWS.

**Important**

The automatic credentials refresh happens only when you use the default client constructor, which creates its own InstanceProfileCredentialsProvider as part of the default provider chain, or when you pass an InstanceProfileCredentialsProvider instance directly to the client constructor. If you use another method to obtain or pass instance profile credentials, you are responsible for checking for and refreshing expired credentials.

If the client constructor can't find credentials using the credentials provider chain, it will throw an AmazonClientException.
Walkthrough: Using IAM roles for EC2 instances

The following walkthrough shows you how to retrieve an object from Amazon S3 using an IAM role to manage access.

Create an IAM Role

Create an IAM role that grants read-only access to Amazon S3.

To create the IAM role

1. Open the IAM console.
2. In the navigation pane, select Roles, then Create New Role.
3. Enter a name for the role, then select Next Step. Remember this name, since you’ll need it when you launch your Amazon EC2 instance.
4. On the Select Role Type page, under AWS Service Roles, select Amazon EC2.
5. On the Set Permissions page, under Select Policy Template, select Amazon S3 Read Only Access, then Next Step.

Launch an EC2 Instance and Specify Your IAM Role

You can launch an Amazon EC2 instance with an IAM role using the Amazon EC2 console or the AWS SDK for Java.

- To launch an Amazon EC2 instance using the console, follow the directions in Getting Started with Amazon EC2 Linux Instances in the Amazon EC2 User Guide for Linux Instances.

When you reach the Review Instance Launch page, select Edit instance details. In IAM role, choose the IAM role that you created previously. Complete the procedure as directed.

Note
You’ll need to create or use an existing security group and key pair to connect to the instance.

- To launch an Amazon EC2 instance with an IAM role using the AWS SDK for Java, see Run an Amazon EC2 Instance (p. 61).

Create your Application

Let’s build the sample application to run on the EC2 instance. First, create a directory that you can use to hold your tutorial files (for example, GetS3ObjectApp).

Next, copy the AWS SDK for Java libraries into your newly-created directory. If you downloaded the AWS SDK for Java to your ~/Downloads directory, you can copy them using the following commands:

```
cp -r ~/Downloads/aws-java-sdk-{1.7.5}/lib .
cp -r ~/Downloads/aws-java-sdk-{1.7.5}/third-party .
```

Open a new file, call it GetS3Object.java, and add the following code:

```java
import java.io.*;
```
import com.amazonaws.auth.*;
import com.amazonaws.services.s3.*;
import com.amazonaws.services.s3.model.*;
import com.amazonaws.AmazonClientException;
import com.amazonaws.AmazonServiceException;

public class GetS3Object {
    private static String bucketName = "text-content";
    private static String key = "text-object.txt";

    public static void main(String[] args) throws IOException {
        AmazonS3 s3Client = AmazonS3ClientBuilder.defaultClient();

        try {
            System.out.println("Downloading an object");
            S3Object s3object = s3Client.getObject(
                    new GetObjectRequest(bucketName, key));
            displayTextInputStream(s3object.getObjectContent());
        } catch(AmazonServiceException ase) {
            System.err.println("Exception was thrown by the service");
        } catch(AmazonClientException ace) {
            System.err.println("Exception was thrown by the client");
        }

        private static void displayTextInputStream(InputStream input) throws IOException {
            // Read one text line at a time and display.
            BufferedReader reader = new BufferedReader(new InputStreamReader(input));
            while(true) {
                String line = reader.readLine();
                if(line == null) break;
                System.out.println( "    " + line);
            }
            System.out.println();
        }
    }
}

Open a new file, call it build.xml, and add the following lines:

```xml
<project name="Get Amazon S3 Object" default="run" basedir=".">
    <path id="aws.java.sdk.classpath">
        <fileset dir="./lib" includes="**/*.jar"/>
        <fileset dir="./third-party" includes="**/*.jar"/>
        <pathelement location="lib"/>
        <pathelement location="."/>
    </path>

    <target name="build">
        <javac debug="true" includeantruntime="false"
               srcdir="." destdir="." classpathref="aws.java.sdk.classpath"/>
    </target>

    <target name="run" depends="build">
        <java class="com.amazonaws.auth.*" classpathref="aws.java.sdk.classpath" fork="true"/>
    </target>
</project>
```
Build and run the modified program. Note that there are no credentials are stored in the program. Therefore, unless you have your AWS credentials specified already, the code will throw AmazonServiceException. For example:

```bash
# ant
Buildfile: /path/to/my/GetS3ObjectApp/build.xml

build:
  [javac] Compiling 1 source file to /path/to/my/GetS3ObjectApp

run:
  [java] Downloading an object
  [java] AmazonServiceException

BUILD SUCCESSFUL
```

### Transfer the Compiled Program to Your EC2 Instance

Transfer the program to your Amazon EC2 instance using secure copy (`scp`), along with the AWS SDK for Java libraries. The sequence of commands looks something like the following.

```bash
scp -p -i {my-key-pair}.pem GetS3Object.class ec2-user@{public_dns}:GetS3Object.class
scp -p -i {my-key-pair}.pem build.xml ec2-user@{public_dns}:build.xml
scp -r -p -i {my-key-pair}.pem lib ec2-user@{public_dns}:lib
scp -r -p -i {my-key-pair}.pem third-party ec2-user@{public_dns}:third-party
```

**Note**
Depending on the Linux distribution that you used, the user name might be "ec2-user", "root", or "ubuntu". To get the public DNS name of your instance, open the EC2 console and look for the Public DNS value in the Description tab (for example, ec2-198-51-100-1.compute-1.amazonaws.com).

In the preceding commands:

- `GetS3Object.class` is your compiled program
- `build.xml` is the ant file used to build and run your program
- the `lib` and `third-party` directories are the corresponding library folders from the AWS SDK for Java.
- The `-r` switch indicates that `scp` should do a recursive copy of all of the contents of the `library` and `third-party` directories in the AWS SDK for Java distribution.
- The `-p` switch indicates that `scp` should preserve the permissions of the source files when it copies them to the destination.

**Note**
The `-p` switch works only on Linux, macOS, or Unix. If you are copying files from Windows, you may need to fix the file permissions on your instance using the following command:

```bash
chmod -R u+rwx GetS3Object.class build.xml lib third-party
```

### Run the Sample Program on the EC2 Instance

To run the program, connect to your Amazon EC2 instance. For more information, see Connect to Your Linux Instance in the [Amazon EC2 User Guide for Linux Instances](https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/using-connect-linux.html).
If `ant` is not available on your instance, install it using the following command:

```
sudo yum install ant
```

Then, run the program using `ant` as follows:

```
ant run
```

The program will write the contents of your Amazon S3 object to your command window.

### Tutorial: Amazon EC2 Spot Instances

#### Overview

Spot Instances enable you to bid on unused Amazon Elastic Compute Cloud (Amazon EC2) capacity up to 90% versus the On-Demand Instance price and run the acquired instances for as long as your bid exceeds the current Spot Price. Amazon EC2 changes the Spot Price periodically based on supply and demand, and customers whose bids meet or exceed it gain access to the available Spot Instances. Like On-Demand Instances and Reserved Instances, Spot Instances provide you another option for obtaining more compute capacity.

Spot Instances can significantly lower your Amazon EC2 costs for batch processing, scientific research, image processing, video encoding, data and web crawling, financial analysis, and testing. Additionally, Spot Instances give you access to large amounts of additional capacity in situations where the need for that capacity is not urgent.

To use Spot Instances, place a Spot Instance request specifying the maximum price you are willing to pay per instance hour; this is your bid. If your bid exceeds the current Spot Price, your request is fulfilled and your instances will run until either you choose to terminate them or the Spot Price increases above your bid (whichever is sooner).

It's important to note:

- You will often pay less per hour than your bid. Amazon EC2 adjusts the Spot Price periodically as requests come in and available supply changes. Everyone pays the same Spot Price for that period regardless of whether their bid was higher. Therefore, you might pay less than your bid, but you will never pay more than your bid.
- If you're running Spot Instances and your bid no longer meets or exceeds the current Spot Price, your instances will be terminated. This means that you will want to make sure that your workloads and applications are flexible enough to take advantage of this opportunistic capacity.

Spot Instances perform exactly like other Amazon EC2 instances while running, and like other Amazon EC2 instances, Spot Instances can be terminated when you no longer need them. If you terminate your instance, you pay for any partial hour used (as you would for On-Demand or Reserved Instances). However, if the Spot Price goes above your bid and your instance is terminated by Amazon EC2, you will not be charged for any partial hour of usage.

This tutorial shows how to use AWS SDK for Java to do the following.

- Submit a Spot Request
- Determine when the Spot Request becomes fulfilled
- Cancel the Spot Request
- Terminate associated instances
Prerequisites

To use this tutorial you must have the AWS SDK for Java installed, as well as having met its basic installation prerequisites. See Set up the AWS SDK for Java (p. 4) for more information.

Step 1: Setting Up Your Credentials

To begin using this code sample, you need to set up AWS credentials. See Set up AWS Credentials and Region for Development (p. 6) for instructions on how to do that.

Note

We recommend that you use the credentials of an IAM user to provide these values. For more information, see Sign Up for AWS and Create an IAM User (p. 3).

Now that you have configured your settings, you can get started using the code in the example.

Step 2: Setting Up a Security Group

A security group acts as a firewall that controls the traffic allowed in and out of a group of instances. By default, an instance is started without any security group, which means that all incoming IP traffic, on any TCP port will be denied. So, before submitting our Spot Request, we will set up a security group that allows the necessary network traffic. For the purposes of this tutorial, we will create a new security group called "GettingStarted" that allows Secure Shell (SSH) traffic from the IP address where you are running your application from. To set up a new security group, you need to include or run the following code sample that sets up the security group programmatically.

After we create an AmazonEC2 client object, we create a CreateSecurityGroupRequest object with the name, "GettingStarted" and a description for the security group. Then we call the ec2.createSecurityGroup API to create the group.

To enable access to the group, we create an ipPermission object with the IP address range set to the CIDR representation of the subnet for the local computer; the "/10" suffix on the IP address indicates the subnet for the specified IP address. We also configure the ipPermission object with the TCP protocol and port 22 (SSH). The final step is to call ec2.authorizeSecurityGroupIngress with the name of our security group and the ipPermission object.

```
// Create the AmazonEC2 client so we can call various APIs.
AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();

// Create a new security group.
try {
    CreateSecurityGroupRequest securityGroupRequest = new
    CreateSecurityGroupRequest("GettingStartedGroup", "Getting Started Security Group");
    ec2.createSecurityGroup(securityGroupRequest);
} catch (AmazonServiceException ase) {
    // Likely this means that the group is already created, so ignore.
    System.out.println(ase.getMessage());
}

String ipAddr = "0.0.0.0/0";

// Get the IP of the current host, so that we can limit the Security
// Group by default to the IP range associated with your subnet.
try {
    InetAddress addr = InetAddress.getLocalHost();

    // Get IP Address
    ipAddr = addr.getHostAddress()+"/10";
} catch (UnknownHostException e) {
}
```
// Create a range that you would like to populate.
ArrayList<String> ipRanges = new ArrayList<String>();
ipRanges.add(ipAddr);

// Open up port 22 for TCP traffic to the associated IP
// from above (e.g. ssh traffic).
ArrayList<IpPermission> ipPermissions = new ArrayList<IpPermission> ();
IpPermission ipPermission = new IpPermission();
ipPermission.setIpProtocol("tcp");
ipPermission.setFromPort(new Integer(22));
ipPermission.setToPort(new Integer(22));
ipPermission.setIpRanges(ipRanges);
ipPermissions.add(ipPermission);

try {
    // Authorize the ports to the used.
    AuthorizeSecurityGroupIngressRequest ingressRequest =
        new AuthorizeSecurityGroupIngressRequest("GettingStartedGroup",ipPermissions);
    ec2.authorizeSecurityGroupIngress(ingressRequest);
} catch (AmazonServiceException ase) {
    // Ignore because this likely means the zone has
    // already been authorized.
    System.out.println(ase.getMessage());
}

Note you only need to run this application once to create a new security group.

You can also create the security group using the AWS Toolkit for Eclipse. See Managing Security Groups from AWS Explorer for more information.

**Step 3: Submitting Your Spot Request**

To submit a Spot request, you first need to determine the instance type, Amazon Machine Image (AMI), and maximum bid price you want to use. You must also include the security group we configured previously, so that you can log into the instance if desired.

There are several instance types to choose from; go to Amazon EC2 Instance Types for a complete list. For this tutorial, we will use t1.micro, the cheapest instance type available. Next, we will determine the type of AMI we would like to use. We'll use ami-a9d09ed1, the most up-to-date Amazon Linux AMI available when we wrote this tutorial. The latest AMI may change over time, but you can always determine the latest version AMI by following these steps:

1. Open the Amazon EC2 console.
2. Choose the **Launch Instance** button.
3. The first window displays the AMIs available. The AMI ID is listed next to each AMI title. Alternatively, you can use the DescribeImages API, but leveraging that command is outside the scope of this tutorial.

There are many ways to approach bidding for Spot Instances; to get a broad overview of the various approaches you should view the Bidding for Spot Instances video. However, to get started, we'll describe three common strategies: bid to ensure cost is less than on-demand pricing; bid based on the value of the resulting computation; bid so as to acquire computing capacity as quickly as possible.

- **Reduce Cost below On-Demand** You have a batch processing job that will take a number of hours or days to run. However, you are flexible with respect to when it starts and when it completes. You want to see if you can complete it for less cost than with On-Demand Instances. You examine the Spot Price history for instance types using either the AWS Management Console or the Amazon EC2 API. For more information, go to Viewing Spot Price History. After you’ve analyzed the price history for your desired instance type in a given Availability Zone, you have two alternative approaches for your bid:
• You could bid at the upper end of the range of Spot Prices (which are still below the On-Demand price), anticipating that your one-time Spot request would most likely be fulfilled and run for enough consecutive compute time to complete the job.

• Or, you could specify the amount you are willing to pay for Spot Instances as a % of the On-Demand Instance price, and plan to combine many instances launched over time through a persistent request. If the specified price is exceeded, then the Spot Instance will terminate. (We will explain how to automate this task later in this tutorial.)

• Pay No More than the Value of the Result You have a data processing job to run. You understand the value of the job’s results well enough to know how much they are worth in terms of computing costs. After you’ve analyzed the Spot Price history for your instance type, you choose a bid price at which the cost of the computing time is no more than the value of the job’s results. You create a persistent bid and allow it to run intermittently as the Spot Price fluctuates at or below your bid.

• Acquire Computing Capacity Quickly You have an unanticipated, short-term need for additional capacity that is not available through On-Demand Instances. After you've analyzed the Spot Price history for your instance type, you bid above the highest historical price to provide a high likelihood that your request will be fulfilled quickly and continue computing until it completes.

After you choose your bid price, you are ready to request a Spot Instance. For the purposes of this tutorial, we will bid the On-Demand price ($0.03) to maximize the chances that the bid will be fulfilled. You can determine the types of available instances and the On-Demand prices for instances by going to Amazon EC2 Pricing page. While a Spot Instance is running, you pay the Spot price that's in effect for the time period your instances are running. Spot Instance prices are set by Amazon EC2 and adjust gradually based on long-term trends in supply and demand for Spot Instance capacity. You can also specify the amount you are willing to pay for a Spot Instance as a % of the On-Demand Instance price. To request a Spot Instance, you simply need to build your request with the parameters you chose earlier. We start by creating a RequestSpotInstanceRequest object. The request object requires the number of instances you want to start and the bid price. Additionally, you need to set the LaunchSpecification for the request, which includes the instance type, AMI ID, and security group you want to use. Once the request is populated, you call the requestSpotInstances method on the AmazonEC2Client object. The following example shows how to request a Spot Instance.

```java
// Create the AmazonEC2 client so we can call various APIs.
AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();

// Initializes a Spot Instance Request
RequestSpotInstancesRequest requestRequest = new RequestSpotInstancesRequest();

// Request 1 x t1.micro instance with a bid price of $0.03.
requestRequest.setSpotPrice("0.03");
requestRequest.setInstanceCount(Integer.valueOf(1));

// Setup the specifications of the launch. This includes the
// instance type (e.g. t1.micro) and the latest Amazon Linux
// AMI id available. Note, you should always use the latest
// Amazon Linux AMI id or another of your choosing.
LaunchSpecification launchSpecification = new LaunchSpecification();
launchSpecification.setImageId("ami-a9d09ed1");
launchSpecification.setInstanceType(InstanceType.T1Micro);

// Add the security group to the request.
ArrayList<String> securityGroups = new ArrayList<String>();
securityGroups.add("GettingStartedGroup");
launchSpecification.setSecurityGroups(securityGroups);

// Add the launch specifications to the request.
requestRequest.setLaunchSpecification(launchSpecification);

// Call the RequestSpotInstance API.
```
Running this code will launch a new Spot Instance Request. There are other options you can use to configure your Spot Requests. To learn more, please visit Tutorial: Advanced Amazon EC2 Spot Request Management (p. 73) or the RequestSpotInstances class in the AWS SDK for Java API Reference.

**Note**
You will be charged for any Spot Instances that are actually launched, so make sure that you cancel any requests and terminate any instances you launch to reduce any associated fees.

### Step 4: Determining the State of Your Spot Request

Next, we want to create code to wait until the Spot request reaches the “active” state before proceeding to the last step. To determine the state of our Spot request, we poll the describeSpotInstanceRequests method for the state of the Spot request ID we want to monitor.

The request ID created in Step 2 is embedded in the response to our requestSpotInstances request. The following example code shows how to gather request IDs from the requestSpotInstances response and use them to populate an ArrayList.

```java
// Call the RequestSpotInstance API.
RequestSpotInstancesResult requestResult = ec2.requestSpotInstances(requestRequest);
List<SpotInstanceRequest> requestResponses = requestResult.getSpotInstanceRequests();

// Setup an arraylist to collect all of the request ids we want to watch hit the running state.
ArrayList<String> spotInstanceRequestIds = new ArrayList<String>();

// Add all of the request ids to the hashset, so we can determine when they hit the active state.
for (SpotInstanceRequest requestResponse : requestResponses) {
    System.out.println("Created Spot Request: "+requestResponse.getSpotInstanceRequestId());
    spotInstanceRequestIds.add(requestResponse.getSpotInstanceRequestId());
}
```

To monitor your request ID, call the describeSpotInstanceRequests method to determine the state of the request. Then loop until the request is not in the "open" state. Note that we monitor for a state of not "open", rather a state of, say, "active", because the request can go straight to "closed" if there is a problem with your request arguments. The following code example provides the details of how to accomplish this task.

```java
// Create a variable that will track whether there are any requests still in the open state.
boolean anyOpen;

try {
    // Create the describeRequest object with all of the request ids to monitor (e.g. that we started).
    DescribeSpotInstanceRequestsRequest describeRequest = new DescribeSpotInstanceRequestsRequest();
    describeRequest.setSpotInstanceRequestIds(spotInstanceRequestIds);

    // Initialize the anyOpen variable to false - which assumes there are no requests open unless we find one that is still open.
    anyOpen=false;

    // Retrieve all of the requests we want to monitor.
    DescribeSpotInstanceRequestsResult describeResult = ec2.describeSpotInstanceRequests(describeRequest);
}
```
List<SpotInstanceRequest> describeResponses =
describeResult.getSpotInstanceRequests();

// Look through each request and determine if they are all in
// the active state.
for (SpotInstanceRequest describeResponse : describeResponses) {
    // If the state is open, it hasn't changed since we attempted
    // to request it. There is the potential for it to transition
    // almost immediately to closed or cancelled so we compare
    // against open instead of active.
    if (describeResponse.getState().equals("open")) {
        anyOpen = true;
        break;
    }
} catch (AmazonServiceException e) {
    // If we have an exception, ensure we don't break out of
    // the loop. This prevents the scenario where there was
    // blip on the wire.
    anyOpen = true;
}

try {
    // Sleep for 60 seconds.
    Thread.sleep(60*1000);
} catch (Exception e) {
    // Do nothing because it woke up early.
}
} while (anyOpen);

After running this code, your Spot Instance Request will have completed or will have failed with an error that will be output to the screen. In either case, we can proceed to the next step to clean up any active requests and terminate any running instances.

Step 5: Cleaning Up Your Spot Requests and Instances

Lastly, we need to clean up our requests and instances. It is important to both cancel any outstanding requests and terminate any instances. Just canceling your requests will not terminate your instances, which means that you will continue to pay for them. If you terminate your instances, your Spot requests may be canceled, but there are some scenarios such as if you use persistent bids where terminating your instances is not sufficient to stop your request from being re-fulfilled. Therefore, it is a best practice to both cancel any active bids and terminate any running instances.

The following code demonstrates how to cancel your requests.

try {
    // Cancel requests.
    CancelSpotInstanceRequestsRequest cancelRequest =
        new CancelSpotInstanceRequestsRequest(spotInstanceRequestIds);
    ec2.cancelSpotInstanceRequests(cancelRequest);
} catch (AmazonServiceException e) {
    // Write out any exceptions that may have occurred.
    System.out.println("Error cancelling instances");
    System.out.println("Caught Exception: " + e.getMessage());
    System.out.println("Response Status Code: " + e.getStatusCode());
    System.out.println("Error Code: " + e.getErrorCode());
    System.out.println("Request ID: " + e.getRequestId());
}

To terminate any outstanding instances, you will need the instance ID associated with the request that started them. The following code example takes our original code for monitoring the instances and adds an ArrayList in which we store the instance ID associated with the describeInstance response.
// Create a variable that will track whether there are any requests
// still in the open state.
boolean anyOpen;
// Initialize variables.
ArrayList<String> instanceIds = new ArrayList<String>();

do {
    // Create the describeRequest with all of the request ids to
    // monitor (e.g. that we started).
    DescribeSpotInstanceRequestsRequest describeRequest = new
    DescribeSpotInstanceRequestsRequest();
    describeRequest.setSpotInstanceRequestIds(spotInstanceRequestIds);

    // Initialize the anyOpen variable to false, which assumes there
    // are no requests open unless we find one that is still open.
    anyOpen = false;
    try {
        // Retrieve all of the requests we want to monitor.
        DescribeSpotInstanceRequestsResult describeResult =
        ec2.describeSpotInstanceRequests(describeRequest);
        List<SpotInstanceRequest> describeResponses =
        describeResult.getSpotInstanceRequests();

        // Look through each request and determine if they are all
        // in the active state.
        for (SpotInstanceRequest describeResponse : describeResponses) {
            // If the state is open, it hasn't changed since we
            // attempted to request it. There is the potential for
            // it to transition almost immediately to closed or
            // cancelled so we compare against open instead of active.
            if (describeResponse.getState().equals("open")) {
                anyOpen = true; break;
            }
        }
        // Add the instance id to the list we will
        // eventually terminate.
        instanceIds.add(describeResponse.getInstanceId());
    } catch (AmazonServiceException e) {
        // If we have an exception, ensure we don't break out
        // of the loop. This prevents the scenario where there
        // was a blip on the wire.
        anyOpen = true;
    }

    try {
        // Sleep for 60 seconds.
        Thread.sleep(60*1000);
    } catch (Exception e) {
        // Do nothing because it woke up early.
    }
} while (anyOpen);

Using the instance IDs, stored in the ArrayList, terminate any running instances using the following
code snippet.

try {
    // Terminate instances.
    TerminateInstancesRequest terminateRequest = new
    TerminateInstancesRequest(instanceIds);
    ec2.terminateInstances(terminateRequest);
} catch (AmazonServiceException e) {
    // Write out any exceptions that may have occurred.
Bringing It All Together

To bring this all together, we provide a more object-oriented approach that combines the preceding steps we showed: initializing the EC2 Client, submitting the Spot Request, determining when the Spot Requests are no longer in the open state, and cleaning up any lingering Spot request and associated instances. We create a class called Requests that performs these actions.

We also create a GettingStartedApp class, which has a main method where we perform the high level function calls. Specifically, we initialize the Requests object described previously. We submit the Spot Instance request. Then we wait for the Spot request to reach the "Active" state. Finally, we clean up the requests and instances.

The complete source code for this example can be viewed or downloaded at GitHub.

Congratulations! You have just completed the getting started tutorial for developing Spot Instance software with the AWS SDK for Java.

Next Steps

Proceed with Tutorial: Advanced Amazon EC2 Spot Request Management (p. 73).

Tutorial: Advanced Amazon EC2 Spot Request Management

Amazon EC2 Spot Instances allow you to bid on unused Amazon EC2 capacity and run those instances for as long as your bid exceeds the current spot price. Amazon EC2 changes the spot price periodically based on supply and demand. For more information about Spot Instances, see Spot Instances in the Amazon EC2 User Guide for Linux Instances.

Prerequisites

To use this tutorial you must have the AWS SDK for Java installed, as well as having met its basic installation prerequisites. See Set up the AWS SDK for Java (p. 4) for more information.

Setting up your credentials

To begin using this code sample, you need to set up AWS credentials. See Set up AWS Credentials and Region for Development (p. 6) for instructions on how to do that.

Note

We recommend that you use the credentials of an IAM user to provide these values. For more information, see Sign Up for AWS and Create an IAM User (p. 3).

Now that you have configured your settings, you can get started using the code in the example.

Setting up a security group

A security group acts as a firewall that controls the traffic allowed in and out of a group of instances. By default, an instance is started without any security group, which means that all incoming IP traffic, on any TCP port will be denied. So, before submitting our Spot Request, we will set up a security group that allows the necessary network traffic. For the purposes of this tutorial, we will create a new security
group called "GettingStarted" that allows Secure Shell (SSH) traffic from the IP address where you are running your application from. To set up a new security group, you need to include or run the following code sample that sets up the security group programmatically.

After we create an AmazonEC2 client object, we create a CreateSecurityGroupRequest object with the name, "GettingStarted" and a description for the security group. Then we call the ec2.createSecurityGroup API to create the group.

To enable access to the group, we create an IpPermission object with the IP address range set to the CIDR representation of the subnet for the local computer; the "/10" suffix on the IP address indicates the subnet for the specified IP address. We also configure the ipPermission object with the TCP protocol and port 22 (SSH). The final step is to call ec2.authorizeSecurityGroupIngress with the name of our security group and the ipPermission object.

(The following code is the same as what we used in the first tutorial.)

```java
// Create the AmazonEC2Client object so we can call various APIs.
AmazonEC2 ec2 = AmazonEC2ClientBuilder.standard()
    .withCredentials(credentials)
    .build();

// Create a new security group.
try {
    CreateSecurityGroupRequest securityGroupRequest =
        new CreateSecurityGroupRequest("GettingStartedGroup",
            "Getting Started Security Group");
    ec2.createSecurityGroup(securityGroupRequest);
} catch (AmazonServiceException ase) {
    // Likely this means that the group is already created, so ignore.
    System.out.println(ase.getMessage());
}

String ipAddr = "0.0.0.0/0";

// Get the IP of the current host, so that we can limit the Security Group
// by default to the ip range associated with your subnet.
try {
    // Get IP Address
    InetAddress addr = InetAddress.getLocalHost();
    ipAddr = addr.getHostAddress()+"/10";
} catch (UnknownHostException e) {
    // Fail here...
}

// Create a range that you would like to populate.
ArrayList<String> ipRanges = new ArrayList<String>();
ipRanges.add(ipAddr);

// Open up port 22 for TCP traffic to the associated IP from
// above (e.g. ssh traffic).
ArrayList<IpPermission> ipPermissions = new ArrayList<IpPermission> ();
IpPermission ipPermission = new IpPermission();
ipPermission.setIpProtocol("tcp");
ipPermission.setFromPort(new Integer(22));
ipPermission.setToPort(new Integer(22));
ipPermission.setIpRanges(ipRanges);
ipPermissions.add(ipPermission);

try {
    // Authorize the ports to the used.
    AuthorizeSecurityGroupIngressRequest ingressRequest =
        new AuthorizeSecurityGroupIngressRequest(
            "GettingStartedGroup", ipPermissions);
```
ec2.authorizeSecurityGroupIngress(ingressRequest);
}
catch (AmazonServiceException ase) {
    // Ignore because this likely means the zone has already
    // been authorized.
    System.out.println(ase.getMessage());
}

You can view this entire code sample in the advanced.CreateSecurityGroupApp.java code sample. Note you only need to run this application once to create a new security group.

Note
You can also create the security group using the AWS Toolkit for Eclipse. See Managing Security Groups from AWS Explorer in the AWS Toolkit for Eclipse User Guide for more information.

Detailed Spot Instance request creation options

As we explained in Tutorial: Amazon EC2 Spot Instances (p. 66), you need to build your request with an instance type, an Amazon Machine Image (AMI), and maximum bid price.

Let's start by creating a RequestSpotInstancesRequest object. The request object requires the number of instances you want and the bid price. Additionally, we need to set the LaunchSpecification for the request, which includes the instance type, AMI ID, and security group you want to use. After the request is populated, we call the requestSpotInstances method on the AmazonEC2Client object. An example of how to request a Spot Instance follows.

(The following code is the same as what we used in the first tutorial.)

```java
// Create the AmazonEC2 client so we can call various APIs.
AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();

// Initializes a Spot Instance Request
RequestSpotInstancesRequest requestRequest = new RequestSpotInstancesRequest();

// Request 1 x t1.micro instance with a bid price of $0.03.
requestRequest.setSpotPrice("0.03");
requestRequest.setInstanceCount(Integer.valueOf(1));

// Set up the specifications of the launch. This includes the
// instance type (e.g. t1.micro) and the latest Amazon Linux
// AMI id available. Note, you should always use the latest
// Amazon Linux AMI id or another of your choosing.
LaunchSpecification launchSpecification = new LaunchSpecification();
launchSpecification.setImageId("ami-a9d09ed1");
launchSpecification.setInstanceType(InstanceType.T1Micro);

// Add the security group to the request.
ArrayList<String> securityGroups = new ArrayList<String>();
securityGroups.add("GettingStartedGroup");
launchSpecification.setSecurityGroups(securityGroups);

// Call the RequestSpotInstance API.
RequestSpotInstancesResult requestResult =
    ec2.requestSpotInstances(requestRequest);
```

Persistent vs. one-time requests

When building a Spot request, you can specify several optional parameters. The first is whether your request is one-time only or persistent. By default, it is a one-time request. A one-time request can
be fulfilled only once, and after the requested instances are terminated, the request will be closed. A persistent request is considered for fulfillment whenever there is no Spot Instance running for the same request. To specify the type of request, you simply need to set the Type on the Spot request. This can be done with the following code.

```java
// Retrieves the credentials from an AWSCredentials.properties file.
AWSCredentials credentials = null;
try {
    credentials = new PropertiesCredentials(
        GettingStartedApp.class.getResourceAsStream("AwsCredentials.properties"));
} catch (IOException e1) {
    System.out.println(
        "Credentials were not properly entered into AwsCredentials.properties.");
    System.out.println(e1.getMessage());
    System.exit(-1);
}

// Create the AmazonEC2 client so we can call various APIs.
AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();

// Initializes a Spot Instance Request
RequestSpotInstancesRequest requestRequest =
    new RequestSpotInstancesRequest();

// Request 1 x t1.micro instance with a bid price of $0.03.
requestRequest.setSpotPrice("0.03");
requestRequest.setInstanceCount(Integer.valueOf(1));

// Set the type of the bid to persistent.
requestRequest.setType("persistent");

// Set up the specifications of the launch. This includes the
// instance type (e.g. t1.micro) and the latest Amazon Linux
// AMI id available. Note, you should always use the latest
// Amazon Linux AMI id or another of your choosing.
LaunchSpecification launchSpecification = new LaunchSpecification();
launchSpecification.setImageId("ami-a9d09ed1");
launchSpecification.setInstanceType(InstanceType.T1Micro);

// Add the security group to the request.
ArrayList<String> securityGroups = new ArrayList<String>();
securityGroups.add("GettingStartedGroup");
launchSpecification.setSecurityGroups(securityGroups);

// Add the launch specification.
requestRequest.setLaunchSpecification(launchSpecification);

// Call the RequestSpotInstance API.
RequestSpotInstancesResult requestResult =
    ec2.requestSpotInstances(requestRequest);
```

### Limiting the duration of a request

You can also optionally specify the length of time that your request will remain valid. You can specify both a starting and ending time for this period. By default, a Spot request will be considered for fulfillment from the moment it is created until it is either fulfilled or canceled by you. However you can constrain the validity period if you need to. An example of how to specify this period is shown in the following code.

```java
// Create the AmazonEC2 client so we can call various APIs.
AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
```
// Initializes a Spot Instance Request
RequestSpotInstancesRequest requestRequest = new RequestSpotInstancesRequest();

// Request 1 x t1.micro instance with a bid price of $0.03.
requestRequest.setSpotPrice("0.03");
requestRequest.setInstanceCount(Integer.valueOf(1));

// Set the valid start time to be two minutes from now.
Calendar cal = Calendar.getInstance();
cal.add(Calendar.MINUTE, 2);
requestRequest.setValidFrom(cal.getTime());

// Set the valid end time to be two minutes and two hours from now.
cal.add(Calendar.HOUR, 2);
requestRequest.setValidUntil(cal.getTime());

// Set up the specifications of the launch. This includes
// the instance type (e.g. t1.micro)
// and the latest Amazon Linux AMI id available.
// Note, you should always use the latest Amazon
// Linux AMI id or another of your choosing.
LaunchSpecification launchSpecification = new LaunchSpecification();
launchSpecification.setImageId("ami-a9d09ed1");
launchSpecification.setInstanceType("t1.micro");

// Add the security group to the request.
ArrayList<String> securityGroups = new ArrayList<String>();
securityGroups.add("GettingStartedGroup");
launchSpecification.setSecurityGroups(securityGroups);

// Add the launch specification.
requestRequest.setLaunchSpecification(launchSpecification);

// Call the RequestSpotInstance API.
RequestSpotInstancesResult requestResult = ec2.requestSpotInstances(requestRequest);

---

**Grouping your Amazon EC2 Spot Instance requests**

You have the option of grouping your Spot Instance requests in several different ways. We'll look at the benefits of using launch groups, Availability Zone groups, and placement groups.

If you want to ensure your Spot Instances are all launched and terminated together, then you have the option to leverage a launch group. A launch group is a label that groups a set of bids together. All instances in a launch group are started and terminated together. Note, if instances in a launch group have already been fulfilled, there is no guarantee that new instances launched with the same launch group will also be fulfilled. An example of how to set a Launch Group is shown in the following code example.

// Create the AmazonEC2 client so we can call various APIs.
AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();

// Initializes a Spot Instance Request
RequestSpotInstancesRequest requestRequest = new RequestSpotInstancesRequest();

// Request 5 x t1.micro instance with a bid price of $0.03.
requestRequest.setSpotPrice("0.03");
requestRequest.setInstanceCount(Integer.valueOf(5));

// Set the launch group.
requestRequest.setLaunchGroup("ADVANCED-DEMO-LAUNCH-GROUP");
// Set up the specifications of the launch. This includes
// the instance type (e.g. t1.micro) and the latest Amazon Linux
// AMI id available. Note, you should always use the latest
// Amazon Linux AMI id or another of your choosing.
LaunchSpecification launchSpecification = new LaunchSpecification();
launchSpecification.setImageId("ami-a9d09ed1");
launchSpecification.setInstanceType(InstanceType.T1Micro);

// Add the security group to the request.
ArrayList<String> securityGroups = new ArrayList<String>();
securityGroups.add("GettingStartedGroup");
launchSpecification.setSecurityGroups(securityGroups);

// Add the launch specification.
requestRequest.setLaunchSpecification(launchSpecification);

// Call the RequestSpotInstance API.
RequestSpotInstancesResult requestResult =
    ec2.requestSpotInstances(requestRequest);

If you want to ensure that all instances within a request are launched in the same Availability Zone, and
you don't care which one, you can leverage Availability Zone groups. An Availability Zone group is a
label that groups a set of instances together in the same Availability Zone. All instances that share an
Availability Zone group and are fulfilled at the same time will start in the same Availability Zone. An
example of how to set an Availability Zone group follows.

// Create the AmazonEC2 client so we can call various APIs.
AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();

// Initializes a Spot Instance Request
RequestSpotInstancesRequest requestRequest = new RequestSpotInstancesRequest();

// Request 5 x t1.micro instance with a bid price of $0.03.
requestRequest.setSpotPrice("0.03");
requestRequest.setInstanceCount(Integer.valueOf(5));

// Set the availability zone group.
requestRequest.setAvailabilityZoneGroup("ADVANCED-DEMO-AZ-GROUP");

// Set up the specifications of the launch. This includes the instance
// type (e.g. t1.micro) and the latest Amazon Linux AMI id available.
// Note, you should always use the latest Amazon Linux AMI id or another
// of your choosing.
LaunchSpecification launchSpecification = new LaunchSpecification();
launchSpecification.setImageId("ami-a9d09ed1");
launchSpecification.setInstanceType(InstanceType.T1Micro);

// Add the security group to the request.
ArrayList<String> securityGroups = new ArrayList<String>();
securityGroups.add("GettingStartedGroup");
launchSpecification.setSecurityGroups(securityGroups);

// Add the launch specification.
requestRequest.setLaunchSpecification(launchSpecification);

// Call the RequestSpotInstance API.
RequestSpotInstancesResult requestResult =
    ec2.requestSpotInstances(requestRequest);

You can specify an Availability Zone that you want for your Spot Instances. The following code example
shows you how to set an Availability Zone.

// Create the AmazonEC2 client so we can call various APIs.
AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();

// Initializes a Spot Instance Request
RequestSpotInstancesRequest requestRequest = new RequestSpotInstancesRequest();

// Request 1 x t1.micro instance with a bid price of $0.03.
requestRequest.setSpotPrice("0.03");
requestRequest.setInstanceCount(Integer.valueOf(1));

// Set up the specifications of the launch. This includes the instance
// type (e.g. t1.micro) and the latest Amazon Linux AMI id available.
// Note, you should always use the latest Amazon Linux AMI id or another
// of your choosing.
LaunchSpecification launchSpecification = new LaunchSpecification();
launchSpecification.setImageId("ami-a9d09ed1");
launchSpecification.setInstanceType(InstanceType.T1Micro);

// Add the security group to the request.
ArrayList<String> securityGroups = new ArrayList<String>();
securityGroups.add("GettingStartedGroup");
launchSpecification.setSecurityGroups(securityGroups);

// Set up the availability zone to use. Note we could retrieve the
// availability zones using the ec2.describeAvailabilityZones() API. For
// this demo we will just use us-east-1a.
SpotPlacement placement = new SpotPlacement("us-east-1b");
launchSpecification.setPlacement(placement);

// Add the launch specification.
requestRequest.setLaunchSpecification(launchSpecification);

// Call the RequestSpotInstance API.
RequestSpotInstancesResult requestResult =
   ec2.requestSpotInstances(requestRequest);

Lastly, you can specify a placement group if you are using High Performance Computing (HPC) Spot
Instances, such as cluster compute instances or cluster GPU instances. Placement groups provide you
with lower latency and high-bandwidth connectivity between the instances. An example of how to set a
placement group follows.

// Create the AmazonEC2 client so we can call various APIs.
AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();

// Initializes a Spot Instance Request
RequestSpotInstancesRequest requestRequest = new RequestSpotInstancesRequest();

// Request 1 x t1.micro instance with a bid price of $0.03.
requestRequest.setSpotPrice("0.03");
requestRequest.setInstanceCount(Integer.valueOf(1));

// Set up the specifications of the launch. This includes the instance
// type (e.g. t1.micro) and the latest Amazon Linux AMI id available.
// Note, you should always use the latest Amazon Linux AMI id or another
// of your choosing.
LaunchSpecification launchSpecification = new LaunchSpecification();
launchSpecification.setImageId("ami-a9d09ed1");
launchSpecification.setInstanceType(InstanceType.T1Micro);

// Add the security group to the request.
ArrayList<String> securityGroups = new ArrayList<String>();
securityGroups.add("GettingStartedGroup");
launchSpecification.setSecurityGroups(securityGroups);
// Set up the placement group to use with whatever name you desire. // For this demo we will just use "ADVANCED-DEMO-PLACEMENT-GROUP".
SpotPlacement placement = new SpotPlacement();
placement.setGroupName("ADVANCED-DEMO-PLACEMENT-GROUP");
launchSpecification.setPlacement(placement);

// Add the launch specification.
requestRequest.setLaunchSpecification(launchSpecification);

// Call the RequestSpotInstance API.
RequestSpotInstancesResult requestResult =
    ec2.requestSpotInstances(requestRequest);

All of the parameters shown in this section are optional. It is also important to realize that most of these parameters—with the exception of whether your bid is one-time or persistent—can reduce the likelihood of bid fulfillment. So, it is important to leverage these options only if you need them. All of the preceding code examples are combined into one long code sample, which can be found in the com.amazonaws.codesamples.advanced.InlineGettingStartedCodeSampleApp.java class.

How to persist a root partition after interruption or termination

One of the easiest ways to manage interruption of your Spot Instances is to ensure that your data is checkpointed to an Amazon Elastic Block Store (Amazon EBS) volume on a regular cadence. By checkpointing periodically, if there is an interruption you will lose only the data created since the last checkpoint (assuming no other non-idempotent actions are performed in between). To make this process easier, you can configure your Spot Request to ensure that your root partition will not be deleted on interruption or termination. We've inserted new code in the following example that shows how to enable this scenario.

In the added code, we create a BlockDeviceMapping object and set its associated Elastic Block Storage (EBS) to an EBS object that we've configured to not be deleted if the Spot Instance is terminated. We then add this BlockDeviceMapping to the ArrayList of mappings that we include in the launch specification.

// Retrieves the credentials from an AWSCredentials.properties file.
AWSCredentials credentials = null;
try {
    credentials = new PropertiesCredentials(
        GettingStartedApp.class.getResourceAsStream("AwsCredentials.properties");
} catch (IOException e1) {
    System.out.println("Credentials were not properly entered into AwsCredentials.properties.");
    System.out.println(e1.getMessage());
    System.exit(-1);
}

// Create the AmazonEC2 client so we can call various APIs.
AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();

// Initializes a Spot Instance Request
RequestSpotInstancesRequest requestRequest = new RequestSpotInstancesRequest();

    // Request 1 x t1.micro instance with a bid price of $0.03.
    requestRequest.setSpotPrice("0.03");
    requestRequest.setInstanceCount(Integer.valueOf(1));

    // Set up the specifications of the launch. This includes the instance
    // type (e.g. t1.micro) and the latest Amazon Linux AMI id available.
    // Note, you should always use the latest Amazon Linux AMI id or another
    // of your choosing.
    LaunchSpecification launchSpecification = new LaunchSpecification();
launchSpecification.setImageId("ami-a9d09ed1");
launchSpecification.setInstanceType(InstanceType.T1Micro);

// Add the security group to the request.
ArrayList<String> securityGroups = new ArrayList<String>();
securityGroups.add("GettingStartedGroup");
launchSpecification.setSecurityGroups(securityGroups);

// Create the block device mapping to describe the root partition.
BlockDeviceMapping blockDeviceMapping = new BlockDeviceMapping();
blockDeviceMapping.setDeviceName("/dev/sda1");

// Set the delete on termination flag to false.
EbsBlockDevice ebs = new EbsBlockDevice();
ebs.setDeleteOnTermination(Boolean.FALSE);
blockDeviceMapping.setEbs(ebs);

// Add the block device mapping to the block list.
ArrayList<BlockDeviceMapping> blockList = new ArrayList<BlockDeviceMapping>();
blockList.add(blockDeviceMapping);

// Set the block device mapping configuration in the launch specifications.
launchSpecification.setBlockDeviceMappings(blockList);

// Add the launch specification.
requestRequest.setLaunchSpecification(launchSpecification);

// Call the RequestSpotInstance API.
RequestSpotInstancesResult requestResult = ec2.requestSpotInstances(requestRequest);

Assuming you wanted to re-attach this volume to your instance on startup, you can also use the block device mapping settings. Alternatively, if you attached a non-root partition, you can specify the Amazon EBS volumes you want to attach to your Spot Instance after it resumes. You do this simply by specifying a snapshot ID in your EbsBlockDevice and alternative device name in your BlockDeviceMapping objects. By leveraging block device mappings, it can be easier to bootstrap your instance.

Using the root partition to checkpoint your critical data is a great way to manage the potential for interruption of your instances. For more methods on managing the potential of interruption, please visit the Managing interruption video.

How to tag your spot requests and instances

Adding tags to EC2 resources can simplify the administration of your cloud infrastructure. A form of metadata, tags can be used to create user-friendly names, enhance searchability, and improve coordination between multiple users. You can also use tags to automate scripts and portions of your processes. To read more about tagging Amazon EC2 resources, go to Using Tags in the Amazon EC2 User Guide for Linux Instances.

Tagging requests

To add tags to your spot requests, you need to tag them after they have been requested. The return value from requestSpotInstances() provides you with a RequestSpotInstancesResult object that you can use to get the spot request IDs for tagging:

// Call the RequestSpotInstance API.
RequestSpotInstancesResult requestResult = ec2.requestSpotInstances(requestRequest);
List<SpotInstanceRequest> requestResponses = requestResult.getSpotInstanceRequests();

// A list of request IDs to tag
ArrayList<String> spotInstanceRequestIds = new ArrayList<String>();
Add the request IDs to the hashset, so we can determine when they hit the active state.

```java
for (SpotInstanceRequest requestResponse : requestResponses) {
    System.out.println("Created Spot Request: " + requestResponse.getSpotInstanceRequestId());
    spotInstanceRequestIds.add(requestResponse.getSpotInstanceRequestId());
}
```

Once you have the IDs, you can tag the requests by adding their IDs to a `CreateTagsRequest` and calling the EC2 client's `createTags()` method:

```java
// The list of tags to create
ArrayList<Tag> requestTags = new ArrayList<Tag>();
requestTags.add(new Tag("keyname1","value1"));

// Create the tag request
CreateTagsRequest createTagsRequest_requests = new CreateTagsRequest();
createTagsRequest_requests.setResources(spotInstanceRequestIds);
createTagsRequest_requests.setTags(requestTags);

// Tag the spot request
try {
    ec2.createTags(createTagsRequest_requests);
} catch (AmazonServiceException e) {
    System.out.println("Error terminating instances");
    System.out.println("Caught Exception: " + e.getMessage());
    System.out.println("Response Status Code: " + e.getStatusCode());
    System.out.println("Error Code: " + e.getErrorCode());
    System.out.println("Request ID: " + e.getRequestId());
}
```

### Tagging instances

Similarly to spot requests themselves, you can only tag an instance once it has been created, which will happen once the spot request has been met (it is no longer in the open state).

You can check the status of your requests by calling the EC2 client's `describeSpotInstanceRequests()` method with a `DescribeSpotInstanceRequestsRequest` object. The returned `DescribeSpotInstanceRequestsResult` object contains a list of `SpotInstanceRequest` objects that you can use to query the status of your spot requests and obtain their instance IDs once they are no longer in the open state.

Once the spot request is no longer open, you can retrieve its instance ID from the `SpotInstanceRequest` object by calling its `getInstanceId()` method.

```java
boolean anyOpen; // tracks whether any requests are still open

// a list of instances to tag.
ArrayList<String> instanceIds = new ArrayList<String>();

do {
    DescribeSpotInstanceRequestsRequest describeRequest =
        new DescribeSpotInstanceRequestsRequest();
    describeRequest.setSpotInstanceRequestIds(spotInstanceRequestIds);
    anyOpen=false; // assume no requests are still open

    try {
        // Get the requests to monitor
        DescribeSpotInstanceRequestsResult describeResult =
            ec2.describeSpotInstanceRequests(describeRequest);
```
List<SpotInstanceRequest> describeResponses =
    describeResult.getSpotInstanceRequests();

    // are any requests open?
    for (SpotInstanceRequest describeResponse : describeResponses) {
        if (describeResponse.getState().equals("open")) {
            anyOpen = true;
            break;
        }
        // get the corresponding instance ID of the spot request
        instanceIds.add(describeResponse.getInstanceId());
    }
    catch (AmazonServiceException e) {
        // Don't break the loop due to an exception (it may be a temporary issue)
        anyOpen = true;
    }

    try {
        Thread.sleep(60*1000); // sleep 60s.
    } catch (Exception e) {
        // Do nothing if the thread woke up early.
    }
} while (anyOpen);

Now you can tag the instances that are returned:

// Create a list of tags to create
ArrayList<Tag> instanceTags = new ArrayList<Tag>();
instanceTags.add(new Tag("keyname1","value1"));

// Create the tag request
CreateTagsRequest createTagsRequest_instances = new CreateTagsRequest();
createTagsRequest_instances.setResources(instanceIds);
createTagsRequest_instances.setTags(instanceTags);

// Tag the instance
try {
    ec2.createTags(createTagsRequest_instances);
} catch (AmazonServiceException e) {
    // Write out any exceptions that may have occurred.
    System.out.println("Error terminating instances");
    System.out.println("Caught Exception: " + e.getMessage());
    System.out.println("Response Status Code: " + e.getStatusCode());
    System.out.println("Error Code: " + e.getErrorCode());
    System.out.println("Request ID: " + e.getRequestId());
} 

**Canceling spot requests and terminating instances**

**Canceling a spot request**

To cancel a Spot Instance request, call cancelSpotInstanceRequests on the EC2 client with a CancelSpotInstanceRequestsRequest object.

try {
    CancelSpotInstanceRequestsRequest cancelRequest = new CancelSpotInstanceRequestsRequest(spotInstanceRequestIds);
    ec2.cancelSpotInstanceRequests(cancelRequest);
}
Terminating Spot Instances

You can terminate any Spot Instances that are running by passing their IDs to the EC2 client's terminateInstances() method.

```java
try {
    TerminateInstancesRequest terminateRequest = new TerminateInstancesRequest(instanceIds);
    ec2.terminateInstances(terminateRequest);
} catch (AmazonServiceException e) {
    System.out.println("Error terminating instances");
    System.out.println("Caught Exception: " + e.getMessage());
    System.out.println("Response Status Code: " + e.getStatusCode());
    System.out.println("Error Code: " + e.getErrorCode());
    System.out.println("Request ID: " + e.getRequestId());
}
```

Bringing it all together

To bring this all together, we provide a more object-oriented approach that combines the steps we showed in this tutorial into one easy to use class. We instantiate a class called Requests that performs these actions. We also create a GettingStartedApp class, which has a main method where we perform the high level function calls.

The complete source code for this example can be viewed or downloaded at GitHub.

Congratulations! You've completed the Advanced Request Features tutorial for developing Spot Instance software with the AWS SDK for Java.

Managing Amazon EC2 Instances

Creating an Instance

Create a new Amazon EC2 instance by calling the AmazonEC2Client's runInstances method, providing it with a RunInstancesRequest containing the Amazon Machine Image (AMI) to use and an instance type.

```java
RunInstancesRequest run_request = new RunInstancesRequest()
    .withImageId(ami_id)
    .withInstanceType(InstanceType.T1Micro)
    .withMaxCount(1)
```
RunInstancesResult run_response = ec2.runInstances(run_request);
String reservation_id =
   run_response.getReservation().getInstances().get(0).getInstanceId();

See the complete example.

Starting an Instance

To start an Amazon EC2 instance, call the AmazonEC2Client's startInstances method, providing it with a StartInstancesRequest containing the ID of the instance to start.

Imports

import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.StartInstancesRequest;

Code

final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
StartInstancesRequest request = new StartInstancesRequest()
   .withInstanceIds(instance_id);
ec2.startInstances(request);

See the complete example.

Stopping an Instance

To stop an Amazon EC2 instance, call the AmazonEC2Client's stopInstances method, providing it with a StopInstancesRequest containing the ID of the instance to stop.

Imports

import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.StopInstancesRequest;

Code

final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
StopInstancesRequest request = new StopInstancesRequest()
   .withInstanceIds(instance_id);
ec2.stopInstances(request);

See the complete example.

Rebooting an Instance

To reboot an Amazon EC2 instance, call the AmazonEC2Client's rebootInstances method, providing it with a RebootInstancesRequest containing the ID of the instance to reboot.
Imports

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.RebootInstancesRequest;
import com.amazonaws.services.ec2.model.RebootInstancesResult;
```

Code

```java
final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
RebootInstancesRequest request = new RebootInstancesRequest()
        .withInstanceIds(instance_id);
RebootInstancesResult response = ec2.rebootInstances(request);
```

See the complete example.

Describing Instances

To list your instances, create a `DescribeInstancesRequest` and call the AmazonEC2Client's `describeInstances` method. It will return a `DescribeInstancesResult` object that you can use to list the Amazon EC2 instances for your account and region.

Instances are grouped by reservation. Each reservation corresponds to the call to `startInstances` that launched the instance. To list your instances, you must first call the `DescribeInstancesResult` class' `getReservations` method, and then call :methodname:`getInstances` on each returned `Reservation` object.

Imports

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.DescribeInstancesRequest;
import com.amazonaws.services.ec2.model.DescribeInstancesResult;
import com.amazonaws.services.ec2.model.Instance;
import com.amazonaws.services.ec2.model.Reservation;
```

Code

```java
final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
boolean done = false;
DescribeInstancesRequest request = new DescribeInstancesRequest();
while(!done) {
    DescribeInstancesResult response = ec2.describeInstances(request);
    for(Reservation reservation : response.getReservations()) {
        for(Instance instance : reservation.getInstances()) {
            System.out.printf(
                "Found instance with id %s, " +
                "AMI %s, " +
                "type %s, " +
                "state %s " +
                "and monitoring state %s",
                instance.getInstanceId(),
                instance.getImageId(),
                instance.getInstanceType(),
                instance.getState().getName(),
                instance.getMonitoring().getState());
```
Results are paged; you can get further results by passing the value returned from the result object’s `getNextToken` method to your original request object’s `setNextToken` method, then using the same request object in your next call to `describeInstances`.

See the complete example.

### Monitoring an Instance

You can monitor various aspects of your Amazon EC2 instances, such as CPU and network utilization, available memory, and disk space remaining. To learn more about instance monitoring, see [Monitoring Amazon EC2](https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/monitoring.instances.html) in the Amazon EC2 User Guide for Linux Instances.

To start monitoring an instance, you must create a `MonitorInstancesRequest` with the ID of the instance to monitor, and pass it to the `AmazonEC2Client`’s `monitorInstances` method.

**Imports**

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.MonitorInstancesRequest;
```

**Code**

```java
final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
MonitorInstancesRequest request = new MonitorInstancesRequest()
    .withInstanceIds(instance_id);
ec2.monitorInstances(request);
```

See the complete example.

### Stopping Instance Monitoring

To stop monitoring an instance, create an `UnmonitorInstancesRequest` with the ID of the instance to stop monitoring, and pass it to the `AmazonEC2Client`’s `unmonitorInstances` method.

**Imports**

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.UnmonitorInstancesRequest;
```

**Code**

```java
final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
UnmonitorInstancesRequest request = new UnmonitorInstancesRequest()
    .withInstanceIds(instance_id);
```
ec2.unmonitorInstances(request);

See the complete example.

More Information

- RunInstances in the Amazon EC2 API Reference
- DescribeInstances in the Amazon EC2 API Reference
- StartInstances in the Amazon EC2 API Reference
- StopInstances in the Amazon EC2 API Reference
- RebootInstances in the Amazon EC2 API Reference
- MonitorInstances in the Amazon EC2 API Reference
- UnmonitorInstances in the Amazon EC2 API Reference

Using Elastic IP Addresses in Amazon EC2

Allocating an Elastic IP Address

To use an Elastic IP address, you first allocate one to your account, and then associate it with your instance or a network interface.

To allocate an Elastic IP address, call the AmazonEC2Client's allocateAddress method with an AllocateAddressRequest object containing the network type (classic EC2 or VPC).

The returned AllocateAddressResult contains an allocation ID that you can use to associate the address with an instance, by passing the allocation ID and instance ID in a AssociateAddressRequest to the AmazonEC2Client's associateAddress method.

Imports

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.AllocateAddressRequest;
import com.amazonaws.services.ec2.model.AllocateAddressResult;
import com.amazonaws.services.ec2.model.AssociateAddressRequest;
import com.amazonaws.services.ec2.model.AssociateAddressResult;
import com.amazonaws.services.ec2.model.DomainType;
```

Code

```java
final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
AllocateAddressRequest allocate_request = new AllocateAddressRequest()
    .withDomain(DomainType.Vpc);
AllocateAddressResult allocate_response =
    ec2.allocateAddress(allocate_request);
String allocation_id = allocate_response.getAllocationId();
AssociateAddressRequest associate_request =
    new AssociateAddressIdRequest()
        .withInstanceId(instance_id)
        .withAllocationId(allocation_id);
```
Using Elastic IP Addresses in Amazon EC2

AssociateAddressResult associate_response =
    ec2.associateAddress(associate_request);

See the complete example.

Describing Elastic IP Addresses

To list the Elastic IP addresses assigned to your account, call the AmazonEC2Client's
describeAddresses method. It returns a DescribeAddressesResult which you can use to get a list of
Address objects that represent the Elastic IP addresses on your account.

Imports

import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.Address;
import com.amazonaws.services.ec2.model.DescribeAddressesResult;

Code

final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
DescribeAddressesResult response = ec2.describeAddresses();
for(Address address : response.getAddresses()) {
    System.out.printf(
        "Found address with public IP %s, " +
        "domain %s, " +
        "allocation id %s " +
        "and NIC id %s",
        address.getPublicIp(),
        address.getDomain(),
        address.getAllocationId(),
        address.getNetworkInterfaceId());
}

See the complete example.

Releasing an Elastic IP Address

To release an Elastic IP address, call the AmazonEC2Client's releaseAddress method, passing it a
ReleaseAddressRequest containing the allocation ID of the Elastic IP address you want to release.

Imports

import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.ReleaseAddressRequest;
import com.amazonaws.services.ec2.model.ReleaseAddressResult;

Code

final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
ReleaseAddressRequest request = new ReleaseAddressRequest()
    .withAllocationId(alloc_id);
ReleaseAddressResult response = ec2.releaseAddress(request);
After you release an Elastic IP address, it is released to the AWS IP address pool and might be unavailable to you afterward. Be sure to update your DNS records and any servers or devices that communicate with the address. If you attempt to release an Elastic IP address that you already released, you'll get an AuthFailure error if the address is already allocated to another AWS account.

If you are using EC2-Classic or a default VPC, then releasing an Elastic IP address automatically disassociates it from any instance that it's associated with. To disassociate an Elastic IP address without releasing it, use the AmazonEC2Client's disassociateAddress method.

If you are using a non-default VPC, you must use disassociateAddress to disassociate the Elastic IP address before you try to release it. Otherwise, Amazon EC2 returns an error (InvalidIPAddress.InUse).

See the complete example.

More Information

- Elastic IP Addresses in the Amazon EC2 User Guide for Linux Instances
- AllocateAddress in the Amazon EC2 API Reference
- DescribeAddresses in the Amazon EC2 API Reference
- ReleaseAddress in the Amazon EC2 API Reference

Using Regions and Availability Zones

Describing Regions

To list the Regions available to your account, call the AmazonEC2Client's describeRegions method. It returns a DescribeRegionsResult. Call the returned object's getRegions method to get a list of Region objects that represent each Region.

Imports

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.DescribeRegionsResult;
import com.amazonaws.services.ec2.model.Region;
```

Code

```java
final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
DescribeRegionsResult regions_response = ec2.describeRegions();

for(Region region : regions_response.getRegions()) {
    System.out.printf(
        "Found region %s with endpoint %s",
        region.getRegionName(),
        region.getEndpoint());
}
```

See the complete example.

Describing Availability Zones

To list each Availability Zone available to your account, call the AmazonEC2Client's describeAvailabilityZones method. It returns a DescribeAvailabilityZonesResult. Call its
The **getAvailabilityZones** method is used to get a list of **AvailabilityZone** objects that represent each Availability Zone.

### Imports

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.DescribeRegionsResult;
import com.amazonaws.services.ec2.model.Region;
```

### Code

```java
DescribeAvailabilityZonesResult zones_response =
    ec2.describeAvailabilityZones();
for(AvailabilityZone zone : zones_response.getAvailabilityZones()) {
    System.out.printf(
        "Found availability zone %s with status %s in region %s",
        zone.getZoneName(),
        zone.getState(),
        zone.getRegionName());
}
```

See the [complete example](#).

### More Information

- Regions and Availability Zones in the *Amazon EC2 User Guide for Linux Instances*
- DescribeRegions in the *Amazon EC2 API Reference*
- DescribeAvailabilityZones in the *Amazon EC2 API Reference*

## Working with Amazon EC2 Key Pairs

### Creating a Key Pair

To create a key pair, call the **AmazonEC2Client**'s **createKeyPair** method with a **CreateKeyPairRequest** that contains the key's name.

### Imports

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.CreateKeyPairRequest;
import com.amazonaws.services.ec2.model.CreateKeyPairResult;
```

### Code

```java
final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
CreateKeyPairRequest request = new CreateKeyPairRequest()
    .withKeyName(key_name);
CreateKeyPairResult response = ec2.createKeyPair(request);
```
See the complete example.

**Describing Key Pairs**

To list your key pairs or to get information about them, call the `AmazonEC2Client`'s `describeKeyPairs` method. It returns a `DescribeKeyPairsResult` that you can use to access the list of key pairs by calling its `getKeyPairs` method, which returns a list of `KeyPairInfo` objects.

**Imports**

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.DescribeKeyPairsResult;
import com.amazonaws.services.ec2.model.KeyPairInfo;
```

**Code**

```java
final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
DescribeKeyPairsResult response = ec2.describeKeyPairs();
for(KeyPairInfo key_pair : response.getKeyPairs()) {
    System.out.printf("Found key pair with name %s " +
                      "and fingerprint %s",
                      key_pair.getKeyName(),
                      key_pair.getKeyFingerprint());
}
```

See the complete example.

**Deleting a Key Pair**

To delete a key pair, call the `AmazonEC2Client`'s `deleteKeyPair` method, passing it a `DeleteKeyPairRequest` that contains the name of the key pair to delete.

**Imports**

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.DeleteKeyPairRequest;
import com.amazonaws.services.ec2.model.DeleteKeyPairResult;
```

**Code**

```java
final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
DeleteKeyPairRequest request = new DeleteKeyPairRequest()
    .withKeyName(key_name);
DeleteKeyPairResult response = ec2.deleteKeyPair(request);
```

See the complete example.

**More Information**

- Amazon EC2 Key Pairs in the Amazon EC2 User Guide for Linux Instances
- CreateKeyPair in the Amazon EC2 API Reference
Creating a Security Group

To create a security group, call the `AmazonEC2Client`'s `createSecurityGroup` method with a `CreateSecurityGroupRequest` that contains the key's name.

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.CreateSecurityGroupRequest;
import com.amazonaws.services.ec2.model.CreateSecurityGroupResult;

final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
CreateSecurityGroupRequest create_request = new
CreateSecurityGroupRequest()
    .withGroupName(group_name)
    .withDescription(group_desc)
    .withVpcId(vpc_id);
CreateSecurityGroupResult create_response = 
    ec2.createSecurityGroup(create_request);
```

See the complete example.

Configuring a Security Group

A security group can control both inbound (ingress) and outbound (egress) traffic to your Amazon EC2 instances.

To add ingress rules to your security group, use the `AmazonEC2Client`'s `authorizeSecurityGroupIngress` method, providing the name of the security group and the access rules (`IpPermission`) you want to assign to it within an `AuthorizeSecurityGroupIngressRequest` object. The following example shows how to add IP permissions to a security group.

```java
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.CreateSecurityGroupRequest;
import com.amazonaws.services.ec2.model.CreateSecurityGroupResult;

IpRange ip_range = new IpRange()
    .withCidrIp("0.0.0.0/0");
IpPermission ip_perm = new IpPermission()
    .withIpProtocol("tcp");
```
IpPermission ip_perm2 = new IpPermission()
    .withIpProtocol("tcp")
    .withToPort(22)
    .withFromPort(22)
    .withIpv4Ranges(ip_range);

AuthorizeSecurityGroupIngressRequest auth_request = new
    AuthorizeSecurityGroupIngressRequest()
    .withGroupName(group_name)
    .withIpPermissions(ip_perm, ip_perm2);

AuthorizeSecurityGroupIngressResult auth_response =
    ec2.authorizeSecurityGroupIngress(auth_request);

To add an egress rule to the security group, provide similar data in an
AuthorizeSecurityGroupEgressRequest to the AmazonEC2Client's
authorizeSecurityGroupEgress method.

See the complete example.

Describing Security Groups

To describe your security groups or get information about them, call the AmazonEC2Client's
describeSecurityGroups method. It returns a DescribeSecurityGroupsResult that you can use to
access the list of security groups by calling its getSecurityGroups method, which returns a list of
SecurityGroupInfo objects.

Imports

import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.DescribeSecurityGroupsRequest;
import com.amazonaws.services.ec2.model.DescribeSecurityGroupsResult;

Code

final String USAGE =
    "To run this example, supply a group id\n" +
    "Ex: DescribeSecurityGroups <group-id>\n";

if (args.length != 1) {
    System.out.println(USAGE);
    System.exit(1);
}

String group_id = args[0];

See the complete example.

Deleting a Security Group

To delete a security group, call the AmazonEC2Client's deleteSecurityGroup method, passing it a
DeleteSecurityGroupRequest that contains the ID of the security group to delete.

Imports
import com.amazonaws.services.ec2.AmazonEC2;
import com.amazonaws.services.ec2.AmazonEC2ClientBuilder;
import com.amazonaws.services.ec2.model.DeleteSecurityGroupRequest;
import com.amazonaws.services.ec2.model.DeleteSecurityGroupResult;

Code

final AmazonEC2 ec2 = AmazonEC2ClientBuilder.defaultClient();
DeleteSecurityGroupRequest request = new DeleteSecurityGroupRequest().withGroupId(group_id);
DeleteSecurityGroupResult response = ec2.deleteSecurityGroup(request);

See the complete example.

More Information

- Amazon EC2 Security Groups in the Amazon EC2 User Guide for Linux Instances
- Authorizing Inbound Traffic for Your Linux Instances in the Amazon EC2 User Guide for Linux Instances
- CreateSecurityGroup in the Amazon EC2 API Reference
- DescribeSecurityGroups in the Amazon EC2 API Reference
- DeleteSecurityGroup in the Amazon EC2 API Reference
- AuthorizeSecurityGroupIngress in the Amazon EC2 API Reference

IAM Examples Using the AWS SDK for Java

This section provides examples of programming IAM using the AWS SDK for Java.

AWS Identity and Access Management (IAM) enables you to securely control access to AWS services and resources for your users. Using IAM, you can create and manage AWS users and groups, and use permissions to allow and deny their access to AWS resources. For a complete guide to IAM, visit the IAM User Guide.

Note

The examples include only the code needed to demonstrate each technique. The complete example code is available on GitHub. From there, you can download a single source file or clone the repository locally to get all the examples to build and run.

Topics

- Managing IAM Access Keys (p. 95)
- Managing IAM Users (p. 98)
- Using IAM Account Aliases (p. 101)
- Working with IAM Policies (p. 102)
- Working with IAM Server Certificates (p. 106)

Managing IAM Access Keys

Creating an Access Key

To create an IAM access key, call the AmazonIdentityManagementClientcreateAccessKey method with an CreateAccessKeyRequest object.
CreateAccessKeyRequest has two constructors — one that takes a user name and another with no parameters. If you use the version that takes no parameters, you must set the user name using the withUserName setter method before passing it to the createAccessKey method.

Imports

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.CreateAccessKeyRequest;
import com.amazonaws.services.identitymanagement.model.CreateAccessKeyResult;
```

Code

```java
final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();
CreateAccessKeyRequest request = new CreateAccessKeyRequest()
    .withUserName(user);
CreateAccessKeyResult response = iam.createAccessKey(request);
```

See the complete example on GitHub.

Listing Access Keys

To list the access keys for a given user, create a ListAccessKeysRequest object that contains the user name to list keys for, and pass it to the AmazonIdentityManagementClient’s listAccessKeys method.

Note

If you do not supply a user name to listAccessKeys, it will attempt to list access keys associated with the AWS account that signed the request.

Imports

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.AccessKeyMetadata;
import com.amazonaws.services.identitymanagement.model.ListAccessKeysRequest;
import com.amazonaws.services.identitymanagement.model.ListAccessKeysResult;
```

Code

```java
final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();
boolean done = false;
ListAccessKeysRequest request = new ListAccessKeysRequest()
    .withUserName(username);
while (!done) {
    ListAccessKeysResult response = iam.listAccessKeys(request);
    for (AccessKeyMetadata metadata :
        response.getAccessKeyMetadata()) {
        System.out.format("Retrieved access key %s",
            metadata.getAccessKeyId());
    }
    request.setMarker(response.getMarker());
}
if (!response.getIsTruncated()) {
    done = true;
}
}

The results of listAccessKeys are paged (with a default maximum of 100 records per call). You can call getIsTruncated on the returned ListAccessKeysResult object to see if the query returned fewer results than are available. If so, then call setMarker on the ListAccessKeysRequest and pass it back to the next invocation of listAccessKeys.

See the complete example on GitHub.

Retrieving an Access Key's Last Used Time

To get the time an access key was last used, call the AmazonIdentityManagementClient's getAccessKeyLastUsed method with the access key's ID (which can be passed in using a GetAccessKeyLastUsedRequest object, or directly to the overload that takes the access key ID directly).

You can then use the returned GetAccessKeyLastUsedResult object to retrieve the key's last used time.

Imports

import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.GetAccessKeyLastUsedRequest;
import com.amazonaws.services.identitymanagement.model.GetAccessKeyLastUsedResult;

Code

final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();
GetAccessKeyLastUsedRequest request = new GetAccessKeyLastUsedRequest()
    .withAccessKeyId(access_id);
GetAccessKeyLastUsedResult response = iam.getAccessKeyLastUsed(request);
System.out.println("Access key was last used at: " +
    response.getAccessKeyLastUsed().getLastUsedDate());

See the complete example on GitHub.

Activating or Deactivating Access Keys

You can activate or deactivate an access key by creating an UpdateAccessKeyRequest object, providing the access key ID, optionally the user name, and the desired Status, then passing the request object to the AmazonIdentityManagementClient's updateAccessKey method.

Imports

import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.UpdateAccessKeyRequest;
import com.amazonaws.services.identitymanagement.model.UpdateAccessKeyResult;

Code

final AmazonIdentityManagement iam =
Managing IAM Users

Creating a User

Create a new IAM user by providing the user name to the `AmazonIdentityManagementClient`'s `createUser` method, either directly or using a `CreateUserRequest` object containing the user name.

Imports
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.CreateUserRequest;
import com.amazonaws.services.identitymanagement.model.CreateUserResult;

Code

final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();

CreateUserRequest request = new CreateUserRequest()
    .withUserName(username);

CreateUserResult response = iam.createUser(request);

See the complete example on GitHub.

Listing Users

To list the IAM users for your account, create a new ListUsersRequest and pass it to the
AmazonIdentityManagementClient's listUsers method. You can retrieve the list of users by calling
getUsers on the returned ListUsersResponse object.

The list of users returned by listUsers is paged. You can check to see there are more results to retrieve
by calling the response object's getIsTruncated method. If it returns true, then call the request
object's setMarker() method, passing it the return value of the response object's getMarker() method.

Imports

import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.ListUsersRequest;
import com.amazonaws.services.identitymanagement.model.ListUsersResult;
import com.amazonaws.services.identitymanagement.model.User;

Code

final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();

boolean done = false;
ListUsersRequest request = new ListUsersRequest();

while(!done) {
    ListUsersResult response = iam.listUsers(request);

    for(User user : response.getUsers()) {
        System.out.format(“Retrieved user %s”, user.getUserName());
    }

    request.setMarker(response.getMarker());

    if(!response.getIsTruncated()) {
        done = true;
    }
}

See the complete example on GitHub.
Updating a User

To update a user, call the `AmazonIdentityManagementClient` object's `updateUser` method, which takes a `UpdateUserRequest` object that you can use to change the user's `name` or `path`.

Imports

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.UpdateUserRequest;
import com.amazonaws.services.identitymanagement.model.UpdateUserResult;
```

Code

```java
final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();

UpdateUserRequest request = new UpdateUserRequest()
    .withUserName(cur_name)
    .withNewUserName(new_name);

UpdateUserResult response = iam.updateUser(request);
```

See the complete example on GitHub.

Deleting a User

To delete a user, call the `AmazonIdentityManagementClient`'s `deleteUser` request with a `UpdateUserRequest` object set with the user name to delete.

Imports

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.DeleteConflictException;
import com.amazonaws.services.identitymanagement.model.DeleteUserRequest;
```

Code

```java
final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();

DeleteUserRequest request = new DeleteUserRequest()
    .withUserName(username);

try {
    iam.deleteUser(request);
} catch (DeleteConflictException e) {
    System.out.println("Unable to delete user. Verify user is not associated with any resources");
    throw e;
}
```

See the complete example on GitHub.

More Information

- IAM Users in the IAM User Guide
Using IAM Account Aliases

If you want the URL for your sign-in page to contain your company name or other friendly identifier instead of your AWS account ID, you can create an alias for your AWS account.

Note
AWS supports exactly one account alias per account.

Creating an Account Alias

To create an account alias, call the `AmazonIdentityManagementClient`'s `createAccountAlias` method with a `CreateAccountAliasRequest` object that contains the alias name.

Imports

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.CreateAccountAliasRequest;
import com.amazonaws.services.identitymanagement.model.CreateAccountAliasResult;
```

Code

```java
final AmazonIdentityManagement iam = AmazonIdentityManagementClientBuilder.defaultClient();
CreateAccountAliasRequest request = new CreateAccountAliasRequest()
    .withAccountAlias(alias);
CreateAccountAliasResult response = iam.createAccountAlias(request);
```

See the complete example on GitHub.

Listing Account Aliases

To list your account's alias, if any, call the `AmazonIdentityManagementClient`'s `listAccountAliases` method.

Note
The returned `ListAccountAliasesResponse` supports the same `getIsTruncated` and `getMarker` methods as other AWS SDK for Java `list` methods, but an AWS account can have only one account alias.

Imports

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.ListAccountAliasesResult;
```

code

```java
final AmazonIdentityManagement iam =
```
Working with IAM Policies

Creating a Policy

To create a new policy, provide the policy's name and a JSON-formatted policy document in a CreatePolicyRequest to the AmazonIdentityManagementClient's createPolicy method.

Imports

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.CreatePolicyRequest;
import com.amazonaws.services.identitymanagement.model.CreatePolicyResult;
```
IAM policy documents are JSON strings with a well-documented syntax. Here is an example that provides access to make particular requests to DynamoDB.

```java
public static final String POLICY_DOCUMENT =
    "{" +
    "  "Version": "2012-10-17"," +
    "  "Statement": [" +
    "    {" +
    "      "Effect": "Allow"," +
    "      "Action": "logs:CreateLogGroup"," +
    "      "Resource": "%s" +
    "    }," +
    "    {" +
    "      "Effect": "Allow"," +
    "      "Action": [" +
    "        "dynamodb:DeleteItem"," +
    "        "dynamodb:GetItem"," +
    "        "dynamodb:PutItem"," +
    "        "dynamodb:Scan"," +
    "        "dynamodb:UpdateItem" +
    "    ]," +
    "      "Resource": "RESOURCE_ARN" +
    "    }" +
    "  "]" +
    "}" +
    "}";
```

See the complete example on GitHub.

### Getting a Policy

To retrieve an existing policy, call the `AmazonIdentityManagementClient`'s `getPolicy` method, providing the policy's ARN within a `GetPolicyRequest` object.

**Imports**

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.GetPolicyRequest;
import com.amazonaws.services.identitymanagement.model.GetPolicyResult;
```

**Code**

```java
final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();

GetPolicyRequest request = new GetPolicyRequest()
    .withPolicyArn(policy_arn);

GetPolicyResult response = iam.getPolicy(request);
```
See the complete example on GitHub.

**Attaching a Role Policy**

You can attach a policy to an IAM role by calling the `AmazonIdentityManagementClient`'s `attachRolePolicy` method, providing it with the role name and policy ARN in an `AttachRolePolicyRequest`.

**Imports**

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.AttachRolePolicyRequest;
import com.amazonaws.services.identitymanagement.model.AttachedPolicy;
```

**Code**

```java
final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();
AttachRolePolicyRequest attach_request =
    new AttachRolePolicyRequest()      
        .withRoleName(role_name)      
        .withPolicyArn(POLICY_ARN);
iam.attachRolePolicy(attach_request);
```

See the complete example on GitHub.

**Listing Attached Role Policies**

List attached policies on a role by calling the `AmazonIdentityManagementClient`'s `listAttachedRolePolicies` method. It takes a `ListAttachedRolePoliciesRequest` object that contains the role name to list the policies for.

Call `getAttachedPolicies` on the returned `ListAttachedRolePoliciesResult` object to get the list of attached policies. Results may be truncated; if the `ListAttachedRolePoliciesResult` object's `getIsTruncated` method returns true, call the `ListAttachedRolePoliciesRequest` object's `setMarker` method and use it to call `listAttachedRolePolicies` again to get the next batch of results.

**Imports**

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.ListAttachedRolePoliciesRequest;
import com.amazonaws.services.identitymanagement.model.ListAttachedRolePoliciesResult;
import java.util.ArrayList;
import java.util.List;
import java.util.stream.Collectors;
```

**Code**

```java
final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();
ListAttachedRolePoliciesRequest request =
    new ListAttachedRolePoliciesRequest()
```
```java
.withRoleName(role_name);

List<AttachedPolicy> matching_policies = new ArrayList<>();

boolean done = false;

while(!done) {
    ListAttachedRolePoliciesResult response =
        iam.listAttachedRolePolicies(request);

    matching_policies.addAll(
        response.getAttachedPolicies()
            .stream()
            .filter(p -> p.getPolicyName().equals(role_name))
            .collect(Collectors.toList()));

    if(!response.getIsTruncated()) {
        done = true;
    }
    request.setMarker(response.getMarker());
}
```

See the complete example on GitHub.

### Detaching a Role Policy

To detach a policy from a role, call the `AmazonIdentityManagementClient`'s `detachRolePolicy` method, providing it with the role name and policy ARN in a `DetachRolePolicyRequest`.

#### Imports

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.DetachRolePolicyRequest;
import com.amazonaws.services.identitymanagement.model.DetachRolePolicyResult;
```

#### Code

```java
final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();

DetachRolePolicyRequest request = new DetachRolePolicyRequest()
    .withRoleName(role_name)
    .withPolicyArn(policy_arn);

DetachRolePolicyResult response = iam.detachRolePolicy(request);
```

See the complete example on GitHub.

### More Information

- [Overview of IAM Policies](#) in the [IAM User Guide](#).
- [AWS IAM Policy Reference](#) in the [IAM User Guide](#).
- [CreatePolicy](#) in the [IAM API Reference](#)
- [GetPolicy](#) in the [IAM API Reference](#)
- [AttachRolePolicy](#) in the [IAM API Reference](#)
- [ListAttachedRolePolicies](#) in the [IAM API Reference](#)
- [DetachRolePolicy](#) in the [IAM API Reference](#)
Working with IAM Server Certificates

To enable HTTPS connections to your website or application on AWS, you need an SSL/TLS server certificate. You can use a server certificate provided by AWS Certificate Manager or one that you obtained from an external provider.

We recommend that you use ACM to provision, manage, and deploy your server certificates. With ACM you can request a certificate, deploy it to your AWS resources, and let ACM handle certificate renewals for you. Certificates provided by ACM are free. For more information about ACM, see the ACM User Guide.

Getting a Server Certificate

You can retrieve a server certificate by calling the AmazonIdentityManagementClient's getServerCertificate method, passing it a GetServerCertificateRequest with the certificate's name.

Imports

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.GetServerCertificateRequest;
import com.amazonaws.services.identitymanagement.model.GetServerCertificateResult;
```

Code

```java
final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();
GetServerCertificateRequest request = new GetServerCertificateRequest()
    .withServerCertificateName(cert_name);
GetServerCertificateResult response = iam.getServerCertificate(request);
```

See the complete example on GitHub.

Listing Server Certificates

To list your server certificates, call the AmazonIdentityManagementClient's listServerCertificates method with a ListServerCertificatesRequest. It returns a ListServerCertificatesResult.

Call the returned ListServerCertificateResult object's getServerCertificateMetadataList method to get a list of ServerCertificateMetadata objects that you can use to get information about each certificate.

Results may be truncated; if the ListServerCertificateResult object's getIsTruncated method returns true, call the ListServerCertificatesRequest object's setMarker method and use it to call listServerCertificates again to get the next batch of results.

Imports

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.ListServerCertificatesRequest;
import com.amazonaws.services.identitymanagement.model.ListServerCertificatesResult;
import com.amazonaws.services.identitymanagement.model.ServerCertificateMetadata;
```

Code
final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();

boolean done = false;
ListServerCertificatesRequest request =
    new ListServerCertificatesRequest();
while(!done) {
    ListServerCertificatesResult response =
        iam.listServerCertificates(request);
    for(ServerCertificateMetadata metadata :
        response.getServerCertificateMetadataList()) {
        System.out.printf("Retrieved server certificate %s",
            metadata.getServerCertificateName());
    }
    request.setMarker(response.getMarker());
    if(!response.getIsTruncated()) {
        done = true;
    }
}

See the complete example on GitHub.

### Updating a Server Certificate

You can update a server certificate's name or path by calling the `AmazonIdentityManagementClient`'s `updateServerCertificate` method. It takes a `UpdateServerCertificateRequest` object set with the server certificate's current name and either a new name or new path to use.

**Imports**

```java
import com.amazonaws.services.identitymanagement.AmazonIdentityManagement;
import com.amazonaws.services.identitymanagement.AmazonIdentityManagementClientBuilder;
import com.amazonaws.services.identitymanagement.model.UpdateServerCertificateRequest;
import com.amazonaws.services.identitymanagement.model.UpdateServerCertificateResult;
```

**Code**

```java
final AmazonIdentityManagement iam =
    AmazonIdentityManagementClientBuilder.defaultClient();
UpdateServerCertificateRequest request =
    new UpdateServerCertificateRequest()
        .withServerCertificateName(cur_name)
        .withNewServerCertificateName(new_name);
UpdateServerCertificateResult response =
    iam.updateServerCertificate(request);
```

See the complete example on GitHub.

### Deleting a Server Certificate

To delete a server certificate, call the `AmazonIdentityManagementClient`'s `deleteServerCertificate` method with a `DeleteServerCertificateRequest` containing the certificate's name.
Amazon Pinpoint Examples Using the AWS SDK for Java

This section provides examples of programming Amazon Pinpoint using the AWS SDK for Java.

Note
The examples include only the code needed to demonstrate each technique. The complete example code is available on GitHub. From there, you can download a single source file or clone the repository locally to get all the examples to build and run.

Topics
- Creating and Deleting Apps in Amazon Pinpoint (p. 108)
- Creating Endpoints in Amazon Pinpoint (p. 109)
- Creating Segments in Amazon Pinpoint (p. 111)
- Creating Campaigns in Amazon Pinpoint (p. 112)
- Updating Channels in Amazon Pinpoint (p. 113)

Creating and Deleting Apps in Amazon Pinpoint

An app is an Amazon Pinpoint project in which you define the audience for a distinct application, and you engage this audience with tailored messages. The examples on this page demonstrate how to create a new app or delete an existing one.
Create an App

Create a new app in Amazon Pinpoint by providing an app name to the `CreateAppRequest` object, and then passing that object to the `AmazonPinpointClient`'s `createApp` method.

Imports

```java
import com.amazonaws.services.pinpoint.AmazonPinpoint;
import com.amazonaws.services.pinpoint.AmazonPinpointClientBuilder;
import com.amazonaws.services.pinpoint.model.CreateAppRequest;
import com.amazonaws.services.pinpoint.model.CreateApplicationRequest;
```

Code

```java
CreateApplicationRequest appRequest = new CreateApplicationRequest()
    .withName(appName);

CreateAppRequest request = new CreateAppRequest();
request.withCreateApplicationRequest(appRequest);
CreateAppResult result = pinpoint.createApp(request);
```

See the complete example on GitHub.

Delete an App

To delete an app, call the `AmazonPinpointClient`'s `deleteApp` request with a `DeleteAppRequest` object that's set with the app name to delete.

Imports

```java
import com.amazonaws.services.pinpoint.AmazonPinpoint;
import com.amazonaws.services.pinpoint.AmazonPinpointClientBuilder;
```

Code

```java
DeleteAppRequest deleteRequest = new DeleteAppRequest()
    .withApplicationId(appID);

pinpoint.deleteApp(deleteRequest);
```

See the complete example on GitHub.

More Information

- [Apps](https://aws.amazon.com/pinpoint/#) in the Pinpoint API Reference
- [App](https://aws.amazon.com/pinpoint/#) in the Pinpoint API Reference

Creating Endpoints in Amazon Pinpoint

An endpoint uniquely identifies a user device to which you can send push notifications with Amazon Pinpoint. If your app is enabled with Amazon Pinpoint support, your app automatically registers an endpoint with Amazon Pinpoint when a new user opens your app. The following example demonstrates how to add a new endpoint programmatically.
Create an Endpoint

Create a new endpoint in Amazon Pinpoint by providing the endpoint data in an `EndpointRequest` object.

Imports

```java
import com.amazonaws.services.pinpoint.AmazonPinpoint;
import com.amazonaws.services.pinpoint.AmazonPinpointClientBuilder;
import com.amazonaws.services.pinpoint.model.UpdateEndpointRequest;
import com.amazonaws.services.pinpoint.model.UpdateEndpointResult;
import com.amazonaws.services.pinpoint.model.EndpointDemographic;
import com.amazonaws.services.pinpoint.model.EndpointLocation;
import com.amazonaws.services.pinpoint.model.EndpointRequest;
import com.amazonaws.services.pinpoint.model.EndpointResponse;
import com.amazonaws.services.pinpoint.model.EndpointUser;
import com.amazonaws.services.pinpoint.model.GetEndpointRequest;
import com.amazonaws.services.pinpoint.model.GetEndpointResult;
```

Code

```java
HashMap<String, List<String>> customAttributes = new HashMap<>();
List<String> favoriteTeams = new ArrayList<>();
favoriteTeams.add("Lakers");
favoriteTeams.add("Warriors");
customAttributes.put("team", favoriteTeams);

EndpointDemographic demographic = new EndpointDemographic()
    .withAppVersion("1.0")
    .withMake("apple")
    .withModel("iPhone")
    .withModelVersion("?"")
    .withPlatform("ios")
    .withPlatformVersion("10.1.1")
    .withTimezone("America/Los_Angeles");

EndpointLocation location = new EndpointLocation()
    .withCity("Los Angeles")
    .withCountry("US")
    .withLatitude(34.0)
    .withLongitude(-118.2)
    .withPostalCode("90068")
    .withRegion("CA");

Map<String,Double> metrics = new HashMap<>();
metrics.put("health", 100.00);
metrics.put("luck", 75.00);

EndpointUser user = new EndpointUser()
    .withUserId(UUID.randomUUID().toString());

DateFormat df = new SimpleDateFormat("yyyy-MM-dd'T'HH:mm'Z'"); // Quoted "Z" to indicate UTC, no timezone offset
String nowAsISO = df.format(new Date());

EndpointRequest endpointRequest = new EndpointRequest()
    .withAddress(UUID.randomUUID().toString())
    .withAttributes(customAttributes)
    .withChannelType("APNS")
    .withDemographic(demographic)
    .withEffectiveDate(nowAsISO)
    .withLocation(location)
    .withMetrics(metrics)
```
Then create an `UpdateEndpointRequest` object with that `EndpointRequest` object. Finally, pass the `UpdateEndpointRequest` object to the `AmazonPinpointClient`'s `updateEndpoint` method.

**Code**

```java
UpdateEndpointRequest updateEndpointRequest = new UpdateEndpointRequest()
    .withApplicationId(appId)
    .withEndpointId(endpointId)
    .withEndpointRequest(endpointRequest);
UpdateEndpointResult updateEndpointResponse = client.updateEndpoint(updateEndpointRequest);
System.out.println("Update Endpoint Response: " + updateEndpointResponse.getMessageBody());
```

See the [complete example](https://github.com/aws/aws-sdk-java) on GitHub.

**More Information**

- Endpoint in the [Pinpoint API Reference](https://docs.aws.amazon.com/pinpoint/latest/apireference/index.html)

### Creating Segments in Amazon Pinpoint

A user segment represents a subset of your users that's based on shared characteristics, such as how recently a user opened your app or which device they use. The following example demonstrates how to define a segment of users.

**Create a Segment**

Create a new segment in Amazon Pinpoint by defining dimensions of the segment in a `SegmentDimensions` object.

**Imports**

```java
import com.amazonaws.services.pinpoint.AmazonPinpoint;
import com.amazonaws.services.pinpoint.AmazonPinpointClientBuilder;
import com.amazonaws.services.pinpoint.model.CreateSegmentRequest;
import com.amazonaws.services.pinpoint.model.CreateSegmentResult;
import com.amazonaws.services.pinpoint.model.AttributeDimension;
import com.amazonaws.services.pinpoint.model.AttributeType;
import com.amazonaws.services.pinpoint.model.RecencyDimension;
import com.amazonaws.services.pinpoint.model.SegmentBehaviors;
import com.amazonaws.services.pinpoint.model.SegmentDemographics;
import com.amazonaws.services.pinpoint.model.SegmentDimensions;
import com.amazonaws.services.pinpoint.model.SegmentLocation;
import com.amazonaws.services.pinpoint.model.SegmentResponse;
import com.amazonaws.services.pinpoint.model.WriteSegmentRequest;
```

**Code**

```java
Pinpoint pinpoint = AmazonPinpointClientBuilder.standard().withRegion(Regions.US_EAST_1).build();
Map<String, AttributeDimension> segmentAttributes = new HashMap<>();
```
segmentAttributes.put("Team", new AttributeDimension().withAttributeType(AttributeType.INCLUSIVE).withValues("Lakers"));

SegmentBehaviors segmentBehaviors = new SegmentBehaviors();
SegmentDemographics segmentDemographics = new SegmentDemographics();
SegmentLocation segmentLocation = new SegmentLocation();

RecencyDimension recencyDimension = new RecencyDimension();
recencyDimension.withDuration("DAY_30").withRecencyType("ACTIVE");
segmentBehaviors.setRecency(recencyDimension);

SegmentDimensions dimensions = new SegmentDimensions()
    .withAttributes(segmentAttributes)
    .withBehavior(segmentBehaviors)
    .withDemographic(segmentDemographics)
    .withLocation(segmentLocation);

Next set the SegmentDimensions object in a WriteSegmentRequest, which in turn is used to create a CreateSegmentRequest object. Then pass the CreateSegmentRequest object to the AmazonPinpointClient's createSegment method.

**Code**

```java
WriteSegmentRequest writeSegmentRequest = new WriteSegmentRequest()
    .withName("MySegment").withDimensions(dimensions);

CreateSegmentRequest createSegmentRequest = new CreateSegmentRequest()
    .withApplicationId(appId).withWriteSegmentRequest(writeSegmentRequest);

CreateSegmentResult createSegmentResult = client.createSegment(createSegmentRequest);
```

See the complete example on GitHub.

**More Information**

- Amazon Pinpoint Segments in the Pinpoint User Guide
- Creating Segments in the Pinpoint Developer Guide
- Segments in the Pinpoint API Reference
- Segment in the Pinpoint API Reference

**Creating Campaigns in Amazon Pinpoint**

You can use campaigns to help increase engagement between your app and your users. You can create a campaign to reach out to a particular segment of your users with tailored messages or special promotions. This example demonstrates how to create a new standard campaign that sends a custom push notification to a specified segment.

**Create a Campaign**

Before creating a new campaign, you must define a Schedule and a Message and set these values in a WriteCampaignRequest object.

**Imports**

```java
import com.amazonaws.services.pinpoint.AmazonPinpoint;
import com.amazonaws.services.pinpoint.AmazonPinpointClientBuilder;
```
import com.amazonaws.services.pinpoint.model.CreateCampaignRequest;
import com.amazonaws.services.pinpoint.model.CreateCampaignResult;
import com.amazonaws.services.pinpoint.model.Action;
import com.amazonaws.services.pinpoint.model.CampaignResponse;
import com.amazonaws.services.pinpoint.model.Message;
import com.amazonaws.services.pinpoint.model.MessageConfiguration;
import com.amazonaws.services.pinpoint.model.Schedule;
import com.amazonaws.services.pinpoint.model.WriteCampaignRequest;

Schedule schedule = new Schedule()
    .withStartTime("IMMEDIATE");

Message defaultMessage = new Message()
    .withAction(Action.OPEN_APP)
    .withBody("My message body.")
    .withTitle("My message title.");

MessageConfiguration messageConfiguration = new MessageConfiguration()
    .withDefaultMessage(defaultMessage);

WriteCampaignRequest request = new WriteCampaignRequest()
    .withDescription("My description.")
    .withSchedule(schedule)
    .withSegmentId(segmentId)
    .withName("MyCampaign")
    .withMessageConfiguration(messageConfiguration);

CreateCampaignRequest createCampaignRequest = new CreateCampaignRequest()
    .withApplicationId(appId).withWriteCampaignRequest(request);
CreateCampaignResult result = client.createCampaign(createCampaignRequest);

See the complete example on GitHub.

More Information

- Amazon Pinpoint Campaigns in the Pinpoint User Guide
- Creating Campaigns in the Pinpoint Developer Guide
- Campaigns in the Pinpoint API Reference
- Campaign in the Pinpoint API Reference
- Campaign Activities in the Pinpoint API Reference
- Campaign Versions in the Pinpoint API Reference
- Campaign Version in the Pinpoint API Reference

Updating Channels in Amazon Pinpoint

A channel defines the types of platforms to which you can deliver messages. This example shows how to use the APNs channel to send a message.
Update a Channel

Enable a channel in Amazon Pinpoint by providing an app ID and a request object of the channel type you want to update. This example updates the APNs channel, which requires the `APNSChannelRequest` object. Set these in the `UpdateApnsChannelRequest` and pass that object to the `AmazonPinpointClient`'s `updateApnsChannel` method.

Imports

```java
import com.amazonaws.services.pinpoint.AmazonPinpoint;
import com.amazonaws.services.pinpoint.AmazonPinpointClientBuilder;
import com.amazonaws.services.pinpoint.model.APNSChannelRequest;
import com.amazonaws.services.pinpoint.model.APNSChannelResponse;
import com.amazonaws.services.pinpoint.model.GetApnsChannelRequest;
import com.amazonaws.services.pinpoint.model.GetApnsChannelResult;
import com.amazonaws.services.pinpoint.model.UpdateApnsChannelRequest;
import com.amazonaws.services.pinpoint.model.UpdateApnsChannelResult;
```

Code

```java
APNSChannelRequest request = new APNSChannelRequest()
    .withEnabled(enabled);
UpdateApnsChannelRequest updateRequest = new UpdateApnsChannelRequest()
    .withAPNSChannelRequest(request)
    .withApplicationId(appId);
UpdateApnsChannelResult result = client.updateApnsChannel(updateRequest);
```

See the complete example on GitHub.

More Information

- Amazon Pinpoint Channels in the Pinpoint User Guide
- ADM Channel in the Pinpoint API Reference
- APNs Channel in the Pinpoint API Reference
- APNs Sandbox Channel in the Pinpoint API Reference
- APNs VoIP Channel in the Pinpoint API Reference
- APNs VoIP Sandbox Channel in the Pinpoint API Reference
- Baidu Channel in the Pinpoint API Reference
- Email Channel in the Pinpoint API Reference
- GCM Channel in the Pinpoint API Reference
- SMS Channel in the Pinpoint API Reference

Amazon S3 Examples Using the AWS SDK for Java

This section provides examples of programming Amazon S3 using the AWS SDK for Java.

**Note**
The examples include only the code needed to demonstrate each technique. The complete example code is available on GitHub. From there, you can download a single source file or clone the repository locally to get all the examples to build and run.

**Topics**
Creating, Listing, and Deleting Amazon S3 Buckets

Every object (file) in Amazon S3 must reside within a bucket, which represents a collection (container) of objects. Each bucket is known by a key (name), which must be unique. For detailed information about buckets and their configuration, see Working with Amazon S3 Buckets in the Amazon S3 Developer Guide.

Note
Best Practice
We recommend that you enable the AbortIncompleteMultipartUpload lifecycle rule on your Amazon S3 buckets. This rule directs Amazon S3 to abort multipart uploads that don't complete within a specified number of days after being initiated. When the set time limit is exceeded, Amazon S3 aborts the upload and then deletes the incomplete upload data. For more information, see Lifecycle Configuration for a Bucket with Versioning in the Amazon S3 User Guide.

Note
These code examples assume that you understand the material in Using the AWS SDK for Java (p. 18) and have configured default AWS credentials using the information in Set up AWS Credentials and Region for Development (p. 6).

Create a Bucket

Use the AmazonS3 client's createBucket method. The new Bucket is returned. The createBucket method will raise an exception if the bucket already exists.

Note
To check whether a bucket already exists before attempting to create one with the same name, call the doesBucketExist method. It will return true if the bucket exists, and false otherwise.

Imports

```java
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.AmazonS3Exception;
import com.amazonaws.services.s3.model.Bucket;
import java.util.List;
```

Code

```java
if (s3.doesBucketExistV2(bucket_name)) {
    System.out.format("Bucket %s already exists.\n", bucket_name);
    b = getBucket(bucket_name);
} else {
    try {
```
b = s3.createBucket(bucket_name);
} catch (AmazonS3Exception e) {
    System.err.println(e.getErrorMessage());
}
}
return b;

See the complete example on GitHub.

List Buckets

Use the AmazonS3 client's listBucket method. If successful, a list of Bucket is returned.

Imports

```java
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.Bucket;
import java.util.List;
```

Code

```java
List<Bucket> buckets = s3.listBuckets();
System.out.println("Your Amazon S3 buckets are:");
for (Bucket b : buckets) {
    System.out.println("* " + b.getName());
}
```

See the complete example on GitHub.

Delete a Bucket

Before you can delete an Amazon S3 bucket, you must ensure that the bucket is empty or an error will result. If you have a versioned bucket, you must also delete any versioned objects associated with the bucket.

Note

The complete example includes each of these steps in order, providing a complete solution for deleting an Amazon S3 bucket and its contents.

Topics

- Remove Objects from an Unversioned Bucket Before Deleting It (p. 116)
- Remove Objects from a Versioned Bucket Before Deleting It (p. 117)
- Delete an Empty Bucket (p. 118)

Remove Objects from an Unversioned Bucket Before Deleting It

Use the AmazonS3 client's listObjects method to retrieve the list of objects and deleteObject to delete each one.

Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
```
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.*;
import java.util.Iterator;

Code

System.out.println(" - removing objects from bucket");
ObjectListing object_listing = s3.listObjects(bucket_name);
while (true) {
    for (Iterator<?> iterator =
        object_listing.getObjectSummaries().iterator();
        iterator.hasNext(); ) {
        S3ObjectSummary summary = (S3ObjectSummary) iterator.next();
        s3.deleteObject(bucket_name, summary.getKey());
    }
    // more object_listing to retrieve?
    if (object_listing.isTruncated()) {
        object_listing = s3.listNextBatchOfObjects(object_listing);
    } else {
        break;
    }
}

See the complete example on GitHub.

Remove Objects from a Versioned Bucket Before Deleting It

If you're using a versioned bucket, you also need to remove any stored versions of the objects in the
bucket before the bucket can be deleted.

Using a pattern similar to the one used when removing objects within a bucket, remove versioned
objects by using the AmazonS3 client's listVersions method to list any versioned objects, and then
deleteVersion to delete each one.

Imports

import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.*;
import java.util.Iterator;

Code

System.out.println(" - removing versions from bucket");
VersionListing version_listing = s3.listVersions(
    new ListVersionsRequest().withBucketName(bucket_name));
while (true) {
    for (Iterator<?> iterator =
        version_listing.getVersionSummaries().iterator();
        iterator.hasNext(); ) {
        S3VersionSummary vs = (S3VersionSummary) iterator.next();
        s3.deleteVersion(            bucket_name, vs.getKey(), vs.getVersionId());
    }
    if (version_listing.isTruncated()) {

Performing Operations on Amazon S3 Objects

An Amazon S3 object represents a file or collection of data. Every object must reside within a bucket (p. 115).

Note
These code examples assume that you understand the material in Using the AWS SDK for Java (p. 18) and have configured default AWS credentials using the information in Set up AWS Credentials and Region for Development (p. 6).

Topics
• Upload an Object (p. 118)
• List Objects (p. 119)
• Download an Object (p. 119)
• Copy, Move, or Rename Objects (p. 120)
• Delete an Object (p. 121)
• Delete Multiple Objects at Once (p. 121)

Upload an Object

Use the AmazonS3 client's putObject method, supplying a bucket name, key name, and file to upload. The bucket must exist, or an error will result.

Imports

See the complete example on GitHub.

Delete an Empty Bucket

Once you remove the objects from a bucket (including any versioned objects), you can delete the bucket itself by using the AmazonS3 client's deleteBucket method.

Imports

Code

See the complete example on GitHub.

Performing Operations on Amazon S3 Objects

An Amazon S3 object represents a file or collection of data. Every object must reside within a bucket (p. 115).

Note
These code examples assume that you understand the material in Using the AWS SDK for Java (p. 18) and have configured default AWS credentials using the information in Set up AWS Credentials and Region for Development (p. 6).

Topics
• Upload an Object (p. 118)
• List Objects (p. 119)
• Download an Object (p. 119)
• Copy, Move, or Rename Objects (p. 120)
• Delete an Object (p. 121)
• Delete Multiple Objects at Once (p. 121)
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;

Code

System.out.format("Uploading %s to S3 bucket %s...\n", file_path, bucket_name);
final AmazonS3 s3 =
AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
try {
    s3.putObject(bucket_name, key_name, new File(file_path));
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);

See the complete example on GitHub.

List Objects

To get a list of objects within a bucket, use the AmazonS3 client's listObjects method, supplying the name of a bucket.

The listObjects method returns an ObjectListing object that provides information about the objects in the bucket. To list the object names (keys), use the getObjectSummaries method to get a List of S3ObjectSummary objects, each of which represents a single object in the bucket. Then call its getKey method to retrieve the object's name.

Imports

import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.ListObjectsV2Result;
import com.amazonaws.services.s3.model.S3ObjectSummary;

Code

System.out.format("Objects in S3 bucket %s:\n", bucket_name);
final AmazonS3 s3 =
AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
ListObjectsV2Result result = s3.listObjectsV2(bucket_name);
List<S3ObjectSummary> objects = result.getObjectSummaries();
for (S3ObjectSummary os : objects) {
    System.out.println("* " + os.getKey());
}

See the complete example on GitHub.

Download an Object

Use the AmazonS3 client's getObject method, passing it the name of a bucket and object to download. If successful, the method returns an S3Object. The specified bucket and object key must exist, or an error will result.

You can get the object's contents by calling getObjectContent on the S3Object. This returns an S3ObjectInputStream that behaves as a standard Java InputStream object.
The following example downloads an object from S3 and saves its contents to a file (using the same name as the object's key).

**Imports**

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regionsRegions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.S3Object;
import com.amazonaws.services.s3.model.S3ObjectInputStream;
import java.io.File;
```

**Code**

```java
System.out.format("Downloading %s from S3 bucket %s...\n", key_name, bucket_name);
final AmazonS3 s3 =
AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
try {
    S3Object o = s3.getObject(bucket_name, key_name);
    S3ObjectInputStream s3is = o.getObjectContent();
    FileOutputStream fos = new FileOutputStream(new File(key_name));
    byte[] read_buf = new byte[1024];
    int read_len = 0;
    while ((read_len = s3is.read(read_buf)) > 0) {
        fos.write(read_buf, 0, read_len);
    }
    s3is.close();
    fos.close();
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
} catch (FileNotFoundException e) {
    System.err.println(e.getMessage());
    System.exit(1);
} catch (IOException e) {
    System.err.println(e.getMessage());
    System.exit(1);
}
```

See the [complete example on GitHub](https://github.com/awsdocs/aws-sdk-java/tree/master/guides/code-samples/aws-s3-examples).

**Copy, Move, or Rename Objects**

You can copy an object from one bucket to another by using the `AmazonS3` client's `copyObject` method. It takes the name of the bucket to copy from, the object to copy, and the destination bucket and name.

**Imports**

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regionsRegions;
```

**Code**

```java
final AmazonS3 s3 =
AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
try {
```
Performing Operations on Amazon S3 Objects

```java
s3.copyObject(from_bucket, object_key, to_bucket, object_key);
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}
```

See the complete example on GitHub.

**Note**
You can use `copyObject` with `deleteObject` (p. 121) to move or rename an object, by first copying the object to a new name (you can use the same bucket as both the source and destination) and then deleting the object from its old location.

Delete an Object

Use the `AmazonS3` client's `deleteObject` method, passing it the name of a bucket and object to delete.

*The specified bucket and object key must exist, or an error will result.*

**Imports**

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
```

**Code**

```java
final AmazonS3 s3 =
    AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
try {
    s3.deleteObject(bucket_name, object_key);
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}
```

See the complete example on GitHub.

Delete Multiple Objects at Once

Using the `AmazonS3` client's `deleteObjects` method, you can delete multiple objects from the same bucket by passing their names to the `DeleteObjectRequest withKeys` method.

**Imports**

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
```

**Code**

```java
final AmazonS3 s3 =
    AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
try {
    DeleteObjectsRequest dor = new DeleteObjectsRequest(bucket_name)
        .withKeys(object_keys);
    s3.deleteObjects(dor);
} catch (AmazonServiceException e) {
```
Managing Amazon S3 Access Permissions for Buckets and Objects

You can use access control lists (ACLs) for Amazon S3 buckets and objects for fine-grained control over your Amazon S3 resources.

**Note**

These code examples assume that you understand the material in Using the AWS SDK for Java (p. 18) and have configured default AWS credentials using the information in Set up AWS Credentials and Region for Development (p. 6).

### Get the Access Control List for a Bucket

To get the current ACL for a bucket, call the `AmazonS3.getBucketAcl` method, passing it the `bucket name` to query. This method returns an `AccessControlList` object. To get each access grant in the list, call its `getGrantsAsList` method, which will return a standard Java list of `Grant` objects.

**Imports**

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.AccessControlList;
import com.amazonaws.services.s3.model.Grant;
```

**Code**

```java
final AmazonS3 s3 =
AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
try {
    AccessControlList acl = s3.getBucketAcl(bucket_name);
    List<Grant> grants = acl.getGrantsAsList();
    for (Grant grant : grants) {
        System.out.format("  %s: %s\n", grant.getGrantee().getIdentifier(),
                        grant.getPermission().toString());
    }
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}
```

See the complete example on GitHub.

### Set the Access Control List for a Bucket

To add or modify permissions to an ACL for a bucket, call the `AmazonS3.setBucketAcl` method. It takes an `AccessControlList` object that contains a list of grantees and access levels to set.

**Imports**

```java
```
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.AccessControlList;
import com.amazonaws.services.s3.model.EmailAddressGrantee;

Code

final AmazonS3 s3 =
   AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
try {
   // get the current ACL
   AccessControlList acl = s3.getBucketAcl(bucket_name);
   // set access for the grantee
   EmailAddressGrantee grantee = new EmailAddressGrantee(email);
   Permission permission = Permission.valueOf(access);
   acl.grantPermission(grantee, permission);
   s3.setBucketAcl(bucket_name, acl);
} catch (AmazonServiceException e) {
   System.err.println(e.getErrorMessage());
   System.exit(1);
}

Note
You can provide the grantee's unique identifier directly using the Grantee class, or use the
EmailAddressGrantee class to set the grantee by email, as we've done here.

See the complete example on GitHub.

Get the Access Control List for an Object

To get the current ACL for an object, call the AmazonS3's getObjectAcl method, passing it the bucket
name and object name to query. Like getBucketAcl, this method returns an AccessControlList object
that you can use to examine each Grant.

Imports

import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.AccessControlList;
import com.amazonaws.services.s3.model.Grant;

Code

try {
   AccessControlList acl = s3.getObjectAcl(bucket_name, object_key);
   List<Grant> grants = acl.getGrantsAsList();
   for (Grant grant : grants) {
      System.out.format("%s: %s\n", grant.getGrantee().getIdentifier(),
                     grant.getPermission().toString());
   }
} catch (AmazonServiceException e) {
   System.err.println(e.getErrorMessage());
   System.exit(1);
}
Set the Access Control List for an Object

To add or modify permissions to an ACL for an object, call the AmazonS3's `setObjectAcl` method. It takes an `AccessControlList` object that contains a list of grantees and access levels to set.

Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.AccessControlList;
import com.amazonaws.services.s3.model.EmailAddressGrantee;
```

Code

```java
try {
    // get the current ACL
    AccessControlList acl = s3.getObjectAcl(bucket_name, object_key);
    // set access for the grantee
    EmailAddressGrantee grantee = new EmailAddressGrantee(email);
    Permission permission = Permission.valueOf(access);
    acl.grantPermission(grantee, permission);
    s3.setObjectAcl(bucket_name, object_key, acl);
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}
```

Note

You can provide the grantee's unique identifier directly using the `Grantee` class, or use the `EmailAddressGrantee` class to set the grantee by email, as we've done here.

More Information

- GET Bucket acl in the Amazon S3 API Reference
- PUT Bucket acl in the Amazon S3 API Reference
- GET Object acl in the Amazon S3 API Reference
- PUT Object acl in the Amazon S3 API Reference

Managing Access to Amazon S3 Buckets Using Bucket Policies

You can set, get, or delete a bucket policy to manage access to your Amazon S3 buckets.

Set a Bucket Policy

You can set the bucket policy for a particular S3 bucket by:
• Calling the `AmazonS3` client's `setBucketPolicy` and providing it with a `SetBucketPolicyRequest`
• Setting the policy directly by using the `setBucketPolicy` overload that takes a bucket name and policy text (in JSON format)

Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.auth.policy.Policy;
import com.amazonaws.auth.policy.Principal;
```

Code

```java
s3.setBucketPolicy(bucket_name, policy_text);
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}
```

```java
public static void main(String[] args) {
```

Use the Policy Class to Generate or Validate a Policy

When providing a bucket policy to `setBucketPolicy`, you can do the following:

• Specify the policy directly as a string of JSON-formatted text
• Build the policy using the `Policy` class

By using the `Policy` class, you don't have to be concerned about correctly formatting your text string. To get the JSON policy text from the `Policy` class, use its `toJson` method.

Imports

```java
import com.amazonaws.auth.policy.Resource;
import com.amazonaws.auth.policy.Statement;
import com.amazonaws.auth.policy.actions.S3Actions;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
```

Code

```java
new Statement(Statement.Effect.Allow)
    .withPrincipals(Principal.AllUsers)
    .withActions(S3Actions.GetObject)
    .withResources(new Resource(
        "arn:aws:s3:::" + bucket_name + "/*"));
return bucket_policy.toJson();
```

The `Policy` class also provides a `fromJson` method that can attempt to build a policy using a passed-in JSON string. The method validates it to ensure that the text can be transformed into a valid policy structure, and will fail with an `IllegalArgumentException` if the policy text is invalid.

```java
Policy bucket_policy = null;
```
try {
    bucket_policy = Policy.fromJson(file_text.toString());
} catch (IllegalArgumentException e) {
    System.out.format("Invalid policy text in file: \\
policy_file\",
        policy_file);
    System.out.println(e.getMessage());
}

You can use this technique to prevalidate a policy that you read in from a file or other means.

See the complete example on GitHub.

### Get a Bucket Policy

To retrieve the policy for an Amazon S3 bucket, call the AmazonS3 client's `getBucketPolicy` method, passing it the name of the bucket to get the policy from.

#### Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
```

#### Code

```java
try {
    BucketPolicy bucket_policy = s3.getBucketPolicy(bucket_name);
    policy_text = bucket_policy.getPolicyText();
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}
```

If the named bucket doesn't exist, if you don't have access to it, or if it has no bucket policy, an `AmazonServiceException` is thrown.

See the complete example on GitHub.

### Delete a Bucket Policy

To delete a bucket policy, call the AmazonS3 client's `deleteBucketPolicy`, providing it with the bucket name.

#### Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
```

#### Code

```java
try {
    s3.deleteBucketPolicy(bucket_name);
} catch (AmazonServiceException e) {
```
This method succeeds even if the bucket doesn't already have a policy. If you specify a bucket name that doesn't exist or if you don't have access to the bucket, an AmazonServiceException is thrown.

See the complete example on GitHub.

More Info

- Access Policy Language Overview in the Amazon S3 Developer Guide
- Bucket Policy Examples in the Amazon S3 Developer Guide

Using TransferManager for Amazon S3 Operations

You can use the AWS SDK for Java TransferManager class to reliably transfer files from the local environment to Amazon S3 and to copy objects from one S3 location to another. TransferManager can get the progress of a transfer and pause or resume uploads and downloads.

**Note**

Best Practice

We recommend that you enable the AbortIncompleteMultipartUpload lifecycle rule on your Amazon S3 buckets. This rule directs Amazon S3 to abort multipart uploads that don't complete within a specified number of days after being initiated. When the set time limit is exceeded, Amazon S3 aborts the upload and then deletes the incomplete upload data.

For more information, see Lifecycle Configuration for a Bucket with Versioning in the Amazon S3 User Guide.

**Note**

These code examples assume that you understand the material in Using the AWS SDK for Java (p. 18) and have configured default AWS credentials using the information in Set up AWS Credentials and Region for Development (p. 6).

Upload Files and Directories

TransferManager can upload files, file lists, and directories to any Amazon S3 buckets that you've previously created (p. 115).

**Topics**

- Upload a Single File (p. 127)
- Upload a List of Files (p. 128)
- Upload a Directory (p. 129)

Upload a Single File

Call the TransferManager upload method, providing an Amazon S3 bucket name, a key (object) name, and a standard Java File object that represents the file to upload.

Imports

```java
import com.amazonaws.AmazonServiceException;
```
The `upload` method returns *immediately*, providing an `Upload` object to use to check the transfer state or to wait for it to complete.

See [Wait for a Transfer to Complete (p. 132)](#) for information about using `waitForCompletion` to successfully complete a transfer before calling `TransferManager`'s `shutdownNow` method. While waiting for the transfer to complete, you can poll or listen for updates about its status and progress. See [Get Transfer Status and Progress (p. 133)](#) for more information.

See the [complete example](#) on GitHub.

### Upload a List of Files

To upload multiple files in one operation, call the `TransferManager.uploadFileList` method, providing the following:

- An Amazon S3 bucket name
- A *key prefix* to prepend to the names of the created objects (the path within the bucket in which to place the objects)
- A `File` object that represents the relative directory from which to create file paths
- A `List` object containing a set of `File` objects to upload

### Imports

```java
import com.amazonaws.services.s3.transfer.MultipleFileUpload;
import com.amazonaws.services.s3.transfer.TransferManager;
import com.amazonaws.services.s3.transfer.TransferManagerBuilder;
import com.amazonaws.services.s3.transfer.TransferManagerTransferManager;
import com.amazonaws.services.s3.transfer.TransferManagerUpload;
import java.io.File;
import java.util.ArrayList;
import java.util.Arrays;
```
Using TransferManager for Amazon S3 Operations

Code

```java
ArrayList<File> files = new ArrayList<File>();
for (String path : file_paths) {
    files.add(new File(path));
}
TransferManager xfer_mgr = TransferManagerBuilder.standard().build();
try {
    MultipleFileUpload xfer = xfer_mgr.uploadFileList(bucket_name,
                key_prefix, new File("."), files);
    // loop with Transfer.isDone()
    XferMgrProgress.showTransferProgress(xfer);
    // or block with Transfer.waitForCompletion()
    XferMgrProgress.waitForCompletion(xfer);
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}
xfer_mgr.shutdownNow();
```

See Wait for a Transfer to Complete (p. 132) for information about using waitForCompletion to successfully complete a transfer before calling TransferManager's shutdownNow method. While waiting for the transfer to complete, you can poll or listen for updates about its status and progress. See Get Transfer Status and Progress (p. 133) for more information.

The MultipleFileUpload object returned by uploadFileList can be used to query the transfer state or progress. See Poll the Current Progress of a Transfer (p. 133) and Get Transfer Progress with a ProgressListener (p. 134) for more information.

You can also use MultipleFileUpload's getSubTransfers method to get the individual Upload objects for each file being transferred. For more information, see Get the Progress of Subtransfers (p. 135).

See the complete example on GitHub.

Upload a Directory

You can use TransferManager's uploadDirectory method to upload an entire directory of files, with the option to copy files in subdirectories recursively. You provide an Amazon S3 bucket name, an S3 key prefix, a File object representing the local directory to copy, and a boolean value indicating whether you want to copy subdirectories recursively (true or false).

Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.services.s3.transfer.MultipleFileUpload;
import com.amazonaws.services.s3.transfer.TransferManager;
import com.amazonaws.services.s3.transfer.TransferManagerBuilder;
import com.amazonaws.services.s3.transfer.Upload;
import java.io.File;
import java.util.ArrayList;
import java.util.Arrays;
import java.util.Collections;
```

Code

```java
TransferManager xfer_mgr = TransferManagerBuilder.standard().build();
```
try {
    MultipleFileUpload xfer = xfer_mgr.uploadDirectory(bucket_name,
               key_prefix, new File(dir_path), recursive);
    // loop with Transfer.isDone()
    XferMgrProgress.showTransferProgress(xfer);
    // or block with Transfer.waitForCompletion()
    XferMgrProgress.waitForCompletion(xfer);
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}
xfer_mgr.shutdownNow();

See Wait for a Transfer to Complete (p. 132) for information about using waitForCompletion to
successfully complete a transfer before calling TransferManager's shutdownNow method. While waiting
for the transfer to complete, you can poll or listen for updates about its status and progress. See Get
Transfer Status and Progress (p. 133) for more information.

The MultipleFileUpload object returned by uploadFileList can be used to query the transfer state
or progress. See Poll the Current Progress of a Transfer (p. 133) and Get Transfer Progress with a
ProgressListener (p. 134) for more information.

You can also use MultipleFileUpload's getSubTransfers method to get the individual
Upload objects for each file being transferred. For more information, see Get the Progress of
Subtransfers (p. 135).

See the complete example on GitHub.

Download Files or Directories

Use the TransferManager class to download either a single file (Amazon S3 object) or a directory (an
Amazon S3 bucket name followed by an object prefix) from Amazon S3.

Topics

• Download a Single File (p. 130)
• Download a Directory (p. 131)

Download a Single File

Use the TransferManager's download method, providing the Amazon S3 bucket name containing the
object you want to download, the key (object) name, and a File object that represents the file to create
on your local system.

Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.services.s3.transfer.Download;
import com.amazonaws.services.s3.transfer.MultipleFileDownload;
import com.amazonaws.services.s3.transfer.TransferManager;
import com.amazonaws.services.s3.transfer.TransferManagerBuilder;
import java.io.File;
```

Code

```java
File f = new File(file_path);
```
TransferManager xfer_mngr = TransferManagerBuilder.standard().build();
try {
    Download xfer = xfer_mngr.download(bucket_name, key_name, f);
    // loop with Transfer.isDone()
    XferMgrProgress.showTransferProgress(xfer);
    // or block with Transfer.waitForCompletion()
    XferMgrProgress.waitForCompletion(xfer);
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}
xfer_mngr.shutdownNow();

See Wait for a Transfer to Complete (p. 132) for information about using waitForCompletion to successfully complete a transfer before calling TransferManager's shutdownNow method. While waiting for the transfer to complete, you can poll or listen for updates about its status and progress. See Get Transfer Status and Progress (p. 133) for more information.

See the complete example on GitHub.

Download a Directory

To download a set of files that share a common key prefix (analagous to a directory on a file system) from Amazon S3, use the TransferManager downloadDirectory method. The method takes the Amazon S3 bucket name containing the objects you want to download, the object prefix shared by all of the objects, and a File object that represents the directory to download the files into on your local system. If the named directory doesn't exist yet, it will be created.

Imports

import com.amazonaws.AmazonServiceException;
import com.amazonaws.services.s3.transfer.Download;
import com.amazonaws.services.s3.transfer.MultipleFileDownload;
import com.amazonaws.services.s3.transfer.TransferManager;
import com.amazonaws.services.s3.transfer.TransferManagerBuilder;
import java.io.File;

Code

TransferManager xfer_mngr = TransferManagerBuilder.standard().build();
try {
    MultipleFileDownload xfer = xfer_mngr.downloadDirectory(
        bucket_name, key_prefix, new File(dir_path));
    // loop with Transfer.isDone()
    XferMgrProgress.showTransferProgress(xfer);
    // or block with Transfer.waitForCompletion()
    XferMgrProgress.waitForCompletion(xfer);
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
}
xfer_mngr.shutdownNow();

See Wait for a Transfer to Complete (p. 132) for information about using waitForCompletion to successfully complete a transfer before calling TransferManager's shutdownNow method. While waiting for the transfer to complete, you can poll or listen for updates about its status and progress. See Get Transfer Status and Progress (p. 133) for more information.
See the complete example on GitHub.

**Copy Objects**

To copy an object from one S3 bucket to another, use the `TransferManager` `copy` method.

**Imports**

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.services.s3.transfer.Copy;
import com.amazonaws.services.s3.transfer.TransferManager;
import com.amazonaws.services.s3.transfer.TransferManagerBuilder;
```

**Code**

```java
System.out.println("Copying s3 object: " + from_key);
System.out.println(" from bucket: " + from_bucket);
System.out.println(" to s3 object: " + to_key);
System.out.println(" in bucket: " + to_bucket);

TransferManager xfer_mgr = TransferManagerBuilder.standard().build();
try {
    Copy xfer = xfer_mgr.copy(from_bucket, from_key, to_bucket, to_key);
    // loop with Transfer.isDone()
    XferMgrProgress.showTransferProgress(xfer);
    // or block with Transfer.waitForCompletion()
    XferMgrProgress.waitForCompletion(xfer);
} catch (AmazonServiceException e) {
    System.err.println(e.getErrorMessage());
    System.exit(1);
} catch (InterruptedException e) {
    System.err.println("Transfer interrupted: " + e.getMessage());
    System.exit(1);
}
```

See the complete example on GitHub.

**Wait for a Transfer to Complete**

If your application (or thread) can block until the transfer completes, you can use the `Transfer` interface's `waitForCompletion` method to block until the transfer is complete or an exception occurs.

```java
try {
    xfer.waitForCompletion();
} catch (AmazonServiceException e) {
    System.err.println("Amazon service error: " + e.getMessage());
    System.exit(1);
} catch (AmazonClientException e) {
    System.err.println("Amazon client error: " + e.getMessage());
    System.exit(1);
} catch (InterruptedException e) {
    System.err.println("Transfer interrupted: " + e.getMessage());
    System.exit(1);
}
```

You get progress of transfers if you poll for events before calling `waitForCompletion`, implement a polling mechanism on a separate thread, or receive progress updates asynchronously using a `ProgressListener`.

See the complete example on GitHub.
Get Transfer Status and Progress

Each of the classes returned by the `TransferManager.upload*`, `download*`, and `copy` methods returns an instance of one of the following classes, depending on whether it's a single-file or multiple-file operation.

<table>
<thead>
<tr>
<th>Class</th>
<th>Returned by</th>
</tr>
</thead>
<tbody>
<tr>
<td>Copy</td>
<td><code>copy</code></td>
</tr>
<tr>
<td>Download</td>
<td><code>download</code></td>
</tr>
<tr>
<td>MultipleFileDownload</td>
<td><code>downloadDirectory</code></td>
</tr>
<tr>
<td>Upload</td>
<td><code>upload</code></td>
</tr>
<tr>
<td>MultipleFileUpload</td>
<td><code>uploadFileList, uploadDirectory</code></td>
</tr>
</tbody>
</table>

All of these classes implement the `Transfer` interface. `Transfer` provides useful methods to get the progress of a transfer, pause or resume the transfer, and get the transfer's current or final status.

**Topics**
- Poll the Current Progress of a Transfer (p. 133)
- Get Transfer Progress with a ProgressListener (p. 134)
- Get the Progress of Subtransfers (p. 135)

**Poll the Current Progress of a Transfer**

This loop prints the progress of a transfer, examines its current progress while running and, when complete, prints its final state.

**Imports**

```java
import com.amazonaws.AmazonClientException;
import com.amazonaws.AmazonServiceException;
import com.amazonaws.event.ProgressEvent;
import com.amazonaws.event.ProgressListener;
import com.amazonaws.services.s3.transfer.*;
import com.amazonaws.services.s3.transfer.Transfer.TransferState;
import java.io.File;
import java.util.ArrayList;
import java.util.Collection;
```

**Code**

```java
// print the transfer's human-readable description
System.out.println(xfer.getDescription());
// print an empty progress bar...
printProgressBar(0.0);
// update the progress bar while the xfer is ongoing.
do {
    try {
        Thread.sleep(100);
    } catch (InterruptedException e) {
        return;
    }
```
// Note: so_far and total aren't used, they're just for
// documentation purposes.
TransferProgress progress = xfer.getProgress();
long so_far = progress.getBytesTransferred();
long total = progress.getTotalBytesToTransfer();
double pct = progress.getPercentTransferred();
eraseProgressBar();
printProgressBar(pct);
} while (xfer.isDone() == false);
// print the final state of the transfer.
TransferState xfer_state = xfer.getState();
System.out.println(": " + xfer_state);

See the complete example on GitHub.

Get Transfer Progress with a ProgressListener

You can attach a ProgressListener to any transfer by using the Transfer interface's
addProgressListener method.

A ProgressListener requires only one method, progressChanged, which takes a ProgressEvent object.
You can use the object to get the total bytes of the operation by calling its getBytes method, and the
number of bytes transferred so far by calling getBytesTransferred.

Imports

import com.amazonaws.AmazonClientException;
import com.amazonaws.AmazonServiceException;
import com.amazonaws.event.ProgressEvent;
import com.amazonaws.event.ProgressListener;
import com.amazonaws.services.s3.transfer.*;
import com.amazonaws.services.s3.transfer.Transfer.TransferState;
import java.io.File;
import java.util.ArrayList;
import java.util.Collection;

Code

File f = new File(file_path);
TransferManager xfer_mgr = TransferManagerBuilder.standard().build();
try {
  Upload u = xfer_mgr.upload(bucket_name, key_name, f);
  // print an empty progress bar...
  printProgressBar(0.0);
  u.addProgressListener(new ProgressListener() {
    public void progressChanged(ProgressEvent e) {
      double pct = e.getBytesTransferred() * 100.0 / e.getBytes();
      eraseProgressBar();
      printProgressBar(pct);
    }
  });
  // block with Transfer.waitForCompletion()
  XferMgrProgress.waitForCompletion(u);
  // print the final state of the transfer.
  TransferState xfer_state = u.getState();
  System.out.println(": " + xfer_state);
} catch (AmazonServiceException e) {
  System.err.println(e.getMessage());
  System.exit(1);
Get the Progress of Subtransfers

The MultipleFileUpload class can return information about its subtransfers by calling its getSubTransfers method. It returns an unmodifiable Collection of Upload objects that provide the individual transfer status and progress of each subtransfer.

Imports

```java
import com.amazonaws.AmazonClientException;
import com.amazonaws.AmazonServiceException;
import com.amazonaws.event.ProgressEvent;
import com.amazonaws.event.ProgressListener;
import com.amazonaws.services.s3.transfer.*;
import com.amazonaws.services.s3.transfer.Transfer.TransferState;
import java.io.File;
import java.util.ArrayList;
import java.util.Collection;
```

Code

```java
Collection<? extends Upload> sub_xfers = new ArrayList<Upload>();
sub_xfers = multi_upload.getSubTransfers();

do {
    System.out.println("\nSubtransfer progress:\n");
    for (Upload u : sub_xfers) {
        System.out.println("  " + u.getDescription());
        if (u.isDone()) {
            TransferState xfer_state = u.getState();
            System.out.println("  " + xfer_state);
        } else {
            TransferProgress progress = u.getProgress();
            double pct = progress.getPercentTransferred();
            printProgressBar(pct);
            System.out.println();
        }
    }
    // wait a bit before the next update.
    try {
        Thread.sleep(200);
    } catch (InterruptedException e) {
        return;
    }
} while (multi_upload.isDone() == false);
// print the final state of the transfer.
TransferState xfer_state = multi_upload.getState();
System.out.println("\nMultipleFileUpload " + xfer_state);
```

More Info

- Object Keys in the Amazon S3 Developer Guide
Configuring an Amazon S3 Bucket as a Website

You can configure an Amazon S3 bucket to behave as a website. To do this, you need to set its website configuration.

**Note**
These code examples assume that you understand the material in Using the AWS SDK for Java (p. 18) and have configured default AWS credentials using the information in Set up AWS Credentials and Region for Development (p. 6).

Set a Bucket's Website Configuration

To set an Amazon S3 bucket's website configuration, call the AmazonS3's `setWebsiteConfiguration` method with the bucket name to set the configuration for, and a `BucketWebsiteConfiguration` object containing the bucket's website configuration.

Setting an index document is *required*; all other parameters are optional.

**Imports**

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.BucketWebsiteConfiguration;
```

**Code**

```java
String bucket_name, String index_doc, String error_doc) {
    BucketWebsiteConfiguration website_config = null;
    if (index_doc == null) {
        website_config = new BucketWebsiteConfiguration();
    } else if (error_doc == null) {
        website_config = new BucketWebsiteConfiguration(index_doc);
    } else {
        website_config = new BucketWebsiteConfiguration(index_doc, error_doc);
    }

    final AmazonS3 s3 = AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
    try {
        s3.setBucketWebsiteConfiguration(bucket_name, website_config);
    } catch (AmazonServiceException e) {
        System.out.format("Failed to set website configuration for bucket '%s'!\n", bucket_name);
        System.err.println(e.getErrorMessage());
        System.exit(1);
    }
}
```

**Note**
Setting a website configuration does not modify the access permissions for your bucket. To make your files visible on the web, you will also need to set a *bucket policy* that allows public read access to the files in the bucket. For more information, see Managing Access to Amazon S3 Buckets Using Bucket Policies (p. 124).

See the [complete example on GitHub](https://github.com/awsdocs/aws-sdk-for-java/tree/master/doc/samples/java-config-website).

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[136]
Get a Bucket's Website Configuration

To get an Amazon S3 bucket's website configuration, call the AmazonS3's `getWebsiteConfiguration` method with the name of the bucket to retrieve the configuration for.

The configuration will be returned as a `BucketWebsiteConfiguration` object. If there is no website configuration for the bucket, then `null` will be returned.

Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.model.BucketWebsiteConfiguration;
```

Code

```java
final AmazonS3 s3 =
    AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
try {
    BucketWebsiteConfiguration config =
        s3.getBucketWebsiteConfiguration(bucket_name);
    if (config == null) {
        System.out.println("No website configuration found!");
    } else {
        System.out.format("Index document: %s\n",
                        config.getIndexDocumentSuffix());
        System.out.format("Error document: %s\n",
                        config.getErrorDocument());
    }
} catch (AmazonServiceException e) {
    System.err.println(e.getMessage());
    System.out.println("Failed to get website configuration!");
    System.exit(1);
}
```

See the complete example on GitHub.

Delete a Bucket's Website Configuration

To delete an Amazon S3 bucket's website configuration, call the AmazonS3's `deleteWebsiteConfiguration` method with the name of the bucket to delete the configuration from.

Imports

```java
import com.amazonaws.AmazonServiceException;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
```

Code

```java
final AmazonS3 s3 =
    AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
try {
```
Encrypting data using the Amazon S3 encryption client is one way you can provide an additional layer of protection for sensitive information you store in Amazon S3. The examples in this section demonstrate how to create and configure the Amazon S3 encryption client for your application. If you are new to cryptography, see the Cryptography Basics in the AWS KMS Developer Guide for a basic overview of cryptography terms and algorithms.

Note
These code examples assume that you understand the material in Using the AWS SDK for Java (p. 18) and have configured default AWS credentials using the information in Set up AWS Credentials and Region for Development (p. 6).

Topics
- Amazon S3 Client-Side Encryption with Client Master Keys (p. 138)
- Amazon S3 Client-Side Encryption with AWS KMS Managed Keys (p. 142)

For information about cryptography support across all AWS SDKs, see AWS SDK Support for Amazon S3 Client-Side Encryption in the Amazon Web Services General Reference.

Amazon S3 Client-Side Encryption with Client Master Keys

The following examples use the AmazonS3EncryptionClientBuilder class to create an Amazon S3 client with client-side encryption enabled. Once enabled, any objects you upload to Amazon S3 using this client will be encrypted. Any objects you get from Amazon S3 using this client will automatically be decrypted.

Note
The following examples demonstrate using the Amazon S3 client-side encryption with customer-managed client master keys. To learn how to use encryption with AWS KMS managed keys, see Amazon S3 Client-Side Encryption with AWS KMS Managed Keys (p. 142).

You can choose from three encryption modes when enabling client-side Amazon S3 encryption: encryption-only, authenticated, and strict authenticated. The following sections show how to enable each type. To learn which algorithms each mode uses, see the CryptoMode definition.

Required Imports

Import the following classes for these examples.

Imports
import com.amazonaws.regions.Region;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.AmazonS3Encryption;
import com.amazonaws.services.s3.AmazonS3EncryptionClientBuilder;
import com.amazonaws.services.s3.model.
import javax.crypto.KeyGenerator;
import javax.crypto.SecretKey;
import java.security.KeyPair;
import java.security.KeyPairGenerator;
import java.security.NoSuchAlgorithmException;

Encryption-Only Mode

Encryption-only is the default mode, if no CryptoMode is specified. To enable encryption, you must pass a key to the EncryptionMaterials constructor. The example below uses the KeyGenerator Java class to generate a symmetric private key.

Code

c
To use an asymmetric key or a key pair, simply pass the key pair to the same EncryptionMaterials class. The example below uses the KeyPairGenerator class to generate a key pair.

Code

Call the putObject method on the Amazon S3 encryption client to upload objects.

Code

s3Encryption.putObject(BUCKET_NAME, ENCRYPTED_KEY, "some contents");
You can retrieve the object using the same client. This example calls the `getObjectAsString` method to retrieve the string that was stored.

**Code**

```java
System.out.println(s3Encryption.getObjectAsString(BUCKET_NAME, ENCRYPTED_KEY));
System.out.println(s3Encryption.getObjectAsString(BUCKET_NAME, NON_ENCRYPTED_KEY));
```

See the complete example on GitHub.

**Authenticated Encryption Mode**

When you use `AuthenticatedEncryption` mode, an improved key wrapping algorithm is applied during encryption. When decrypting in this mode, the algorithm can verify the integrity of the decrypted object and throw an exception if the check fails. For more details about how authenticated encryption works, see the Amazon S3 Client-Side Authenticated Encryption blog post.

**Note**

To use client-side authenticated encryption, you must include the latest Bouncy Castle jar file in the classpath of your application.

To enable this mode, specify the `AuthenticatedEncryption` value in the `withCryptoConfiguration` method.

**Code**

```java
SecretKey secretKey = KeyGenerator.getInstance("AES").generateKey();
AmazonS3Encryption s3Encryption = AmazonS3EncryptionClientBuilder
    .standard()
    .withRegion(Regions.US_WEST_2)
    .withCryptoConfiguration(new CryptoConfiguration(CryptoMode.AuthenticatedEncryption))
    .withEncryptionMaterials(new StaticEncryptionMaterialsProvider(new EncryptionMaterials(secretKey)))
    .build();

AmazonS3 s3NonEncrypt = AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
```

The `AuthenticatedEncryption` mode can retrieve unencrypted objects and objects encrypted with `EncryptionOnly` mode. The following example shows the Amazon S3 encryption client retrieving an unencrypted object.

**Code**

```java
public void authenticatedEncryption_CustomerManagedKey() throws NoSuchAlgorithmException {
    SecretKey secretKey = KeyGenerator.getInstance("AES").generateKey();
    AmazonS3Encryption s3Encryption = AmazonS3EncryptionClientBuilder
        .standard()
        .withRegion(Regions.US_WEST_2)
        .withCryptoConfiguration(new CryptoConfiguration(CryptoMode.AuthenticatedEncryption))
        .withEncryptionMaterials(new StaticEncryptionMaterialsProvider(new EncryptionMaterials(secretKey)))
        .build();

    AmazonS3 s3NonEncrypt = AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
```
s3Encryption.putObject(BUCKET_NAME, ENCRYPTED_KEY, "some contents");
s3NonEncrypt.putObject(BUCKET_NAME, NON_ENCRYPTED_KEY, "some other contents");
System.out.println(s3Encryption.getObjectAsString(BUCKET_NAME, ENCRYPTED_KEY));
System.out.println(s3Encryption.getObjectAsString(BUCKET_NAME, NON_ENCRYPTED_KEY));

See the complete example on GitHub.

**Strict Authenticated Encryption**

To enable this mode, specify the `StrictAuthenticatedEncryption` value in the `withCryptoConfiguration` method.

**Note**

To use client-side authenticated encryption, you must include the latest Bouncy Castle jar file in the classpath of your application.

**Code**

```java
SecretKey secretKey = KeyGenerator.getInstance("AES").generateKey();
AmazonS3Encryption s3Encryption = AmazonS3EncryptionClientBuilder.standard()
    .withRegion(Regions.US_WEST_2)
    .withCryptoConfiguration(new CryptoConfiguration(CryptoMode.StrictAuthenticatedEncryption))
    .withEncryptionMaterials(new StaticEncryptionMaterialsProvider(new EncryptionMaterials(secretKey)))
    .build();

AmazonS3 s3NonEncrypt = AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
```

In `StrictAuthenticatedEncryption` mode, the Amazon S3 client throws an exception when retrieving an object that was not encrypted using an authenticated mode.

**Code**

```java
public void strictAuthenticatedEncryption_CustomerManagedKey() throws NoSuchAlgorithmException {
    SecretKey secretKey = KeyGenerator.getInstance("AES").generateKey();
    AmazonS3Encryption s3Encryption = AmazonS3EncryptionClientBuilder.standard()
        .withRegion(Regions.US_WEST_2)
        .withCryptoConfiguration(new CryptoConfiguration(CryptoMode.StrictAuthenticatedEncryption))
        .withEncryptionMaterials(new StaticEncryptionMaterialsProvider(new EncryptionMaterials(secretKey)))
        .build();

    AmazonS3 s3NonEncrypt = AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();

    s3Encryption.putObject(BUCKET_NAME, ENCRYPTED_KEY, "some contents");
    s3NonEncrypt.putObject(BUCKET_NAME, NON_ENCRYPTED_KEY, "some other contents");
    System.out.println(s3Encryption.getObjectAsString(BUCKET_NAME, ENCRYPTED_KEY));
    try {
        s3Encryption.getObjectAsString(BUCKET_NAME, NON_ENCRYPTED_KEY);
    } catch (SecurityException e) {
        // Strict authenticated encryption will throw an exception if an object is not encrypted with AES/GCM
        System.err.println(NON_ENCRYPTED_KEY + " was not encrypted with AES/GCM");
    }
```
Amazon S3 Client-Side Encryption with AWS KMS Managed Keys

The following examples use the AmazonS3EncryptionClientBuilder class to create an Amazon S3 client with client-side encryption enabled. Once configured, any objects you upload to Amazon S3 using this client will be encrypted. Any objects you get from Amazon S3 using this client are automatically decrypted.

Note

The following examples demonstrate how to use the Amazon S3 client-side encryption with AWS KMS managed keys. To learn how to use encryption with your own keys, see Amazon S3 Client-Side Encryption with Client Master Keys (p. 138).

You can choose from three encryption modes when enabling client-side Amazon S3 encryption: encryption-only, authenticated, and strict authenticated. The following sections show how to enable each type. To learn which algorithms each mode uses, see the CryptoMode definition.

Required Imports

Import the following classes for these examples.

Imports

```java
import com.amazonaws.regions.Region;
import com.amazonaws.regions.Regions;
import com.amazonaws.services.s3.AmazonS3;
import com.amazonaws.services.s3.AmazonS3ClientBuilder;
import com.amazonaws.services.s3.AmazonS3Encryption;
import com.amazonaws.services.s3.AmazonS3EncryptionClientBuilder;
import com.amazonaws.services.s3.model.*;
import javax.crypto.KeyGenerator;
import javax.crypto.SecretKey;
import java.security.KeyPair;
import java.security.KeyPairGenerator;
import java.security.NoSuchAlgorithmException;
```

Encryption-Only Mode

Encryption-only is the default mode, if no CryptoMode is specified. To use an AWS KMS managed key for encryption, pass the AWS KMS key ID or alias to the KMSEncryptionMaterialsProvider constructor.

Code

```java
AmazonS3Encryption s3Encryption = AmazonS3EncryptionClientBuilder
  .standard()
  .withRegion(Regions.US_WEST_2)
  .withCryptoConfiguration(new
  CryptoConfiguration(CryptoMode.EncryptionOnly).withAwsKmsRegion(Region.getRegion(Regions.US_WEST_2)))
  // Can either be Key ID or alias (prefixed with 'alias/')
  .withEncryptionMaterials(new KMSEncryptionMaterialsProvider("alias/s3-kms-key"))
  .build();
```
Using Amazon S3 Client-Side Encryption

```java
AmazonS3 s3NonEncrypt =
    AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();

Call the `putObject` method on the Amazon S3 encryption client to upload objects.

**Code**

```java
s3Encryption.putObject(BUCKET_NAME, ENCRYPTED_KEY, "some contents");
s3NonEncrypt.putObject(BUCKET_NAME, NON_ENCRYPTED_KEY, "some other contents");
```

You can retrieve the object using the same client. This example calls the `getObjectAsString` method to retrieve the string that was stored.

**Code**

```java
System.out.println(s3Encryption.getObjectAsString(BUCKET_NAME, ENCRYPTED_KEY));
System.out.println(s3Encryption.getObjectAsString(BUCKET_NAME, NON_ENCRYPTED_KEY));
```

See the complete example on GitHub.

**Authenticated Encryption Mode**

When you use `AuthenticatedEncryption` mode, an improved key wrapping algorithm is applied during encryption. When decrypting in this mode, the algorithm can verify the integrity of the decrypted object and throw an exception if the check fails. For more details about how authenticated encryption works, see the Amazon S3 Client-Side Authenticated Encryption blog post.

**Note**

To use client-side authenticated encryption, you must include the latest Bouncy Castle jar file in the classpath of your application.

To enable this mode, specify the `AuthenticatedEncryption` value in the `withCryptoConfiguration` method.

**Code**

```java
AmazonS3Encryption s3Encryption = AmazonS3EncryptionClientBuilder
    .standard()
    .withRegion(Regions.US_WEST_2)
    .withCryptoConfiguration(new
    CryptoConfiguration(CryptoMode.AuthenticatedEncryption).withAwsKmsRegion(Region.getRegion(Regions.US_WEST_2))
    // Can either be Key ID or alias (prefixed with 'alias/')
    .withEncryptionMaterials(new KMSEncryptionMaterialsProvider("alias/s3-kms-key"))
    .build();

AmazonS3 s3NonEncrypt =
    AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
```

The `AuthenticatedEncryption` mode can retrieve unencrypted objects and objects encrypted with `EncryptionOnly` mode. The following example shows the Amazon S3 encryption client retrieving an unencrypted object.

**Code**

```java
s3Encryption.putObject(BUCKET_NAME, ENCRYPTED_KEY, "some contents");
s3NonEncrypt.putObject(BUCKET_NAME, NON_ENCRYPTED_KEY, "some other contents");
System.out.println(s3Encryption.getObjectAsString(BUCKET_NAME, ENCRYPTED_KEY));
System.out.println(s3Encryption.getObjectAsString(BUCKET_NAME, NON_ENCRYPTED_KEY));
```
See the complete example on GitHub.

Strict Authenticated Encryption

To enable this mode, specify the `StrictAuthenticatedEncryption` value in the `withCryptoConfiguration` method.

**Note**
To use client-side authenticated encryption, you must include the latest Bouncy Castle jar file in the classpath of your application.

**Code**

```java
AmazonS3Encryption s3Encryption = AmazonS3EncryptionClientBuilder
    .standard()
    .withRegion(Regions.US_WEST_2)
    .withCryptoConfiguration(new CryptoConfiguration(CryptoMode.StrictAuthenticatedEncryption).
    .withAwsKmsRegion(Region.getRegion(Regions.US_WEST_2)))
    .withEncryptionMaterials(new KMSEncryptionMaterialsProvider("alias/s3-kms-key"))
    .build();

AmazonS3 s3NonEncrypt = AmazonS3ClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
```

Call the `putObject` method on the Amazon S3 encryption client to upload objects.

**Code**

```java
s3Encryption.putObject(BUCKET_NAME, ENCRYPTED_KEY, "some contents");
s3NonEncrypt.putObject(BUCKET_NAME, NON_ENCRYPTED_KEY, "some other contents");
```

In `StrictAuthenticatedEncryption` mode, the Amazon S3 client throws an exception when retrieving an object that was not encrypted using an authenticated mode.

**Code**

```java
try {
    s3Encryption.getObjectAsString(BUCKET_NAME, NON_ENCRYPTED_KEY);
} catch (SecurityException e) {
    // Strict authenticated encryption will throw an exception if an object is not
    // encrypted with AES/GCM
    System.err.println(NON_ENCRYPTED_KEY + " was not encrypted with AES/GCM");
}
```

See the complete example on GitHub.

Amazon SQS Examples Using the AWS SDK for Java

This section provides examples of programming Amazon SQS using the AWS SDK for Java.

**Note**
The examples include only the code needed to demonstrate each technique. The complete example code is available on GitHub. From there, you can download a single source file or clone the repository locally to get all the examples to build and run.
Working with Amazon SQS Message Queues

A message queue is the logical container used for sending messages reliably in Amazon SQS. There are two types of queues: standard and first-in, first-out (FIFO). To learn more about queues and the differences between these types, see the Amazon SQS Developer Guide.

This topic describes how to create, list, delete, and get the URL of an Amazon SQS queue by using the AWS SDK for Java.

Create a Queue

Use the AmazonSQS client's createQueue method, providing a CreateQueueRequest object that describes the queue parameters.

Imports

```java
import com.amazonaws.services.sqs.AmazonSQS;
import com.amazonaws.services.sqs.AmazonSQSClientBuilder;
import com.amazonaws.services.sqs.model.AmazonSQSException;
import com.amazonaws.services.sqs.model.CreateQueueRequest;
```

Code

```java
AmazonSQS sqs = AmazonSQSClientBuilder.defaultClient();
CreateQueueRequest create_request = new CreateQueueRequest(QUEUE_NAME)
    .addAttributesEntry("DelaySeconds", "60")
    .addAttributesEntry("MessageRetentionPeriod", "86400");
try {
    sqs.createQueue(create_request);
} catch (AmazonSQSException e) {
    if (!e.getErrorCode().equals("QueueAlreadyExists")) {
        throw e;
    }
}
```

You can use the simplified form of createQueue, which needs only a queue name, to create a standard queue.

```java
sqs.createQueue("MyQueue" + new Date().getTime());
```

See the complete example on GitHub.

Listing Queues

To list the Amazon SQS queues for your account, call the AmazonSQS client's listQueues method.

Imports
import com.amazonaws.services.sqs.AmazonSQS;
import com.amazonaws.services.sqs.AmazonSQSClientBuilder;
import com.amazonaws.services.sqs.model.ListQueuesResult;

Code

AmazonSQS sqs = AmazonSQSClientBuilder.defaultClient();
ListQueuesResult lq_result = sqs.listQueues();
System.out.println("Your SQS Queue URLs:");
for (String url : lq_result.getQueueUrls()) {
    System.out.println(url);
}

Using the listQueues overload without any parameters returns all queues. You can filter the returned results by passing it a ListQueuesRequest object.

Imports

import com.amazonaws.services.sqs.AmazonSQS;
import com.amazonaws.services.sqs.AmazonSQSClientBuilder;
import com.amazonaws.services.sqs.model.ListQueuesRequest;

Code

AmazonSQS sqs = AmazonSQSClientBuilder.defaultClient();
String name_prefix = "Queue";
lq_result = sqs.listQueues(new ListQueuesRequest(name_prefix));
System.out.println("Queue URLs with prefix: " + name_prefix);
for (String url : lq_result.getQueueUrls()) {
    System.out.println(url);
}

See the complete example on GitHub.

Get the URL for a Queue

Call the AmazonSQS client's getQueueUrl method.

Imports

import com.amazonaws.services.sqs.AmazonSQS;
import com.amazonaws.services.sqs.AmazonSQSClientBuilder;

Code

AmazonSQS sqs = AmazonSQSClientBuilder.defaultClient();
String queue_url = sqs.getQueueUrl(QUEUE_NAME).getQueueUrl();

See the complete example on GitHub.

Delete a Queue

Provide the queue's URL (p. 146) to the AmazonSQS client's deleteQueue method.

Imports
Sending, Receiving, and Deleting Amazon SQS Messages

This topic describes how to send, receive and delete Amazon SQS messages. Messages are always delivered using an SQS Queue (p. 145).

Send a Message

Add a single message to an Amazon SQS queue by calling the AmazonSQS client's `sendMessage` method. Provide a `SendMessageRequest` object that contains the queue's URL (p. 146), message body, and optional delay value (in seconds).

Imports

```java
import com.amazonaws.services.sqs.AmazonSQS;
import com.amazonaws.services.sqs.AmazonSQSClientBuilder;
import com.amazonaws.services.sqs.model.SendMessageRequest;
```

Code

```java
SendMessageRequest send_msg_request = new SendMessageRequest()
    .withQueueUrl(queueUrl)
    .withMessageBody("hello world")
    .withDelaySeconds(5);
sqs.sendMessage(send_msg_request);
```

Send Multiple Messages at Once

You can send more than one message in a single request. To send multiple messages, use the AmazonSQS client's `sendMessageBatch` method, which takes a `SendMessageBatchRequest` containing the queue URL and a list of messages (each one a `SendMessageBatchRequestEntry`) to send. You can also set an optional delay value per message.

Imports

```java
import com.amazonaws.services.sqs.AmazonSQS;
import com.amazonaws.services.sqs.AmazonSQSClientBuilder;
import com.amazonaws.services.sqs.model.SendMessageBatchRequest;
```
import com.amazonaws.services.sqs.model.SendMessageBatchRequest;
import com.amazonaws.services.sqs.model.SendMessageBatchRequestEntry;

Code

SendMessageBatchRequest send_batch_request = new SendMessageBatchRequest()
    .withQueueUrl(queueUrl)
    .withEntries(
        new SendMessageBatchRequestEntry(
            "msg_1", "Hello from message 1"),
        new SendMessageBatchRequestEntry(
            "msg_2", "Hello from message 2")
    .withDelaySeconds(10));
sqs.sendMessageBatch(send_batch_request);

See the complete example on GitHub.

Receive Messages

Retrieve any messages that are currently in the queue by calling the AmazonSQS client's receiveMessage method, passing it the queue's URL. Messages are returned as a list of Message objects.

Imports

import com.amazonaws.services.sqs.AmazonSQSClientBuilder;
import com.amazonaws.services.sqs.model.AmazonSQSException;
import com.amazonaws.services.sqs.model.SendMessageBatchRequest;

Code

List<Message> messages = sqs.receiveMessage(queueUrl).getMessages();

Delete Messages after Receipt

After receiving a message and processing its contents, delete the message from the queue by sending the message's receipt handle and queue URL to the AmazonSQS client's deleteMessage method.

Code

for (Message m : messages) {
    sqs.deleteMessage(queueUrl, m.getReceiptHandle());
}

See the complete example on GitHub.

More Info

- How Amazon SQS Queues Work in the Amazon SQS Developer Guide
- SendMessage in the Amazon SQS API Reference
- SendMessageBatch in the Amazon SQS API Reference
- ReceiveMessage in the Amazon SQS API Reference
- DeleteMessage in the Amazon SQS API Reference
Enabling Long Polling for Amazon SQS Message Queues

Amazon SQS uses short polling by default, querying only a subset of the servers—based on a weighted random distribution—to determine whether any messages are available for inclusion in the response.

Long polling helps reduce your cost of using Amazon SQS by reducing the number of empty responses when there are no messages available to return in reply to a ReceiveMessage request sent to an Amazon SQS queue and eliminating false empty responses.

**Note**
You can set a long polling frequency from 1–20 seconds.

Enabling Long Polling when Creating a Queue

To enable long polling when creating an Amazon SQS queue, set the ReceiveMessageWaitTimeSeconds attribute on the CreateQueueRequest object before calling the AmazonSQS class’ createQueue method.

**Imports**

```java
import com.amazonaws.services.sqs.AmazonSQS;
import com.amazonaws.services.sqs.AmazonSQSClientBuilder;
import com.amazonaws.services.sqs.model.AmazonSQSException;
import com.amazonaws.services.sqs.model.CreateQueueRequest;
```

**Code**

```java
final AmazonSQS sqs = AmazonSQSClientBuilder.defaultClient();

// Enable long polling when creating a queue
CreateQueueRequest create_request = new CreateQueueRequest()
    .withQueueName(queue_name)
    .addAttributesEntry("ReceiveMessageWaitTimeSeconds", "20");

try {
    sqs.createQueue(create_request);
} catch (AmazonSQSException e) {
    if (!e.getErrorCode().equals("QueueAlreadyExists")) {
        throw e;
    }
}
```

See the complete example on GitHub.

Enabling Long Polling on an Existing Queue

In addition to enabling long polling when creating a queue, you can also enable it on an existing queue by setting ReceiveMessageWaitTimeSeconds on the SetQueueAttributesRequest before calling the AmazonSQS class’ setQueueAttributes method.

**Imports**

```java
import com.amazonaws.services.sqs.model.SetQueueAttributesRequest;
```

**Code**

```java
```
Setting Visibility Timeout in Amazon SQS

When a message is received in Amazon SQS, it remains on the queue until it's deleted in order to ensure receipt. A message that was received, but not deleted, will be available in subsequent requests after a given visibility timeout to help prevent the message from being received more than once before it can be processed and deleted.

Note
When using standard queues, visibility timeout isn't a guarantee against receiving a message twice. If you are using a standard queue, be sure that your code can handle the case where the same message has been delivered more than once.

Setting the Message Visibility Timeout for a Single Message

When you have received a message, you can modify its visibility timeout by passing its receipt handle in a ChangeMessageVisibilityRequest that you pass to the AmazonSQS class' changeMessageVisibility method.

### Enabling Long Polling on Message Receipt

You can enable long polling when receiving a message by setting the wait time in seconds on the ReceiveMessageRequest that you supply to the AmazonSQS class' receiveMessage method.

**Note**
You should make sure that the AWS client's request timeout is larger than the maximum long poll time (20s) so that your receiveMessage requests don't time out while waiting for the next poll event!

#### Imports

```java
import com.amazonaws.services.sqs.model.ReceiveMessageRequest;
```

#### Code

```java
ReceiveMessageRequest receive_request = new ReceiveMessageRequest()
    .withQueueUrl(queue_url)
    .withWaitTimeSeconds(40);
sqs.receiveMessage(receive_request);
```

See the [complete example](https://github.com/awsdocs/aws-sdk-java-developerguide) on GitHub.

### More Info

- [Amazon SQS Long Polling](https://docs.aws.amazon.com/sqs/latest/dg/sqs-lpv.html) in the [Amazon SQS Developer Guide](https://docs.aws.amazon.com/sqs/latest/dg)
- [CreateQueue](https://docs.aws.amazon.com/sqs/latest/APIReference/API_CreateQueue.html) in the [Amazon SQS API Reference](https://docs.aws.amazon.com/sqs/latest/APIReference/)
- [ReceiveMessage](https://docs.aws.amazon.com/sqs/latest/APIReference/API_ReceiveMessage.html) in the [Amazon SQS API Reference](https://docs.aws.amazon.com/sqs/latest/APIReference/)
- [SetQueueAttributes](https://docs.aws.amazon.com/sqs/latest/APIReference/API_SetQueueAttributes.html) in the [Amazon SQS API Reference](https://docs.aws.amazon.com/sqs/latest/APIReference/)

---

```java
SetQueueAttributesRequest set_atts_request = new SetQueueAttributesRequest()
    .withQueueUrl(queue_url)
    .addAttributesEntry("ReceiveMessageWaitTimeSeconds", "20");
sqs.setQueueAttributes(set_atts_request);
```
Imports

```java
import com.amazonaws.services.sqs.AmazonSQS;
import com.amazonaws.services.sqs.AmazonSQSClientBuilder;
```

Code

```java
AmazonSQS sqs = AmazonSQSClientBuilder.defaultClient();

// Get the receipt handle for the first message in the queue.
String receipt = sqs.receiveMessage(queue_url)
    .getMessages()
    .get(0)
    .getReceiptHandle();

sqs.changeMessageVisibility(queue_url, receipt, timeout);
```

See the [complete example](https://github.com/aws/aws-sdk-java) on GitHub.

**Setting the Message Visibility Timeout for Multiple Messages at Once**

To set the message visibility timeout for multiple messages at once, create a list of `ChangeMessageVisibilityBatchRequestEntry` objects, each containing a unique ID string and a receipt handle. Then, pass the list to the Amazon SQS client class' `changeMessageVisibilityBatch` method.

Imports

```java
import com.amazonaws.services.sqs.AmazonSQS;
import com.amazonaws.services.sqs.AmazonSQSClientBuilder;
import com.amazonaws.services.sqs.model.ChangeMessageVisibilityBatchRequestEntry;
import java.util.ArrayList;
import java.util.List;
```

Code

```java
AmazonSQS sqs = AmazonSQSClientBuilder.defaultClient();

List<ChangeMessageVisibilityBatchRequestEntry> entries =
    new ArrayList<ChangeMessageVisibilityBatchRequestEntry>();

entries.add(new ChangeMessageVisibilityBatchRequestEntry(
    "unique_id_msg1",
    sqs.receiveMessage(queue_url)
        .getMessages()
        .get(0)
        .getReceiptHandle())
    .withVisibilityTimeout(timeout));

entries.add(new ChangeMessageVisibilityBatchRequestEntry(
    "unique_id_msg2",
    sqs.receiveMessage(queue_url)
        .getMessages()
        .get(0)
        .getReceiptHandle())
    .withVisibilityTimeout(timeout + 200));

sqs.changeMessageVisibilityBatch(queue_url, entries);
```
See the complete example on GitHub.

More Info

- Visibility Timeout in the Amazon SQS Developer Guide
- SetQueueAttributes in the Amazon SQS API Reference
- GetQueueAttributes in the Amazon SQS API Reference
- ReceiveMessage in the Amazon SQS API Reference
- ChangeMessageVisibility in the Amazon SQS API Reference
- ChangeMessageVisibilityBatch in the Amazon SQS API Reference

Using Dead Letter Queues in Amazon SQS

Amazon SQS provides support for dead letter queues. A dead letter queue is a queue that other (source) queues can target for messages that can’t be processed successfully. You can set aside and isolate these messages in the dead letter queue to determine why their processing did not succeed.

Creating a Dead Letter Queue

A dead letter queue is created the same way as a regular queue, but it has the following restrictions:

- A dead letter queue must be the same type of queue (FIFO or standard) as the source queue.
- A dead letter queue must be created using the same AWS account and region as the source queue.

Here we create two identical Amazon SQS queues, one of which will serve as the dead letter queue:

Imports

```java
import com.amazonaws.services.sqs.AmazonSQS;
import com.amazonaws.services.sqs.AmazonSQSClientBuilder;
import com.amazonaws.services.sqs.model.AmazonSQSException;
```

Code

```java
final AmazonSQS sqs = AmazonSQSClientBuilder.defaultClient();

// Create source queue
try {
    sqs.createQueue(src_queue_name);
} catch (AmazonSQSException e) {
    if (!e.getErrorCode().equals("QueueAlreadyExists")) {
        throw e;
    }
}

// Create dead-letter queue
try {
    sqs.createQueue(dl_queue_name);
} catch (AmazonSQSException e) {
    if (!e.getErrorCode().equals("QueueAlreadyExists")) {
        throw e;
    }
}
```

See the complete example on GitHub.
Designating a Dead Letter Queue for a Source Queue

To designate a dead letter queue, you must first create a redrive policy, and then set the policy in the queue's attributes. A redrive policy is specified in JSON, and specifies the ARN of the dead letter queue and the maximum number of times the message can be received and not processed before it's sent to the dead letter queue.

To set the redrive policy for your source queue, call the AmazonSQS class' setQueueAttributes method with a SetQueueAttributesRequest object for which you've set the RedrivePolicy attribute with your JSON redrive policy.

Imports

```java
import com.amazonaws.services.sqs.model.GetQueueAttributesRequest;
import com.amazonaws.services.sqs.model.GetQueueAttributesResult;
import com.amazonaws.services.sqs.model.SetQueueAttributesRequest;
```

Code

```java
String dl_queue_url = sqs.getQueueUrl(dl_queue_name).getQueueUrl();
GetQueueAttributesResult queue_attrs = sqs.getQueueAttributes(
    new GetQueueAttributesRequest(dl_queue_url)
    .withAttributeNames("QueueArn"));
String dl_queue_arn = queue_attrs.getAttributes().get("QueueArn");

// Set dead letter queue with redrive policy on source queue.
String src_queue_url = sqs.getQueueUrl(src_queue_name).getQueueUrl();
SetQueueAttributesRequest request = new SetQueueAttributesRequest()
    .withQueueUrl(src_queue_url)
    .addAttributesEntry("RedrivePolicy",
    "{"maxReceiveCount":"5", "deadLetterTargetArn":"",
    + dl_queue_arn + "}");
sqs.setQueueAttributes(request);
```

See the complete example on GitHub.

More Info

- Using Amazon SQS Dead Letter Queues in the Amazon SQS Developer Guide
- SetQueueAttributes in the Amazon SQS API Reference

Getting Temporary Credentials with AWS STS

You can use AWS Security Token Service (AWS STS) to get temporary, limited-privilege credentials that can be used to access AWS services.

There are three steps involved in using AWS STS:

1. Activate a region (optional).
2. Retrieve temporary security credentials from AWS STS.
3. Use the credentials to access AWS resources.

Note
Activating a region is optional; by default, temporary security credentials are obtained from the global endpoint sts.amazonaws.com. However, to reduce latency and to enable you to build redundancy into your requests by using additional endpoints if an AWS STS request to the first endpoint fails, you can activate regions that are geographically closer to your services or applications that use the credentials.

(Optional) Activate and use an AWS STS region

To activate a region for use with AWS STS, use the AWS Management Console to select and activate the region.

To activate additional STS regions
1. Sign in as an IAM user with permissions to perform IAM administration tasks "iam:*" for the account for which you want to activate AWS STS in a new region.
2. Open the IAM console and in the navigation pane click Account Settings.
3. Expand the STS Regions list, find the region that you want to use, and then click Activate.

After this, you can direct calls to the STS endpoint that is associated with that region.

Note
For more information about activating STS regions and for a list of the available AWS STS endpoints, see Activating and Deactivating AWS STS in an AWS Region in the IAM User Guide.

Retrieve temporary security credentials from AWS STS

To retrieve temporary security credentials using the AWS SDK for Java
1. Create an AWSSecurityTokenServiceClient object:

```java
```

When creating the client with no arguments (AWSSecurityTokenServiceClient sts_client = new AWSSecurityTokenServiceClientBuilder().standard().build();), the default credential provider chain is used to retrieve credentials. You can provide a specific credential provider if you want. For more information, see Providing AWS Credentials in the AWS SDK for Java.

2. Optional; requires that you have activated the region) Set the endpoint for the STS client:

```java
sts_client.setEndpoint("sts-endpoint.amazonaws.com");
```

where sts-endpoint represents the STS endpoint for your region.

Important
Do not use the setRegion method to set a regional endpoint—for backwards compatibility, that method continues to use the single global endpoint of sts.amazonaws.com.
3. Create a `GetSessionTokenRequest` object, and optionally set the duration in seconds for which the temporary credentials are valid:

```java
GetSessionTokenRequest session_token_request = new GetSessionTokenRequest();
session_token_request.setDurationSeconds(7200); // optional.
```

The duration of temporary credentials can range from 900 seconds (15 minutes) to 129600 seconds (36 hours) for IAM users. If a duration isn't specified, then 43200 seconds (12 hours) is used by default.

For a root AWS account, the valid range of temporary credentials is from 900 to 3600 seconds (1 hour), with a default value of 3600 seconds if no duration is specified.

**Important**

It is **strongly recommended**, from a security standpoint, that you use IAM users instead of the root account for AWS access. For more information, see IAM Best Practices in the [IAM User Guide](#).

4. Call `getSessionToken` on the STS client to get a session token, using the `GetSessionTokenRequest` object:

```java
GetSessionTokenResult session_token_result =
    sts_client.getSessionToken(session_token_request);
```

5. Get session credentials using the result of the call to `getSessionToken`:

```java
Credentials session_creds = session_token_result.getCredentials();
```

The session credentials provide access only for the duration that was specified by the `GetSessionTokenRequest` object. Once the credentials expire, you will need to call `getSessionToken` again to obtain a new session token for continued access to AWS.

**Use the temporary credentials to access AWS resources**

Once you have temporary security credentials, you can use them to initialize an AWS service client to use its resources, using the technique described in [Explicitly Specifying Credentials (p. 24)](#).

For example, to create an S3 client using temporary service credentials:

```java
BasicSessionCredentials sessionCredentials = new BasicSessionCredentials(
    session_creds.getAccessKeyId(),
    session_creds.getSecretAccessKey(),
    session_creds.getSessionToken());

AmazonS3 s3 =
    AmazonS3ClientBuilder.standard() .withCredentials(new
    AWSStaticCredentialsProvider(sessionCredentials)) .build();
```

You can now use the `AmazonS3` object to make Amazon S3 requests.

**For more information**

For more information about how to use temporary security credentials to access AWS resources, visit the following sections in the [IAM User Guide](#):
Amazon SWF Basics

These are general patterns for working with Amazon SWF using the AWS SDK for Java. It is meant primarily for reference. For a more complete introductory tutorial, see Building a Simple Amazon SWF Application (p. 157).

Dependencies

Basic Amazon SWF applications will require the following dependencies, which are included with the AWS SDK for Java:

- aws-java-sdk-1.11.*.jar
- commons-logging-1.1.*.jar
- httpclient-4.3.*.jar
- httpcore-4.3.*.jar
- jackson-annotations-2.5.*.jar
- jackson-core-2.5.*.jar
- jackson-databind-2.5.*.jar
- joda-time-2.8.*.jar
Note
the version numbers of these packages will differ depending on the version of the SDK that you have, but the versions that are supplied with the SDK have been tested for compatibility, and are the ones you should use.

AWS Flow Framework for Java applications require additional setup, and additional dependencies. See the AWS Flow Framework for Java Developer Guide for more information about using the framework.

Imports
In general, you can use the following imports for code development:

```java
import com.amazonaws.services.simpleworkflow.AmazonSimpleWorkflowClientBuilder;
import com.amazonaws.services.simpleworkflow.model.*;
```

It's a good practice to import only the classes you require, however. You will likely end up specifying particular classes in the `com.amazonaws.services.simpleworkflow.model` workspace:

```java
import com.amazonaws.services.simpleworkflow.model.PollForActivityTaskRequest;
import com.amazonaws.services.simpleworkflow.model.RespondActivityTaskCompletedRequest;
import com.amazonaws.services.simpleworkflow.model.RespondActivityTaskFailedRequest;
import com.amazonaws.services.simpleworkflow.model.TaskList;
```

If you are using the AWS Flow Framework for Java, you will import classes from the `com.amazonaws.services.simpleworkflow.flow` workspace. For example:

```java
import com.amazonaws.services.simpleworkflow.AmazonSimpleWorkflow;
import com.amazonaws.services.simpleworkflow.flow.ActivityWorker;
```

Note
The AWS Flow Framework for Java has additional requirements beyond those of the base AWS SDK for Java. For more information, see the AWS Flow Framework for Java Developer Guide.

Using the SWF client class
Your basic interface to Amazon SWF is through either the `AmazonSimpleWorkflowClient` or `AmazonSimpleWorkflowAsyncClient` classes. The main difference between these is that the `AsyncClient` class return `Future` objects for concurrent (asynchronous) programming.

```java
AmazonSimpleWorkflowClient swf = AmazonSimpleWorkflowClientBuilder.defaultClient();
```

Building a Simple Amazon SWF Application
This topic will introduce you to programming Amazon SWF applications with the AWS SDK for Java, while presenting a few important concepts along the way.

About the example
The example project will create a workflow with a single activity that accepts workflow data passed through the AWS cloud (In the tradition of HelloWorld, it'll be the name of someone to greet) and then prints a greeting in response.

While this seems very simple on the surface, Amazon SWF applications consist of a number of parts working together:
• A **domain**, used as a logical container for your workflow execution data.
• One or more **workflows** which represent code components that define logical order of execution of your workflow's activities and child workflows.
• A **workflow worker**, also known as a *decider*, that polls for decision tasks and schedules activities or child workflows in response.
• One or more **activities**, each of which represents a unit of work in the workflow.
• An **activity worker** that polls for activity tasks and runs activity methods in response.
• One or more **task lists**, which are queues maintained by Amazon SWF used to issue requests to the workflow and activity workers. Tasks on a task list meant for workflow workers are called decision tasks. Those meant for activity workers are called activity tasks.
• A **workflow starter** that begins your workflow execution.

Behind the scenes, Amazon SWF orchestrates the operation of these components, coordinating their flow from the AWS cloud, passing data between them, handling timeouts and heartbeat notifications, and logging workflow execution history.

**Prerequisites**

**Development environment**

The development environment used in this tutorial consists of:

• The **AWS SDK for Java**.
• **Apache Maven** (3.3.1).
• **JDK** 1.7 or later. This tutorial was developed and tested using JDK 1.8.0.
• A good Java text editor (your choice).

**Note**

If you use a different build system than Maven, you can still create a project using the appropriate steps for your environment and use the the concepts provided here to follow along. More information about configuring and using the AWS SDK for Java with various build systems is provided in Getting Started (p. 3). Likewise, but with more effort, the steps shown here can be implemented using any of the AWS SDKs with support for Amazon SWF.

All of the necessary external dependencies are included with the AWS SDK for Java, so there's nothing additional to download.

**AWS access**

To access Amazon Web Services (AWS), you must have an active AWS account. For information about signing up for AWS and creating an IAM user (recommended over using root account credentials), see Sign Up for AWS and Create an IAM User (p. 3).

This tutorial uses the terminal (command-line) to run the example code, and expects that you have your AWS credentials and configuration accessible to the SDK. The easiest way to do this is to use the environment variables `AWS_ACCESS_KEY_ID` and `AWS_SECRET_ACCESS_KEY`. You should also set the `AWS_REGION` to the region you want to use.

For example, on Linux, macOS, or Unix, set the variables this way:

```
export AWS_ACCESS_KEY_ID=your_access_key_id
export AWS_SECRET_ACCESS_KEY=your_secret_access_key
```
export AWS_REGION=us-east-1

To set these variables on Windows, use these commands:

set AWS_ACCESS_KEY_ID=your_access_key_id
set AWS_SECRET_ACCESS_KEY=your_secret_access_key
set AWS_REGION=us-east-1

Important
Substitute your own access key, secret access key and region information for the example values shown here.
For more information about configuring your credentials for the SDK, see Set up AWS Credentials and Region for Development (p. 6).

Create a SWF project

1. Start a new project with Maven:

   mvn archetype:generate -DartifactId=helloswf -DgroupId=aws.example.helloswf -DinteractiveMode=false

   This will create a new project with a standard maven project structure:

   helloswf
   ### pom.xml
   ### src
   ### main
   #   ### java
   #     ### aws
   #       ### example
   #         ### helloswf
   #           ### App.java
   ### test
   ### ...

   You can ignore or delete the test directory and all it contains, we won’t be using it for this tutorial.
   You can also delete App.java, since we’ll be replacing it with new classes.

2. Edit the project's pom.xml file and add the aws-java-sdk-simpleworkflow module by adding a dependency for it within the <dependencies> block.

   <dependencies>
   <dependency>
     <groupId>com.amazonaws</groupId>
     <artifactId>aws-java-sdk-simpleworkflow</artifactId>
     <version>1.11.245</version>
   </dependency>
   </dependencies>

3. Make sure that Maven builds your project with JDK 1.7+ support. Add the following to your project (either before or after the <dependencies> block) in pom.xml:

   <build>
   <plugins>
     <plugin>
       <artifactId>maven-compiler-plugin</artifactId>
       <version>3.6.1</version>
       <configuration>
         <source>1.8</source>
       </configuration>
     </plugin>
   </plugins>
   </build>
Code the project

The example project will consist of four separate applications, which we'll visit one by one:

- **HelloTypes.java**—contains the project's domain, activity and workflow type data, shared with the other components. It also handles registering these types with SWF.
- **ActivityWorker.java**—contains the activity worker, which polls for activity tasks and runs activities in response.
- **WorkflowWorker.java**—contains the workflow worker (decider), which polls for decision tasks and schedules new activities.
- **WorkflowStarter.java**—contains the workflow starter, which starts a new workflow execution, which will cause SWF to start generating decision and workflow tasks for your workers to consume.

Common steps for all source files

All of the files that you create to house your Java classes will have a few things in common. In the interest of time, these steps will be implied every time you add a new file to the project:

1. Create the file in the in the project's `src/main/java/example/swf/hello/` directory.
2. Add a package declaration to the beginning of each file to declare its namespace. The example project uses:

   ```java
   package aws.example.helloswf;
   ```

3. Add import declarations for the `AmazonSimpleWorkflowClient` class and for multiple classes in the `com.amazonaws.services.simpleworkflow.model` namespace. To simplify things, we'll use:

   ```java
   import com.amazonaws.regions.Regions;
   import com.amazonaws.services.simpleworkflow.AmazonSimpleWorkflow;
   import com.amazonaws.services.simpleworkflow.AmazonSimpleWorkflowClientBuilder;
   import com.amazonaws.services.simpleworkflow.model.*;
   ```

Register a domain, workflow and activity types

We'll begin by creating a new executable class, `HelloTypes.java`. This file will contain shared data that different parts of your workflow will need to know about, such as the name and version of your activity and workflow types, the domain name and the task list name.

1. Open your text editor and create the file `HelloTypes.java`, adding a package declaration and imports according to the common steps (p. 160).
2. Declare the `HelloTypes` class and provide it with values to use for your registered activity and workflow types:

   ```java
   public static final String DOMAIN = "HelloDomain";
   public static final String TASKLIST = "HelloTasklist";
   public static final String WORKFLOW = "HelloWorkflow";
   public static final String WORKFLOW_VERSION = "1.0";
   public static final String ACTIVITY = "HelloActivity";
   ```
public static final String ACTIVITY_VERSION = "1.0";

These values will be used throughout the code.

3. After the String declarations, create an instance of the AmazonSimpleWorkflowClient class. This is the basic interface to the Amazon SWF methods provided by the AWS SDK for Java.

4. Add a new function to register a SWF domain. A domain is a logical container for a number of related SWF activity and workflow types. SWF components can only communicate with each other if they exist within the same domain.

try {
    System.out.println("** Registering the domain "+ DOMAIN + ",".);
    swf.registerDomain(new RegisterDomainRequest()
        .withName(DOMAIN)
        .withWorkflowExecutionRetentionPeriodInDays("1"));
} catch (DomainAlreadyExistsException e) {
    System.out.println("** Domain already exists!");
}

When you register a domain, you provide it with a name (any set of 1 – 256 characters excluding :, /, |, control characters or the literal string ‘arn’) and a retention period, which is the number of days that Amazon SWF will keep your workflow's execution history data after a workflow execution has completed. The maximum workflow execution retention period is 90 days. See RegisterDomainRequest for more information.

If a domain with that name already exists, a DomainAlreadyExistsException is raised. Because we're unconcerned if the domain has already been created, we can ignore the exception.

Note
This code demonstrates a common pattern when working with AWS SDK for Java methods, data for the method is supplied by a class in the simpleworkflow.model namespace, which you instantiate and populate using the chainable .with* methods.

5. Add a function to register a new activity type. An activity represents a unit of work in your workflow.

try {
    System.out.println("** Registering the activity type " + ACTIVITY + " - " + ACTIVITY_VERSION + ",".);
    swf.registerActivityType(new RegisterActivityTypeRequest()
        .withDomain(DOMAIN)
        .withName(ACTIVITY)
        .withVersion(ACTIVITY_VERSION)
        .withDefaultTaskList(new TaskList().withName(TASKLIST))
        .withDefaultTaskScheduleToStartTimeout("30")
        .withDefaultTaskStartToCloseTimeout("600")
        .withDefaultTaskScheduleToCloseTimeout("630")
        .withDefaultTaskHeartbeatTimeout("10"));
} catch (TypeAlreadyExistsException e) {
    System.out.println("** Activity type already exists!");
}

An activity type is identified by a name and a version, which are used to uniquely identify the activity from any others in the domain that it's registered in. Activities also contain a number of optional parameters, such as the default task-list used to receive tasks and data from SWF and a number of different timeouts that you can use to place constraints upon how long different parts of the activity execution can take. See RegisterActivityTypeRequest for more information.
6. Add a function to register a new workflow type. A workflow, also known as a decider represents the logic of your workflow's execution.

```java
try {
    System.out.println("** Registering the workflow type \\
" + WORKFLOW + \\
"-" + WORKFLOW_VERSION + \\
"."");
    swf.registerWorkflowType(new RegisterWorkflowTypeRequest()
        .withDomain(DOMAIN)
        .withName(WORKFLOW)
        .withVersion(WORKFLOW_VERSION)
        .withDefaultChildPolicy(ChildPolicy.TERMINATE)
        .withDefaultTaskList(new TaskList().withName(TASKLIST))
        .withDefaultTaskStartToCloseTimeout("30");
} catch (TypeAlreadyExistsException e) {
    System.out.println("** Workflow type already exists! \\
    \\
");
}
```

Similar to activity types, workflow types are identified by a name and a version and also have configurable timeouts. See RegisterWorkflowTypeRequest for more information.

If the workflow type that you're trying to register already exists, an TypeAlreadyExistsException is raised.

7. Finally, make the class executable by providing it a main method, which will register the domain, the activity type, and the workflow type in turn:

```java
registerDomain();
registerWorkflowType();
registerActivityType();
```

You can build (p. 168) and run (p. 169) the application now to run the registration script, or continue with coding the activity and workflow workers. Once the domain, workflow and activity have been registered, you won't need to run this again—these types persist until you deprecate them yourself.

**Implement the activity worker**

An activity is the basic unit of work in a workflow. A workflow provides the logic, scheduling activities to be run (or other actions to be taken) in response to decision tasks. A typical workflow usually consists of a number of activities that can run synchronously, asynchronously, or a combination of both.

The activity worker is the bit of code that polls for activity tasks that are generated by Amazon SWF in response to workflow decisions. When it receives an activity task, it runs the corresponding activity and returns a success/failure response back to the workflow.

We'll implement a simple activity worker that drives a single activity.

1. Open your text editor and create the file ActivityWorker.java, adding a package declaration and imports according to the common steps (p. 160).

```java
import com.amazonaws.regions.Regions;
import com.amazonaws.services.simpleworkflow.AmazonSimpleWorkflow;
import com.amazonaws.services.simpleworkflow.AmazonSimpleWorkflowClientBuilder;
import com.amazonaws.services.simpleworkflow.model.*;
```
2. Add the `ActivityWorker` class to the file, and give it a data member to hold a SWF client that we'll use to interact with Amazon SWF:

```java
private static final AmazonSimpleWorkflow swf =
AmazonSimpleWorkflowClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
```

3. Add the method that we'll use as an activity:

```java
private static String sayHello(String input) throws Throwable {
    return "Hello, " + input + "!";
}
```

The activity simply takes a string, combines it into a greeting and returns the result. Although there is little chance that this activity will raise an exception, it's a good idea to design activities that can raise an error if something goes wrong.

4. Add a `main` method that we'll use as the activity task polling method. We'll start it by adding some code to poll the task list for activity tasks:

```java
System.out.println("Polling for an activity task from the tasklist '\n" + HelloTypes.TASKLIST + '\" in the domain '\n" + HelloTypes.DOMAIN + '\").

ActivityTask task = swf.pollForActivityTask(
    new PollForActivityTaskRequest()
        .withDomain(HelloTypes.DOMAIN)
        .withTaskList(
            new TaskList().withName(HelloTypes.TASKLIST)));

String task_token = task.getTaskToken();
```

The activity receives tasks from Amazon SWF by calling the SWF client's `pollForActivityTask` method, specifying the domain and task list to use in the passed-in `PollForActivityTaskRequest`.

Once a task is received, we retrieve a unique identifier for it by calling the task's `getTaskToken` method.

5. Next, write some code to process the tasks that come in. Add the following to your `main` method, right after the code that polls for the task and retrieves its task token:

```java
if (task_token != null) {
    String result = null;
    Throwable error = null;
    try {
        System.out.println("Executing the activity task with input '\n" + task.getInput() + '\".");
        result = sayHello(task.getInput());
    } catch (Throwable th) {
        error = th;
    }

    if (error == null) {
        System.out.println("The activity task succeeded with result '\n" + result + '\".");
        swf.respondActivityTaskCompleted(
            new RespondActivityTaskCompletedRequest()
                .withTaskToken(task_token)
                .withResult(result));
    } else {
        System.out.println("The activity task failed with the error '\n"
```
If the task token is not null, then we can start running the activity method (sayHello), providing it with the input data that was sent with the task.

If the task succeeded (no error was generated), then the worker responds to SWF by calling the SWF client's respondActivityTaskCompleted method with a RespondActivityTaskCompletedRequest object containing the task token and the activity's result data.

On the other hand, if the task failed, then we respond by calling the respondActivityTaskFailed method with a RespondActivityTaskFailedRequest object, passing it the task token and information about the error.

**Note**
This activity will not shut down gracefully if killed. Although it is beyond the scope of this tutorial, an alternative implementation of this activity worker is provided in the accompanying topic, Shutting Down Activity and Workflow Workers Gracefully (p. 173).

### Implement the workflow worker

Your workflow logic resides in a piece of code known as a workflow worker. The workflow worker polls for decision tasks that are sent by Amazon SWF in the domain, and on the default tasklist, that the workflow type was registered with.

When the workflow worker receives a task, it makes some sort of decision (usually whether to schedule a new activity or not) and takes an appropriate action (such as scheduling the activity).

1. Open your text editor and create the file `WorkflowWorker.java`, adding a package declaration and imports according to the common steps (p. 160).

2. Add a few additional imports to the file:

   ```java
   import com.amazonaws.regions.Regions;
   import com.amazonaws.services.simpleworkflow.AmazonSimpleWorkflow;
   import com.amazonaws.services.simpleworkflow.AmazonSimpleWorkflowClientBuilder;
   import com.amazonaws.services.simpleworkflow.model.*;
   import java.util.ArrayList;
   import java.util.List;
   import java.util.UUID;
   ```

3. Declare the `WorkflowWorker` class, and create an instance of the `AmazonSimpleWorkflowClient` class used to access SWF methods.

   ```java
   private static final AmazonSimpleWorkflow swf =
   AmazonSimpleWorkflowClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
   ```

4. Add the `main` method. The method loops continuously, polling for decision tasks using the SWF client's `pollForDecisionTask` method. The `PollForDecisionTaskRequest` provides the details.

   ```java
   PollForDecisionTaskRequest task_request =
   new PollForDecisionTaskRequest()
       .withDomain(HelloTypes.DOMAIN)
   ```
.withTaskList(new TaskList().withName(HelloTypes.TASKLIST));

while (true) {
  System.out.println("Polling for a decision task from the tasklist " +
        HelloTypes.TASKLIST + ":" +
        HelloTypes.DOMAIN + ":");

  DecisionTask task = swf.pollForDecisionTask(task_request);

  String taskToken = task.getTaskToken();
  if (taskToken != null) {
    try {
      executeDecisionTask(taskToken, task.getEvents());
    } catch (Throwable th) {
      th.printStackTrace();
    }
  }
}

Once a task is received, we call its getTaskToken method, which returns a string that can be
used to identify the task. If the returned token is not null, then we process it further in the
executeDecisionTask method, passing it the task token and the list of HistoryEvent objects sent
with the task.

5. Add the executeDecisionTask method, taking the task token (a String) and the HistoryEvent
list.

   List<Decision> decisions = new ArrayList<Decision>();
   String workflow_input = null;
   int scheduled_activities = 0;
   int open_activities = 0;
   boolean activity_completed = false;
   String result = null;

We also set up some data members to keep track of things such as:

- A list of Decision objects used to report the results of processing the task.
- A String to hold workflow input provided by the "WorkflowExecutionStarted" event
- a count of the scheduled and open (running) activities to avoid scheduling the same activity when it
  has already been scheduled or is currently running.
- a boolean to indicate that the activity has completed.
- A String to hold the activity results, for returning it as our workflow result.

6. Next, add some code to executeDecisionTask to process the HistoryEvent objects that were
sent with the task, based on the event type reported by the getEventType method.

   System.out.println("Executing the decision task for the history events: [");
   for (HistoryEvent event : events) {
     System.out.println(" " + event);
     switch(event.getEventType()) {
       case "WorkflowExecutionStarted":
         workflow_input =
         event.getWorkflowExecutionStartedEventAttributes().getInput();
       break;
       case "ActivityTaskScheduled":
         scheduled_activities++;
       break;
       case "ScheduleActivityTaskFailed":
         scheduled_activities--;
       break;
     }
   }
case "ActivityTaskStarted":
    scheduled_activities--;
    open_activities++;
    break;
    
case "ActivityTaskCompleted":
    open_activities--;
    activity_completed = true;
    result = event.getActivityTaskCompletedEventAttributes().getResult();
    break;
    
case "ActivityTaskFailed":
    open_activities--;
    break;
    
case "ActivityTaskTimedOut":
    open_activities--;
    break;
    
}

System.out.println("[");

For the purposes of our workflow, we are most interested in:

- the "WorkflowExecutionStarted" event, which indicates that the workflow execution has started (typically meaning that you should run the first activity in the workflow), and that provides the initial input provided to the workflow. In this case, it's the name portion of our greeting, so it's saved in a String for use when scheduling the activity to run.
- the "ActivityTaskCompleted" event, which is sent once the scheduled activity is complete. The event data also includes the return value of the completed activity. Since we have only one activity, we'll use that value as the result of the entire workflow.

The other event types can be used if your workflow requires them. See the HistoryEvent class description for information about each event type.

**Note**

Strings in switch statements were introduced in Java 7. If you're using an earlier version of Java, you can make use of the EventType class to convert the String returned by history_event.getType() to an enum value and then back to a String if necessary:

```java
EventType et = EventType.fromValue(event.getEventType());
```

7. After the switch statement, add more code to respond with an appropriate decision based on the task that was received.

```java
if (activity_completed) {
    decisions.add(
        new Decision() 
        .withDecisionType(DecisionType.CompleteWorkflowExecution) 
        .withCompleteWorkflowExecutionDecisionAttributes( 
            new CompleteWorkflowExecutionDecisionAttributes() 
            .withResult(result)));
} else { 
    if (open_activities == 0 && scheduled_activities == 0) { 

        ScheduleActivityTaskDecisionAttributes attrs = 
        new ScheduleActivityTaskDecisionAttributes() 
        .withActivityType(new ActivityType() 
            .withName(HelloTypes.ACTIVITY) 
            .withVersion(HelloTypes.ACTIVITY_VERSION)) 
        .withActivityId(UUID.randomUUID().toString()) 
        .withInput(workflow_input); 

        decisions.add(
```
Building a Simple Amazon SWF Application

new Decision()
    .withDecisionType(DecisionType.ScheduleActivityTask)
    .withScheduleActivityTaskDecisionAttributes(attrs));
} else {
    // an instance of HelloActivity is already scheduled or running. Do nothing, another
    // task will be scheduled once the activity completes, fails or times out
}
}
System.out.println("Exiting the decision task with the decisions "+decisions);

- If the activity hasn't been scheduled yet, we respond with a ScheduleActivityTask decision, which provides information in a ScheduleActivityTaskDecisionAttributes structure about the activity that Amazon SWF should schedule next, also including any data that Amazon SWF should send to the activity.
- If the activity was completed, then we consider the entire workflow completed and respond with a CompleteWorkflowExecution decision, filling in a CompleteWorkflowExecutionDecisionAttributes structure to provide details about the completed workflow. In this case, we return the result of the activity.

In either case, the decision information is added to the Decision list that was declared at the top of the method.

8. Complete the decision task by returning the list of Decision objects collected while processing the task. Add this code at the end of the executeDecisionTask method that we've been writing:

```java
swf.respondDecisionTaskCompleted(
    new RespondDecisionTaskCompletedRequest()
    .withTaskToken(taskToken)
    .withDecisions(decisions));
```

The SWF client's respondDecisionTaskCompleted method takes the task token that identifies the task as well as the list of Decision objects.

Implement the workflow starter

Finally, we'll write some code to start the workflow execution.

1. Open your text editor and create the file WorkflowStarter.java, adding a package declaration and imports according to the common steps (p. 160).

2. Add the WorkflowStarter class:

```java
package aws.example.helloswf;

import com.amazonaws.regions.Regions;
import com.amazonaws.services.simpleworkflow.AmazonSimpleWorkflow;
import com.amazonaws.services.simpleworkflow.AmazonSimpleWorkflowClientBuilder;
import com.amazonaws.services.simpleworkflow.model.*;

public class WorkflowStarter {
    private static final AmazonSimpleWorkflow swf =
        AmazonSimpleWorkflowClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
    public static final String WORKFLOW_EXECUTION = "HelloWorldWorkflowExecution";

    public static void main(String[] args) {
        String workflow_input = "Amazon SWF";
        if (args.length > 0) {
```
The WorkflowStarter class consists of a single method, main, which takes an optional argument passed on the command-line as input data for the workflow.

The SWF client method, startWorkflowExecution, takes a StartWorkflowExecutionRequest object as input. Here, in addition to specifying the domain and workflow type to run, we provide it with:

- a human-readable workflow execution name
- workflow input data (provided on the command-line in our example)
- a timeout value that represents how long, in seconds, that the entire workflow should take to run.

The Run object that startWorkflowExecution returns provides a run ID, a value that can be used to identify this particular workflow execution in Amazon SWF's history of your workflow executions.

Note
The run ID is generated by Amazon SWF, and is not the same as the workflow execution name that you pass in when starting the workflow execution.

### Build the example

To build the example project with Maven, go to the helloswf directory and type:

```
mvn package
```

The resulting helloswf-1.0.jar will be generated in the target directory.

### Run the example

The example consists of four separate executable classes, which are run independently of each other.

Note
If you are using a Linux, macOS, or Unix system, you can run all of them, one after another, in a single terminal window. If you are running Windows, you should open two additional command-line instances and navigate to the helloswf directory in each.

### Setting the Java classpath

Although Maven has handled the dependencies for you, to run the example, you'll need to provide the AWS SDK library and its dependencies on your Java classpath. You can either set the CLASSPATH
environment variable to the location of your AWS SDK libraries and the third-party/lib directory in the SDK, which includes necessary dependencies:

```bash
export CLASSPATH='target/helloswf-1.0.jar:/path/to/sdk/lib/*/path/to/sdk/third-party/lib/*'
java example.swf.hello.HelloTypes
```

or use the `java` command's `-cp` option to set the classpath while running each applications.

```bash
java -cp target/helloswf-1.0.jar:/path/to/sdk/lib/*/path/to/sdk/third-party/lib/* \ example.swf.hello.HelloTypes
```

The style that you use is up to you. If you had no trouble building the code, both then try to run the examples and get a series of "NoClassDefFound" errors, it is likely because the classpath is set incorrectly.

**Register the domain, workflow and activity types**

Before running your workers and the workflow starter, you'll need to register the domain and your workflow and activity types. The code to do this was implemented in Register a domain, workflow and activity types (p. 160).

After building, and if you've set the CLASSPATH (p. 168), you can run the registration code by executing the command:

```bash
echo 'Supply the name of one of the example classes as an argument.'
```

**Start the activity and workflow workers**

Now that the types have been registered, you can start the activity and workflow workers. These will continue to run and poll for tasks until they are killed, so you should either run them in separate terminal windows, or, if you're running on Linux, macOS, or Unix you can use the `&` operator to cause each of them to spawn a separate process when run.

```bash
echo 'If there are arguments to the class, put them in quotes after the class name.'
exit 1
```

If you're running these commands in separate windows, omit the final `&` operator from each line.

**Start the workflow execution**

Now that your activity and workflow workers are polling, you can start the workflow execution. This process will run until the workflow returns a completed status. You should run it in a new terminal window (unless you ran your workers as new spawned processes by using the `&` operator).

```bash
fi
```

**Note**

If you want to provide your own input data, which will be passed first to the workflow and then to the activity, add it to the command-line. For example:

```bash
echo "## Running $className..."
```

Once you begin the workflow execution, you should start seeing output delivered by both workers and by the workflow execution itself. When the workflow finally completes, its output will be printed to the screen.
Complete source for this example

You can browse the complete source for this example on Github in the aws-java-developer-guide repository.

For more information

- The workers presented here can result in lost tasks if they are shutdown while a workflow poll is still going on. To find out how to shut down workers gracefully, see Shutting Down Activity and Workflow Workers Gracefully (p. 173).
- To learn more about Amazon SWF, visit the Amazon SWF home page or view the Amazon SWF Developer Guide.
- You can use the AWS Flow Framework for Java to write more complex workflows in an elegant Java style using annotations. To learn more, see the AWS Flow Framework for Java Developer Guide.

Lambda Tasks

As an alternative to, or in conjunction with, Amazon SWF activities, you can use Lambda functions to represent units of work in your workflows, and schedule them similarly to activities.

This topic focuses on how to implement Amazon SWF Lambda tasks using the AWS SDK for Java. For more information about Lambda tasks in general, see AWS Lambda Tasks in the Amazon SWF Developer Guide.

Set up a cross-service IAM role to run your Lambda function

Before Amazon SWF can run your Lambda function, you need to set up an IAM role to give Amazon SWF permission to run Lambda functions on your behalf. For complete information about how to do this, see AWS Lambda Tasks.

You will need the Amazon Resource Name (ARN) of this IAM role when you register a workflow that will use Lambda tasks.

Create a Lambda function

You can write Lambda functions in a number of different languages, including Java. For complete information about how to author, deploy and use Lambda functions, see the AWS Lambda Developer Guide.

Note

It doesn’t matter what language you use to write your Lambda function, it can be scheduled and run by any Amazon SWF workflow, regardless of the language that your workflow code is written in. Amazon SWF handles the details of running the function and passing data to and from it.

Here’s a simple Lambda function that could be used in place of the activity in Building a Simple Amazon SWF Application (p. 157).

- This version is written in JavaScript, which can be entered directly using the AWS Management Console:

```javascript
exports.handler = function(event, context) {
    context.succeed("Hello, " + event.who + "!");
};
```

- Here is the same function written in Java, which you could also deploy and run on Lambda:
package example.swf.hellolambda;

import com.amazonaws.services.lambda.runtime.Context;
import com.amazonaws.services.lambda.runtime.RequestHandler;
import com.amazonaws.util.json.JSONException;
import com.amazonaws.util.json.JSONObject;

public class SwfHelloLambdaFunction implements RequestHandler<Object, Object> {
    @Override
    public Object handleRequest(Object input, Context context) {
        String who = "Amazon SWF";
        if (input != null) {
            JSONObject jso = null;
            try {
                jso = new JSONObject(input.toString());
                who = jso.getString("who");
            } catch (JSONException e) {
                e.printStackTrace();
            }
        }
        return ("Hello, " + who + "!");
    }
}

Note
To learn more about deploying Java functions to Lambda, see Creating a Deployment Package (Java) in the AWS Lambda Developer Guide. You will also want to look at the section titled Programming Model for Authoring Lambda Functions in Java.

Lambda functions take an event or input object as the first parameter, and a context object as the second, which provides information about the request to run the Lambda function. This particular function expects input to be in JSON, with a who field set to the name used to create the greeting.

Register a workflow for use with Lambda

For a workflow to schedule a Lambda function, you must provide the name of the IAM role that provides Amazon SWF with permission to invoke Lambda functions. You can set this during workflow registration by using the withDefaultLambdaRole or setDefaultLambdaRole methods of RegisterWorkflowTypeRequest.

System.out.println("** Registering the workflow type '" + WORKFLOW + "-" + WORKFLOW_VERSION + ":."");
try {
    swf.registerWorkflowType(new RegisterWorkflowTypeRequest()
            .withDomain(DOMAIN)
            .withName(WORKFLOW)
            .withDefaultLambdaRole(lambda_role_arn)
            .withVersion(WORKFLOW_VERSION)
            .withDefaultChildPolicy(ChildPolicy.TERMINATE)
            .withDefaultTaskList(new TaskList().withName(TASKLIST))
            .withDefaultTaskStartToCloseTimeout("30");
} catch (TypeAlreadyExistsException e) {

Schedule a Lambda task

Schedule a Lambda task is similar to scheduling an activity. You provide a Decision with a ScheduleLambdaFunction DecisionType and with ScheduleLambdaFunctionDecisionAttributes.
running_functions == 0 && scheduled_functions == 0) {
    AWSLambda lam = AWSLambdaClientBuilder.defaultClient();
    GetFunctionConfigurationResult function_config =
        lam.getFunctionConfiguration(
            new GetFunctionConfigurationRequest()
                .withFunctionName("HelloFunction"));
    String function_arn = function_config.getFunctionArn();

    ScheduleLambdaFunctionDecisionAttributes attrs =
        new ScheduleLambdaFunctionDecisionAttributes()
            .withId("HelloFunction (Lambda task example)")
            .withName(function_arn)
            .withInput(workflow_input);

    decisions.add(
        ScheduleLambdaFunctionDecisionAttributes.newBuilder()
            .withId("HelloFunction (Lambda task example)")
            .withName(function_arn)
            .withInput(workflow_input)
            .build());
}

In the ScheduleLambdaFunctionDecisionAttributes, you must supply a \textit{name}, which is the ARN of the Lambda function to call, and an \textit{id}, which is the name that Amazon SWF will use to identify the Lambda function in history logs.

You can also provide optional \textit{input} for the Lambda function and set its \textit{start to close timeout} value, which is the number of seconds that the Lambda function is allowed to run before generating a LambdaFunctionTimedOut event.

\begin{quote}
\textbf{Note} \\
This code uses the AWSLambdaClient to retrieve the ARN of the Lambda function, given the function name. You can use this technique to avoid hard-coding the full ARN (which includes your AWS account ID) in your code.
\end{quote}

\section*{Handle Lambda function events in your decider}

Lambda tasks will generate a number of events that you can take action on when polling for decision tasks in your workflow worker, corresponding to the lifecycle of your Lambda task, with \texttt{EventType} values such as \texttt{LambdaFunctionScheduled}, \texttt{LambdaFunctionStarted}, and \texttt{LambdaFunctionCompleted}. If the Lambda function fails, or takes longer to run than its set timeout value, you will receive either a \texttt{LambdaFunctionFailed} or \texttt{LambdaFunctionTimedOut} event type, respectively.

boolean function_completed = false;
String result = null;

System.out.println("Executing the decision task for the history events: [ ");
for (HistoryEvent event : events) {
    System.out.println(" + event);
    EventType event_type = EventType.fromValue(event.getEventType());
    switch(event_type) {
        case WorkflowExecutionStarted:
            workflow_input =
                event.getWorkflowExecutionStartedEventAttributes()
                    .getInput();
            break;
        case LambdaFunctionScheduled:
            scheduled_functions++;
            break;
        case ScheduleLambdaFunctionFailed:
            scheduled_functions--;
            break;
        case LambdaFunctionStarted:
            scheduled_functions--;
            break;
    }
}

172
Receive output from your Lambda function

When you receive a LambdaFunctionCompleted EventType, you can retrieve your Lambda function's return value by first calling getLambdaFunctionCompletedEventAttributes on the HistoryEvent to get a LambdaFunctionCompletedEventAttributes object, and then calling its getResult method to retrieve the output of the Lambda function:

```java
LambdaFunctionCompleted:
running_functions--;```

Complete source for this example

You can browse the complete source [github](https://github.com/awsdocs/aws-java-developer-guide/tree/master/doc_source/snippets/helloswf_lambda/) for this example on Github in the aws-java-developer-guide repository.

Shutting Down Activity and Workflow Workers Gracefully

The Building a Simple Amazon SWF Application (p. 157) topic provided a complete implementation of a simple workflow application consisting of a registration application, an activity and workflow worker, and a workflow starter.

Worker classes are designed to run continuously, polling for tasks sent by Amazon SWF in order to run activities or return decisions. Once a poll request is made, Amazon SWF records the poller and will attempt to assign a task to it.

If the workflow worker is terminated during a long poll, Amazon SWF may still try to send a task to the terminated worker, resulting in a lost task (until the task times out).

One way to handle this situation is to wait for all long poll requests to return before the worker terminates.

In this topic, we'll rewrite the activity worker from helloswf, using Java's shutdown hooks to attempt a graceful shutdown of the activity worker.

Here is the complete code:

```java
import java.util.concurrent.CountDownLatch;
import java.util.concurrent.TimeUnit;
import com.amazonaws.regions.Regions;
```
public class ActivityWorkerWithGracefulShutdown {

    private static final AmazonSimpleWorkflow swf =
        AmazonSimpleWorkflowClientBuilder.standard().withRegion(Regions.DEFAULT_REGION).build();
    private static CountDownLatch waitForTermination = new CountDownLatch(1);
    private static volatile boolean terminate = false;

    private static String executeActivityTask(String input) throws Throwable {
        return "Hello, " + input + "!";
    }

    public static void main(String[] args) {
        Runtime.getRuntime().addShutdownHook(new Thread() {
            @Override
            public void run() {
                try {
                    terminate = true;
                    System.out.println("Waiting for the current poll request" +
                        " to return before shutting down.");
                    waitForTermination.await(60, TimeUnit.SECONDS);
                }
                catch (InterruptedException e) {
                    // ignore
                }
            }
        });
        try {
            pollAndExecute();
        }
        finally {
            waitForTermination.countDown();
        }
    }

    public static void pollAndExecute() {
        while (!terminate) {
            System.out.println("Polling for an activity task from the tasklist '",
                HelloTypes.TASKLIST + ", in the domain '",
                HelloTypes.DOMAIN + ":");

            ActivityTask task = swf.pollForActivityTask(new PollForActivityTaskRequest()
                .withDomain(HelloTypes.DOMAIN)
                .withTaskList(new TaskList().withName(HelloTypes.TASKLIST)));

            String taskToken = task.getTaskToken();
            if (taskToken != null) {
                String result = null;
                Throwable error = null;
                try {
                    System.out.println("Executing the activity task with input '",
                        task.getInput() + ":");
                    result = executeActivityTask(task.getInput());
                }
                catch (Throwable th) {
                    error = th;
                }
                // Respond to the task completion
                RespondActivityTaskCompletedRequest completedRequest =
                    new RespondActivityTaskCompletedRequest(taskToken, result);
                swf.respondActivityTaskCompleted(completedRequest);

                // Respond to the task failure
                RespondActivityTaskFailedRequest failedRequest =
                    new RespondActivityTaskFailedRequest(taskToken, error);
                swf.respondActivityTaskFailed(failedRequest);
            }
        }
    }
}
In this version, the polling code that was in the `main` function in the original version has been moved into its own method, `pollAndExecute`.

The `main` function now uses a `CountDownLatch` in conjunction with a `shutdown hook` to cause the thread to wait for up to 60 seconds after its termination is requested before letting the thread shut down.

### Registering Domains

Every workflow and activity in Amazon SWF needs a **domain** to run in.

#### To register an Amazon SWF domain

1. Create a new `RegisterDomainRequest` object, providing it with at least the domain name and workflow execution retention period (these parameters are both required).
2. Call the `AmazonSimpleWorkflowClient.registerDomain` method with the `RegisterDomainRequest` object.
3. Catch the `Domain Already Exists Exception` if the domain you’re requesting already exists (in which case, no action is usually required).

The following code demonstrates this procedure:

```java
public void register_swf_domain(AmazonSimpleWorkflowClient swf, String name) {
    RegisterDomainRequest request = new RegisterDomainRequest().withName(name);
    request.setWorkflowExecutionRetentionPeriodInDays("10");
    try {
        swf.registerDomain(request);
    } catch (DomainAlreadyExistsException e) {
        System.out.println("Domain already exists!");
    }
}
```
Listing Domains

You can list the Amazon SWF domains associated with your account and AWS region by registration type.

To list Amazon SWF domains

1. Create a ListDomainsRequest object, and specify the registration status of the domains that you’re interested in—this is required.
2. Call AmazonSimpleWorkflowClient.listDomains with the ListDomainRequest object. Results are provided in a DomainInfos object.
3. Call getDomainInfos on the returned object to get a list of DomainInfo objects.
4. Call getName on each DomainInfo object to get its name.

The following code demonstrates this procedure:

```java
public void list_swf_domains(AmazonSimpleWorkflowClient swf)
{
    ListDomainsRequest request = new ListDomainsRequest();
    request.setRegistrationStatus("REGISTERED");
    DomainInfos domains = swf.listDomains(request);
    System.out.println("Current Domains:");
    for (DomainInfo di : domains.getDomainInfos())
    {
        System.out.println(" * " + di.getName());
    }
}
```
Document History

This topic describes important changes to the *AWS SDK for Java Developer Guide* over the course of its history.

**This documentation was built on:** Sep 28, 2019

**Mar 22, 2018**

Removed managing Tomcat sessions in DynamoDB example as that tool is no longer supported.

**Nov 2, 2017**

Added cryptography examples for Amazon S3 encryption client, including new topics: Using Amazon S3 Client-Side Encryption (p. 138) and Amazon S3 Client-Side Encryption with AWS KMS Managed Keys (p. 142) and Amazon S3 Client-Side Encryption with Client Master Keys (p. 138).

**Apr 14, 2017**

Made a number of updates to the Amazon S3 Examples Using the AWS SDK for Java (p. 114) section, including new topics: Managing Amazon S3 Access Permissions for Buckets and Objects (p. 122) and Configuring an Amazon S3 Bucket as a Website (p. 136).

**Apr 04, 2017**

A new topic, Enabling Metrics for the AWS SDK for Java (p. 37) describes how to generate application and SDK performance metrics for the AWS SDK for Java.

**Apr 03, 2017**

Added new CloudWatch examples to the CloudWatch Examples Using the AWS SDK for Java (p. 43) section: Getting Metrics from CloudWatch (p. 43), Publishing Custom Metric Data (p. 44), Working with CloudWatch Alarms (p. 45), Using Alarm Actions in CloudWatch (p. 47), and Sending Events to CloudWatch (p. 48)

**Mar 27, 2017**

Added more Amazon EC2 examples to the Amazon EC2 Examples Using the AWS SDK for Java (p. 58) section: Managing Amazon EC2 Instances (p. 84), Using Elastic IP Addresses in Amazon EC2 (p. 88), Using Regions and Availability Zones (p. 90), Working with Amazon EC2 Key Pairs (p. 91), and Working with Security Groups in Amazon EC2 (p. 93).

**Mar 21, 2017**

Added a new set of IAM examples to the IAM Examples Using the AWS SDK for Java (p. 95) section: Managing IAM Access Keys (p. 95), Managing IAM Users (p. 98), Using IAM Account Aliases (p. 101), Working with IAM Policies (p. 102), and Working with IAM Server Certificates (p. 106)

**Mar 13, 2017**

Added three new topics to the Amazon SQS section: Enabling Long Polling for Amazon SQS Message Queues (p. 149), Setting Visibility Timeout in Amazon SQS (p. 150), and Using Dead Letter Queues in Amazon SQS (p. 152).

**Jan 26, 2017**

Added a new Amazon S3 topic, Using TransferManager for Amazon S3 Operations (p. 127), and a new Best Practices for AWS Development with the AWS SDK for Java (p. 18) topic in the Using the AWS SDK for Java (p. 18) section.
Jan 16, 2017

Added a new Amazon S3 topic, Managing Access to Amazon S3 Buckets Using Bucket Policies (p. 124), and two new Amazon SQS topics, Working with Amazon SQS Message Queues (p. 145) and Sending, Receiving, and Deleting Amazon SQS Messages (p. 147).

Dec 16, 2016

Added new example topics for DynamoDB: Working with Tables in DynamoDB (p. 51) and Working with Items in DynamoDB (p. 55).

Sep 26, 2016

The topics in the Advanced section have been moved into Using the AWS SDK for Java (p. 18), since they really are central to using the SDK.

Aug 25, 2016

A new topic, Creating Service Clients (p. 19), has been added to Using the AWS SDK for Java (p. 18), which demonstrates how to use client builders to simplify the creation of AWS service clients.

The AWS SDK for Java Code Examples (p. 41) section has been updated with new examples for S3 (p. 114) which are backed by a repository on GitHub that contains the complete example code.

May 02, 2016

A new topic, Asynchronous Programming (p. 27), has been added to the Using the AWS SDK for Java (p. 18) section, describing how to work with asynchronous client methods that return Future objects or that take an AsyncHandler.

Apr 26, 2016

The SSL Certificate Requirements topic has been removed, since it is no longer relevant. Support for SHA-1 signed certificates was deprecated in 2015 and the site that housed the test scripts has been removed.

Mar 14, 2016

Added a new topic to the Amazon SWF section: Lambda Tasks (p. 170), which describes how to implement a Amazon SWF workflow that calls Lambda functions as tasks as an alternative to using traditional Amazon SWF activities.

Mar 04, 2016

The Amazon SWF Examples Using the AWS SDK for Java (p. 156) section has been updated with new content:

• Amazon SWF Basics (p. 156)– Provides basic information about how to include SWF in your projects.

• Building a Simple Amazon SWF Application (p. 157)– A new tutorial that provides step-by-step guidance for Java developers new to Amazon SWF.

• Shutting Down Activity and Workflow Workers Gracefully (p. 173)– Describes how you can gracefully shut down Amazon SWF worker classes using Java's concurrency classes.

Feb 23, 2016

The source for the AWS SDK for Java Developer Guide has been moved to aws-java-developer-guide.

Dec 28, 2015

Setting the JVM TTL for DNS Name Lookups (p. 36) has been moved from Advanced into Using the AWS SDK for Java (p. 18), and has been rewritten for clarity.

Using the SDK with Apache Maven (p. 7) has been updated with information about how to include the SDK's bill of materials (BOM) in your project.
Aug 04, 2015

SSL Certificate Requirements is a new topic in the Getting Started (p. 3) section that describes AWS' move to SHA256-signed certificates for SSL connections, and how to fix early 1.6 and previous Java environments to use these certificates, which are required for AWS access after September 30, 2015.

Note
Java 1.7+ is already capable of working with SHA256-signed certificates.

May 14, 2014

The introduction (p. 1) and getting started (p. 3) material has been heavily revised to support the new guide structure and now includes guidance about how to Set up AWS Credentials and Region for Development (p. 6).

The discussion of code samples (p. 41) has been moved into its own topic in the Additional Documentation and Resources (p. 1) section.

Information about how to view the SDK revision history (p. 2) has been moved into the introduction.

May 9, 2014

The overall structure of the AWS SDK for Java documentation has been simplified, and the Getting Started (p. 3) and Additional Documentation and Resources (p. 1) topics have been updated.

New topics have been added:
- Working with AWS Credentials (p. 21)– discusses the various ways that you can specify credentials for use with the AWS SDK for Java.
- Using IAM Roles to Grant Access to AWS Resources on Amazon EC2 (p. 62)– provides information about how to securely specify credentials for applications running on EC2 instances.

Sep 9, 2013

This topic, Document History, tracks changes to the AWS SDK for Java Developer Guide. It is intended as a companion to the release notes history.