aws

Code Examples Guide

AWS SDK for Go Code Examples

AWS SDK for Go Code Examples: Code Examples Guide

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What is the AWS SDK for Go V2 Code Examples Guide?

The AWS SDK for Go V2 Code Examples Guide is a collection of code examples that show you how to use AWS with the AWS SDK for Go V2. The examples are organized by AWS service.

Within each section, the examples are divided into the following categories:

- *Basics* are code examples that show you how to perform the essential operations within a service.
- *Actions* are code excerpts that show you how to call individual service functions.
- *Scenarios* are code examples that show you how to accomplish specific tasks by calling multiple functions within a service or combined with other AWS services.
- Additional example categories are defined for some services. These code examples show you something specialized about a service or integration.

The examples in this library can also be found in the following:

- The **gov2** folder in the AWS Code Examples GitHub repository. The GitHub repository also contains instructions on how to set up, run, and test the examples.

SDK for Go V2 code examples

The code examples in this topic show you how to use the AWS SDK for Go V2 with AWS.

Basics are code examples that show you how to perform the essential operations within a service.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Scenarios are code examples that show you how to accomplish specific tasks by calling multiple functions within a service or combined with other AWS services.

Services

- Aurora examples using SDK for Go V2
- Amazon Bedrock examples using SDK for Go V2
- Amazon Bedrock Runtime examples using SDK for Go V2
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- Amazon SQS examples using SDK for Go V2

Aurora examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Aurora.

Basics are code examples that show you how to perform the essential operations within a service.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Get started

Hello Aurora

The following code examples show how to get started using Aurora.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/rds"
)

// main uses the AWS SDK for Go V2 to create an Amazon Aurora client and list up to
 20
```

```
// DB clusters in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
  fmt.Println(err)
  return
 }
 auroraClient := rds.NewFromConfig(sdkConfig)
 const maxClusters = 20
 fmt.Printf("Let's list up to %v DB clusters.\n", maxClusters)
 output, err := auroraClient.DescribeDBClusters(
  ctx, &rds.DescribeDBClustersInput{MaxRecords: aws.Int32(maxClusters)})
 if err != nil {
  fmt.Printf("Couldn't list DB clusters: %v\n", err)
  return
 }
 if len(output.DBClusters) == 0 {
  fmt.Println("No DB clusters found.")
 } else {
  for _, cluster := range output.DBClusters {
   fmt.Printf("DB cluster %v has database %v.\n", *cluster.DBClusterIdentifier,
    *cluster.DatabaseName)
  }
 }
}
```

- For API details, see DescribeDBClusters in *AWS SDK for Go API Reference*.

Topics

- Basics
- Actions

Basics

Learn the basics

The following code example shows how to:

- Create a custom Aurora DB cluster parameter group and set parameter values.
- Create a DB cluster that uses the parameter group.
- Create a DB instance that contains a database.
- Take a snapshot of the DB cluster, then clean up resources.

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> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario at a command prompt.

```
import (
 "aurora/actions"
 "context"
 "fmt"
 "log"
 "slices"
 "sort"
 "strconv"
 "strings"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
 "github.com/google/uuid"
)
```

```
// GetStartedClusters is an interactive example that shows you how to use the AWS
 SDK for Go
// with Amazon Aurora to do the following:
//
// 1. Create a custom DB cluster parameter group and set parameter values.
// 2. Create an Aurora DB cluster that is configured to use the parameter group.
// 3. Create a DB instance in the DB cluster that contains a database.
// 4. Take a snapshot of the DB cluster.
// 5. Delete the DB instance, DB cluster, and parameter group.
type GetStartedClusters struct {
 sdkConfig  aws.Config
 dbClusters actions.DbClusters
 questioner demotools.IQuestioner
 helper     IScenarioHelper
 isTestRun  bool
}

// NewGetStartedClusters constructs a GetStartedClusters instance from a
 configuration.
// It uses the specified config to get an Amazon Relational Database Service (Amazon
 RDS)
// client and create wrappers for the actions used in the scenario.
func NewGetStartedClusters(sdkConfig aws.Config, questioner demotools.IQuestioner,
 helper IScenarioHelper) GetStartedClusters {
 auroraClient := rds.NewFromConfig(sdkConfig)
 return GetStartedClusters{
  sdkConfig:  sdkConfig,
  dbClusters: actions.DbClusters{AuroraClient: auroraClient},
  questioner: questioner,
  helper:     helper,
 }
}

// Run runs the interactive scenario.
func (scenario GetStartedClusters) Run(ctx context.Context, dbEngine string,
 parameterGroupName string,
 clusterName string, dbName string) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
  }
 }()

 log.Println(strings.Repeat("-", 88))
```

```
 log.Println("Welcome to the Amazon Aurora DB Cluster demo.")
 log.Println(strings.Repeat("-", 88))

 parameterGroup := scenario.CreateParameterGroup(ctx, dbEngine, parameterGroupName)
 scenario.SetUserParameters(ctx, parameterGroupName)
 cluster := scenario.CreateCluster(ctx, clusterName, dbEngine, dbName,
 parameterGroup)
 scenario.helper.Pause(5)
 dbInstance := scenario.CreateInstance(ctx, cluster)
 scenario.DisplayConnection(cluster)
 scenario.CreateSnapshot(ctx, clusterName)
 scenario.Cleanup(ctx, dbInstance, cluster, parameterGroup)

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}

// CreateParameterGroup shows how to get available engine versions for a specified
// database engine and create a DB cluster parameter group that is compatible with a
// selected engine family.
func (scenario GetStartedClusters) CreateParameterGroup(ctx context.Context,
 dbEngine string,
 parameterGroupName string) *types.DBClusterParameterGroup {

 log.Printf("Checking for an existing DB cluster parameter group named %v.\n",
  parameterGroupName)
 parameterGroup, err := scenario.dbClusters.GetParameterGroup(ctx,
 parameterGroupName)
 if err != nil {
  panic(err)
 }
 if parameterGroup == nil {
  log.Printf("Getting available database engine versions for %v.\n", dbEngine)
  engineVersions, err := scenario.dbClusters.GetEngineVersions(ctx, dbEngine, "")
  if err != nil {
   panic(err)
  }

  familySet := map[string]struct{}{}
  for _, family := range engineVersions {
   familySet[*family.DBParameterGroupFamily] = struct{}{}
  }
  var families []string
```

```
  for family := range familySet {
   families = append(families, family)
  }
  sort.Strings(families)
  familyIndex := scenario.questioner.AskChoice("Which family do you want to use?\n",
 families)
  log.Println("Creating a DB cluster parameter group.")
  _, err = scenario.dbClusters.CreateParameterGroup(
   ctx, parameterGroupName, families[familyIndex], "Example parameter group.")
  if err != nil {
   panic(err)
  }
  parameterGroup, err = scenario.dbClusters.GetParameterGroup(ctx,
 parameterGroupName)
  if err != nil {
   panic(err)
  }
 }
 log.Printf("Parameter group %v:\n", *parameterGroup.DBParameterGroupFamily)
 log.Printf("\tName: %v\n", *parameterGroup.DBClusterParameterGroupName)
 log.Printf("\tARN: %v\n", *parameterGroup.DBClusterParameterGroupArn)
 log.Printf("\tFamily: %v\n", *parameterGroup.DBParameterGroupFamily)
 log.Printf("\tDescription: %v\n", *parameterGroup.Description)
 log.Println(strings.Repeat("-", 88))
 return parameterGroup

}

// SetUserParameters shows how to get the parameters contained in a custom parameter
// group and update some of the parameter values in the group.
func (scenario GetStartedClusters) SetUserParameters(ctx context.Context,
 parameterGroupName string) {
 log.Println("Let's set some parameter values in your parameter group.")
 dbParameters, err := scenario.dbClusters.GetParameters(ctx, parameterGroupName, "")
 if err != nil {
  panic(err)
 }
 var updateParams []types.Parameter
 for _, dbParam := range dbParameters {
  if strings.HasPrefix(*dbParam.ParameterName, "auto_increment") &&
   *dbParam.IsModifiable && *dbParam.DataType == "integer" {
   log.Printf("The %v parameter is described as:\n\t%v",
    *dbParam.ParameterName, *dbParam.Description)
   rangeSplit := strings.Split(*dbParam.AllowedValues, "-")
```

```
    lower, _ := strconv.Atoi(rangeSplit[0])
    upper, _ := strconv.Atoi(rangeSplit[1])
    newValue := scenario.questioner.AskInt(
     fmt.Sprintf("Enter a value between %v and %v:", lower, upper),
     demotools.InIntRange{Lower: lower, Upper: upper})
    dbParam.ParameterValue = aws.String(strconv.Itoa(newValue))
    updateParams = append(updateParams, dbParam)
   }
  }
  err = scenario.dbClusters.UpdateParameters(ctx, parameterGroupName, updateParams)
  if err != nil {
   panic(err)
  }
  log.Println("You can get a list of parameters you've set by specifying a source of
  'user'.")
  userParameters, err := scenario.dbClusters.GetParameters(ctx, parameterGroupName,
  "user")
  if err != nil {
   panic(err)
  }
  log.Println("Here are the parameters you've set:")
  for _, param := range userParameters {
   log.Printf("\t%v: %v\n", *param.ParameterName, *param.ParameterValue)
  }
  log.Println(strings.Repeat("-", 88))
}

// CreateCluster shows how to create an Aurora DB cluster that contains a database
// of a specified type. The database is also configured to use a custom DB cluster
// parameter group.
func (scenario GetStartedClusters) CreateCluster(ctx context.Context, clusterName
 string, dbEngine string,
 dbName string, parameterGroup *types.DBClusterParameterGroup) *types.DBCluster {

 log.Println("Checking for an existing DB cluster.")
 cluster, err := scenario.dbClusters.GetDbCluster(ctx, clusterName)
 if err != nil {
  panic(err)
 }
 if cluster == nil {
  adminUsername := scenario.questioner.Ask(
   "Enter an administrator user name for the database: ", demotools.NotEmpty{})
  adminPassword := scenario.questioner.Ask(
```

```
    "Enter a password for the administrator (at least 8 characters): ",
  demotools.NotEmpty{})
   engineVersions, err := scenario.dbClusters.GetEngineVersions(ctx, dbEngine,
  *parameterGroup.DBParameterGroupFamily)
   if err != nil {
    panic(err)
   }
   var engineChoices []string
   for _, engine := range engineVersions {
    engineChoices = append(engineChoices, *engine.EngineVersion)
   }
   log.Println("The available engines for your parameter group are:")
   engineIndex := scenario.questioner.AskChoice("Which engine do you want to use?\n",
  engineChoices)
   log.Printf("Creating DB cluster %v and database %v.\n", clusterName, dbName)
   log.Printf("The DB cluster is configured to use\nyour custom parameter group %v
 \n",
    *parameterGroup.DBClusterParameterGroupName)
   log.Printf("and selected engine %v.\n", engineChoices[engineIndex])
   log.Println("This typically takes several minutes.")
   cluster, err = scenario.dbClusters.CreateDbCluster(
    ctx, clusterName, *parameterGroup.DBClusterParameterGroupName, dbName, dbEngine,
    engineChoices[engineIndex], adminUsername, adminPassword)
   if err != nil {
    panic(err)
   }
   for *cluster.Status != "available" {
    scenario.helper.Pause(30)
    cluster, err = scenario.dbClusters.GetDbCluster(ctx, clusterName)
    if err != nil {
     panic(err)
    }
    log.Println("Cluster created and available.")
   }
  }
  log.Println("Cluster data:")
  log.Printf("\tDBClusterIdentifier: %v\n", *cluster.DBClusterIdentifier)
  log.Printf("\tARN: %v\n", *cluster.DBClusterArn)
  log.Printf("\tStatus: %v\n", *cluster.Status)
  log.Printf("\tEngine: %v\n", *cluster.Engine)
  log.Printf("\tEngine version: %v\n", *cluster.EngineVersion)
  log.Printf("\tDBClusterParameterGroup: %v\n", *cluster.DBClusterParameterGroup)
  log.Printf("\tEngineMode: %v\n", *cluster.EngineMode)
  log.Println(strings.Repeat("-", 88))
```

```
 return cluster
}

// CreateInstance shows how to create a DB instance in an existing Aurora DB
 cluster.
// A new DB cluster contains no DB instances, so you must add one. The first DB
 instance
// that is added to a DB cluster defaults to a read-write DB instance.
func (scenario GetStartedClusters) CreateInstance(ctx context.Context, cluster
 *types.DBCluster) *types.DBInstance {
 log.Println("Checking for an existing database instance.")
 dbInstance, err := scenario.dbClusters.GetInstance(ctx,
 *cluster.DBClusterIdentifier)
 if err != nil {
  panic(err)
 }
 if dbInstance == nil {
  log.Println("Let's create a database instance in your DB cluster.")
  log.Println("First, choose a DB instance type:")
  instOpts, err := scenario.dbClusters.GetOrderableInstances(
   ctx, *cluster.Engine, *cluster.EngineVersion)
  if err != nil {
   panic(err)
  }
  var instChoices []string
  for _, opt := range instOpts {
   instChoices = append(instChoices, *opt.DBInstanceClass)
  }
  slices.Sort(instChoices)
  instChoices = slices.Compact(instChoices)
  instIndex := scenario.questioner.AskChoice(
   "Which DB instance class do you want to use?\n", instChoices)
  log.Println("Creating a database instance. This typically takes several minutes.")
  dbInstance, err = scenario.dbClusters.CreateInstanceInCluster(
   ctx, *cluster.DBClusterIdentifier, *cluster.DBClusterIdentifier, *cluster.Engine,
   instChoices[instIndex])
  if err != nil {
   panic(err)
  }
  for *dbInstance.DBInstanceStatus != "available" {
   scenario.helper.Pause(30)
   dbInstance, err = scenario.dbClusters.GetInstance(ctx,
 *cluster.DBClusterIdentifier)
   if err != nil {
```

```
    panic(err)
   }
  }
 }
 log.Println("Instance data:")
 log.Printf("\tDBInstanceIdentifier: %v\n", *dbInstance.DBInstanceIdentifier)
 log.Printf("\tARN: %v\n", *dbInstance.DBInstanceArn)
 log.Printf("\tStatus: %v\n", *dbInstance.DBInstanceStatus)
 log.Printf("\tEngine: %v\n", *dbInstance.Engine)
 log.Printf("\tEngine version: %v\n", *dbInstance.EngineVersion)
 log.Println(strings.Repeat("-", 88))
 return dbInstance
}

// DisplayConnection displays connection information about an Aurora DB cluster and
 tips
// on how to connect to it.
func (scenario GetStartedClusters) DisplayConnection(cluster *types.DBCluster) {
 log.Println(
  "You can now connect to your database using your favorite MySql client.\n" +
   "One way to connect is by using the 'mysql' shell on an Amazon EC2 instance\n" +
   "that is running in the same VPC as your database cluster. Pass the endpoint,\n"
 +
   "port, and administrator user name to 'mysql' and enter your password\n" +
   "when prompted:")
 log.Printf("\n\tmysql -h %v -P %v -u %v -p\n",
  *cluster.Endpoint, *cluster.Port, *cluster.MasterUsername)
 log.Println("For more information, see the User Guide for Aurora:\n" +
  "\thttps://docs.aws.amazon.com/AmazonRDS/latest/AuroraUserGuide/
CHAP_GettingStartedAurora.CreatingConnecting.Aurora.html#CHAP_GettingStartedAurora.Aurora.Co
 log.Println(strings.Repeat("-", 88))
}

// CreateSnapshot shows how to create a DB cluster snapshot and wait until it's
 available.
func (scenario GetStartedClusters) CreateSnapshot(ctx context.Context, clusterName
 string) {
 if scenario.questioner.AskBool(
  "Do you want to create a snapshot of your DB cluster (y/n)? ", "y") {
  snapshotId := fmt.Sprintf("%v-%v", clusterName, scenario.helper.UniqueId())
  log.Printf("Creating a snapshot named %v. This typically takes a few minutes.\n",
 snapshotId)
  snapshot, err := scenario.dbClusters.CreateClusterSnapshot(ctx, clusterName,
 snapshotId)
```

```
  if err != nil {
   panic(err)
  }
  for *snapshot.Status != "available" {
   scenario.helper.Pause(30)
   snapshot, err = scenario.dbClusters.GetClusterSnapshot(ctx, snapshotId)
   if err != nil {
    panic(err)
   }
  }
  log.Println("Snapshot data:")
  log.Printf("\tDBClusterSnapshotIdentifier: %v\n",
 *snapshot.DBClusterSnapshotIdentifier)
  log.Printf("\tARN: %v\n", *snapshot.DBClusterSnapshotArn)
  log.Printf("\tStatus: %v\n", *snapshot.Status)
  log.Printf("\tEngine: %v\n", *snapshot.Engine)
  log.Printf("\tEngine version: %v\n", *snapshot.EngineVersion)
  log.Printf("\tDBClusterIdentifier: %v\n", *snapshot.DBClusterIdentifier)
  log.Printf("\tSnapshotCreateTime: %v\n", *snapshot.SnapshotCreateTime)
  log.Println(strings.Repeat("-", 88))
 }
}

// Cleanup shows how to clean up a DB instance, DB cluster, and DB cluster parameter
 group.
// Before the DB cluster parameter group can be deleted, all associated DB instances
 and
// DB clusters must first be deleted.
func (scenario GetStartedClusters) Cleanup(ctx context.Context, dbInstance
 *types.DBInstance, cluster *types.DBCluster,
 parameterGroup *types.DBClusterParameterGroup) {

 if scenario.questioner.AskBool(
  "\nDo you want to delete the database instance, DB cluster, and parameter group
 (y/n)? ", "y") {
  log.Printf("Deleting database instance %v.\n", *dbInstance.DBInstanceIdentifier)
  err := scenario.dbClusters.DeleteInstance(ctx, *dbInstance.DBInstanceIdentifier)
  if err != nil {
   panic(err)
  }
  log.Printf("Deleting database cluster %v.\n", *cluster.DBClusterIdentifier)
  err = scenario.dbClusters.DeleteDbCluster(ctx, *cluster.DBClusterIdentifier)
  if err != nil {
   panic(err)
```

```
  }
  log.Println(
   "Waiting for the DB instance and DB cluster to delete. This typically takes
 several minutes.")
  for dbInstance != nil || cluster != nil {
   scenario.helper.Pause(30)
   if dbInstance != nil {
    dbInstance, err = scenario.dbClusters.GetInstance(ctx,
 *dbInstance.DBInstanceIdentifier)
    if err != nil {
     panic(err)
    }
   }
   if cluster != nil {
    cluster, err = scenario.dbClusters.GetDbCluster(ctx,
 *cluster.DBClusterIdentifier)
    if err != nil {
     panic(err)
    }
   }
  }
  log.Printf("Deleting parameter group %v.",
 *parameterGroup.DBClusterParameterGroupName)
  err = scenario.dbClusters.DeleteParameterGroup(ctx,
 *parameterGroup.DBClusterParameterGroupName)
  if err != nil {
   panic(err)
  }
 }
}

// IScenarioHelper abstracts the function from a scenario so that it
// can be mocked for unit testing.
type IScenarioHelper interface {
 Pause(secs int)
 UniqueId() string
}
type ScenarioHelper struct{}

// Pause waits for the specified number of seconds.
func (helper ScenarioHelper) Pause(secs int) {
 time.Sleep(time.Duration(secs) * time.Second)
}
```

```
// UniqueId returns a new UUID.
func (helper ScenarioHelper) UniqueId() string {
 return uuid.New().String()
}
```

Define functions that are called by the scenario to manage Aurora actions.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}


// GetParameterGroup gets a DB cluster parameter group by name.
func (clusters *DbClusters) GetParameterGroup(ctx context.Context,
 parameterGroupName string) (
 *types.DBClusterParameterGroup, error) {
 output, err := clusters.AuroraClient.DescribeDBClusterParameterGroups(
  ctx, &rds.DescribeDBClusterParameterGroupsInput{
   DBClusterParameterGroupName: aws.String(parameterGroupName),
  })
 if err != nil {
  var notFoundError *types.DBParameterGroupNotFoundFault
  if errors.As(err, &notFoundError) {
   log.Printf("Parameter group %v does not exist.\n", parameterGroupName)
   err = nil
  } else {
   log.Printf("Error getting parameter group %v: %v\n", parameterGroupName, err)
  }
  return nil, err
 } else {
```

```
  return &output.DBClusterParameterGroups[0], err
 }
}


// CreateParameterGroup creates a DB cluster parameter group that is based on the
 specified
// parameter group family.
func (clusters *DbClusters) CreateParameterGroup(
 ctx context.Context, parameterGroupName string, parameterGroupFamily string,
 description string) (
 *types.DBClusterParameterGroup, error) {

 output, err := clusters.AuroraClient.CreateDBClusterParameterGroup(ctx,
  &rds.CreateDBClusterParameterGroupInput{
   DBClusterParameterGroupName: aws.String(parameterGroupName),
   DBParameterGroupFamily:      aws.String(parameterGroupFamily),
   Description:                 aws.String(description),
  })
 if err != nil {
  log.Printf("Couldn't create parameter group %v: %v\n", parameterGroupName, err)
  return nil, err
 } else {
  return output.DBClusterParameterGroup, err
 }
}



// DeleteParameterGroup deletes the named DB cluster parameter group.
func (clusters *DbClusters) DeleteParameterGroup(ctx context.Context,
 parameterGroupName string) error {
 _, err := clusters.AuroraClient.DeleteDBClusterParameterGroup(ctx,
  &rds.DeleteDBClusterParameterGroupInput{
   DBClusterParameterGroupName: aws.String(parameterGroupName),
  })
 if err != nil {
  log.Printf("Couldn't delete parameter group %v: %v\n", parameterGroupName, err)
  return err
 } else {
  return nil
 }
}
```

```
// GetParameters gets the parameters that are contained in a DB cluster parameter
 group.
func (clusters *DbClusters) GetParameters(ctx context.Context, parameterGroupName
 string, source string) (
 []types.Parameter, error) {

 var output *rds.DescribeDBClusterParametersOutput
 var params []types.Parameter
 var err error
 parameterPaginator :=
 rds.NewDescribeDBClusterParametersPaginator(clusters.AuroraClient,
  &rds.DescribeDBClusterParametersInput{
   DBClusterParameterGroupName: aws.String(parameterGroupName),
   Source:                      aws.String(source),
  })
 for parameterPaginator.HasMorePages() {
  output, err = parameterPaginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get paramaeters for %v: %v\n", parameterGroupName, err)
   break
  } else {
   params = append(params, output.Parameters...)
  }
 }
 return params, err
}



// UpdateParameters updates parameters in a named DB cluster parameter group.
func (clusters *DbClusters) UpdateParameters(ctx context.Context, parameterGroupName
 string, params []types.Parameter) error {
 _, err := clusters.AuroraClient.ModifyDBClusterParameterGroup(ctx,
  &rds.ModifyDBClusterParameterGroupInput{
   DBClusterParameterGroupName: aws.String(parameterGroupName),
   Parameters:                  params,
  })
 if err != nil {
  log.Printf("Couldn't update parameters in %v: %v\n", parameterGroupName, err)
  return err
 } else {
  return nil
```

```
 }
}



// GetDbCluster gets data about an Aurora DB cluster.
func (clusters *DbClusters) GetDbCluster(ctx context.Context, clusterName string)
 (*types.DBCluster, error) {
 output, err := clusters.AuroraClient.DescribeDBClusters(ctx,
  &rds.DescribeDBClustersInput{
   DBClusterIdentifier: aws.String(clusterName),
  })
 if err != nil {
  var notFoundError *types.DBClusterNotFoundFault
  if errors.As(err, &notFoundError) {
   log.Printf("DB cluster %v does not exist.\n", clusterName)
   err = nil
  } else {
   log.Printf("Couldn't get DB cluster %v: %v\n", clusterName, err)
  }
  return nil, err
 } else {
  return &output.DBClusters[0], err
 }
}



// CreateDbCluster creates a DB cluster that is configured to use the specified
 parameter group.
// The newly created DB cluster contains a database that uses the specified engine
 and
// engine version.
func (clusters *DbClusters) CreateDbCluster(ctx context.Context, clusterName string,
 parameterGroupName string,
 dbName string, dbEngine string, dbEngineVersion string, adminName string,
 adminPassword string) (
 *types.DBCluster, error) {

 output, err := clusters.AuroraClient.CreateDBCluster(ctx,
 &rds.CreateDBClusterInput{
  DBClusterIdentifier:         aws.String(clusterName),
  Engine:                      aws.String(dbEngine),
  DBClusterParameterGroupName: aws.String(parameterGroupName),
```

```
  DatabaseName:                aws.String(dbName),
  EngineVersion:               aws.String(dbEngineVersion),
  MasterUserPassword:          aws.String(adminPassword),
  MasterUsername:              aws.String(adminName),
 })
 if err != nil {
  log.Printf("Couldn't create DB cluster %v: %v\n", clusterName, err)
  return nil, err
 } else {
  return output.DBCluster, err
 }
}



// DeleteDbCluster deletes a DB cluster without keeping a final snapshot.
func (clusters *DbClusters) DeleteDbCluster(ctx context.Context, clusterName string)
 error {
 _, err := clusters.AuroraClient.DeleteDBCluster(ctx, &rds.DeleteDBClusterInput{
  DBClusterIdentifier: aws.String(clusterName),
  SkipFinalSnapshot:   aws.Bool(true),
 })
 if err != nil {
  log.Printf("Couldn't delete DB cluster %v: %v\n", clusterName, err)
  return err
 } else {
  return nil
 }
}



// CreateClusterSnapshot creates a snapshot of a DB cluster.
func (clusters *DbClusters) CreateClusterSnapshot(ctx context.Context, clusterName
 string, snapshotName string) (
 *types.DBClusterSnapshot, error) {
 output, err := clusters.AuroraClient.CreateDBClusterSnapshot(ctx,
 &rds.CreateDBClusterSnapshotInput{
  DBClusterIdentifier:         aws.String(clusterName),
  DBClusterSnapshotIdentifier: aws.String(snapshotName),
 })
 if err != nil {
  log.Printf("Couldn't create snapshot %v: %v\n", snapshotName, err)
  return nil, err
```

```
 } else {
  return output.DBClusterSnapshot, nil
 }
}



// GetClusterSnapshot gets a DB cluster snapshot.
func (clusters *DbClusters) GetClusterSnapshot(ctx context.Context, snapshotName
 string) (*types.DBClusterSnapshot, error) {
 output, err := clusters.AuroraClient.DescribeDBClusterSnapshots(ctx,
  &rds.DescribeDBClusterSnapshotsInput{
   DBClusterSnapshotIdentifier: aws.String(snapshotName),
  })
 if err != nil {
  log.Printf("Couldn't get snapshot %v: %v\n", snapshotName, err)
  return nil, err
 } else {
  return &output.DBClusterSnapshots[0], nil
 }
}



// CreateInstanceInCluster creates a database instance in an existing DB cluster.
 The first database that is
// created defaults to a read-write DB instance.
func (clusters *DbClusters) CreateInstanceInCluster(ctx context.Context, clusterName
 string, instanceName string,
 dbEngine string, dbInstanceClass string) (*types.DBInstance, error) {
 output, err := clusters.AuroraClient.CreateDBInstance(ctx,
 &rds.CreateDBInstanceInput{
  DBInstanceIdentifier: aws.String(instanceName),
  DBClusterIdentifier:  aws.String(clusterName),
  Engine:               aws.String(dbEngine),
  DBInstanceClass:      aws.String(dbInstanceClass),
 })
 if err != nil {
  log.Printf("Couldn't create instance %v: %v\n", instanceName, err)
  return nil, err
 } else {
  return output.DBInstance, nil
 }
}
```

```
// GetInstance gets data about a DB instance.
func (clusters *DbClusters) GetInstance(ctx context.Context, instanceName string) (
 *types.DBInstance, error) {
 output, err := clusters.AuroraClient.DescribeDBInstances(ctx,
  &rds.DescribeDBInstancesInput{
   DBInstanceIdentifier: aws.String(instanceName),
  })
 if err != nil {
  var notFoundError *types.DBInstanceNotFoundFault
  if errors.As(err, &notFoundError) {
   log.Printf("DB instance %v does not exist.\n", instanceName)
   err = nil
  } else {
   log.Printf("Couldn't get instance %v: %v\n", instanceName, err)
  }
  return nil, err
 } else {
  return &output.DBInstances[0], nil
 }
}



// DeleteInstance deletes a DB instance.
func (clusters *DbClusters) DeleteInstance(ctx context.Context, instanceName string)
 error {
 _, err := clusters.AuroraClient.DeleteDBInstance(ctx, &rds.DeleteDBInstanceInput{
  DBInstanceIdentifier:   aws.String(instanceName),
  SkipFinalSnapshot:      aws.Bool(true),
  DeleteAutomatedBackups: aws.Bool(true),
 })
 if err != nil {
  log.Printf("Couldn't delete instance %v: %v\n", instanceName, err)
  return err
 } else {
  return nil
 }
}
```

```
// GetEngineVersions gets database engine versions that are available for the
 specified engine
// and parameter group family.
func (clusters *DbClusters) GetEngineVersions(ctx context.Context, engine string,
 parameterGroupFamily string) (
 []types.DBEngineVersion, error) {
 output, err := clusters.AuroraClient.DescribeDBEngineVersions(ctx,
  &rds.DescribeDBEngineVersionsInput{
   Engine:                aws.String(engine),
   DBParameterGroupFamily: aws.String(parameterGroupFamily),
  })
 if err != nil {
  log.Printf("Couldn't get engine versions for %v: %v\n", engine, err)
  return nil, err
 } else {
  return output.DBEngineVersions, nil
 }
}



// GetOrderableInstances uses a paginator to get DB instance options that can be
 used to create DB instances that are
// compatible with a set of specifications.
func (clusters *DbClusters) GetOrderableInstances(ctx context.Context, engine
 string, engineVersion string) (
 []types.OrderableDBInstanceOption, error) {

 var output *rds.DescribeOrderableDBInstanceOptionsOutput
 var instances []types.OrderableDBInstanceOption
 var err error
 orderablePaginator :=
 rds.NewDescribeOrderableDBInstanceOptionsPaginator(clusters.AuroraClient,
  &rds.DescribeOrderableDBInstanceOptionsInput{
   Engine:        aws.String(engine),
   EngineVersion: aws.String(engineVersion),
  })
 for orderablePaginator.HasMorePages() {
  output, err = orderablePaginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get orderable DB instances: %v\n", err)
   break
  } else {
   instances = append(instances, output.OrderableDBInstanceOptions...)
```

```
  }
 }
 return instances, err
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - CreateDBCluster
  - CreateDBClusterParameterGroup
  - CreateDBClusterSnapshot
  - CreateDBInstance
  - DeleteDBCluster
  - DeleteDBClusterParameterGroup
  - DeleteDBInstance
  - DescribeDBClusterParameterGroups
  - DescribeDBClusterParameters
  - DescribeDBClusterSnapshots
  - DescribeDBClusters
  - DescribeDBEngineVersions
  - DescribeDBInstances
  - DescribeOrderableDBInstanceOptions
  - ModifyDBClusterParameterGroup

Actions

`CreateDBCluster`

The following code example shows how to use `CreateDBCluster`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}



// CreateDbCluster creates a DB cluster that is configured to use the specified
 parameter group.
// The newly created DB cluster contains a database that uses the specified engine
 and
// engine version.
func (clusters *DbClusters) CreateDbCluster(ctx context.Context, clusterName string,
 parameterGroupName string,
 dbName string, dbEngine string, dbEngineVersion string, adminName string,
 adminPassword string) (
 *types.DBCluster, error) {

 output, err := clusters.AuroraClient.CreateDBCluster(ctx,
 &rds.CreateDBClusterInput{
  DBClusterIdentifier:         aws.String(clusterName),
  Engine:                      aws.String(dbEngine),
  DBClusterParameterGroupName: aws.String(parameterGroupName),
  DatabaseName:                aws.String(dbName),
```

```
  EngineVersion:               aws.String(dbEngineVersion),
  MasterUserPassword:          aws.String(adminPassword),
  MasterUsername:              aws.String(adminName),
 })
 if err != nil {
  log.Printf("Couldn't create DB cluster %v: %v\n", clusterName, err)
  return nil, err
 } else {
  return output.DBCluster, err
 }
}
```

- For API details, see CreateDBCluster in *AWS SDK for Go API Reference*.

`CreateDBClusterParameterGroup`

The following code example shows how to use `CreateDBClusterParameterGroup`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}
```

```
// CreateParameterGroup creates a DB cluster parameter group that is based on the
 specified
// parameter group family.
func (clusters *DbClusters) CreateParameterGroup(
 ctx context.Context, parameterGroupName string, parameterGroupFamily string,
 description string) (
 *types.DBClusterParameterGroup, error) {

 output, err := clusters.AuroraClient.CreateDBClusterParameterGroup(ctx,
  &rds.CreateDBClusterParameterGroupInput{
   DBClusterParameterGroupName: aws.String(parameterGroupName),
   DBParameterGroupFamily:      aws.String(parameterGroupFamily),
   Description:                 aws.String(description),
  })
 if err != nil {
  log.Printf("Couldn't create parameter group %v: %v\n", parameterGroupName, err)
  return nil, err
 } else {
  return output.DBClusterParameterGroup, err
 }
}
```

- For API details, see CreateDBClusterParameterGroup in *AWS SDK for Go API Reference*.

`CreateDBClusterSnapshot`

The following code example shows how to use `CreateDBClusterSnapshot`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}



// CreateClusterSnapshot creates a snapshot of a DB cluster.
func (clusters *DbClusters) CreateClusterSnapshot(ctx context.Context, clusterName
 string, snapshotName string) (
 *types.DBClusterSnapshot, error) {
 output, err := clusters.AuroraClient.CreateDBClusterSnapshot(ctx,
 &rds.CreateDBClusterSnapshotInput{
  DBClusterIdentifier:         aws.String(clusterName),
  DBClusterSnapshotIdentifier: aws.String(snapshotName),
 })
 if err != nil {
  log.Printf("Couldn't create snapshot %v: %v\n", snapshotName, err)
  return nil, err
 } else {
  return output.DBClusterSnapshot, nil
 }
}
```

- For API details, see CreateDBClusterSnapshot in *AWS SDK for Go API Reference*.

`CreateDBInstance`

The following code example shows how to use `CreateDBInstance`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}



// CreateInstanceInCluster creates a database instance in an existing DB cluster.
 The first database that is
// created defaults to a read-write DB instance.
func (clusters *DbClusters) CreateInstanceInCluster(ctx context.Context, clusterName
 string, instanceName string,
 dbEngine string, dbInstanceClass string) (*types.DBInstance, error) {
 output, err := clusters.AuroraClient.CreateDBInstance(ctx,
 &rds.CreateDBInstanceInput{
  DBInstanceIdentifier: aws.String(instanceName),
  DBClusterIdentifier:  aws.String(clusterName),
  Engine:               aws.String(dbEngine),
  DBInstanceClass:      aws.String(dbInstanceClass),
 })
 if err != nil {
  log.Printf("Couldn't create instance %v: %v\n", instanceName, err)
  return nil, err
 } else {
```

```
  return output.DBInstance, nil
 }
}
```

- For API details, see CreateDBInstance in *AWS SDK for Go API Reference*.

`DeleteDBCluster`

The following code example shows how to use `DeleteDBCluster`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}



// DeleteDbCluster deletes a DB cluster without keeping a final snapshot.
func (clusters *DbClusters) DeleteDbCluster(ctx context.Context, clusterName string)
 error {
 _, err := clusters.AuroraClient.DeleteDBCluster(ctx, &rds.DeleteDBClusterInput{
  DBClusterIdentifier: aws.String(clusterName),
```

```
  SkipFinalSnapshot:   aws.Bool(true),
 })
 if err != nil {
  log.Printf("Couldn't delete DB cluster %v: %v\n", clusterName, err)
  return err
 } else {
  return nil
 }
}
```

- For API details, see DeleteDBCluster in *AWS SDK for Go API Reference*.

`DeleteDBClusterParameterGroup`

The following code example shows how to use `DeleteDBClusterParameterGroup`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}
```

```
// DeleteParameterGroup deletes the named DB cluster parameter group.
func (clusters *DbClusters) DeleteParameterGroup(ctx context.Context,
 parameterGroupName string) error {
 _, err := clusters.AuroraClient.DeleteDBClusterParameterGroup(ctx,
  &rds.DeleteDBClusterParameterGroupInput{
   DBClusterParameterGroupName: aws.String(parameterGroupName),
  })
 if err != nil {
  log.Printf("Couldn't delete parameter group %v: %v\n", parameterGroupName, err)
  return err
 } else {
  return nil
 }
}
```

- For API details, see DeleteDBClusterParameterGroup in *AWS SDK for Go API Reference*.

`DeleteDBInstance`

The following code example shows how to use `DeleteDBInstance`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)
```

```
type DbClusters struct {
 AuroraClient *rds.Client
}



// DeleteInstance deletes a DB instance.
func (clusters *DbClusters) DeleteInstance(ctx context.Context, instanceName string)
 error {
 _, err := clusters.AuroraClient.DeleteDBInstance(ctx, &rds.DeleteDBInstanceInput{
  DBInstanceIdentifier:   aws.String(instanceName),
  SkipFinalSnapshot:      aws.Bool(true),
  DeleteAutomatedBackups: aws.Bool(true),
 })
 if err != nil {
  log.Printf("Couldn't delete instance %v: %v\n", instanceName, err)
  return err
 } else {
  return nil
 }
}
```

- For API details, see DeleteDBInstance in *AWS SDK for Go API Reference*.

`DescribeDBClusterParameterGroups`

The following code example shows how to use `DescribeDBClusterParameterGroups`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
```

```
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}



// GetParameterGroup gets a DB cluster parameter group by name.
func (clusters *DbClusters) GetParameterGroup(ctx context.Context,
 parameterGroupName string) (
 *types.DBClusterParameterGroup, error) {
 output, err := clusters.AuroraClient.DescribeDBClusterParameterGroups(
  ctx, &rds.DescribeDBClusterParameterGroupsInput{
   DBClusterParameterGroupName: aws.String(parameterGroupName),
  })
 if err != nil {
  var notFoundError *types.DBParameterGroupNotFoundFault
  if errors.As(err, &notFoundError) {
   log.Printf("Parameter group %v does not exist.\n", parameterGroupName)
   err = nil
  } else {
   log.Printf("Error getting parameter group %v: %v\n", parameterGroupName, err)
  }
  return nil, err
 } else {
  return &output.DBClusterParameterGroups[0], err
 }
}
```

- For API details, see DescribeDBClusterParameterGroups in *AWS SDK for Go API Reference*.

`DescribeDBClusterParameters`

The following code example shows how to use `DescribeDBClusterParameters`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}



// GetParameters gets the parameters that are contained in a DB cluster parameter
 group.
func (clusters *DbClusters) GetParameters(ctx context.Context, parameterGroupName
 string, source string) (
 []types.Parameter, error) {

 var output *rds.DescribeDBClusterParametersOutput
 var params []types.Parameter
 var err error
 parameterPaginator :=
 rds.NewDescribeDBClusterParametersPaginator(clusters.AuroraClient,
  &rds.DescribeDBClusterParametersInput{
   DBClusterParameterGroupName: aws.String(parameterGroupName),
   Source:                      aws.String(source),
  })
 for parameterPaginator.HasMorePages() {
  output, err = parameterPaginator.NextPage(ctx)
```

```
  if err != nil {
   log.Printf("Couldn't get paramaeters for %v: %v\n", parameterGroupName, err)
   break
  } else {
   params = append(params, output.Parameters...)
  }
 }
 return params, err
}
```

- For API details, see DescribeDBClusterParameters in *AWS SDK for Go API Reference*.

`DescribeDBClusterSnapshots`

The following code example shows how to use `DescribeDBClusterSnapshots`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}
```

```
// GetClusterSnapshot gets a DB cluster snapshot.
func (clusters *DbClusters) GetClusterSnapshot(ctx context.Context, snapshotName
 string) (*types.DBClusterSnapshot, error) {
 output, err := clusters.AuroraClient.DescribeDBClusterSnapshots(ctx,
  &rds.DescribeDBClusterSnapshotsInput{
   DBClusterSnapshotIdentifier: aws.String(snapshotName),
  })
 if err != nil {
  log.Printf("Couldn't get snapshot %v: %v\n", snapshotName, err)
  return nil, err
 } else {
  return &output.DBClusterSnapshots[0], nil
 }
}
```

- For API details, see DescribeDBClusterSnapshots in *AWS SDK for Go API Reference*.

`DescribeDBClusters`

The following code example shows how to use `DescribeDBClusters`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)
```

```
type DbClusters struct {
 AuroraClient *rds.Client
}



// GetDbCluster gets data about an Aurora DB cluster.
func (clusters *DbClusters) GetDbCluster(ctx context.Context, clusterName string)
 (*types.DBCluster, error) {
 output, err := clusters.AuroraClient.DescribeDBClusters(ctx,
  &rds.DescribeDBClustersInput{
   DBClusterIdentifier: aws.String(clusterName),
  })
 if err != nil {
  var notFoundError *types.DBClusterNotFoundFault
  if errors.As(err, &notFoundError) {
   log.Printf("DB cluster %v does not exist.\n", clusterName)
   err = nil
  } else {
   log.Printf("Couldn't get DB cluster %v: %v\n", clusterName, err)
  }
  return nil, err
 } else {
  return &output.DBClusters[0], err
 }
}
```

- For API details, see DescribeDBClusters in *AWS SDK for Go API Reference*.

`DescribeDBEngineVersions`

The following code example shows how to use `DescribeDBEngineVersions`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}



// GetEngineVersions gets database engine versions that are available for the
 specified engine
// and parameter group family.
func (clusters *DbClusters) GetEngineVersions(ctx context.Context, engine string,
 parameterGroupFamily string) (
 []types.DBEngineVersion, error) {
 output, err := clusters.AuroraClient.DescribeDBEngineVersions(ctx,
  &rds.DescribeDBEngineVersionsInput{
   Engine:                 aws.String(engine),
   DBParameterGroupFamily: aws.String(parameterGroupFamily),
  })
 if err != nil {
  log.Printf("Couldn't get engine versions for %v: %v\n", engine, err)
  return nil, err
 } else {
  return output.DBEngineVersions, nil
 }
}
```

- For API details, see DescribeDBEngineVersions in *AWS SDK for Go API Reference*.

`DescribeDBInstances`

The following code example shows how to use `DescribeDBInstances`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}



// GetInstance gets data about a DB instance.
func (clusters *DbClusters) GetInstance(ctx context.Context, instanceName string) (
 *types.DBInstance, error) {
 output, err := clusters.AuroraClient.DescribeDBInstances(ctx,
  &rds.DescribeDBInstancesInput{
   DBInstanceIdentifier: aws.String(instanceName),
  })
 if err != nil {
  var notFoundError *types.DBInstanceNotFoundFault
  if errors.As(err, &notFoundError) {
   log.Printf("DB instance %v does not exist.\n", instanceName)
   err = nil
  } else {
   log.Printf("Couldn't get instance %v: %v\n", instanceName, err)
```

```
  }
  return nil, err
 } else {
  return &output.DBInstances[0], nil
 }
}
```

- For API details, see DescribeDBInstances in *AWS SDK for Go API Reference*.

`DescribeOrderableDBInstanceOptions`

The following code example shows how to use `DescribeOrderableDBInstanceOptions`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}



// GetOrderableInstances uses a paginator to get DB instance options that can be
 used to create DB instances that are
```

```
// compatible with a set of specifications.
func (clusters *DbClusters) GetOrderableInstances(ctx context.Context, engine
 string, engineVersion string) (
 []types.OrderableDBInstanceOption, error) {

 var output *rds.DescribeOrderableDBInstanceOptionsOutput
 var instances []types.OrderableDBInstanceOption
 var err error
 orderablePaginator :=
 rds.NewDescribeOrderableDBInstanceOptionsPaginator(clusters.AuroraClient,
  &rds.DescribeOrderableDBInstanceOptionsInput{
   Engine:        aws.String(engine),
   EngineVersion: aws.String(engineVersion),
  })
 for orderablePaginator.HasMorePages() {
  output, err = orderablePaginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get orderable DB instances: %v\n", err)
   break
  } else {
   instances = append(instances, output.OrderableDBInstanceOptions...)
  }
 }
 return instances, err
}
```

- For API details, see DescribeOrderableDBInstanceOptions in *AWS SDK for Go API Reference*.

`ModifyDBClusterParameterGroup`

The following code example shows how to use `ModifyDBClusterParameterGroup`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbClusters struct {
 AuroraClient *rds.Client
}



// UpdateParameters updates parameters in a named DB cluster parameter group.
func (clusters *DbClusters) UpdateParameters(ctx context.Context, parameterGroupName
 string, params []types.Parameter) error {
 _, err := clusters.AuroraClient.ModifyDBClusterParameterGroup(ctx,
  &rds.ModifyDBClusterParameterGroupInput{
   DBClusterParameterGroupName: aws.String(parameterGroupName),
   Parameters:                  params,
  })
 if err != nil {
  log.Printf("Couldn't update parameters in %v: %v\n", parameterGroupName, err)
  return err
 } else {
  return nil
 }
}
```

- For API details, see ModifyDBClusterParameterGroup in *AWS SDK for Go API Reference*.

Amazon Bedrock examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Amazon Bedrock.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Get started

Hello Amazon Bedrock

The following code examples show how to get started using Amazon Bedrock.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"

 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/bedrock"
)

const region = "us-east-1"

// main uses the AWS SDK for Go (v2) to create an Amazon Bedrock client and
// list the available foundation models in your account and the chosen region.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx, config.WithRegion(region))
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
```

```
  fmt.Println(err)
  return
 }
 bedrockClient := bedrock.NewFromConfig(sdkConfig)
 result, err := bedrockClient.ListFoundationModels(ctx,
 &bedrock.ListFoundationModelsInput{})
 if err != nil {
  fmt.Printf("Couldn't list foundation models. Here's why: %v\n", err)
  return
 }
 if len(result.ModelSummaries) == 0 {
  fmt.Println("There are no foundation models.")
 }
 for _, modelSummary := range result.ModelSummaries {
  fmt.Println(*modelSummary.ModelId)
 }
}
```

- For API details, see ListFoundationModels in *AWS SDK for Go API Reference*.

Topics

- Actions

Actions

`ListFoundationModels`

The following code example shows how to use `ListFoundationModels`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

List the available Bedrock foundation models.

```
import (
 "context"
 "log"

 "github.com/aws/aws-sdk-go-v2/service/bedrock"
 "github.com/aws/aws-sdk-go-v2/service/bedrock/types"
)

// FoundationModelWrapper encapsulates Amazon Bedrock actions used in the examples.
// It contains a Bedrock service client that is used to perform foundation model
 actions.
type FoundationModelWrapper struct {
 BedrockClient *bedrock.Client
}



// ListPolicies lists Bedrock foundation models that you can use.
func (wrapper FoundationModelWrapper) ListFoundationModels(ctx context.Context)
 ([]types.FoundationModelSummary, error) {

 var models []types.FoundationModelSummary

 result, err := wrapper.BedrockClient.ListFoundationModels(ctx,
 &bedrock.ListFoundationModelsInput{})

 if err != nil {
  log.Printf("Couldn't list foundation models. Here's why: %v\n", err)
 } else {
  models = result.ModelSummaries
 }
 return models, err
}
```

- For API details, see ListFoundationModels in *AWS SDK for Go API Reference*.

Amazon Bedrock Runtime examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Amazon Bedrock Runtime.

Scenarios are code examples that show you how to accomplish specific tasks by calling multiple functions within a service or combined with other AWS services.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Get started

Hello Amazon Bedrock

The following code examples show how to get started using Amazon Bedrock.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "encoding/json"
 "flag"
 "fmt"
 "log"
 "os"
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/bedrockruntime"
)
```

```
// Each model provider defines their own individual request and response formats.
// For the format, ranges, and default values for the different models, refer to:
// https://docs.aws.amazon.com/bedrock/latest/userguide/model-parameters.html

type ClaudeRequest struct {
 Prompt            string `json:"prompt"`
 MaxTokensToSample int    `json:"max_tokens_to_sample"`
 // Omitting optional request parameters
}

type ClaudeResponse struct {
 Completion string `json:"completion"`
}

// main uses the AWS SDK for Go (v2) to create an Amazon Bedrock Runtime client
// and invokes Anthropic Claude 2 inside your account and the chosen region.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {

 region := flag.String("region", "us-east-1", "The AWS region")
 flag.Parse()

 fmt.Printf("Using AWS region: %s\n", *region)

 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx, config.WithRegion(*region))
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
  fmt.Println(err)
  return
 }

 client := bedrockruntime.NewFromConfig(sdkConfig)

 modelId := "anthropic.claude-v2"

 prompt := "Hello, how are you today?"

 // Anthropic Claude requires you to enclose the prompt as follows:
 prefix := "Human: "
 postfix := "\n\nAssistant:"
 wrappedPrompt := prefix + prompt + postfix
```

```
 request := ClaudeRequest{
  Prompt:            wrappedPrompt,
  MaxTokensToSample: 200,
 }

 body, err := json.Marshal(request)
 if err != nil {
  log.Panicln("Couldn't marshal the request: ", err)
 }

 result, err := client.InvokeModel(ctx, &bedrockruntime.InvokeModelInput{
  ModelId:     aws.String(modelId),
  ContentType: aws.String("application/json"),
  Body:        body,
 })

 if err != nil {
  errMsg := err.Error()
  if strings.Contains(errMsg, "no such host") {
   fmt.Printf("Error: The Bedrock service is not available in the selected
 region. Please double-check the service availability for your region at https://
aws.amazon.com/about-aws/global-infrastructure/regional-product-services/.\n")
  } else if strings.Contains(errMsg, "Could not resolve the foundation model") {
   fmt.Printf("Error: Could not resolve the foundation model from model identifier:
 \"%v\". Please verify that the requested model exists and is accessible within the
 specified region.\n", modelId)
  } else {
   fmt.Printf("Error: Couldn't invoke Anthropic Claude. Here's why: %v\n", err)
  }
  os.Exit(1)
 }

 var response ClaudeResponse

 err = json.Unmarshal(result.Body, &response)

 if err != nil {
  log.Fatal("failed to unmarshal", err)
 }
 fmt.Println("Prompt:\n", prompt)
 fmt.Println("Response from Anthropic Claude:\n", response.Completion)
}
```

- For API details, see InvokeModel in *AWS SDK for Go API Reference*.

Topics

- Scenarios
- AI21 Labs Jurassic-2
- Amazon Titan Image Generator
- Amazon Titan Text
- Anthropic Claude
- Meta Llama

Scenarios

Invoke multiple foundation models on Amazon Bedrock

The following code example shows how to prepare and send a prompt to a variety of large-language models (LLMs) on Amazon Bedrock

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Invoke multiple foundation models on Amazon Bedrock.

```
import (
 "context"
 "encoding/base64"
 "fmt"
 "log"
 "math/rand"
 "os"
 "path/filepath"
```

```
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/bedrockruntime"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/bedrock-runtime/actions"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// InvokeModelsScenario demonstrates how to use the Amazon Bedrock Runtime client
// to invoke various foundation models for text and image generation
//
// 1. Generate text with Anthropic Claude 2
// 2. Generate text with AI21 Labs Jurassic-2
// 3. Generate text with Meta Llama 2 Chat
// 4. Generate text and asynchronously process the response stream with Anthropic
 Claude 2
// 5. Generate an image with the Amazon Titan image generation model
// 6. Generate text with Amazon Titan Text G1 Express model
type InvokeModelsScenario struct {
 sdkConfig             aws.Config
 invokeModelWrapper    actions.InvokeModelWrapper
 responseStreamWrapper actions.InvokeModelWithResponseStreamWrapper
 questioner            demotools.IQuestioner
}

// NewInvokeModelsScenario constructs an InvokeModelsScenario instance from a
 configuration.
// It uses the specified config to get a Bedrock Runtime client and create wrappers
 for the
// actions used in the scenario.
func NewInvokeModelsScenario(sdkConfig aws.Config, questioner demotools.IQuestioner)
 InvokeModelsScenario {
 client := bedrockruntime.NewFromConfig(sdkConfig)
 return InvokeModelsScenario{
  sdkConfig:             sdkConfig,
  invokeModelWrapper:    actions.InvokeModelWrapper{BedrockRuntimeClient: client},
  responseStreamWrapper:
 actions.InvokeModelWithResponseStreamWrapper{BedrockRuntimeClient: client},
  questioner:            questioner,
 }
}

// Runs the interactive scenario.
func (scenario InvokeModelsScenario) Run(ctx context.Context) {
```

```
defer func() {
 if r := recover(); r != nil {
  log.Printf("Something went wrong with the demo: %v\n", r)
 }
}()

log.Println(strings.Repeat("=", 77))
log.Println("Welcome to the Amazon Bedrock Runtime model invocation demo.")
log.Println(strings.Repeat("=", 77))

log.Printf("First, let's invoke a few large-language models using the synchronous
client:\n\n")

text2textPrompt := "In one paragraph, who are you?"

log.Println(strings.Repeat("-", 77))
log.Printf("Invoking Claude with prompt: %v\n", text2textPrompt)
scenario.InvokeClaude(ctx, text2textPrompt)

log.Println(strings.Repeat("-", 77))
log.Printf("Invoking Jurassic-2 with prompt: %v\n", text2textPrompt)
scenario.InvokeJurassic2(ctx, text2textPrompt)

log.Println(strings.Repeat("-", 77))
log.Printf("Invoking Llama2 with prompt: %v\n", text2textPrompt)
scenario.InvokeLlama2(ctx, text2textPrompt)

log.Println(strings.Repeat("=", 77))
log.Printf("Now, let's invoke Claude with the asynchronous client and process the
response stream:\n\n")

log.Println(strings.Repeat("-", 77))
log.Printf("Invoking Claude with prompt: %v\n", text2textPrompt)
scenario.InvokeWithResponseStream(ctx, text2textPrompt)

log.Println(strings.Repeat("=", 77))
log.Printf("Now, let's create an image with the Amazon Titan image generation
model:\n\n")

text2ImagePrompt := "stylized picture of a cute old steampunk robot"
seed := rand.Int63n(2147483648)

log.Println(strings.Repeat("-", 77))
log.Printf("Invoking Amazon Titan with prompt: %v\n", text2ImagePrompt)
```

```
 scenario.InvokeTitanImage(ctx, text2ImagePrompt, seed)

 log.Println(strings.Repeat("-", 77))
 log.Printf("Invoking Titan Text Express with prompt: %v\n", text2textPrompt)
 scenario.InvokeTitanText(ctx, text2textPrompt)

 log.Println(strings.Repeat("=", 77))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("=", 77))
}

func (scenario InvokeModelsScenario) InvokeClaude(ctx context.Context, prompt
 string) {
 completion, err := scenario.invokeModelWrapper.InvokeClaude(ctx, prompt)
 if err != nil {
  panic(err)
 }
 log.Printf("\nClaude     : %v\n", strings.TrimSpace(completion))
}

func (scenario InvokeModelsScenario) InvokeJurassic2(ctx context.Context, prompt
 string) {
 completion, err := scenario.invokeModelWrapper.InvokeJurassic2(ctx, prompt)
 if err != nil {
  panic(err)
 }
 log.Printf("\nJurassic-2 : %v\n", strings.TrimSpace(completion))
}

func (scenario InvokeModelsScenario) InvokeLlama2(ctx context.Context, prompt
 string) {
 completion, err := scenario.invokeModelWrapper.InvokeLlama2(ctx, prompt)
 if err != nil {
  panic(err)
 }
 log.Printf("\nLlama 2    : %v\n\n", strings.TrimSpace(completion))
}

func (scenario InvokeModelsScenario) InvokeWithResponseStream(ctx context.Context,
 prompt string) {
 log.Println("\nClaude with response stream:")
 _, err := scenario.responseStreamWrapper.InvokeModelWithResponseStream(ctx, prompt)
 if err != nil {
  panic(err)
```

```
 }
 log.Println()
}

func (scenario InvokeModelsScenario) InvokeTitanImage(ctx context.Context, prompt
 string, seed int64) {
 base64ImageData, err := scenario.invokeModelWrapper.InvokeTitanImage(ctx, prompt,
 seed)
 if err != nil {
  panic(err)
 }
 imagePath := saveImage(base64ImageData, "amazon.titan-image-generator-v1")
 fmt.Printf("The generated image has been saved to %s\n", imagePath)
}

func (scenario InvokeModelsScenario) InvokeTitanText(ctx context.Context, prompt
 string) {
 completion, err := scenario.invokeModelWrapper.InvokeTitanText(ctx, prompt)
 if err != nil {
  panic(err)
 }
 log.Printf("\nTitan Text Express    : %v\n\n", strings.TrimSpace(completion))
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - InvokeModel
  - InvokeModelWithResponseStream

AI21 Labs Jurassic-2

InvokeModel

The following code example shows how to send a text message to AI21 Labs Jurassic-2, using the Invoke Model API.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Use the Invoke Model API to send a text message.

```
import (
 "context"
 "encoding/json"
 "log"
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/bedrockruntime"
)

// InvokeModelWrapper encapsulates Amazon Bedrock actions used in the examples.
// It contains a Bedrock Runtime client that is used to invoke foundation models.
type InvokeModelWrapper struct {
 BedrockRuntimeClient *bedrockruntime.Client
}



// Each model provider has their own individual request and response formats.
// For the format, ranges, and default values for AI21 Labs Jurassic-2, refer to:
// https://docs.aws.amazon.com/bedrock/latest/userguide/model-parameters-
jurassic2.html

type Jurassic2Request struct {
 Prompt      string  `json:"prompt"`
 MaxTokens   int     `json:"maxTokens,omitempty"`
 Temperature float64 `json:"temperature,omitempty"`
}

type Jurassic2Response struct {
 Completions []Completion `json:"completions"`
}
```

```
type Completion struct {
 Data Data `json:"data"`
}
type Data struct {
 Text string `json:"text"`
}

// Invokes AI21 Labs Jurassic-2 on Amazon Bedrock to run an inference using the
 input
// provided in the request body.
func (wrapper InvokeModelWrapper) InvokeJurassic2(ctx context.Context, prompt
 string) (string, error) {
 modelId := "ai21.j2-mid-v1"

 body, err := json.Marshal(Jurassic2Request{
  Prompt:      prompt,
  MaxTokens:   200,
  Temperature: 0.5,
 })

 if err != nil {
  log.Fatal("failed to marshal", err)
 }

 output, err := wrapper.BedrockRuntimeClient.InvokeModel(ctx,
 &bedrockruntime.InvokeModelInput{
  ModelId:     aws.String(modelId),
  ContentType: aws.String("application/json"),
  Body:        body,
 })

 if err != nil {
  ProcessError(err, modelId)
 }

 var response Jurassic2Response
 if err := json.Unmarshal(output.Body, &response); err != nil {
  log.Fatal("failed to unmarshal", err)
 }

 return response.Completions[0].Data.Text, nil
}
```

- For API details, see InvokeModel in *AWS SDK for Go API Reference*.

Amazon Titan Image Generator

InvokeModel

The following code example shows how to invoke Amazon Titan Image on Amazon Bedrock to generate an image.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Create an image with the Amazon Titan Image Generator.

```
import (
 "context"
 "encoding/json"
 "log"
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/bedrockruntime"
)

// InvokeModelWrapper encapsulates Amazon Bedrock actions used in the examples.
// It contains a Bedrock Runtime client that is used to invoke foundation models.
type InvokeModelWrapper struct {
 BedrockRuntimeClient *bedrockruntime.Client
}



type TitanImageRequest struct {
 TaskType              string                `json:"taskType"`
```

```
 TextToImageParams     TextToImageParams     `json:"textToImageParams"`
 ImageGenerationConfig ImageGenerationConfig `json:"imageGenerationConfig"`
}
type TextToImageParams struct {
 Text string `json:"text"`
}
type ImageGenerationConfig struct {
 NumberOfImages int     `json:"numberOfImages"`
 Quality        string  `json:"quality"`
 CfgScale       float64 `json:"cfgScale"`
 Height         int     `json:"height"`
 Width          int     `json:"width"`
 Seed           int64   `json:"seed"`
}

type TitanImageResponse struct {
 Images []string `json:"images"`
}

// Invokes the Titan Image model to create an image using the input provided
// in the request body.
func (wrapper InvokeModelWrapper) InvokeTitanImage(ctx context.Context, prompt
 string, seed int64) (string, error) {
 modelId := "amazon.titan-image-generator-v1"

 body, err := json.Marshal(TitanImageRequest{
  TaskType: "TEXT_IMAGE",
  TextToImageParams: TextToImageParams{
   Text: prompt,
  },
  ImageGenerationConfig: ImageGenerationConfig{
   NumberOfImages: 1,
   Quality:        "standard",
   CfgScale:       8.0,
   Height:         512,
   Width:          512,
   Seed:           seed,
  },
 })

 if err != nil {
  log.Fatal("failed to marshal", err)
 }
```

```
 output, err := wrapper.BedrockRuntimeClient.InvokeModel(ctx,
 &bedrockruntime.InvokeModelInput{
  ModelId:     aws.String(modelId),
  ContentType: aws.String("application/json"),
  Body:        body,
 })

 if err != nil {
  ProcessError(err, modelId)
 }

 var response TitanImageResponse
 if err := json.Unmarshal(output.Body, &response); err != nil {
  log.Fatal("failed to unmarshal", err)
 }

 base64ImageData := response.Images[0]

 return base64ImageData, nil

}
```

- For API details, see InvokeModel in *AWS SDK for Go API Reference*.

Amazon Titan Text

InvokeModel

The following code example shows how to send a text message to Amazon Titan Text, using the Invoke Model API.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Use the Invoke Model API to send a text message.

```
import (
 "context"
 "encoding/json"
 "log"
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/bedrockruntime"
)

// InvokeModelWrapper encapsulates Amazon Bedrock actions used in the examples.
// It contains a Bedrock Runtime client that is used to invoke foundation models.
type InvokeModelWrapper struct {
 BedrockRuntimeClient *bedrockruntime.Client
}



// Each model provider has their own individual request and response formats.
// For the format, ranges, and default values for Amazon Titan Text, refer to:
// https://docs.aws.amazon.com/bedrock/latest/userguide/model-parameters-titan-
text.html
type TitanTextRequest struct {
 InputText            string               `json:"inputText"`
 TextGenerationConfig TextGenerationConfig `json:"textGenerationConfig"`
}

type TextGenerationConfig struct {
 Temperature   float64  `json:"temperature"`
 TopP          float64  `json:"topP"`
 MaxTokenCount int      `json:"maxTokenCount"`
 StopSequences []string `json:"stopSequences,omitempty"`
}

type TitanTextResponse struct {
 InputTextTokenCount int      `json:"inputTextTokenCount"`
 Results             []Result `json:"results"`
}

type Result struct {
 TokenCount       int    `json:"tokenCount"`
 OutputText       string `json:"outputText"`
```

```
 CompletionReason string `json:"completionReason"`
}

func (wrapper InvokeModelWrapper) InvokeTitanText(ctx context.Context, prompt
 string) (string, error) {
 modelId := "amazon.titan-text-express-v1"

 body, err := json.Marshal(TitanTextRequest{
  InputText: prompt,
  TextGenerationConfig: TextGenerationConfig{
   Temperature:   0,
   TopP:          1,
   MaxTokenCount: 4096,
  },
 })

 if err != nil {
  log.Fatal("failed to marshal", err)
 }

 output, err := wrapper.BedrockRuntimeClient.InvokeModel(ctx,
 &bedrockruntime.InvokeModelInput{
  ModelId:     aws.String(modelId),
  ContentType: aws.String("application/json"),
  Body:        body,
 })

 if err != nil {
  ProcessError(err, modelId)
 }

 var response TitanTextResponse
 if err := json.Unmarshal(output.Body, &response); err != nil {
  log.Fatal("failed to unmarshal", err)
 }

 return response.Results[0].OutputText, nil
}
```

- For API details, see InvokeModel in *AWS SDK for Go API Reference*.

Anthropic Claude

InvokeModel

The following code example shows how to send a text message to Anthropic Claude, using the Invoke Model API.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Invoke the Anthropic Claude 2 foundation model to generate text.

```
import (
 "context"
 "encoding/json"
 "log"
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/bedrockruntime"
)

// InvokeModelWrapper encapsulates Amazon Bedrock actions used in the examples.
// It contains a Bedrock Runtime client that is used to invoke foundation models.
type InvokeModelWrapper struct {
 BedrockRuntimeClient *bedrockruntime.Client
}



// Each model provider has their own individual request and response formats.
// For the format, ranges, and default values for Anthropic Claude, refer to:
// https://docs.aws.amazon.com/bedrock/latest/userguide/model-parameters-claude.html

type ClaudeRequest struct {
 Prompt            string   `json:"prompt"`
```

```
 MaxTokensToSample int      `json:"max_tokens_to_sample"`
 Temperature       float64  `json:"temperature,omitempty"`
 StopSequences     []string `json:"stop_sequences,omitempty"`
}

type ClaudeResponse struct {
 Completion string `json:"completion"`
}

// Invokes Anthropic Claude on Amazon Bedrock to run an inference using the input
// provided in the request body.
func (wrapper InvokeModelWrapper) InvokeClaude(ctx context.Context, prompt string)
 (string, error) {
 modelId := "anthropic.claude-v2"

 // Anthropic Claude requires enclosing the prompt as follows:
 enclosedPrompt := "Human: " + prompt + "\n\nAssistant:"

 body, err := json.Marshal(ClaudeRequest{
  Prompt:            enclosedPrompt,
  MaxTokensToSample: 200,
  Temperature:       0.5,
  StopSequences:     []string{"\n\nHuman:"},
 })

 if err != nil {
  log.Fatal("failed to marshal", err)
 }

 output, err := wrapper.BedrockRuntimeClient.InvokeModel(ctx,
 &bedrockruntime.InvokeModelInput{
  ModelId:     aws.String(modelId),
  ContentType: aws.String("application/json"),
  Body:        body,
 })

 if err != nil {
  ProcessError(err, modelId)
 }

 var response ClaudeResponse
 if err := json.Unmarshal(output.Body, &response); err != nil {
  log.Fatal("failed to unmarshal", err)
 }
```

```
 return response.Completion, nil
}
```

- For API details, see InvokeModel in *AWS SDK for Go API Reference*.

InvokeModelWithResponseStream

The following code example shows how to send a text message to Anthropic Claude models, using the Invoke Model API, and print the response stream.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Use the Invoke Model API to send a text message and process the response stream in real-time.

```
import (
 "context"
 "encoding/json"
 "log"
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/bedrockruntime"
)

// InvokeModelWrapper encapsulates Amazon Bedrock actions used in the examples.
// It contains a Bedrock Runtime client that is used to invoke foundation models.
type InvokeModelWrapper struct {
 BedrockRuntimeClient *bedrockruntime.Client
}
```

```
// Each model provider defines their own individual request and response formats.
// For the format, ranges, and default values for the different models, refer to:
// https://docs.aws.amazon.com/bedrock/latest/userguide/model-parameters.html

type Request struct {
 Prompt            string  `json:"prompt"`
 MaxTokensToSample int     `json:"max_tokens_to_sample"`
 Temperature       float64 `json:"temperature,omitempty"`
}

type Response struct {
 Completion string `json:"completion"`
}

// Invokes Anthropic Claude on Amazon Bedrock to run an inference and asynchronously
// process the response stream.

func (wrapper InvokeModelWithResponseStreamWrapper)
 InvokeModelWithResponseStream(ctx context.Context, prompt string) (string, error) {

 modelId := "anthropic.claude-v2"

 // Anthropic Claude requires you to enclose the prompt as follows:
 prefix := "Human: "
 postfix := "\n\nAssistant:"
 prompt = prefix + prompt + postfix

 request := ClaudeRequest{
  Prompt:            prompt,
  MaxTokensToSample: 200,
  Temperature:       0.5,
  StopSequences:     []string{"\n\nHuman:"},
 }

 body, err := json.Marshal(request)
 if err != nil {
  log.Panicln("Couldn't marshal the request: ", err)
 }

 output, err := wrapper.BedrockRuntimeClient.InvokeModelWithResponseStream(ctx,
 &bedrockruntime.InvokeModelWithResponseStreamInput{
  Body:        body,
  ModelId:     aws.String(modelId),
  ContentType: aws.String("application/json"),
```

```
 })

 if err != nil {
  errMsg := err.Error()
  if strings.Contains(errMsg, "no such host") {
   log.Printf("The Bedrock service is not available in the selected region. Please
 double-check the service availability for your region at https://aws.amazon.com/
about-aws/global-infrastructure/regional-product-services/.\n")
  } else if strings.Contains(errMsg, "Could not resolve the foundation model") {
   log.Printf("Could not resolve the foundation model from model identifier: \"%v
\". Please verify that the requested model exists and is accessible within the
 specified region.\n", modelId)
  } else {
   log.Printf("Couldn't invoke Anthropic Claude. Here's why: %v\n", err)
  }
 }

 resp, err := processStreamingOutput(ctx, output, func(ctx context.Context, part
 []byte) error {
  fmt.Print(string(part))
  return nil
 })

 if err != nil {
  log.Fatal("streaming output processing error: ", err)
 }

 return resp.Completion, nil

}

type StreamingOutputHandler func(ctx context.Context, part []byte) error

func processStreamingOutput(ctx context.Context, output
 *bedrockruntime.InvokeModelWithResponseStreamOutput, handler
 StreamingOutputHandler) (Response, error) {

 var combinedResult string
 resp := Response{}

 for event := range output.GetStream().Events() {
  switch v := event.(type) {
  case *types.ResponseStreamMemberChunk:
```

```
   //fmt.Println("payload", string(v.Value.Bytes))

   var resp Response
   err := json.NewDecoder(bytes.NewReader(v.Value.Bytes)).Decode(&resp)
   if err != nil {
    return resp, err
   }

   err = handler(ctx, []byte(resp.Completion))
   if err != nil {
    return resp, err
   }

   combinedResult += resp.Completion

  case *types.UnknownUnionMember:
   fmt.Println("unknown tag:", v.Tag)

  default:
   fmt.Println("union is nil or unknown type")
  }
 }

 resp.Completion = combinedResult

 return resp, nil
}
```

- For API details, see InvokeModelWithResponseStream in *AWS SDK for Go API Reference*.

Meta Llama

InvokeModel: Llama 2

The following code example shows how to send a text message to Meta Llama 2, using the Invoke Model API.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Use the Invoke Model API to send a text message.

```
import (
 "context"
 "encoding/json"
 "log"
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/bedrockruntime"
)

// InvokeModelWrapper encapsulates Amazon Bedrock actions used in the examples.
// It contains a Bedrock Runtime client that is used to invoke foundation models.
type InvokeModelWrapper struct {
 BedrockRuntimeClient *bedrockruntime.Client
}



// Each model provider has their own individual request and response formats.
// For the format, ranges, and default values for Meta Llama 2 Chat, refer to:
// https://docs.aws.amazon.com/bedrock/latest/userguide/model-parameters-meta.html

type Llama2Request struct {
 Prompt       string  `json:"prompt"`
 MaxGenLength int     `json:"max_gen_len,omitempty"`
 Temperature  float64 `json:"temperature,omitempty"`
}

type Llama2Response struct {
 Generation string `json:"generation"`
}
```

```
// Invokes Meta Llama 2 Chat on Amazon Bedrock to run an inference using the input
// provided in the request body.
func (wrapper InvokeModelWrapper) InvokeLlama2(ctx context.Context, prompt string)
 (string, error) {
 modelId := "meta.llama2-13b-chat-v1"

 body, err := json.Marshal(Llama2Request{
  Prompt:       prompt,
  MaxGenLength: 512,
  Temperature:  0.5,
 })

 if err != nil {
  log.Fatal("failed to marshal", err)
 }

 output, err := wrapper.BedrockRuntimeClient.InvokeModel(ctx,
 &bedrockruntime.InvokeModelInput{
  ModelId:     aws.String(modelId),
  ContentType: aws.String("application/json"),
  Body:        body,
 })

 if err != nil {
  ProcessError(err, modelId)
 }

 var response Llama2Response
 if err := json.Unmarshal(output.Body, &response); err != nil {
  log.Fatal("failed to unmarshal", err)
 }

 return response.Generation, nil
}
```

- For API details, see InvokeModel in *AWS SDK for Go API Reference*.

AWS CloudFormation examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with AWS CloudFormation.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Topics

Actions

`DescribeStacks`

The following code example shows how to use `DescribeStacks`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
)

// StackOutputs defines a map of outputs from a specific stack.
type StackOutputs map[string]string
```

```
type CloudFormationActions struct {
 CfnClient *cloudformation.Client
}

// GetOutputs gets the outputs from a CloudFormation stack and puts them into a
 structured format.
func (actor CloudFormationActions) GetOutputs(ctx context.Context, stackName string)
 StackOutputs {
 output, err := actor.CfnClient.DescribeStacks(ctx,
 &cloudformation.DescribeStacksInput{
  StackName: aws.String(stackName),
 })
 if err != nil || len(output.Stacks) == 0 {
  log.Panicf("Couldn't find a CloudFormation stack named %v. Here's why: %v\n",
 stackName, err)
 }
 stackOutputs := StackOutputs{}
 for _, out := range output.Stacks[0].Outputs {
  stackOutputs[*out.OutputKey] = *out.OutputValue
 }
 return stackOutputs
}
```

- For API details, see DescribeStacks in *AWS SDK for Go API Reference*.

CloudWatch Logs examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with CloudWatch Logs.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Topics

- Actions

Actions

`StartLiveTail`

The following code example shows how to use `StartLiveTail`.

SDK for Go V2

Include the required files.

```
import (
 "context"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs/types"
)
```

Handle the events from the Live Tail session.

```
func handleEventStreamAsync(stream *cloudwatchlogs.StartLiveTailEventStream) {
 eventsChan := stream.Events()
 for {
  event := <-eventsChan
  switch e := event.(type) {
  case *types.StartLiveTailResponseStreamMemberSessionStart:
   log.Println("Received SessionStart event")
  case *types.StartLiveTailResponseStreamMemberSessionUpdate:
   for _, logEvent := range e.Value.SessionResults {
    log.Println(*logEvent.Message)
   }
  default:
   // Handle on-stream exceptions
   if err := stream.Err(); err != nil {
    log.Fatalf("Error occured during streaming: %v", err)
   } else if event == nil {
    log.Println("Stream is Closed")
    return
   } else {
```

```
    log.Fatalf("Unknown event type: %T", e)
   }
  }
 }
}
```

Start the Live Tail session.

```
cfg, err := config.LoadDefaultConfig(context.TODO())
if err != nil {
 panic("configuration error, " + err.Error())
}
client := cloudwatchlogs.NewFromConfig(cfg)

request := &cloudwatchlogs.StartLiveTailInput{
 LogGroupIdentifiers:   logGroupIdentifiers,
 LogStreamNames:        logStreamNames,
 LogEventFilterPattern: logEventFilterPattern,
}

response, err := client.StartLiveTail(context.TODO(), request)
// Handle pre-stream Exceptions
if err != nil {
 log.Fatalf("Failed to start streaming: %v", err)
}

// Start a Goroutine to handle events over stream
stream := response.GetStream()
go handleEventStreamAsync(stream)
```

Stop the Live Tail session after a period of time has elapsed.

```
// Close the stream (which ends the session) after a timeout
time.Sleep(10 * time.Second)
stream.Close()
log.Println("Event stream closed")
```

- For API details, see StartLiveTail in *AWS SDK for Go API Reference*.

Amazon Cognito Identity Provider examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Amazon Cognito Identity Provider.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Scenarios are code examples that show you how to accomplish specific tasks by calling multiple functions within a service or combined with other AWS services.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Get started

Hello Amazon Cognito

The following code examples show how to get started using Amazon Cognito.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
```

```
)

// main uses the AWS SDK for Go V2 to create an Amazon Simple Notification Service
// (Amazon SNS) client and list the topics in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
  fmt.Println(err)
  return
 }
 cognitoClient := cognitoidentityprovider.NewFromConfig(sdkConfig)
 fmt.Println("Let's list the user pools for your account.")
 var pools []types.UserPoolDescriptionType
 paginator := cognitoidentityprovider.NewListUserPoolsPaginator(
  cognitoClient, &cognitoidentityprovider.ListUserPoolsInput{MaxResults:
 aws.Int32(10)})
 for paginator.HasMorePages() {
  output, err := paginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get user pools. Here's why: %v\n", err)
  } else {
   pools = append(pools, output.UserPools...)
  }
 }
 if len(pools) == 0 {
  fmt.Println("You don't have any user pools!")
 } else {
  for _, pool := range pools {
   fmt.Printf("\t%v: %v\n", *pool.Name, *pool.Id)
  }
 }
}
```

- For API details, see ListUserPools in *AWS SDK for Go API Reference*.

Topics

- Actions
- Scenarios

Actions

`AdminCreateUser`

The following code example shows how to use `AdminCreateUser`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// AdminCreateUser uses administrator credentials to add a user to a user pool. This
 method leaves the user
// in a state that requires they enter a new password next time they sign in.
func (actor CognitoActions) AdminCreateUser(ctx context.Context, userPoolId string,
 userName string, userEmail string) error {
 _, err := actor.CognitoClient.AdminCreateUser(ctx,
 &cognitoidentityprovider.AdminCreateUserInput{
```

```
  UserPoolId:     aws.String(userPoolId),
  Username:       aws.String(userName),
  MessageAction:  types.MessageActionTypeSuppress,
  UserAttributes: []types.AttributeType{{Name: aws.String("email"), Value:
 aws.String(userEmail)}},
 })
 if err != nil {
  var userExists *types.UsernameExistsException
  if errors.As(err, &userExists) {
   log.Printf("User %v already exists in the user pool.", userName)
   err = nil
  } else {
   log.Printf("Couldn't create user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}
```

- For API details, see AdminCreateUser in *AWS SDK for Go API Reference*.

`AdminSetUserPassword`

The following code example shows how to use `AdminSetUserPassword`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
```

```
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// AdminSetUserPassword uses administrator credentials to set a password for a user
 without requiring a
// temporary password.
func (actor CognitoActions) AdminSetUserPassword(ctx context.Context, userPoolId
 string, userName string, password string) error {
 _, err := actor.CognitoClient.AdminSetUserPassword(ctx,
 &cognitoidentityprovider.AdminSetUserPasswordInput{
  Password:   aws.String(password),
  UserPoolId: aws.String(userPoolId),
  Username:   aws.String(userName),
  Permanent:  true,
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't set password for user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}
```

- For API details, see AdminSetUserPassword in *AWS SDK for Go API Reference*.

`ConfirmForgotPassword`

The following code example shows how to use `ConfirmForgotPassword`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// ConfirmForgotPassword confirms a user with a confirmation code and a new
 password.
func (actor CognitoActions) ConfirmForgotPassword(ctx context.Context, clientId
 string, code string, userName string, password string) error {
 _, err := actor.CognitoClient.ConfirmForgotPassword(ctx,
 &cognitoidentityprovider.ConfirmForgotPasswordInput{
  ClientId:         aws.String(clientId),
  ConfirmationCode: aws.String(code),
  Password:         aws.String(password),
  Username:         aws.String(userName),
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't confirm user %v. Here's why: %v", userName, err)
```

```
  }
 }
 return err
}
```

- For API details, see ConfirmForgotPassword in *AWS SDK for Go API Reference*.

`DeleteUser`

The following code example shows how to use `DeleteUser`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// DeleteUser removes a user from the user pool.
func (actor CognitoActions) DeleteUser(ctx context.Context, userAccessToken string)
 error {
```

```
 _, err := actor.CognitoClient.DeleteUser(ctx,
 &cognitoidentityprovider.DeleteUserInput{
  AccessToken: aws.String(userAccessToken),
 })
 if err != nil {
  log.Printf("Couldn't delete user. Here's why: %v\n", err)
 }
 return err
}
```

- For API details, see DeleteUser in *AWS SDK for Go API Reference*.

`ForgotPassword`

The following code example shows how to use `ForgotPassword`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}
```

```
// ForgotPassword starts a password recovery flow for a user. This flow typically
 sends a confirmation code
// to the user's configured notification destination, such as email.
func (actor CognitoActions) ForgotPassword(ctx context.Context, clientId string,
 userName string) (*types.CodeDeliveryDetailsType, error) {
 output, err := actor.CognitoClient.ForgotPassword(ctx,
 &cognitoidentityprovider.ForgotPasswordInput{
  ClientId: aws.String(clientId),
  Username: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't start password reset for user '%v'. Here;s why: %v\n",
 userName, err)
 }
 return output.CodeDeliveryDetails, err
}
```

- For API details, see ForgotPassword in *AWS SDK for Go API Reference*.

`InitiateAuth`

The following code example shows how to use `InitiateAuth`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
```

```
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// SignIn signs in a user to Amazon Cognito using a username and password
 authentication flow.
func (actor CognitoActions) SignIn(ctx context.Context, clientId string, userName
 string, password string) (*types.AuthenticationResultType, error) {
 var authResult *types.AuthenticationResultType
 output, err := actor.CognitoClient.InitiateAuth(ctx,
 &cognitoidentityprovider.InitiateAuthInput{
  AuthFlow:       "USER_PASSWORD_AUTH",
  ClientId:       aws.String(clientId),
  AuthParameters: map[string]string{"USERNAME": userName, "PASSWORD": password},
 })
 if err != nil {
  var resetRequired *types.PasswordResetRequiredException
  if errors.As(err, &resetRequired) {
   log.Println(*resetRequired.Message)
  } else {
   log.Printf("Couldn't sign in user %v. Here's why: %v\n", userName, err)
  }
 } else {
  authResult = output.AuthenticationResult
 }
 return authResult, err
}
```

- For API details, see InitiateAuth in *AWS SDK for Go API Reference*.

`ListUserPools`

The following code example shows how to use `ListUserPools`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

// main uses the AWS SDK for Go V2 to create an Amazon Simple Notification Service
// (Amazon SNS) client and list the topics in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
  fmt.Println(err)
  return
 }
 cognitoClient := cognitoidentityprovider.NewFromConfig(sdkConfig)
 fmt.Println("Let's list the user pools for your account.")
 var pools []types.UserPoolDescriptionType
 paginator := cognitoidentityprovider.NewListUserPoolsPaginator(
  cognitoClient, &cognitoidentityprovider.ListUserPoolsInput{MaxResults:
 aws.Int32(10)})
 for paginator.HasMorePages() {
```

```
  output, err := paginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get user pools. Here's why: %v\n", err)
  } else {
   pools = append(pools, output.UserPools...)
  }
 }
 if len(pools) == 0 {
  fmt.Println("You don't have any user pools!")
 } else {
  for _, pool := range pools {
   fmt.Printf("\t%v: %v\n", *pool.Name, *pool.Id)
  }
 }
}
```

- For API details, see ListUserPools in *AWS SDK for Go API Reference*.

`SignUp`

The following code example shows how to use `SignUp`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
```

```
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// SignUp signs up a user with Amazon Cognito.
func (actor CognitoActions) SignUp(ctx context.Context, clientId string, userName
 string, password string, userEmail string) (bool, error) {
 confirmed := false
 output, err := actor.CognitoClient.SignUp(ctx,
 &cognitoidentityprovider.SignUpInput{
  ClientId: aws.String(clientId),
  Password: aws.String(password),
  Username: aws.String(userName),
  UserAttributes: []types.AttributeType{
   {Name: aws.String("email"), Value: aws.String(userEmail)},
  },
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't sign up user %v. Here's why: %v\n", userName, err)
  }
 } else {
  confirmed = output.UserConfirmed
 }
 return confirmed, err
}
```

- For API details, see SignUp in *AWS SDK for Go API Reference*.

`UpdateUserPool`

The following code example shows how to use `UpdateUserPool`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// Trigger and TriggerInfo define typed data for updating an Amazon Cognito trigger.
type Trigger int

const (
 PreSignUp Trigger = iota
 UserMigration
 PostAuthentication
)

type TriggerInfo struct {
 Trigger    Trigger
 HandlerArn *string
}

// UpdateTriggers adds or removes Lambda triggers for a user pool. When a trigger is
 specified with a `nil` value,
// it is removed from the user pool.
```

```
func (actor CognitoActions) UpdateTriggers(ctx context.Context, userPoolId string,
 triggers ...TriggerInfo) error {
 output, err := actor.CognitoClient.DescribeUserPool(ctx,
 &cognitoidentityprovider.DescribeUserPoolInput{
  UserPoolId: aws.String(userPoolId),
 })
 if err != nil {
  log.Printf("Couldn't get info about user pool %v. Here's why: %v\n", userPoolId,
 err)
  return err
 }
 lambdaConfig := output.UserPool.LambdaConfig
 for _, trigger := range triggers {
  switch trigger.Trigger {
  case PreSignUp:
   lambdaConfig.PreSignUp = trigger.HandlerArn
  case UserMigration:
   lambdaConfig.UserMigration = trigger.HandlerArn
  case PostAuthentication:
   lambdaConfig.PostAuthentication = trigger.HandlerArn
  }
 }
 _, err = actor.CognitoClient.UpdateUserPool(ctx,
 &cognitoidentityprovider.UpdateUserPoolInput{
  UserPoolId:   aws.String(userPoolId),
  LambdaConfig: lambdaConfig,
 })
 if err != nil {
  log.Printf("Couldn't update user pool %v. Here's why: %v\n", userPoolId, err)
 }
 return err
}
```

- For API details, see UpdateUserPool in *AWS SDK for Go API Reference*.

Scenarios

Automatically confirm known users with a Lambda function

The following code example shows how to automatically confirm known Amazon Cognito users with a Lambda function.

- Configure a user pool to call a Lambda function for the `PreSignUp` trigger.
- Sign up a user with Amazon Cognito.
- The Lambda function scans a DynamoDB table and automatically confirms known users.
- Sign in as the new user, then clean up resources.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario at a command prompt.

```
import (
 "context"
 "errors"
 "log"
 "strings"
 "user_pools_and_lambda_triggers/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// AutoConfirm separates the steps of this scenario into individual functions so
 that
// they are simpler to read and understand.
type AutoConfirm struct {
```

```
 helper       IScenarioHelper
 questioner   demotools.IQuestioner
 resources    Resources
 cognitoActor *actions.CognitoActions
}

// NewAutoConfirm constructs a new auto confirm runner.
func NewAutoConfirm(sdkConfig aws.Config, questioner demotools.IQuestioner, helper
 IScenarioHelper) AutoConfirm {
 scenario := AutoConfirm{
  helper:       helper,
  questioner:   questioner,
  resources:    Resources{},
  cognitoActor: &actions.CognitoActions{CognitoClient:
 cognitoidentityprovider.NewFromConfig(sdkConfig)},
 }
 scenario.resources.init(scenario.cognitoActor, questioner)
 return scenario
}

// AddPreSignUpTrigger adds a Lambda handler as an invocation target for the
 PreSignUp trigger.
func (runner *AutoConfirm) AddPreSignUpTrigger(ctx context.Context, userPoolId
 string, functionArn string) {
 log.Printf("Let's add a Lambda function to handle the PreSignUp trigger from
 Cognito.\n" +
  "This trigger happens when a user signs up, and lets your function take action
 before the main Cognito\n" +
  "sign up processing occurs.\n")
 err := runner.cognitoActor.UpdateTriggers(
  ctx, userPoolId,
  actions.TriggerInfo{Trigger: actions.PreSignUp, HandlerArn:
 aws.String(functionArn)})
 if err != nil {
  panic(err)
 }
 log.Printf("Lambda function %v added to user pool %v to handle the PreSignUp
 trigger.\n",
  functionArn, userPoolId)
}

// SignUpUser signs up a user from the known user table with a password you specify.
func (runner *AutoConfirm) SignUpUser(ctx context.Context, clientId string,
 usersTable string) (string, string) {
```

```
 log.Println("Let's sign up a user to your Cognito user pool. When the user's email
 matches an email in the\n" +
  "DynamoDB known users table, it is automatically verified and the user is
 confirmed.")

 knownUsers, err := runner.helper.GetKnownUsers(ctx, usersTable)
 if err != nil {
  panic(err)
 }
 userChoice := runner.questioner.AskChoice("Which user do you want to use?\n",
 knownUsers.UserNameList())
 user := knownUsers.Users[userChoice]

 var signedUp bool
 var userConfirmed bool
 password := runner.questioner.AskPassword("Enter a password that has at least eight
 characters, uppercase, lowercase, numbers and symbols.\n"+
  "(the password will not display as you type):", 8)
 for !signedUp {
  log.Printf("Signing up user '%v' with email '%v' to Cognito.\n", user.UserName,
 user.UserEmail)
  userConfirmed, err = runner.cognitoActor.SignUp(ctx, clientId, user.UserName,
 password, user.UserEmail)
  if err != nil {
   var invalidPassword *types.InvalidPasswordException
   if errors.As(err, &invalidPassword) {
    password = runner.questioner.AskPassword("Enter another password:", 8)
   } else {
    panic(err)
   }
  } else {
   signedUp = true
  }
 }
 log.Printf("User %v signed up, confirmed = %v.\n", user.UserName, userConfirmed)

 log.Println(strings.Repeat("-", 88))

 return user.UserName, password
}

// SignInUser signs in a user.
func (runner *AutoConfirm) SignInUser(ctx context.Context, clientId string, userName
 string, password string) string {
```

```
 runner.questioner.Ask("Press Enter when you're ready to continue.")
 log.Printf("Let's sign in as %v...\n", userName)
 authResult, err := runner.cognitoActor.SignIn(ctx, clientId, userName, password)
 if err != nil {
  panic(err)
 }
 log.Printf("Successfully signed in. Your access token starts with: %v...\n",
 (*authResult.AccessToken)[:10])
 log.Println(strings.Repeat("-", 88))
 return *authResult.AccessToken
}

// Run runs the scenario.
func (runner *AutoConfirm) Run(ctx context.Context, stackName string) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
   runner.resources.Cleanup(ctx)
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Printf("Welcome\n")

 log.Println(strings.Repeat("-", 88))

 stackOutputs, err := runner.helper.GetStackOutputs(ctx, stackName)
 if err != nil {
  panic(err)
 }
 runner.resources.userPoolId = stackOutputs["UserPoolId"]
 runner.helper.PopulateUserTable(ctx, stackOutputs["TableName"])

 runner.AddPreSignUpTrigger(ctx, stackOutputs["UserPoolId"],
 stackOutputs["AutoConfirmFunctionArn"])
 runner.resources.triggers = append(runner.resources.triggers, actions.PreSignUp)
 userName, password := runner.SignUpUser(ctx, stackOutputs["UserPoolClientId"],
 stackOutputs["TableName"])
 runner.helper.ListRecentLogEvents(ctx, stackOutputs["AutoConfirmFunction"])
 runner.resources.userAccessTokens = append(runner.resources.userAccessTokens,
  runner.SignInUser(ctx, stackOutputs["UserPoolClientId"], userName, password))

 runner.resources.Cleanup(ctx)
```

```
 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Handle the PreSignUp trigger with a Lambda function.

```
import (
 "context"
 "log"
 "os"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 dynamodbtypes "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

const TABLE_NAME = "TABLE_NAME"

// UserInfo defines structured user data that can be marshalled to a DynamoDB
 format.
type UserInfo struct {
 UserName  string `dynamodbav:"UserName"`
 UserEmail string `dynamodbav:"UserEmail"`
}

// GetKey marshals the user email value to a DynamoDB key format.
func (user UserInfo) GetKey() map[string]dynamodbtypes.AttributeValue {
 userEmail, err := attributevalue.Marshal(user.UserEmail)
 if err != nil {
  panic(err)
 }
 return map[string]dynamodbtypes.AttributeValue{"UserEmail": userEmail}
}

type handler struct {
```

```
 dynamoClient *dynamodb.Client
}

// HandleRequest handles the PreSignUp event by looking up a user in an Amazon
 DynamoDB table and
// specifying whether they should be confirmed and verified.
func (h *handler) HandleRequest(ctx context.Context, event
 events.CognitoEventUserPoolsPreSignup) (events.CognitoEventUserPoolsPreSignup,
 error) {
 log.Printf("Received presignup from %v for user '%v'", event.TriggerSource,
 event.UserName)
 if event.TriggerSource != "PreSignUp_SignUp" {
  // Other trigger sources, such as PreSignUp_AdminInitiateAuth, ignore the response
 from this handler.
  return event, nil
 }
 tableName := os.Getenv(TABLE_NAME)
 user := UserInfo{
  UserEmail: event.Request.UserAttributes["email"],
 }
 log.Printf("Looking up email %v in table %v.\n", user.UserEmail, tableName)
 output, err := h.dynamoClient.GetItem(ctx, &dynamodb.GetItemInput{
  Key:       user.GetKey(),
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Error looking up email %v.\n", user.UserEmail)
  return event, err
 }
 if output.Item == nil {
  log.Printf("Email %v not found. Email verification is required.\n",
 user.UserEmail)
  return event, err
 }

 err = attributevalue.UnmarshalMap(output.Item, &user)
 if err != nil {
  log.Printf("Couldn't unmarshal DynamoDB item. Here's why: %v\n", err)
  return event, err
 }

 if user.UserName != event.UserName {
  log.Printf("UserEmail %v found, but stored UserName '%v' does not match supplied
 UserName '%v'. Verification is required.\n",
```

```
   user.UserEmail, user.UserName, event.UserName)
 } else {
  log.Printf("UserEmail %v found with matching UserName %v. User is confirmed.\n",
 user.UserEmail, user.UserName)
  event.Response.AutoConfirmUser = true
  event.Response.AutoVerifyEmail = true
 }

 return event, err
}

func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  log.Panicln(err)
 }
 h := handler{
  dynamoClient: dynamodb.NewFromConfig(sdkConfig),
 }
 lambda.Start(h.HandleRequest)
}
```

Create a struct that performs common tasks.

```
import (
 "context"
 "log"
 "strings"
 "time"
 "user_pools_and_lambda_triggers/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// IScenarioHelper defines common functions used by the workflows in this example.
```

```
type IScenarioHelper interface {
 Pause(secs int)
 GetStackOutputs(ctx context.Context, stackName string) (actions.StackOutputs,
 error)
 PopulateUserTable(ctx context.Context, tableName string)
 GetKnownUsers(ctx context.Context, tableName string) (actions.UserList, error)
 AddKnownUser(ctx context.Context, tableName string, user actions.User)
 ListRecentLogEvents(ctx context.Context, functionName string)
}

// ScenarioHelper contains AWS wrapper structs used by the workflows in this
 example.
type ScenarioHelper struct {
 questioner  demotools.IQuestioner
 dynamoActor *actions.DynamoActions
 cfnActor    *actions.CloudFormationActions
 cwlActor    *actions.CloudWatchLogsActions
 isTestRun   bool
}

// NewScenarioHelper constructs a new scenario helper.
func NewScenarioHelper(sdkConfig aws.Config, questioner demotools.IQuestioner)
 ScenarioHelper {
 scenario := ScenarioHelper{
  questioner:  questioner,
  dynamoActor: &actions.DynamoActions{DynamoClient:
 dynamodb.NewFromConfig(sdkConfig)},
  cfnActor:    &actions.CloudFormationActions{CfnClient:
 cloudformation.NewFromConfig(sdkConfig)},
  cwlActor:    &actions.CloudWatchLogsActions{CwlClient:
 cloudwatchlogs.NewFromConfig(sdkConfig)},
 }
 return scenario
}

// Pause waits for the specified number of seconds.
func (helper ScenarioHelper) Pause(secs int) {
 if !helper.isTestRun {
  time.Sleep(time.Duration(secs) * time.Second)
 }
}

// GetStackOutputs gets the outputs from the specified CloudFormation stack in a
 structured format.
```

```
func (helper ScenarioHelper) GetStackOutputs(ctx context.Context, stackName string)
 (actions.StackOutputs, error) {
 return helper.cfnActor.GetOutputs(ctx, stackName), nil
}

// PopulateUserTable fills the known user table with example data.
func (helper ScenarioHelper) PopulateUserTable(ctx context.Context, tableName
 string) {
 log.Printf("First, let's add some users to the DynamoDB %v table we'll use for this
 example.\n", tableName)
 err := helper.dynamoActor.PopulateTable(ctx, tableName)
 if err != nil {
  panic(err)
 }
}

// GetKnownUsers gets the users from the known users table in a structured format.
func (helper ScenarioHelper) GetKnownUsers(ctx context.Context, tableName string)
 (actions.UserList, error) {
 knownUsers, err := helper.dynamoActor.Scan(ctx, tableName)
 if err != nil {
  log.Printf("Couldn't get known users from table %v. Here's why: %v\n", tableName,
 err)
 }
 return knownUsers, err
}

// AddKnownUser adds a user to the known users table.
func (helper ScenarioHelper) AddKnownUser(ctx context.Context, tableName string,
 user actions.User) {
 log.Printf("Adding user '%v' with email '%v' to the DynamoDB known users table...
\n",
  user.UserName, user.UserEmail)
 err := helper.dynamoActor.AddUser(ctx, tableName, user)
 if err != nil {
  panic(err)
 }
}

// ListRecentLogEvents gets the most recent log stream and events for the specified
 Lambda function and displays them.
func (helper ScenarioHelper) ListRecentLogEvents(ctx context.Context, functionName
 string) {
 log.Println("Waiting a few seconds to let Lambda write to CloudWatch Logs...")
```

```
 helper.Pause(10)
 log.Println("Okay, let's check the logs to find what's happened recently with your
 Lambda function.")
 logStream, err := helper.cwlActor.GetLatestLogStream(ctx, functionName)
 if err != nil {
  panic(err)
 }
 log.Printf("Getting some recent events from log stream %v\n",
 *logStream.LogStreamName)
 events, err := helper.cwlActor.GetLogEvents(ctx, functionName,
 *logStream.LogStreamName, 10)
 if err != nil {
  panic(err)
 }
 for _, event := range events {
  log.Printf("\t%v", *event.Message)
 }
 log.Println(strings.Repeat("-", 88))
}
```

Create a struct that wraps Amazon Cognito actions.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// Trigger and TriggerInfo define typed data for updating an Amazon Cognito trigger.
type Trigger int
```

```
const (
 PreSignUp Trigger = iota
 UserMigration
 PostAuthentication
)

type TriggerInfo struct {
 Trigger    Trigger
 HandlerArn *string
}

// UpdateTriggers adds or removes Lambda triggers for a user pool. When a trigger is
 specified with a `nil` value,
// it is removed from the user pool.
func (actor CognitoActions) UpdateTriggers(ctx context.Context, userPoolId string,
 triggers ...TriggerInfo) error {
 output, err := actor.CognitoClient.DescribeUserPool(ctx,
 &cognitoidentityprovider.DescribeUserPoolInput{
  UserPoolId: aws.String(userPoolId),
 })
 if err != nil {
  log.Printf("Couldn't get info about user pool %v. Here's why: %v\n", userPoolId,
 err)
  return err
 }
 lambdaConfig := output.UserPool.LambdaConfig
 for _, trigger := range triggers {
  switch trigger.Trigger {
  case PreSignUp:
   lambdaConfig.PreSignUp = trigger.HandlerArn
  case UserMigration:
   lambdaConfig.UserMigration = trigger.HandlerArn
  case PostAuthentication:
   lambdaConfig.PostAuthentication = trigger.HandlerArn
  }
 }
 _, err = actor.CognitoClient.UpdateUserPool(ctx,
 &cognitoidentityprovider.UpdateUserPoolInput{
  UserPoolId:   aws.String(userPoolId),
  LambdaConfig: lambdaConfig,
 })
 if err != nil {
  log.Printf("Couldn't update user pool %v. Here's why: %v\n", userPoolId, err)
```

```
 }
 return err
}



// SignUp signs up a user with Amazon Cognito.
func (actor CognitoActions) SignUp(ctx context.Context, clientId string, userName
 string, password string, userEmail string) (bool, error) {
 confirmed := false
 output, err := actor.CognitoClient.SignUp(ctx,
 &cognitoidentityprovider.SignUpInput{
  ClientId: aws.String(clientId),
  Password: aws.String(password),
  Username: aws.String(userName),
  UserAttributes: []types.AttributeType{
   {Name: aws.String("email"), Value: aws.String(userEmail)},
  },
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't sign up user %v. Here's why: %v\n", userName, err)
  }
 } else {
  confirmed = output.UserConfirmed
 }
 return confirmed, err
}



// SignIn signs in a user to Amazon Cognito using a username and password
 authentication flow.
func (actor CognitoActions) SignIn(ctx context.Context, clientId string, userName
 string, password string) (*types.AuthenticationResultType, error) {
 var authResult *types.AuthenticationResultType
 output, err := actor.CognitoClient.InitiateAuth(ctx,
 &cognitoidentityprovider.InitiateAuthInput{
  AuthFlow:       "USER_PASSWORD_AUTH",
  ClientId:       aws.String(clientId),
  AuthParameters: map[string]string{"USERNAME": userName, "PASSWORD": password},
```

```
 })
 if err != nil {
  var resetRequired *types.PasswordResetRequiredException
  if errors.As(err, &resetRequired) {
   log.Println(*resetRequired.Message)
  } else {
   log.Printf("Couldn't sign in user %v. Here's why: %v\n", userName, err)
  }
 } else {
  authResult = output.AuthenticationResult
 }
 return authResult, err
}



// ForgotPassword starts a password recovery flow for a user. This flow typically
 sends a confirmation code
// to the user's configured notification destination, such as email.
func (actor CognitoActions) ForgotPassword(ctx context.Context, clientId string,
 userName string) (*types.CodeDeliveryDetailsType, error) {
 output, err := actor.CognitoClient.ForgotPassword(ctx,
 &cognitoidentityprovider.ForgotPasswordInput{
  ClientId: aws.String(clientId),
  Username: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't start password reset for user '%v'. Here;s why: %v\n",
 userName, err)
 }
 return output.CodeDeliveryDetails, err
}



// ConfirmForgotPassword confirms a user with a confirmation code and a new
 password.
func (actor CognitoActions) ConfirmForgotPassword(ctx context.Context, clientId
 string, code string, userName string, password string) error {
 _, err := actor.CognitoClient.ConfirmForgotPassword(ctx,
 &cognitoidentityprovider.ConfirmForgotPasswordInput{
  ClientId:         aws.String(clientId),
  ConfirmationCode: aws.String(code),
  Password:         aws.String(password),
```

```
  Username:         aws.String(userName),
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't confirm user %v. Here's why: %v", userName, err)
  }
 }
 return err
}



// DeleteUser removes a user from the user pool.
func (actor CognitoActions) DeleteUser(ctx context.Context, userAccessToken string)
 error {
 _, err := actor.CognitoClient.DeleteUser(ctx,
 &cognitoidentityprovider.DeleteUserInput{
  AccessToken: aws.String(userAccessToken),
 })
 if err != nil {
  log.Printf("Couldn't delete user. Here's why: %v\n", err)
 }
 return err
}



// AdminCreateUser uses administrator credentials to add a user to a user pool. This
 method leaves the user
// in a state that requires they enter a new password next time they sign in.
func (actor CognitoActions) AdminCreateUser(ctx context.Context, userPoolId string,
 userName string, userEmail string) error {
 _, err := actor.CognitoClient.AdminCreateUser(ctx,
 &cognitoidentityprovider.AdminCreateUserInput{
  UserPoolId:     aws.String(userPoolId),
  Username:       aws.String(userName),
  MessageAction:  types.MessageActionTypeSuppress,
  UserAttributes: []types.AttributeType{{Name: aws.String("email"), Value:
 aws.String(userEmail)}},
 })
 if err != nil {
```

```
  var userExists *types.UsernameExistsException
  if errors.As(err, &userExists) {
   log.Printf("User %v already exists in the user pool.", userName)
   err = nil
  } else {
   log.Printf("Couldn't create user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}



// AdminSetUserPassword uses administrator credentials to set a password for a user
 without requiring a
// temporary password.
func (actor CognitoActions) AdminSetUserPassword(ctx context.Context, userPoolId
 string, userName string, password string) error {
 _, err := actor.CognitoClient.AdminSetUserPassword(ctx,
 &cognitoidentityprovider.AdminSetUserPasswordInput{
  Password:   aws.String(password),
  UserPoolId: aws.String(userPoolId),
  Username:   aws.String(userName),
  Permanent:  true,
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't set password for user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}
```

Create a struct that wraps DynamoDB actions.

```
import (
 "context"
```

```
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// DynamoActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type DynamoActions struct {
 DynamoClient *dynamodb.Client
}

// User defines structured user data.
type User struct {
 UserName  string
 UserEmail string
 LastLogin *LoginInfo `dynamodbav:",omitempty"`
}

// LoginInfo defines structured custom login data.
type LoginInfo struct {
 UserPoolId string
 ClientId   string
 Time       string
}

// UserList defines a list of users.
type UserList struct {
 Users []User
}

// UserNameList returns the usernames contained in a UserList as a list of strings.
func (users *UserList) UserNameList() []string {
 names := make([]string, len(users.Users))
 for i := 0; i < len(users.Users); i++ {
  names[i] = users.Users[i].UserName
 }
 return names
}
```

```
// PopulateTable adds a set of test users to the table.
func (actor DynamoActions) PopulateTable(ctx context.Context, tableName string)
 error {
 var err error
 var item map[string]types.AttributeValue
 var writeReqs []types.WriteRequest
 for i := 1; i < 4; i++ {
  item, err = attributevalue.MarshalMap(User{UserName: fmt.Sprintf("test_user_%v",
 i), UserEmail: fmt.Sprintf("test_email_%v@example.com", i)})
  if err != nil {
   log.Printf("Couldn't marshall user into DynamoDB format. Here's why: %v\n", err)
   return err
  }
  writeReqs = append(writeReqs, types.WriteRequest{PutRequest:
 &types.PutRequest{Item: item}})
 }
 _, err = actor.DynamoClient.BatchWriteItem(ctx, &dynamodb.BatchWriteItemInput{
  RequestItems: map[string][]types.WriteRequest{tableName: writeReqs},
 })
 if err != nil {
  log.Printf("Couldn't populate table %v with users. Here's why: %v\n", tableName,
 err)
 }
 return err
}

// Scan scans the table for all items.
func (actor DynamoActions) Scan(ctx context.Context, tableName string) (UserList,
 error) {
 var userList UserList
 output, err := actor.DynamoClient.Scan(ctx, &dynamodb.ScanInput{
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Couldn't scan table %v for items. Here's why: %v\n", tableName, err)
 } else {
  err = attributevalue.UnmarshalListOfMaps(output.Items, &userList.Users)
  if err != nil {
   log.Printf("Couldn't unmarshal items into users. Here's why: %v\n", err)
  }
 }
 return userList, err
}
```

```
// AddUser adds a user item to a table.
func (actor DynamoActions) AddUser(ctx context.Context, tableName string, user User)
 error {
 userItem, err := attributevalue.MarshalMap(user)
 if err != nil {
  log.Printf("Couldn't marshall user to item. Here's why: %v\n", err)
 }
 _, err = actor.DynamoClient.PutItem(ctx, &dynamodb.PutItemInput{
  Item:      userItem,
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Couldn't put item in table %v. Here's why: %v", tableName, err)
 }
 return err
}
```

Create a struct that wraps CloudWatch Logs actions.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs/types"
)

type CloudWatchLogsActions struct {
 CwlClient *cloudwatchlogs.Client
}

// GetLatestLogStream gets the most recent log stream for a Lambda function.
func (actor CloudWatchLogsActions) GetLatestLogStream(ctx context.Context,
 functionName string) (types.LogStream, error) {
 var logStream types.LogStream
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.DescribeLogStreams(ctx,
 &cloudwatchlogs.DescribeLogStreamsInput{
```

```
  Descending:   aws.Bool(true),
  Limit:        aws.Int32(1),
  LogGroupName: aws.String(logGroupName),
  OrderBy:      types.OrderByLastEventTime,
 })
 if err != nil {
  log.Printf("Couldn't get log streams for log group %v. Here's why: %v\n",
 logGroupName, err)
 } else {
  logStream = output.LogStreams[0]
 }
 return logStream, err
}

// GetLogEvents gets the most recent eventCount events from the specified log
 stream.
func (actor CloudWatchLogsActions) GetLogEvents(ctx context.Context, functionName
 string, logStreamName string, eventCount int32) (
 []types.OutputLogEvent, error) {
 var events []types.OutputLogEvent
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.GetLogEvents(ctx, &cloudwatchlogs.GetLogEventsInput{
  LogStreamName: aws.String(logStreamName),
  Limit:         aws.Int32(eventCount),
  LogGroupName:  aws.String(logGroupName),
 })
 if err != nil {
  log.Printf("Couldn't get log event for log stream %v. Here's why: %v\n",
 logStreamName, err)
 } else {
  events = output.Events
 }
 return events, err
}
```

Create a struct that wraps AWS CloudFormation actions.

```
import (
 "context"
 "log"
```

```
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
)

// StackOutputs defines a map of outputs from a specific stack.
type StackOutputs map[string]string

type CloudFormationActions struct {
 CfnClient *cloudformation.Client
}

// GetOutputs gets the outputs from a CloudFormation stack and puts them into a
 structured format.
func (actor CloudFormationActions) GetOutputs(ctx context.Context, stackName string)
 StackOutputs {
 output, err := actor.CfnClient.DescribeStacks(ctx,
 &cloudformation.DescribeStacksInput{
  StackName: aws.String(stackName),
 })
 if err != nil || len(output.Stacks) == 0 {
  log.Panicf("Couldn't find a CloudFormation stack named %v. Here's why: %v\n",
 stackName, err)
 }
 stackOutputs := StackOutputs{}
 for _, out := range output.Stacks[0].Outputs {
  stackOutputs[*out.OutputKey] = *out.OutputValue
 }
 return stackOutputs
}
```

Clean up resources.

```
import (
 "context"
 "log"
 "user_pools_and_lambda_triggers/actions"

 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)
```

```
// Resources keeps track of AWS resources created during an example and handles
// cleanup when the example finishes.
type Resources struct {
 userPoolId       string
 userAccessTokens []string
 triggers         []actions.Trigger

 cognitoActor *actions.CognitoActions
 questioner   demotools.IQuestioner
}

func (resources *Resources) init(cognitoActor *actions.CognitoActions, questioner
 demotools.IQuestioner) {
 resources.userAccessTokens = []string{}
 resources.triggers = []actions.Trigger{}
 resources.cognitoActor = cognitoActor
 resources.questioner = questioner
}

// Cleanup deletes all AWS resources created during an example.
func (resources *Resources) Cleanup(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   log.Printf("Something went wrong during cleanup.\n%v\n", r)
   log.Println("Use the AWS Management Console to remove any remaining resources \n"
 +
    "that were created for this scenario.")
  }
 }()

 wantDelete := resources.questioner.AskBool("Do you want to remove all of the AWS
 resources that were created "+
  "during this demo (y/n)?", "y")
 if wantDelete {
  for _, accessToken := range resources.userAccessTokens {
   err := resources.cognitoActor.DeleteUser(ctx, accessToken)
   if err != nil {
    log.Println("Couldn't delete user during cleanup.")
    panic(err)
   }
   log.Println("Deleted user.")
  }
  triggerList := make([]actions.TriggerInfo, len(resources.triggers))
```

```
  for i := 0; i < len(resources.triggers); i++ {
   triggerList[i] = actions.TriggerInfo{Trigger: resources.triggers[i], HandlerArn:
 nil}
  }
  err := resources.cognitoActor.UpdateTriggers(ctx, resources.userPoolId,
 triggerList...)
  if err != nil {
   log.Println("Couldn't update Cognito triggers during cleanup.")
   panic(err)
  }
  log.Println("Removed Cognito triggers from user pool.")
 } else {
  log.Println("Be sure to remove resources when you're done with them to avoid
 unexpected charges!")
 }
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - DeleteUser
  - InitiateAuth
  - SignUp
  - UpdateUserPool

Automatically migrate known users with a Lambda function

The following code example shows how to automatically migrate known Amazon Cognito users with a Lambda function.

- Configure a user pool to call a Lambda function for the `MigrateUser` trigger.
- Sign in to Amazon Cognito with a username and email that is not in the user pool.
- The Lambda function scans a DynamoDB table and automatically migrates known users to the user pool.
- Perform the forgot password flow to reset the password for the migrated user.
- Sign in as the new user, then clean up resources.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario at a command prompt.

```
import (
 "context"
 "errors"
 "fmt"
 "log"
 "strings"
 "user_pools_and_lambda_triggers/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// MigrateUser separates the steps of this scenario into individual functions so
 that
// they are simpler to read and understand.
type MigrateUser struct {
 helper       IScenarioHelper
 questioner   demotools.IQuestioner
 resources    Resources
 cognitoActor *actions.CognitoActions
}

// NewMigrateUser constructs a new migrate user runner.
func NewMigrateUser(sdkConfig aws.Config, questioner demotools.IQuestioner, helper
 IScenarioHelper) MigrateUser {
 scenario := MigrateUser{
  helper:       helper,
  questioner:   questioner,
  resources:    Resources{},
```

```
  cognitoActor: &actions.CognitoActions{CognitoClient:
 cognitoidentityprovider.NewFromConfig(sdkConfig)},
 }
 scenario.resources.init(scenario.cognitoActor, questioner)
 return scenario
}

// AddMigrateUserTrigger adds a Lambda handler as an invocation target for the
 MigrateUser trigger.
func (runner *MigrateUser) AddMigrateUserTrigger(ctx context.Context, userPoolId
 string, functionArn string) {
 log.Printf("Let's add a Lambda function to handle the MigrateUser trigger from
 Cognito.\n" +
  "This trigger happens when an unknown user signs in, and lets your function take
 action before Cognito\n" +
  "rejects the user.\n\n")
 err := runner.cognitoActor.UpdateTriggers(
  ctx, userPoolId,
  actions.TriggerInfo{Trigger: actions.UserMigration, HandlerArn:
 aws.String(functionArn)})
 if err != nil {
  panic(err)
 }
 log.Printf("Lambda function %v added to user pool %v to handle the MigrateUser
 trigger.\n",
  functionArn, userPoolId)

 log.Println(strings.Repeat("-", 88))
}

// SignInUser adds a new user to the known users table and signs that user in to
 Amazon Cognito.
func (runner *MigrateUser) SignInUser(ctx context.Context, usersTable string,
 clientId string) (bool, actions.User) {
 log.Println("Let's sign in a user to your Cognito user pool. When the username and
 email matches an entry in the\n" +
  "DynamoDB known users table, the email is automatically verified and the user is
 migrated to the Cognito user pool.")

 user := actions.User{}
 user.UserName = runner.questioner.Ask("\nEnter a username:")
 user.UserEmail = runner.questioner.Ask("\nEnter an email that you own. This email
 will be used to confirm user migration\n" +
  "during this example:")
```

```
 runner.helper.AddKnownUser(ctx, usersTable, user)

 var err error
 var resetRequired *types.PasswordResetRequiredException
 var authResult *types.AuthenticationResultType
 signedIn := false
 for !signedIn && resetRequired == nil {
  log.Printf("Signing in to Cognito as user '%v'. The expected result is a
 PasswordResetRequiredException.\n\n", user.UserName)
  authResult, err = runner.cognitoActor.SignIn(ctx, clientId, user.UserName, "_")
  if err != nil {
   if errors.As(err, &resetRequired) {
    log.Printf("\nUser '%v' is not in the Cognito user pool but was found in the
 DynamoDB known users table.\n"+
     "User migration is started and a password reset is required.", user.UserName)
   } else {
    panic(err)
   }
  } else {
   log.Printf("User '%v' successfully signed in. This is unexpected and probably
 means you have not\n"+
    "cleaned up a previous run of this scenario, so the user exist in the Cognito
 user pool.\n"+
    "You can continue this example and select to clean up resources, or manually
 remove\n"+
    "the user from your user pool and try again.", user.UserName)
   runner.resources.userAccessTokens = append(runner.resources.userAccessTokens,
 *authResult.AccessToken)
   signedIn = true
  }
 }

 log.Println(strings.Repeat("-", 88))
 return resetRequired != nil, user
}

// ResetPassword starts a password recovery flow.
func (runner *MigrateUser) ResetPassword(ctx context.Context, clientId string, user
 actions.User) {
 wantCode := runner.questioner.AskBool(fmt.Sprintf("In order to migrate the user to
 Cognito, you must be able to receive a confirmation\n"+
  "code by email at %v. Do you want to send a code (y/n)?", user.UserEmail), "y")
 if !wantCode {
```

```
 log.Println("To complete this example and successfully migrate a user to Cognito,
you must enter an email\n" +
  "you own that can receive a confirmation code.")
 return
}
codeDelivery, err := runner.cognitoActor.ForgotPassword(ctx, clientId,
user.UserName)
if err != nil {
 panic(err)
}
log.Printf("\nA confirmation code has been sent to %v.", *codeDelivery.Destination)
code := runner.questioner.Ask("Check your email and enter it here:")

confirmed := false
password := runner.questioner.AskPassword("\nEnter a password that has at least
eight characters, uppercase, lowercase, numbers and symbols.\n"+
 "(the password will not display as you type):", 8)
for !confirmed {
 log.Printf("\nConfirming password reset for user '%v'.\n", user.UserName)
 err = runner.cognitoActor.ConfirmForgotPassword(ctx, clientId, code,
user.UserName, password)
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   password = runner.questioner.AskPassword("\nEnter another password:", 8)
  } else {
   panic(err)
  }
 } else {
  confirmed = true
 }
}
log.Printf("User '%v' successfully confirmed and migrated.\n", user.UserName)
log.Println("Signing in with your username and password...")
authResult, err := runner.cognitoActor.SignIn(ctx, clientId, user.UserName,
password)
if err != nil {
 panic(err)
}
log.Printf("Successfully signed in. Your access token starts with: %v...\n",
(*authResult.AccessToken)[:10])
runner.resources.userAccessTokens = append(runner.resources.userAccessTokens,
*authResult.AccessToken)
```

```
 log.Println(strings.Repeat("-", 88))
}

// Run runs the scenario.
func (runner *MigrateUser) Run(ctx context.Context, stackName string) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
   runner.resources.Cleanup(ctx)
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Printf("Welcome\n")

 log.Println(strings.Repeat("-", 88))

 stackOutputs, err := runner.helper.GetStackOutputs(ctx, stackName)
 if err != nil {
  panic(err)
 }
 runner.resources.userPoolId = stackOutputs["UserPoolId"]

 runner.AddMigrateUserTrigger(ctx, stackOutputs["UserPoolId"],
 stackOutputs["MigrateUserFunctionArn"])
 runner.resources.triggers = append(runner.resources.triggers,
 actions.UserMigration)
 resetNeeded, user := runner.SignInUser(ctx, stackOutputs["TableName"],
 stackOutputs["UserPoolClientId"])
 if resetNeeded {
  runner.helper.ListRecentLogEvents(ctx, stackOutputs["MigrateUserFunction"])
  runner.ResetPassword(ctx, stackOutputs["UserPoolClientId"], user)
 }

 runner.resources.Cleanup(ctx)

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Handle the `MigrateUser` trigger with a Lambda function.

```
import (
 "context"
 "log"
 "os"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
)

const TABLE_NAME = "TABLE_NAME"

// UserInfo defines structured user data that can be marshalled to a DynamoDB
 format.
type UserInfo struct {
 UserName  string `dynamodbav:"UserName"`
 UserEmail string `dynamodbav:"UserEmail"`
}

type handler struct {
 dynamoClient *dynamodb.Client
}

// HandleRequest handles the MigrateUser event by looking up a user in an Amazon
 DynamoDB table and
// specifying whether they should be migrated to the user pool.
func (h *handler) HandleRequest(ctx context.Context, event
 events.CognitoEventUserPoolsMigrateUser) (events.CognitoEventUserPoolsMigrateUser,
 error) {
 log.Printf("Received migrate trigger from %v for user '%v'", event.TriggerSource,
 event.UserName)
 if event.TriggerSource != "UserMigration_Authentication" {
  return event, nil
 }
 tableName := os.Getenv(TABLE_NAME)
 user := UserInfo{
  UserName: event.UserName,
```

```
 }
 log.Printf("Looking up user '%v' in table %v.\n", user.UserName, tableName)
 filterEx := expression.Name("UserName").Equal(expression.Value(user.UserName))
 expr, err := expression.NewBuilder().WithFilter(filterEx).Build()
 if err != nil {
  log.Printf("Error building expression to query for user '%v'.\n", user.UserName)
  return event, err
 }
 output, err := h.dynamoClient.Scan(ctx, &dynamodb.ScanInput{
  TableName:                 aws.String(tableName),
  FilterExpression:          expr.Filter(),
  ExpressionAttributeNames:  expr.Names(),
  ExpressionAttributeValues: expr.Values(),
 })
 if err != nil {
  log.Printf("Error looking up user '%v'.\n", user.UserName)
  return event, err
 }
 if len(output.Items) == 0 {
  log.Printf("User '%v' not found, not migrating user.\n", user.UserName)
  return event, err
 }

 var users []UserInfo
 err = attributevalue.UnmarshalListOfMaps(output.Items, &users)
 if err != nil {
  log.Printf("Couldn't unmarshal DynamoDB items. Here's why: %v\n", err)
  return event, err
 }

 user = users[0]
 log.Printf("UserName '%v' found with email %v. User is migrated and must reset
 password.\n", user.UserName, user.UserEmail)
 event.CognitoEventUserPoolsMigrateUserResponse.UserAttributes = map[string]string{
  "email":          user.UserEmail,
  "email_verified": "true", // email_verified is required for the forgot password
 flow.
 }
 event.CognitoEventUserPoolsMigrateUserResponse.FinalUserStatus = "RESET_REQUIRED"
 event.CognitoEventUserPoolsMigrateUserResponse.MessageAction = "SUPPRESS"

 return event, err
}
```

```
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  log.Panicln(err)
 }
 h := handler{
  dynamoClient: dynamodb.NewFromConfig(sdkConfig),
 }
 lambda.Start(h.HandleRequest)
}
```

Create a struct that performs common tasks.

```
import (
 "context"
 "log"
 "strings"
 "time"
 "user_pools_and_lambda_triggers/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// IScenarioHelper defines common functions used by the workflows in this example.
type IScenarioHelper interface {
 Pause(secs int)
 GetStackOutputs(ctx context.Context, stackName string) (actions.StackOutputs,
 error)
 PopulateUserTable(ctx context.Context, tableName string)
 GetKnownUsers(ctx context.Context, tableName string) (actions.UserList, error)
 AddKnownUser(ctx context.Context, tableName string, user actions.User)
 ListRecentLogEvents(ctx context.Context, functionName string)
}
```

```
// ScenarioHelper contains AWS wrapper structs used by the workflows in this
 example.
type ScenarioHelper struct {
 questioner  demotools.IQuestioner
 dynamoActor *actions.DynamoActions
 cfnActor    *actions.CloudFormationActions
 cwlActor    *actions.CloudWatchLogsActions
 isTestRun   bool
}

// NewScenarioHelper constructs a new scenario helper.
func NewScenarioHelper(sdkConfig aws.Config, questioner demotools.IQuestioner)
 ScenarioHelper {
 scenario := ScenarioHelper{
  questioner:  questioner,
  dynamoActor: &actions.DynamoActions{DynamoClient:
 dynamodb.NewFromConfig(sdkConfig)},
  cfnActor:    &actions.CloudFormationActions{CfnClient:
 cloudformation.NewFromConfig(sdkConfig)},
  cwlActor:    &actions.CloudWatchLogsActions{CwlClient:
 cloudwatchlogs.NewFromConfig(sdkConfig)},
 }
 return scenario
}

// Pause waits for the specified number of seconds.
func (helper ScenarioHelper) Pause(secs int) {
 if !helper.isTestRun {
  time.Sleep(time.Duration(secs) * time.Second)
 }
}

// GetStackOutputs gets the outputs from the specified CloudFormation stack in a
 structured format.
func (helper ScenarioHelper) GetStackOutputs(ctx context.Context, stackName string)
 (actions.StackOutputs, error) {
 return helper.cfnActor.GetOutputs(ctx, stackName), nil
}

// PopulateUserTable fills the known user table with example data.
func (helper ScenarioHelper) PopulateUserTable(ctx context.Context, tableName
 string) {
 log.Printf("First, let's add some users to the DynamoDB %v table we'll use for this
 example.\n", tableName)
```

```
 err := helper.dynamoActor.PopulateTable(ctx, tableName)
 if err != nil {
  panic(err)
 }
}

// GetKnownUsers gets the users from the known users table in a structured format.
func (helper ScenarioHelper) GetKnownUsers(ctx context.Context, tableName string)
 (actions.UserList, error) {
 knownUsers, err := helper.dynamoActor.Scan(ctx, tableName)
 if err != nil {
  log.Printf("Couldn't get known users from table %v. Here's why: %v\n", tableName,
 err)
 }
 return knownUsers, err
}

// AddKnownUser adds a user to the known users table.
func (helper ScenarioHelper) AddKnownUser(ctx context.Context, tableName string,
 user actions.User) {
 log.Printf("Adding user '%v' with email '%v' to the DynamoDB known users table...
\n",
  user.UserName, user.UserEmail)
 err := helper.dynamoActor.AddUser(ctx, tableName, user)
 if err != nil {
  panic(err)
 }
}

// ListRecentLogEvents gets the most recent log stream and events for the specified
 Lambda function and displays them.
func (helper ScenarioHelper) ListRecentLogEvents(ctx context.Context, functionName
 string) {
 log.Println("Waiting a few seconds to let Lambda write to CloudWatch Logs...")
 helper.Pause(10)
 log.Println("Okay, let's check the logs to find what's happened recently with your
 Lambda function.")
 logStream, err := helper.cwlActor.GetLatestLogStream(ctx, functionName)
 if err != nil {
  panic(err)
 }
 log.Printf("Getting some recent events from log stream %v\n",
 *logStream.LogStreamName)
```

```
 events, err := helper.cwlActor.GetLogEvents(ctx, functionName,
 *logStream.LogStreamName, 10)
 if err != nil {
  panic(err)
 }
 for _, event := range events {
  log.Printf("\t%v", *event.Message)
 }
 log.Println(strings.Repeat("-", 88))
}
```

Create a struct that wraps Amazon Cognito actions.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// Trigger and TriggerInfo define typed data for updating an Amazon Cognito trigger.
type Trigger int

const (
 PreSignUp Trigger = iota
 UserMigration
 PostAuthentication
)

type TriggerInfo struct {
 Trigger    Trigger
```

```
 HandlerArn *string
}

// UpdateTriggers adds or removes Lambda triggers for a user pool. When a trigger is
 specified with a `nil` value,
// it is removed from the user pool.
func (actor CognitoActions) UpdateTriggers(ctx context.Context, userPoolId string,
 triggers ...TriggerInfo) error {
 output, err := actor.CognitoClient.DescribeUserPool(ctx,
 &cognitoidentityprovider.DescribeUserPoolInput{
  UserPoolId: aws.String(userPoolId),
 })
 if err != nil {
  log.Printf("Couldn't get info about user pool %v. Here's why: %v\n", userPoolId,
 err)
  return err
 }
 lambdaConfig := output.UserPool.LambdaConfig
 for _, trigger := range triggers {
  switch trigger.Trigger {
  case PreSignUp:
   lambdaConfig.PreSignUp = trigger.HandlerArn
  case UserMigration:
   lambdaConfig.UserMigration = trigger.HandlerArn
  case PostAuthentication:
   lambdaConfig.PostAuthentication = trigger.HandlerArn
  }
 }
 _, err = actor.CognitoClient.UpdateUserPool(ctx,
 &cognitoidentityprovider.UpdateUserPoolInput{
  UserPoolId:   aws.String(userPoolId),
  LambdaConfig: lambdaConfig,
 })
 if err != nil {
  log.Printf("Couldn't update user pool %v. Here's why: %v\n", userPoolId, err)
 }
 return err
}



// SignUp signs up a user with Amazon Cognito.
func (actor CognitoActions) SignUp(ctx context.Context, clientId string, userName
 string, password string, userEmail string) (bool, error) {
```

```
 confirmed := false
 output, err := actor.CognitoClient.SignUp(ctx,
 &cognitoidentityprovider.SignUpInput{
  ClientId: aws.String(clientId),
  Password: aws.String(password),
  Username: aws.String(userName),
  UserAttributes: []types.AttributeType{
   {Name: aws.String("email"), Value: aws.String(userEmail)},
  },
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't sign up user %v. Here's why: %v\n", userName, err)
  }
 } else {
  confirmed = output.UserConfirmed
 }
 return confirmed, err
}



// SignIn signs in a user to Amazon Cognito using a username and password
 authentication flow.
func (actor CognitoActions) SignIn(ctx context.Context, clientId string, userName
 string, password string) (*types.AuthenticationResultType, error) {
 var authResult *types.AuthenticationResultType
 output, err := actor.CognitoClient.InitiateAuth(ctx,
 &cognitoidentityprovider.InitiateAuthInput{
  AuthFlow:       "USER_PASSWORD_AUTH",
  ClientId:       aws.String(clientId),
  AuthParameters: map[string]string{"USERNAME": userName, "PASSWORD": password},
 })
 if err != nil {
  var resetRequired *types.PasswordResetRequiredException
  if errors.As(err, &resetRequired) {
   log.Println(*resetRequired.Message)
  } else {
   log.Printf("Couldn't sign in user %v. Here's why: %v\n", userName, err)
  }
 } else {
```

```
  authResult = output.AuthenticationResult
 }
 return authResult, err
}



// ForgotPassword starts a password recovery flow for a user. This flow typically
 sends a confirmation code
// to the user's configured notification destination, such as email.
func (actor CognitoActions) ForgotPassword(ctx context.Context, clientId string,
 userName string) (*types.CodeDeliveryDetailsType, error) {
 output, err := actor.CognitoClient.ForgotPassword(ctx,
 &cognitoidentityprovider.ForgotPasswordInput{
  ClientId: aws.String(clientId),
  Username: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't start password reset for user '%v'. Here;s why: %v\n",
 userName, err)
 }
 return output.CodeDeliveryDetails, err
}



// ConfirmForgotPassword confirms a user with a confirmation code and a new
 password.
func (actor CognitoActions) ConfirmForgotPassword(ctx context.Context, clientId
 string, code string, userName string, password string) error {
 _, err := actor.CognitoClient.ConfirmForgotPassword(ctx,
 &cognitoidentityprovider.ConfirmForgotPasswordInput{
  ClientId:         aws.String(clientId),
  ConfirmationCode: aws.String(code),
  Password:         aws.String(password),
  Username:         aws.String(userName),
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't confirm user %v. Here's why: %v", userName, err)
  }
```

```
 }
 return err
}



// DeleteUser removes a user from the user pool.
func (actor CognitoActions) DeleteUser(ctx context.Context, userAccessToken string)
 error {
 _, err := actor.CognitoClient.DeleteUser(ctx,
 &cognitoidentityprovider.DeleteUserInput{
  AccessToken: aws.String(userAccessToken),
 })
 if err != nil {
  log.Printf("Couldn't delete user. Here's why: %v\n", err)
 }
 return err
}



// AdminCreateUser uses administrator credentials to add a user to a user pool. This
 method leaves the user
// in a state that requires they enter a new password next time they sign in.
func (actor CognitoActions) AdminCreateUser(ctx context.Context, userPoolId string,
 userName string, userEmail string) error {
 _, err := actor.CognitoClient.AdminCreateUser(ctx,
 &cognitoidentityprovider.AdminCreateUserInput{
  UserPoolId:     aws.String(userPoolId),
  Username:       aws.String(userName),
  MessageAction:  types.MessageActionTypeSuppress,
  UserAttributes: []types.AttributeType{{Name: aws.String("email"), Value:
 aws.String(userEmail)}},
 })
 if err != nil {
  var userExists *types.UsernameExistsException
  if errors.As(err, &userExists) {
   log.Printf("User %v already exists in the user pool.", userName)
   err = nil
  } else {
   log.Printf("Couldn't create user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
```

```
}



// AdminSetUserPassword uses administrator credentials to set a password for a user
 without requiring a
// temporary password.
func (actor CognitoActions) AdminSetUserPassword(ctx context.Context, userPoolId
 string, userName string, password string) error {
 _, err := actor.CognitoClient.AdminSetUserPassword(ctx,
 &cognitoidentityprovider.AdminSetUserPasswordInput{
  Password:   aws.String(password),
  UserPoolId: aws.String(userPoolId),
  Username:   aws.String(userName),
  Permanent:  true,
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't set password for user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}
```

Create a struct that wraps DynamoDB actions.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)
```

```
// DynamoActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type DynamoActions struct {
 DynamoClient *dynamodb.Client
}

// User defines structured user data.
type User struct {
 UserName  string
 UserEmail string
 LastLogin *LoginInfo `dynamodbav:",omitempty"`
}

// LoginInfo defines structured custom login data.
type LoginInfo struct {
 UserPoolId string
 ClientId   string
 Time       string
}

// UserList defines a list of users.
type UserList struct {
 Users []User
}

// UserNameList returns the usernames contained in a UserList as a list of strings.
func (users *UserList) UserNameList() []string {
 names := make([]string, len(users.Users))
 for i := 0; i < len(users.Users); i++ {
  names[i] = users.Users[i].UserName
 }
 return names
}

// PopulateTable adds a set of test users to the table.
func (actor DynamoActions) PopulateTable(ctx context.Context, tableName string)
 error {
 var err error
 var item map[string]types.AttributeValue
 var writeReqs []types.WriteRequest
 for i := 1; i < 4; i++ {
  item, err = attributevalue.MarshalMap(User{UserName: fmt.Sprintf("test_user_%v",
 i), UserEmail: fmt.Sprintf("test_email_%v@example.com", i)})
```

```
  if err != nil {
   log.Printf("Couldn't marshall user into DynamoDB format. Here's why: %v\n", err)
   return err
  }
  writeReqs = append(writeReqs, types.WriteRequest{PutRequest:
 &types.PutRequest{Item: item}})
 }
 _, err = actor.DynamoClient.BatchWriteItem(ctx, &dynamodb.BatchWriteItemInput{
  RequestItems: map[string][]types.WriteRequest{tableName: writeReqs},
 })
 if err != nil {
  log.Printf("Couldn't populate table %v with users. Here's why: %v\n", tableName,
 err)
 }
 return err
}

// Scan scans the table for all items.
func (actor DynamoActions) Scan(ctx context.Context, tableName string) (UserList,
 error) {
 var userList UserList
 output, err := actor.DynamoClient.Scan(ctx, &dynamodb.ScanInput{
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Couldn't scan table %v for items. Here's why: %v\n", tableName, err)
 } else {
  err = attributevalue.UnmarshalListOfMaps(output.Items, &userList.Users)
  if err != nil {
   log.Printf("Couldn't unmarshal items into users. Here's why: %v\n", err)
  }
 }
 return userList, err
}

// AddUser adds a user item to a table.
func (actor DynamoActions) AddUser(ctx context.Context, tableName string, user User)
 error {
 userItem, err := attributevalue.MarshalMap(user)
 if err != nil {
  log.Printf("Couldn't marshall user to item. Here's why: %v\n", err)
 }
 _, err = actor.DynamoClient.PutItem(ctx, &dynamodb.PutItemInput{
  Item:      userItem,
```

```
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Couldn't put item in table %v. Here's why: %v", tableName, err)
 }
 return err
}
```

Create a struct that wraps CloudWatch Logs actions.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs/types"
)

type CloudWatchLogsActions struct {
 CwlClient *cloudwatchlogs.Client
}

// GetLatestLogStream gets the most recent log stream for a Lambda function.
func (actor CloudWatchLogsActions) GetLatestLogStream(ctx context.Context,
 functionName string) (types.LogStream, error) {
 var logStream types.LogStream
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.DescribeLogStreams(ctx,
 &cloudwatchlogs.DescribeLogStreamsInput{
  Descending:   aws.Bool(true),
  Limit:        aws.Int32(1),
  LogGroupName: aws.String(logGroupName),
  OrderBy:      types.OrderByLastEventTime,
 })
 if err != nil {
  log.Printf("Couldn't get log streams for log group %v. Here's why: %v\n",
 logGroupName, err)
 } else {
```

```
  logStream = output.LogStreams[0]
 }
 return logStream, err
}

// GetLogEvents gets the most recent eventCount events from the specified log
 stream.
func (actor CloudWatchLogsActions) GetLogEvents(ctx context.Context, functionName
 string, logStreamName string, eventCount int32) (
 []types.OutputLogEvent, error) {
 var events []types.OutputLogEvent
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.GetLogEvents(ctx, &cloudwatchlogs.GetLogEventsInput{
  LogStreamName: aws.String(logStreamName),
  Limit:         aws.Int32(eventCount),
  LogGroupName:  aws.String(logGroupName),
 })
 if err != nil {
  log.Printf("Couldn't get log event for log stream %v. Here's why: %v\n",
 logStreamName, err)
 } else {
  events = output.Events
 }
 return events, err
}
```

Create a struct that wraps AWS CloudFormation actions.

```
import (
 "context"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
)

// StackOutputs defines a map of outputs from a specific stack.
type StackOutputs map[string]string

type CloudFormationActions struct {
```

```
 CfnClient *cloudformation.Client
}

// GetOutputs gets the outputs from a CloudFormation stack and puts them into a
 structured format.
func (actor CloudFormationActions) GetOutputs(ctx context.Context, stackName string)
 StackOutputs {
 output, err := actor.CfnClient.DescribeStacks(ctx,
 &cloudformation.DescribeStacksInput{
  StackName: aws.String(stackName),
 })
 if err != nil || len(output.Stacks) == 0 {
  log.Panicf("Couldn't find a CloudFormation stack named %v. Here's why: %v\n",
 stackName, err)
 }
 stackOutputs := StackOutputs{}
 for _, out := range output.Stacks[0].Outputs {
  stackOutputs[*out.OutputKey] = *out.OutputValue
 }
 return stackOutputs
}
```

Clean up resources.

```
import (
 "context"
 "log"
 "user_pools_and_lambda_triggers/actions"

 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// Resources keeps track of AWS resources created during an example and handles
// cleanup when the example finishes.
type Resources struct {
 userPoolId       string
 userAccessTokens []string
 triggers         []actions.Trigger

 cognitoActor *actions.CognitoActions
```

```
 questioner   demotools.IQuestioner
}

func (resources *Resources) init(cognitoActor *actions.CognitoActions, questioner
 demotools.IQuestioner) {
 resources.userAccessTokens = []string{}
 resources.triggers = []actions.Trigger{}
 resources.cognitoActor = cognitoActor
 resources.questioner = questioner
}

// Cleanup deletes all AWS resources created during an example.
func (resources *Resources) Cleanup(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   log.Printf("Something went wrong during cleanup.\n%v\n", r)
   log.Println("Use the AWS Management Console to remove any remaining resources \n"
 +
    "that were created for this scenario.")
  }
 }()

 wantDelete := resources.questioner.AskBool("Do you want to remove all of the AWS
 resources that were created "+
  "during this demo (y/n)?", "y")
 if wantDelete {
  for _, accessToken := range resources.userAccessTokens {
   err := resources.cognitoActor.DeleteUser(ctx, accessToken)
   if err != nil {
    log.Println("Couldn't delete user during cleanup.")
    panic(err)
   }
   log.Println("Deleted user.")
  }
  triggerList := make([]actions.TriggerInfo, len(resources.triggers))
  for i := 0; i < len(resources.triggers); i++ {
   triggerList[i] = actions.TriggerInfo{Trigger: resources.triggers[i], HandlerArn:
 nil}
  }
  err := resources.cognitoActor.UpdateTriggers(ctx, resources.userPoolId,
 triggerList...)
  if err != nil {
   log.Println("Couldn't update Cognito triggers during cleanup.")
   panic(err)
```

```
  }
  log.Println("Removed Cognito triggers from user pool.")
 } else {
  log.Println("Be sure to remove resources when you're done with them to avoid
 unexpected charges!")
 }
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - ConfirmForgotPassword
  - DeleteUser
  - ForgotPassword
  - InitiateAuth
  - SignUp
  - UpdateUserPool

Write custom activity data with a Lambda function after Amazon Cognito user authentication

The following code example shows how to write custom activity data with a Lambda function after Amazon Cognito user authentication.

- Use administrator functions to add a user to a user pool.
- Configure a user pool to call a Lambda function for the `PostAuthentication` trigger.
- Sign the new user in to Amazon Cognito.
- The Lambda function writes custom information to CloudWatch Logs and to an DynamoDB table.
- Get and display custom data from the DynamoDB table, then clean up resources.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario at a command prompt.

```
import (
 "context"
 "errors"
 "log"
 "strings"
 "user_pools_and_lambda_triggers/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// ActivityLog separates the steps of this scenario into individual functions so
 that
// they are simpler to read and understand.
type ActivityLog struct {
 helper       IScenarioHelper
 questioner   demotools.IQuestioner
 resources    Resources
 cognitoActor *actions.CognitoActions
}

// NewActivityLog constructs a new activity log runner.
func NewActivityLog(sdkConfig aws.Config, questioner demotools.IQuestioner, helper
 IScenarioHelper) ActivityLog {
 scenario := ActivityLog{
  helper:       helper,
  questioner:   questioner,
  resources:    Resources{},
  cognitoActor: &actions.CognitoActions{CognitoClient:
 cognitoidentityprovider.NewFromConfig(sdkConfig)},
 }
 scenario.resources.init(scenario.cognitoActor, questioner)
 return scenario
}

// AddUserToPool selects a user from the known users table and uses administrator
 credentials to add the user to the user pool.
func (runner *ActivityLog) AddUserToPool(ctx context.Context, userPoolId string,
 tableName string) (string, string) {
```

```
 log.Println("To facilitate this example, let's add a user to the user pool using
 administrator privileges.")
 users, err := runner.helper.GetKnownUsers(ctx, tableName)
 if err != nil {
  panic(err)
 }
 user := users.Users[0]
 log.Printf("Adding known user %v to the user pool.\n", user.UserName)
 err = runner.cognitoActor.AdminCreateUser(ctx, userPoolId, user.UserName,
 user.UserEmail)
 if err != nil {
  panic(err)
 }
 pwSet := false
 password := runner.questioner.AskPassword("\nEnter a password that has at least
 eight characters, uppercase, lowercase, numbers and symbols.\n"+
  "(the password will not display as you type):", 8)
 for !pwSet {
  log.Printf("\nSetting password for user '%v'.\n", user.UserName)
  err = runner.cognitoActor.AdminSetUserPassword(ctx, userPoolId, user.UserName,
 password)
  if err != nil {
   var invalidPassword *types.InvalidPasswordException
   if errors.As(err, &invalidPassword) {
    password = runner.questioner.AskPassword("\nEnter another password:", 8)
   } else {
    panic(err)
   }
  } else {
   pwSet = true
  }
 }

 log.Println(strings.Repeat("-", 88))

 return user.UserName, password
}

// AddActivityLogTrigger adds a Lambda handler as an invocation target for the
 PostAuthentication trigger.
func (runner *ActivityLog) AddActivityLogTrigger(ctx context.Context, userPoolId
 string, activityLogArn string) {
 log.Println("Let's add a Lambda function to handle the PostAuthentication trigger
 from Cognito.\n" +
```

```
  "This trigger happens after a user is authenticated, and lets your function take
 action, such as logging\n" +
  "the outcome.")
 err := runner.cognitoActor.UpdateTriggers(
  ctx, userPoolId,
  actions.TriggerInfo{Trigger: actions.PostAuthentication, HandlerArn:
 aws.String(activityLogArn)})
 if err != nil {
  panic(err)
 }
 runner.resources.triggers = append(runner.resources.triggers,
 actions.PostAuthentication)
 log.Printf("Lambda function %v added to user pool %v to handle PostAuthentication
 Cognito trigger.\n",
  activityLogArn, userPoolId)

 log.Println(strings.Repeat("-", 88))
}

// SignInUser signs in as the specified user.
func (runner *ActivityLog) SignInUser(ctx context.Context, clientId string, userName
 string, password string) {
 log.Printf("Now we'll sign in user %v and check the results in the logs and the
 DynamoDB table.", userName)
 runner.questioner.Ask("Press Enter when you're ready.")
 authResult, err := runner.cognitoActor.SignIn(ctx, clientId, userName, password)
 if err != nil {
  panic(err)
 }
 log.Println("Sign in successful.",
  "The PostAuthentication Lambda handler writes custom information to CloudWatch
 Logs.")

 runner.resources.userAccessTokens = append(runner.resources.userAccessTokens,
 *authResult.AccessToken)
}

// GetKnownUserLastLogin gets the login info for a user from the Amazon DynamoDB
 table and displays it.
func (runner *ActivityLog) GetKnownUserLastLogin(ctx context.Context, tableName
 string, userName string) {
 log.Println("The PostAuthentication handler also writes login data to the DynamoDB
 table.")
 runner.questioner.Ask("Press Enter when you're ready to continue.")
```

```
 users, err := runner.helper.GetKnownUsers(ctx, tableName)
 if err != nil {
  panic(err)
 }
 for _, user := range users.Users {
  if user.UserName == userName {
   log.Println("The last login info for the user in the known users table is:")
   log.Printf("\t%+v", *user.LastLogin)
  }
 }
 log.Println(strings.Repeat("-", 88))
}

// Run runs the scenario.
func (runner *ActivityLog) Run(ctx context.Context, stackName string) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
   runner.resources.Cleanup(ctx)
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Printf("Welcome\n")

 log.Println(strings.Repeat("-", 88))

 stackOutputs, err := runner.helper.GetStackOutputs(ctx, stackName)
 if err != nil {
  panic(err)
 }
 runner.resources.userPoolId = stackOutputs["UserPoolId"]
 runner.helper.PopulateUserTable(ctx, stackOutputs["TableName"])
 userName, password := runner.AddUserToPool(ctx, stackOutputs["UserPoolId"],
 stackOutputs["TableName"])

 runner.AddActivityLogTrigger(ctx, stackOutputs["UserPoolId"],
 stackOutputs["ActivityLogFunctionArn"])
 runner.SignInUser(ctx, stackOutputs["UserPoolClientId"], userName, password)
 runner.helper.ListRecentLogEvents(ctx, stackOutputs["ActivityLogFunction"])
 runner.GetKnownUserLastLogin(ctx, stackOutputs["TableName"], userName)

 runner.resources.Cleanup(ctx)
```

```
 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Handle the PostAuthentication trigger with a Lambda function.

```
import (
 "context"
 "fmt"
 "log"
 "os"
 "time"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 dynamodbtypes "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

const TABLE_NAME = "TABLE_NAME"

// LoginInfo defines structured login data that can be marshalled to a DynamoDB
 format.
type LoginInfo struct {
 UserPoolId string `dynamodbav:"UserPoolId"`
 ClientId   string `dynamodbav:"ClientId"`
 Time       string `dynamodbav:"Time"`
}

// UserInfo defines structured user data that can be marshalled to a DynamoDB
 format.
type UserInfo struct {
 UserName  string    `dynamodbav:"UserName"`
 UserEmail string    `dynamodbav:"UserEmail"`
 LastLogin LoginInfo `dynamodbav:"LastLogin"`
}
```

```
// GetKey marshals the user email value to a DynamoDB key format.
func (user UserInfo) GetKey() map[string]dynamodbtypes.AttributeValue {
 userEmail, err := attributevalue.Marshal(user.UserEmail)
 if err != nil {
  panic(err)
 }
 return map[string]dynamodbtypes.AttributeValue{"UserEmail": userEmail}
}

type handler struct {
 dynamoClient *dynamodb.Client
}

// HandleRequest handles the PostAuthentication event by writing custom data to the
 logs and
// to an Amazon DynamoDB table.
func (h *handler) HandleRequest(ctx context.Context,
 event events.CognitoEventUserPoolsPostAuthentication)
 (events.CognitoEventUserPoolsPostAuthentication, error) {
 log.Printf("Received post authentication trigger from %v for user '%v'",
 event.TriggerSource, event.UserName)
 tableName := os.Getenv(TABLE_NAME)
 user := UserInfo{
  UserName:  event.UserName,
  UserEmail: event.Request.UserAttributes["email"],
  LastLogin: LoginInfo{
   UserPoolId: event.UserPoolID,
   ClientId:   event.CallerContext.ClientID,
   Time:       time.Now().Format(time.UnixDate),
  },
 }
 // Write to CloudWatch Logs.
 fmt.Printf("%#v", user)

 // Also write to an external system. This examples uses DynamoDB to demonstrate.
 userMap, err := attributevalue.MarshalMap(user)
 if err != nil {
  log.Printf("Couldn't marshal to DynamoDB map. Here's why: %v\n", err)
 } else if len(userMap) == 0 {
  log.Printf("User info marshaled to an empty map.")
 } else {
  _, err := h.dynamoClient.PutItem(ctx, &dynamodb.PutItemInput{
   Item:      userMap,
```

```
   TableName: aws.String(tableName),
  })
  if err != nil {
   log.Printf("Couldn't write to DynamoDB. Here's why: %v\n", err)
  } else {
   log.Printf("Wrote user info to DynamoDB table %v.\n", tableName)
  }
 }

 return event, nil
}

func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  log.Panicln(err)
 }
 h := handler{
  dynamoClient: dynamodb.NewFromConfig(sdkConfig),
 }
 lambda.Start(h.HandleRequest)
}
```

Create a struct that performs common tasks.

```
import (
 "context"
 "log"
 "strings"
 "time"
 "user_pools_and_lambda_triggers/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)
```

```
// IScenarioHelper defines common functions used by the workflows in this example.
type IScenarioHelper interface {
 Pause(secs int)
 GetStackOutputs(ctx context.Context, stackName string) (actions.StackOutputs,
 error)
 PopulateUserTable(ctx context.Context, tableName string)
 GetKnownUsers(ctx context.Context, tableName string) (actions.UserList, error)
 AddKnownUser(ctx context.Context, tableName string, user actions.User)
 ListRecentLogEvents(ctx context.Context, functionName string)
}

// ScenarioHelper contains AWS wrapper structs used by the workflows in this
 example.
type ScenarioHelper struct {
 questioner  demotools.IQuestioner
 dynamoActor *actions.DynamoActions
 cfnActor    *actions.CloudFormationActions
 cwlActor    *actions.CloudWatchLogsActions
 isTestRun   bool
}

// NewScenarioHelper constructs a new scenario helper.
func NewScenarioHelper(sdkConfig aws.Config, questioner demotools.IQuestioner)
 ScenarioHelper {
 scenario := ScenarioHelper{
  questioner:  questioner,
  dynamoActor: &actions.DynamoActions{DynamoClient:
 dynamodb.NewFromConfig(sdkConfig)},
  cfnActor:    &actions.CloudFormationActions{CfnClient:
 cloudformation.NewFromConfig(sdkConfig)},
  cwlActor:    &actions.CloudWatchLogsActions{CwlClient:
 cloudwatchlogs.NewFromConfig(sdkConfig)},
 }
 return scenario
}

// Pause waits for the specified number of seconds.
func (helper ScenarioHelper) Pause(secs int) {
 if !helper.isTestRun {
  time.Sleep(time.Duration(secs) * time.Second)
 }
}
```

```
// GetStackOutputs gets the outputs from the specified CloudFormation stack in a
 structured format.
func (helper ScenarioHelper) GetStackOutputs(ctx context.Context, stackName string)
 (actions.StackOutputs, error) {
 return helper.cfnActor.GetOutputs(ctx, stackName), nil
}

// PopulateUserTable fills the known user table with example data.
func (helper ScenarioHelper) PopulateUserTable(ctx context.Context, tableName
 string) {
 log.Printf("First, let's add some users to the DynamoDB %v table we'll use for this
 example.\n", tableName)
 err := helper.dynamoActor.PopulateTable(ctx, tableName)
 if err != nil {
  panic(err)
 }
}

// GetKnownUsers gets the users from the known users table in a structured format.
func (helper ScenarioHelper) GetKnownUsers(ctx context.Context, tableName string)
 (actions.UserList, error) {
 knownUsers, err := helper.dynamoActor.Scan(ctx, tableName)
 if err != nil {
  log.Printf("Couldn't get known users from table %v. Here's why: %v\n", tableName,
 err)
 }
 return knownUsers, err
}

// AddKnownUser adds a user to the known users table.
func (helper ScenarioHelper) AddKnownUser(ctx context.Context, tableName string,
 user actions.User) {
 log.Printf("Adding user '%v' with email '%v' to the DynamoDB known users table...
\n",
  user.UserName, user.UserEmail)
 err := helper.dynamoActor.AddUser(ctx, tableName, user)
 if err != nil {
  panic(err)
 }
}

// ListRecentLogEvents gets the most recent log stream and events for the specified
 Lambda function and displays them.
```

```
func (helper ScenarioHelper) ListRecentLogEvents(ctx context.Context, functionName
 string) {
 log.Println("Waiting a few seconds to let Lambda write to CloudWatch Logs...")
 helper.Pause(10)
 log.Println("Okay, let's check the logs to find what's happened recently with your
 Lambda function.")
 logStream, err := helper.cwlActor.GetLatestLogStream(ctx, functionName)
 if err != nil {
  panic(err)
 }
 log.Printf("Getting some recent events from log stream %v\n",
 *logStream.LogStreamName)
 events, err := helper.cwlActor.GetLogEvents(ctx, functionName,
 *logStream.LogStreamName, 10)
 if err != nil {
  panic(err)
 }
 for _, event := range events {
  log.Printf("\t%v", *event.Message)
 }
 log.Println(strings.Repeat("-", 88))
}
```

Create a struct that wraps Amazon Cognito actions.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}
```

```
// Trigger and TriggerInfo define typed data for updating an Amazon Cognito trigger.
type Trigger int

const (
 PreSignUp Trigger = iota
 UserMigration
 PostAuthentication
)

type TriggerInfo struct {
 Trigger    Trigger
 HandlerArn *string
}

// UpdateTriggers adds or removes Lambda triggers for a user pool. When a trigger is
 specified with a `nil` value,
// it is removed from the user pool.
func (actor CognitoActions) UpdateTriggers(ctx context.Context, userPoolId string,
 triggers ...TriggerInfo) error {
 output, err := actor.CognitoClient.DescribeUserPool(ctx,
 &cognitoidentityprovider.DescribeUserPoolInput{
  UserPoolId: aws.String(userPoolId),
 })
 if err != nil {
  log.Printf("Couldn't get info about user pool %v. Here's why: %v\n", userPoolId,
 err)
  return err
 }
 lambdaConfig := output.UserPool.LambdaConfig
 for _, trigger := range triggers {
  switch trigger.Trigger {
  case PreSignUp:
   lambdaConfig.PreSignUp = trigger.HandlerArn
  case UserMigration:
   lambdaConfig.UserMigration = trigger.HandlerArn
  case PostAuthentication:
   lambdaConfig.PostAuthentication = trigger.HandlerArn
  }
 }
 _, err = actor.CognitoClient.UpdateUserPool(ctx,
 &cognitoidentityprovider.UpdateUserPoolInput{
  UserPoolId:   aws.String(userPoolId),
  LambdaConfig: lambdaConfig,
```

```
 })
 if err != nil {
  log.Printf("Couldn't update user pool %v. Here's why: %v\n", userPoolId, err)
 }
 return err
}



// SignUp signs up a user with Amazon Cognito.
func (actor CognitoActions) SignUp(ctx context.Context, clientId string, userName
 string, password string, userEmail string) (bool, error) {
 confirmed := false
 output, err := actor.CognitoClient.SignUp(ctx,
 &cognitoidentityprovider.SignUpInput{
  ClientId: aws.String(clientId),
  Password: aws.String(password),
  Username: aws.String(userName),
  UserAttributes: []types.AttributeType{
   {Name: aws.String("email"), Value: aws.String(userEmail)},
  },
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't sign up user %v. Here's why: %v\n", userName, err)
  }
 } else {
  confirmed = output.UserConfirmed
 }
 return confirmed, err
}



// SignIn signs in a user to Amazon Cognito using a username and password
 authentication flow.
func (actor CognitoActions) SignIn(ctx context.Context, clientId string, userName
 string, password string) (*types.AuthenticationResultType, error) {
 var authResult *types.AuthenticationResultType
 output, err := actor.CognitoClient.InitiateAuth(ctx,
 &cognitoidentityprovider.InitiateAuthInput{
```

```
  AuthFlow:       "USER_PASSWORD_AUTH",
  ClientId:       aws.String(clientId),
  AuthParameters: map[string]string{"USERNAME": userName, "PASSWORD": password},
 })
 if err != nil {
  var resetRequired *types.PasswordResetRequiredException
  if errors.As(err, &resetRequired) {
   log.Println(*resetRequired.Message)
  } else {
   log.Printf("Couldn't sign in user %v. Here's why: %v\n", userName, err)
  }
 } else {
  authResult = output.AuthenticationResult
 }
 return authResult, err
}



// ForgotPassword starts a password recovery flow for a user. This flow typically
 sends a confirmation code
// to the user's configured notification destination, such as email.
func (actor CognitoActions) ForgotPassword(ctx context.Context, clientId string,
 userName string) (*types.CodeDeliveryDetailsType, error) {
 output, err := actor.CognitoClient.ForgotPassword(ctx,
 &cognitoidentityprovider.ForgotPasswordInput{
  ClientId: aws.String(clientId),
  Username: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't start password reset for user '%v'. Here;s why: %v\n",
 userName, err)
 }
 return output.CodeDeliveryDetails, err
}



// ConfirmForgotPassword confirms a user with a confirmation code and a new
 password.
func (actor CognitoActions) ConfirmForgotPassword(ctx context.Context, clientId
 string, code string, userName string, password string) error {
 _, err := actor.CognitoClient.ConfirmForgotPassword(ctx,
 &cognitoidentityprovider.ConfirmForgotPasswordInput{
```

```
  ClientId:         aws.String(clientId),
  ConfirmationCode: aws.String(code),
  Password:         aws.String(password),
  Username:         aws.String(userName),
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't confirm user %v. Here's why: %v", userName, err)
  }
 }
 return err
}



// DeleteUser removes a user from the user pool.
func (actor CognitoActions) DeleteUser(ctx context.Context, userAccessToken string)
 error {
 _, err := actor.CognitoClient.DeleteUser(ctx,
 &cognitoidentityprovider.DeleteUserInput{
  AccessToken: aws.String(userAccessToken),
 })
 if err != nil {
  log.Printf("Couldn't delete user. Here's why: %v\n", err)
 }
 return err
}



// AdminCreateUser uses administrator credentials to add a user to a user pool. This
 method leaves the user
// in a state that requires they enter a new password next time they sign in.
func (actor CognitoActions) AdminCreateUser(ctx context.Context, userPoolId string,
 userName string, userEmail string) error {
 _, err := actor.CognitoClient.AdminCreateUser(ctx,
 &cognitoidentityprovider.AdminCreateUserInput{
  UserPoolId:     aws.String(userPoolId),
  Username:       aws.String(userName),
  MessageAction:  types.MessageActionTypeSuppress,
```

```
  UserAttributes: []types.AttributeType{{Name: aws.String("email"), Value:
 aws.String(userEmail)}},
 })
 if err != nil {
  var userExists *types.UsernameExistsException
  if errors.As(err, &userExists) {
   log.Printf("User %v already exists in the user pool.", userName)
   err = nil
  } else {
   log.Printf("Couldn't create user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}



// AdminSetUserPassword uses administrator credentials to set a password for a user
 without requiring a
// temporary password.
func (actor CognitoActions) AdminSetUserPassword(ctx context.Context, userPoolId
 string, userName string, password string) error {
 _, err := actor.CognitoClient.AdminSetUserPassword(ctx,
 &cognitoidentityprovider.AdminSetUserPasswordInput{
  Password:   aws.String(password),
  UserPoolId: aws.String(userPoolId),
  Username:   aws.String(userName),
  Permanent:  true,
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't set password for user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}
```

Create a struct that wraps DynamoDB actions.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// DynamoActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type DynamoActions struct {
 DynamoClient *dynamodb.Client
}

// User defines structured user data.
type User struct {
 UserName  string
 UserEmail string
 LastLogin *LoginInfo `dynamodbav:",omitempty"`
}

// LoginInfo defines structured custom login data.
type LoginInfo struct {
 UserPoolId string
 ClientId   string
 Time       string
}

// UserList defines a list of users.
type UserList struct {
 Users []User
}

// UserNameList returns the usernames contained in a UserList as a list of strings.
func (users *UserList) UserNameList() []string {
 names := make([]string, len(users.Users))
 for i := 0; i < len(users.Users); i++ {
  names[i] = users.Users[i].UserName
```

```
 }
 return names
}

// PopulateTable adds a set of test users to the table.
func (actor DynamoActions) PopulateTable(ctx context.Context, tableName string)
 error {
 var err error
 var item map[string]types.AttributeValue
 var writeReqs []types.WriteRequest
 for i := 1; i < 4; i++ {
  item, err = attributevalue.MarshalMap(User{UserName: fmt.Sprintf("test_user_%v",
 i), UserEmail: fmt.Sprintf("test_email_%v@example.com", i)})
  if err != nil {
   log.Printf("Couldn't marshall user into DynamoDB format. Here's why: %v\n", err)
   return err
  }
  writeReqs = append(writeReqs, types.WriteRequest{PutRequest:
 &types.PutRequest{Item: item}})
 }
 _, err = actor.DynamoClient.BatchWriteItem(ctx, &dynamodb.BatchWriteItemInput{
  RequestItems: map[string][]types.WriteRequest{tableName: writeReqs},
 })
 if err != nil {
  log.Printf("Couldn't populate table %v with users. Here's why: %v\n", tableName,
 err)
 }
 return err
}

// Scan scans the table for all items.
func (actor DynamoActions) Scan(ctx context.Context, tableName string) (UserList,
 error) {
 var userList UserList
 output, err := actor.DynamoClient.Scan(ctx, &dynamodb.ScanInput{
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Couldn't scan table %v for items. Here's why: %v\n", tableName, err)
 } else {
  err = attributevalue.UnmarshalListOfMaps(output.Items, &userList.Users)
  if err != nil {
   log.Printf("Couldn't unmarshal items into users. Here's why: %v\n", err)
  }
```

```
 }
 return userList, err
}

// AddUser adds a user item to a table.
func (actor DynamoActions) AddUser(ctx context.Context, tableName string, user User)
 error {
 userItem, err := attributevalue.MarshalMap(user)
 if err != nil {
  log.Printf("Couldn't marshall user to item. Here's why: %v\n", err)
 }
 _, err = actor.DynamoClient.PutItem(ctx, &dynamodb.PutItemInput{
  Item:      userItem,
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Couldn't put item in table %v. Here's why: %v", tableName, err)
 }
 return err
}
```

Create a struct that wraps CloudWatch Logs actions.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs/types"
)

type CloudWatchLogsActions struct {
 CwlClient *cloudwatchlogs.Client
}

// GetLatestLogStream gets the most recent log stream for a Lambda function.
func (actor CloudWatchLogsActions) GetLatestLogStream(ctx context.Context,
 functionName string) (types.LogStream, error) {
```

```
 var logStream types.LogStream
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.DescribeLogStreams(ctx,
 &cloudwatchlogs.DescribeLogStreamsInput{
  Descending:   aws.Bool(true),
  Limit:        aws.Int32(1),
  LogGroupName: aws.String(logGroupName),
  OrderBy:      types.OrderByLastEventTime,
 })
 if err != nil {
  log.Printf("Couldn't get log streams for log group %v. Here's why: %v\n",
 logGroupName, err)
 } else {
  logStream = output.LogStreams[0]
 }
 return logStream, err
}

// GetLogEvents gets the most recent eventCount events from the specified log
 stream.
func (actor CloudWatchLogsActions) GetLogEvents(ctx context.Context, functionName
 string, logStreamName string, eventCount int32) (
 []types.OutputLogEvent, error) {
 var events []types.OutputLogEvent
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.GetLogEvents(ctx, &cloudwatchlogs.GetLogEventsInput{
  LogStreamName: aws.String(logStreamName),
  Limit:         aws.Int32(eventCount),
  LogGroupName:  aws.String(logGroupName),
 })
 if err != nil {
  log.Printf("Couldn't get log event for log stream %v. Here's why: %v\n",
 logStreamName, err)
 } else {
  events = output.Events
 }
 return events, err
}
```

Create a struct that wraps AWS CloudFormation actions.

```
import (
 "context"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
)

// StackOutputs defines a map of outputs from a specific stack.
type StackOutputs map[string]string

type CloudFormationActions struct {
 CfnClient *cloudformation.Client
}

// GetOutputs gets the outputs from a CloudFormation stack and puts them into a
 structured format.
func (actor CloudFormationActions) GetOutputs(ctx context.Context, stackName string)
 StackOutputs {
 output, err := actor.CfnClient.DescribeStacks(ctx,
 &cloudformation.DescribeStacksInput{
  StackName: aws.String(stackName),
 })
 if err != nil || len(output.Stacks) == 0 {
  log.Panicf("Couldn't find a CloudFormation stack named %v. Here's why: %v\n",
 stackName, err)
 }
 stackOutputs := StackOutputs{}
 for _, out := range output.Stacks[0].Outputs {
  stackOutputs[*out.OutputKey] = *out.OutputValue
 }
 return stackOutputs
}
```

Clean up resources.

```
import (
 "context"
 "log"
```

```
 "user_pools_and_lambda_triggers/actions"

 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// Resources keeps track of AWS resources created during an example and handles
// cleanup when the example finishes.
type Resources struct {
 userPoolId       string
 userAccessTokens []string
 triggers         []actions.Trigger

 cognitoActor *actions.CognitoActions
 questioner   demotools.IQuestioner
}

func (resources *Resources) init(cognitoActor *actions.CognitoActions, questioner
 demotools.IQuestioner) {
 resources.userAccessTokens = []string{}
 resources.triggers = []actions.Trigger{}
 resources.cognitoActor = cognitoActor
 resources.questioner = questioner
}

// Cleanup deletes all AWS resources created during an example.
func (resources *Resources) Cleanup(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   log.Printf("Something went wrong during cleanup.\n%v\n", r)
   log.Println("Use the AWS Management Console to remove any remaining resources \n"
 +
    "that were created for this scenario.")
  }
 }()

 wantDelete := resources.questioner.AskBool("Do you want to remove all of the AWS
 resources that were created "+
  "during this demo (y/n)?", "y")
 if wantDelete {
  for _, accessToken := range resources.userAccessTokens {
   err := resources.cognitoActor.DeleteUser(ctx, accessToken)
   if err != nil {
    log.Println("Couldn't delete user during cleanup.")
    panic(err)
```

```
   }
   log.Println("Deleted user.")
  }
  triggerList := make([]actions.TriggerInfo, len(resources.triggers))
  for i := 0; i < len(resources.triggers); i++ {
   triggerList[i] = actions.TriggerInfo{Trigger: resources.triggers[i], HandlerArn:
 nil}
  }
  err := resources.cognitoActor.UpdateTriggers(ctx, resources.userPoolId,
 triggerList...)
  if err != nil {
   log.Println("Couldn't update Cognito triggers during cleanup.")
   panic(err)
  }
  log.Println("Removed Cognito triggers from user pool.")
 } else {
  log.Println("Be sure to remove resources when you're done with them to avoid
 unexpected charges!")
 }
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - AdminCreateUser
  - AdminSetUserPassword
  - DeleteUser
  - InitiateAuth
  - UpdateUserPool

Amazon DocumentDB examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Amazon DocumentDB.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Topics

- Serverless examples

Serverless examples

Invoke a Lambda function from a Amazon DocumentDB trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving records from a DocumentDB change stream. The function retrieves the DocumentDB payload and logs the record contents.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming a Amazon DocumentDB event with Lambda using Go.

```
package main

import (
 "context"
 "encoding/json"
 "fmt"

 "github.com/aws/aws-lambda-go/lambda"
)

type Event struct {
 Events []Record `json:"events"`
}

type Record struct {
 Event struct {
  OperationType string `json:"operationType"`
  NS            struct {
   DB   string `json:"db"`
   Coll string `json:"coll"`
```

```
  } `json:"ns"`
  FullDocument interface{} `json:"fullDocument"`
 } `json:"event"`
}

func main() {
 lambda.Start(handler)
}

func handler(ctx context.Context, event Event) (string, error) {
 fmt.Println("Loading function")
 for _, record := range event.Events {
  logDocumentDBEvent(record)
 }

 return "OK", nil
}

func logDocumentDBEvent(record Record) {
 fmt.Printf("Operation type: %s\n", record.Event.OperationType)
 fmt.Printf("db: %s\n", record.Event.NS.DB)
 fmt.Printf("collection: %s\n", record.Event.NS.Coll)
 docBytes, _ := json.MarshalIndent(record.Event.FullDocument, "", "  ")
 fmt.Printf("Full document: %s\n", string(docBytes))
}
```

DynamoDB examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with DynamoDB.

Basics are code examples that show you how to perform the essential operations within a service.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Scenarios are code examples that show you how to accomplish specific tasks by calling multiple functions within a service or combined with other AWS services.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Topics

Basics

Learn the basics

The following code example shows how to:

- Create a table that can hold movie data.
- Put, get, and update a single movie in the table.
- Write movie data to the table from a sample JSON file.
- Query for movies that were released in a given year.
- Scan for movies that were released in a range of years.
- Delete a movie from the table, then delete the table.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario to create the table and perform actions on it.

```
import (
 "context"
 "fmt"
 "log"
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
```

```
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/dynamodb/actions"
)

// RunMovieScenario is an interactive example that shows you how to use the AWS SDK
 for Go
// to create and use an Amazon DynamoDB table that stores data about movies.
//
//  1. Create a table that can hold movie data.
//  2. Put, get, and update a single movie in the table.
//  3. Write movie data to the table from a sample JSON file.
//  4. Query for movies that were released in a given year.
//  5. Scan for movies that were released in a range of years.
//  6. Delete a movie from the table.
//  7. Delete the table.
//
// This example creates a DynamoDB service client from the specified sdkConfig so
 that
// you can replace it with a mocked or stubbed config for unit testing.
//
// It uses a questioner from the `demotools` package to get input during the
 example.
// This package can be found in the ..\..\demotools folder of this repo.
//
// The specified movie sampler is used to get sample data from a URL that is loaded
// into the named table.
func RunMovieScenario(
 ctx context.Context, sdkConfig aws.Config, questioner demotools.IQuestioner,
 tableName string,
 movieSampler actions.IMovieSampler) {
 defer func() {
  if r := recover(); r != nil {
   fmt.Printf("Something went wrong with the demo.")
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Println("Welcome to the Amazon DynamoDB getting started demo.")
 log.Println(strings.Repeat("-", 88))

 tableBasics := actions.TableBasics{TableName: tableName,
  DynamoDbClient: dynamodb.NewFromConfig(sdkConfig)}
```

```
exists, err := tableBasics.TableExists(ctx)
if err != nil {
 panic(err)
}
if !exists {
 log.Printf("Creating table %v...\n", tableName)
 _, err = tableBasics.CreateMovieTable(ctx)
 if err != nil {
  panic(err)
 } else {
  log.Printf("Created table %v.\n", tableName)
 }
} else {
 log.Printf("Table %v already exists.\n", tableName)
}

var customMovie actions.Movie
customMovie.Title = questioner.Ask("Enter a movie title to add to the table:",
 demotools.NotEmpty{})
customMovie.Year = questioner.AskInt("What year was it released?",
 demotools.NotEmpty{}, demotools.InIntRange{Lower: 1900, Upper: 2030})
customMovie.Info = map[string]interface{}{}
customMovie.Info["rating"] = questioner.AskFloat64(
 "Enter a rating between 1 and 10:",
 demotools.NotEmpty{}, demotools.InFloatRange{Lower: 1, Upper: 10})
customMovie.Info["plot"] = questioner.Ask("What's the plot? ",
 demotools.NotEmpty{})
err = tableBasics.AddMovie(ctx, customMovie)
if err == nil {
 log.Printf("Added %v to the movie table.\n", customMovie.Title)
}
log.Println(strings.Repeat("-", 88))

log.Printf("Let's update your movie. You previously rated it %v.\n",
customMovie.Info["rating"])
customMovie.Info["rating"] = questioner.AskFloat64(
 "What new rating would you give it?",
 demotools.NotEmpty{}, demotools.InFloatRange{Lower: 1, Upper: 10})
log.Printf("You summarized the plot as '%v'.\n", customMovie.Info["plot"])
customMovie.Info["plot"] = questioner.Ask("What would you say now?",
 demotools.NotEmpty{})
attributes, err := tableBasics.UpdateMovie(ctx, customMovie)
if err == nil {
 log.Printf("Updated %v with new values.\n", customMovie.Title)
```

```
 for _, attVal := range attributes {
  for valKey, val := range attVal {
   log.Printf("\t%v: %v\n", valKey, val)
  }
 }
}
log.Println(strings.Repeat("-", 88))

log.Printf("Getting movie data from %v and adding 250 movies to the table...\n",
 movieSampler.GetURL())
movies := movieSampler.GetSampleMovies()
written, err := tableBasics.AddMovieBatch(ctx, movies, 250)
if err != nil {
 panic(err)
} else {
 log.Printf("Added %v movies to the table.\n", written)
}

show := 10
if show > written {
 show = written
}
log.Printf("The first %v movies in the table are:", show)
for index, movie := range movies[:show] {
 log.Printf("\t%v. %v\n", index+1, movie.Title)
}
movieIndex := questioner.AskInt(
 "Enter the number of a movie to get info about it: ",
 demotools.InIntRange{Lower: 1, Upper: show},
)
movie, err := tableBasics.GetMovie(ctx, movies[movieIndex-1].Title,
movies[movieIndex-1].Year)
if err == nil {
 log.Println(movie)
}
log.Println(strings.Repeat("-", 88))

log.Println("Let's get a list of movies released in a given year.")
releaseYear := questioner.AskInt("Enter a year between 1972 and 2018: ",
 demotools.InIntRange{Lower: 1972, Upper: 2018},
)
releases, err := tableBasics.Query(ctx, releaseYear)
if err == nil {
 if len(releases) == 0 {
```

```
  log.Printf("I couldn't find any movies released in %v!\n", releaseYear)
 } else {
  for _, movie = range releases {
   log.Println(movie)
  }
 }
}
log.Println(strings.Repeat("-", 88))

log.Println("Now let's scan for movies released in a range of years.")
startYear := questioner.AskInt("Enter a year: ",
 demotools.InIntRange{Lower: 1972, Upper: 2018})
endYear := questioner.AskInt("Enter another year: ",
 demotools.InIntRange{Lower: 1972, Upper: 2018})
releases, err = tableBasics.Scan(ctx, startYear, endYear)
if err == nil {
 if len(releases) == 0 {
  log.Printf("I couldn't find any movies released between %v and %v!\n", startYear,
endYear)
 } else {
  log.Printf("Found %v movies. In this list, the plot is <nil> because "+
   "we used a projection expression when scanning for items to return only "+
   "the title, year, and rating.\n", len(releases))
  for _, movie = range releases {
   log.Println(movie)
  }
 }
}
log.Println(strings.Repeat("-", 88))

var tables []string
if questioner.AskBool("Do you want to list all of your tables? (y/n) ", "y") {
 tables, err = tableBasics.ListTables(ctx)
 if err == nil {
  log.Printf("Found %v tables:", len(tables))
  for _, table := range tables {
   log.Printf("\t%v", table)
  }
 }
}
log.Println(strings.Repeat("-", 88))

log.Printf("Let's remove your movie '%v'.\n", customMovie.Title)
if questioner.AskBool("Do you want to delete it from the table? (y/n) ", "y") {
```

```
  err = tableBasics.DeleteMovie(ctx, customMovie)
 }
 if err == nil {
  log.Printf("Deleted %v.\n", customMovie.Title)
 }

 if questioner.AskBool("Delete the table, too? (y/n)", "y") {
  err = tableBasics.DeleteTable(ctx)
 } else {
  log.Println("Don't forget to delete the table when you're done or you might " +
   "incur charges on your account.")
 }
 if err == nil {
  log.Printf("Deleted table %v.\n", tableBasics.TableName)
 }

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
 "bytes"
 "encoding/json"
 "fmt"
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
```

```
// and Info is additional data.
type Movie struct {
 Title string                 `dynamodbav:"title"`
 Year  int                    `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}

// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
}

// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

Create a struct and methods that call DynamoDB actions.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
```

```
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// TableExists determines whether a DynamoDB table exists.
func (basics TableBasics) TableExists(ctx context.Context) (bool, error) {
 exists := true
 _, err := basics.DynamoDbClient.DescribeTable(
  ctx, &dynamodb.DescribeTableInput{TableName: aws.String(basics.TableName)},
 )
 if err != nil {
  var notFoundEx *types.ResourceNotFoundException
  if errors.As(err, &notFoundEx) {
   log.Printf("Table %v does not exist.\n", basics.TableName)
   err = nil
  } else {
   log.Printf("Couldn't determine existence of table %v. Here's why: %v\n",
 basics.TableName, err)
  }
  exists = false
 }
 return exists, err
}



// CreateMovieTable creates a DynamoDB table with a composite primary key defined as
// a string sort key named `title`, and a numeric partition key named `year`.
// This function uses NewTableExistsWaiter to wait for the table to be created by
// DynamoDB before it returns.
func (basics TableBasics) CreateMovieTable(ctx context.Context)
 (*types.TableDescription, error) {
 var tableDesc *types.TableDescription
 table, err := basics.DynamoDbClient.CreateTable(ctx, &dynamodb.CreateTableInput{
  AttributeDefinitions: []types.AttributeDefinition{{
```

```
   AttributeName: aws.String("year"),
   AttributeType: types.ScalarAttributeTypeN,
  }, {
   AttributeName: aws.String("title"),
   AttributeType: types.ScalarAttributeTypeS,
  }},
  KeySchema: []types.KeySchemaElement{{
   AttributeName: aws.String("year"),
   KeyType:       types.KeyTypeHash,
  }, {
   AttributeName: aws.String("title"),
   KeyType:       types.KeyTypeRange,
  }},
  TableName: aws.String(basics.TableName),
  ProvisionedThroughput: &types.ProvisionedThroughput{
   ReadCapacityUnits:  aws.Int64(10),
   WriteCapacityUnits: aws.Int64(10),
  },
 })
 if err != nil {
  log.Printf("Couldn't create table %v. Here's why: %v\n", basics.TableName, err)
 } else {
  waiter := dynamodb.NewTableExistsWaiter(basics.DynamoDbClient)
  err = waiter.Wait(ctx, &dynamodb.DescribeTableInput{
   TableName: aws.String(basics.TableName)}, 5*time.Minute)
  if err != nil {
   log.Printf("Wait for table exists failed. Here's why: %v\n", err)
  }
  tableDesc = table.TableDescription
 }
 return tableDesc, err
}



// ListTables lists the DynamoDB table names for the current account.
func (basics TableBasics) ListTables(ctx context.Context) ([]string, error) {
 var tableNames []string
 var output *dynamodb.ListTablesOutput
 var err error
 tablePaginator := dynamodb.NewListTablesPaginator(basics.DynamoDbClient,
 &dynamodb.ListTablesInput{})
 for tablePaginator.HasMorePages() {
  output, err = tablePaginator.NextPage(ctx)
```

```
  if err != nil {
   log.Printf("Couldn't list tables. Here's why: %v\n", err)
   break
  } else {
   tableNames = append(tableNames, output.TableNames...)
  }
 }
 return tableNames, err
}



// AddMovie adds a movie the DynamoDB table.
func (basics TableBasics) AddMovie(ctx context.Context, movie Movie) error {
 item, err := attributevalue.MarshalMap(movie)
 if err != nil {
  panic(err)
 }
 _, err = basics.DynamoDbClient.PutItem(ctx, &dynamodb.PutItemInput{
  TableName: aws.String(basics.TableName), Item: item,
 })
 if err != nil {
  log.Printf("Couldn't add item to table. Here's why: %v\n", err)
 }
 return err
}



// UpdateMovie updates the rating and plot of a movie that already exists in the
// DynamoDB table. This function uses the `expression` package to build the update
// expression.
func (basics TableBasics) UpdateMovie(ctx context.Context, movie Movie)
 (map[string]map[string]interface{}, error) {
 var err error
 var response *dynamodb.UpdateItemOutput
 var attributeMap map[string]map[string]interface{}
 update := expression.Set(expression.Name("info.rating"),
 expression.Value(movie.Info["rating"]))
 update.Set(expression.Name("info.plot"), expression.Value(movie.Info["plot"]))
 expr, err := expression.NewBuilder().WithUpdate(update).Build()
 if err != nil {
  log.Printf("Couldn't build expression for update. Here's why: %v\n", err)
 } else {
```

```
  response, err = basics.DynamoDbClient.UpdateItem(ctx, &dynamodb.UpdateItemInput{
   TableName:                 aws.String(basics.TableName),
   Key:                       movie.GetKey(),
   ExpressionAttributeNames:  expr.Names(),
   ExpressionAttributeValues: expr.Values(),
   UpdateExpression:          expr.Update(),
   ReturnValues:              types.ReturnValueUpdatedNew,
  })
  if err != nil {
   log.Printf("Couldn't update movie %v. Here's why: %v\n", movie.Title, err)
  } else {
   err = attributevalue.UnmarshalMap(response.Attributes, &attributeMap)
   if err != nil {
    log.Printf("Couldn't unmarshall update response. Here's why: %v\n", err)
   }
  }
 }
 return attributeMap, err
}



// AddMovieBatch adds a slice of movies to the DynamoDB table. The function sends
// batches of 25 movies to DynamoDB until all movies are added or it reaches the
// specified maximum.
func (basics TableBasics) AddMovieBatch(ctx context.Context, movies []Movie,
 maxMovies int) (int, error) {
 var err error
 var item map[string]types.AttributeValue
 written := 0
 batchSize := 25 // DynamoDB allows a maximum batch size of 25 items.
 start := 0
 end := start + batchSize
 for start < maxMovies && start < len(movies) {
  var writeReqs []types.WriteRequest
  if end > len(movies) {
   end = len(movies)
  }
  for _, movie := range movies[start:end] {
   item, err = attributevalue.MarshalMap(movie)
   if err != nil {
    log.Printf("Couldn't marshal movie %v for batch writing. Here's why: %v\n",
 movie.Title, err)
   } else {
```

```
    writeReqs = append(
     writeReqs,
     types.WriteRequest{PutRequest: &types.PutRequest{Item: item}},
    )
   }
  }
  _, err = basics.DynamoDbClient.BatchWriteItem(ctx, &dynamodb.BatchWriteItemInput{
   RequestItems: map[string][]types.WriteRequest{basics.TableName: writeReqs}})
  if err != nil {
   log.Printf("Couldn't add a batch of movies to %v. Here's why: %v\n",
 basics.TableName, err)
  } else {
   written += len(writeReqs)
  }
  start = end
  end += batchSize
 }

 return written, err
}



// GetMovie gets movie data from the DynamoDB table by using the primary composite
 key
// made of title and year.
func (basics TableBasics) GetMovie(ctx context.Context, title string, year int)
 (Movie, error) {
 movie := Movie{Title: title, Year: year}
 response, err := basics.DynamoDbClient.GetItem(ctx, &dynamodb.GetItemInput{
  Key: movie.GetKey(), TableName: aws.String(basics.TableName),
 })
 if err != nil {
  log.Printf("Couldn't get info about %v. Here's why: %v\n", title, err)
 } else {
  err = attributevalue.UnmarshalMap(response.Item, &movie)
  if err != nil {
   log.Printf("Couldn't unmarshal response. Here's why: %v\n", err)
  }
 }
 return movie, err
}
```

```
// Query gets all movies in the DynamoDB table that were released in the specified
 year.
// The function uses the `expression` package to build the key condition expression
// that is used in the query.
func (basics TableBasics) Query(ctx context.Context, releaseYear int) ([]Movie,
 error) {
 var err error
 var response *dynamodb.QueryOutput
 var movies []Movie
 keyEx := expression.Key("year").Equal(expression.Value(releaseYear))
 expr, err := expression.NewBuilder().WithKeyCondition(keyEx).Build()
 if err != nil {
  log.Printf("Couldn't build expression for query. Here's why: %v\n", err)
 } else {
  queryPaginator := dynamodb.NewQueryPaginator(basics.DynamoDbClient,
 &dynamodb.QueryInput{
   TableName:                 aws.String(basics.TableName),
   ExpressionAttributeNames:  expr.Names(),
   ExpressionAttributeValues: expr.Values(),
   KeyConditionExpression:    expr.KeyCondition(),
  })
  for queryPaginator.HasMorePages() {
   response, err = queryPaginator.NextPage(ctx)
   if err != nil {
    log.Printf("Couldn't query for movies released in %v. Here's why: %v\n",
 releaseYear, err)
    break
   } else {
    var moviePage []Movie
    err = attributevalue.UnmarshalListOfMaps(response.Items, &moviePage)
    if err != nil {
     log.Printf("Couldn't unmarshal query response. Here's why: %v\n", err)
     break
    } else {
     movies = append(movies, moviePage...)
    }
   }
  }
 }
 return movies, err
}
```

```
// Scan gets all movies in the DynamoDB table that were released in a range of years
// and projects them to return a reduced set of fields.
// The function uses the `expression` package to build the filter and projection
// expressions.
func (basics TableBasics) Scan(ctx context.Context, startYear int, endYear int)
 ([]Movie, error) {
 var movies []Movie
 var err error
 var response *dynamodb.ScanOutput
 filtEx := expression.Name("year").Between(expression.Value(startYear),
 expression.Value(endYear))
 projEx := expression.NamesList(
  expression.Name("year"), expression.Name("title"), expression.Name("info.rating"))
 expr, err :=
 expression.NewBuilder().WithFilter(filtEx).WithProjection(projEx).Build()
 if err != nil {
  log.Printf("Couldn't build expressions for scan. Here's why: %v\n", err)
 } else {
  scanPaginator := dynamodb.NewScanPaginator(basics.DynamoDbClient,
 &dynamodb.ScanInput{
   TableName:                 aws.String(basics.TableName),
   ExpressionAttributeNames:  expr.Names(),
   ExpressionAttributeValues: expr.Values(),
   FilterExpression:          expr.Filter(),
   ProjectionExpression:      expr.Projection(),
  })
  for scanPaginator.HasMorePages() {
   response, err = scanPaginator.NextPage(ctx)
   if err != nil {
    log.Printf("Couldn't scan for movies released between %v and %v. Here's why: %v
\n",
     startYear, endYear, err)
    break
   } else {
    var moviePage []Movie
    err = attributevalue.UnmarshalListOfMaps(response.Items, &moviePage)
    if err != nil {
     log.Printf("Couldn't unmarshal query response. Here's why: %v\n", err)
     break
    } else {
     movies = append(movies, moviePage...)
    }
   }
```

```
  }
 }
 return movies, err
}



// DeleteMovie removes a movie from the DynamoDB table.
func (basics TableBasics) DeleteMovie(ctx context.Context, movie Movie) error {
 _, err := basics.DynamoDbClient.DeleteItem(ctx, &dynamodb.DeleteItemInput{
  TableName: aws.String(basics.TableName), Key: movie.GetKey(),
 })
 if err != nil {
  log.Printf("Couldn't delete %v from the table. Here's why: %v\n", movie.Title,
 err)
 }
 return err
}



// DeleteTable deletes the DynamoDB table and all of its data.
func (basics TableBasics) DeleteTable(ctx context.Context) error {
 _, err := basics.DynamoDbClient.DeleteTable(ctx, &dynamodb.DeleteTableInput{
  TableName: aws.String(basics.TableName)})
 if err != nil {
  log.Printf("Couldn't delete table %v. Here's why: %v\n", basics.TableName, err)
 }
 return err
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - BatchWriteItem
  - CreateTable
  - DeleteItem
  - DeleteTable
  - DescribeTable
  - GetItem

- PutItem
- Query
- Scan
- UpdateItem

Actions

`BatchExecuteStatement`

The following code example shows how to use `BatchExecuteStatement`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Define a function receiver struct for the example.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// PartiQLRunner encapsulates the Amazon DynamoDB service actions used in the
// PartiQL examples. It contains a DynamoDB service client that is used to act on
 the
// specified table.
type PartiQLRunner struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
```

```
}
```

Use batches of INSERT statements to add items.

```
// AddMovieBatch runs a batch of PartiQL INSERT statements to add multiple movies to
 the
// DynamoDB table.
func (runner PartiQLRunner) AddMovieBatch(ctx context.Context, movies []Movie) error
 {
 statementRequests := make([]types.BatchStatementRequest, len(movies))
 for index, movie := range movies {
  params, err := attributevalue.MarshalList([]interface{}{movie.Title, movie.Year,
 movie.Info})
  if err != nil {
   panic(err)
  }
  statementRequests[index] = types.BatchStatementRequest{
   Statement: aws.String(fmt.Sprintf(
    "INSERT INTO \"%v\" VALUE {'title': ?, 'year': ?, 'info': ?}",
 runner.TableName)),
   Parameters: params,
  }
 }

 _, err := runner.DynamoDbClient.BatchExecuteStatement(ctx,
 &dynamodb.BatchExecuteStatementInput{
  Statements: statementRequests,
 })
 if err != nil {
  log.Printf("Couldn't insert a batch of items with PartiQL. Here's why: %v\n", err)
 }
 return err
}
```

Use batches of SELECT statements to get items.

```
// GetMovieBatch runs a batch of PartiQL SELECT statements to get multiple movies
 from
// the DynamoDB table by title and year.
func (runner PartiQLRunner) GetMovieBatch(ctx context.Context, movies []Movie)
 ([]Movie, error) {
 statementRequests := make([]types.BatchStatementRequest, len(movies))
 for index, movie := range movies {
  params, err := attributevalue.MarshalList([]interface{}{movie.Title, movie.Year})
  if err != nil {
   panic(err)
  }
  statementRequests[index] = types.BatchStatementRequest{
   Statement: aws.String(
    fmt.Sprintf("SELECT * FROM \"%v\" WHERE title=? AND year=?", runner.TableName)),
   Parameters: params,
  }
 }

 output, err := runner.DynamoDbClient.BatchExecuteStatement(ctx,
 &dynamodb.BatchExecuteStatementInput{
  Statements: statementRequests,
 })
 var outMovies []Movie
 if err != nil {
  log.Printf("Couldn't get a batch of items with PartiQL. Here's why: %v\n", err)
 } else {
  for _, response := range output.Responses {
   var movie Movie
   err = attributevalue.UnmarshalMap(response.Item, &movie)
   if err != nil {
    log.Printf("Couldn't unmarshal response. Here's why: %v\n", err)
   } else {
    outMovies = append(outMovies, movie)
   }
  }
 }
 return outMovies, err
}
```

Use batches of UPDATE statements to update items.

```
// UpdateMovieBatch runs a batch of PartiQL UPDATE statements to update the rating
 of
// multiple movies that already exist in the DynamoDB table.
func (runner PartiQLRunner) UpdateMovieBatch(ctx context.Context, movies []Movie,
 ratings []float64) error {
 statementRequests := make([]types.BatchStatementRequest, len(movies))
 for index, movie := range movies {
  params, err := attributevalue.MarshalList([]interface{}{ratings[index],
 movie.Title, movie.Year})
  if err != nil {
   panic(err)
  }
  statementRequests[index] = types.BatchStatementRequest{
   Statement: aws.String(
    fmt.Sprintf("UPDATE \"%v\" SET info.rating=? WHERE title=? AND year=?",
 runner.TableName)),
   Parameters: params,
  }
 }

 _, err := runner.DynamoDbClient.BatchExecuteStatement(ctx,
 &dynamodb.BatchExecuteStatementInput{
  Statements: statementRequests,
 })
 if err != nil {
  log.Printf("Couldn't update the batch of movies. Here's why: %v\n", err)
 }
 return err
}
```

Use batches of DELETE statements to delete items.

```
// DeleteMovieBatch runs a batch of PartiQL DELETE statements to remove multiple
 movies
// from the DynamoDB table.
func (runner PartiQLRunner) DeleteMovieBatch(ctx context.Context, movies []Movie)
 error {
 statementRequests := make([]types.BatchStatementRequest, len(movies))
 for index, movie := range movies {
```

```
  params, err := attributevalue.MarshalList([]interface{}{movie.Title, movie.Year})
  if err != nil {
   panic(err)
  }
  statementRequests[index] = types.BatchStatementRequest{
   Statement: aws.String(
    fmt.Sprintf("DELETE FROM \"%v\" WHERE title=? AND year=?", runner.TableName)),
   Parameters: params,
  }
 }

 _, err := runner.DynamoDbClient.BatchExecuteStatement(ctx,
 &dynamodb.BatchExecuteStatementInput{
  Statements: statementRequests,
 })
 if err != nil {
  log.Printf("Couldn't delete the batch of movies. Here's why: %v\n", err)
 }
 return err
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
 "bytes"
 "encoding/json"
 "fmt"
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
```

```
// and Info is additional data.
type Movie struct {
 Title string                `dynamodbav:"title"`
 Year  int                   `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}

// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
}

// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

- For API details, see BatchExecuteStatement in *AWS SDK for Go API Reference*.

`BatchWriteItem`

The following code example shows how to use `BatchWriteItem`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// AddMovieBatch adds a slice of movies to the DynamoDB table. The function sends
// batches of 25 movies to DynamoDB until all movies are added or it reaches the
// specified maximum.
func (basics TableBasics) AddMovieBatch(ctx context.Context, movies []Movie,
 maxMovies int) (int, error) {
 var err error
 var item map[string]types.AttributeValue
 written := 0
 batchSize := 25 // DynamoDB allows a maximum batch size of 25 items.
 start := 0
 end := start + batchSize
 for start < maxMovies && start < len(movies) {
  var writeReqs []types.WriteRequest
  if end > len(movies) {
   end = len(movies)
  }
  for _, movie := range movies[start:end] {
   item, err = attributevalue.MarshalMap(movie)
   if err != nil {
```

```
    log.Printf("Couldn't marshal movie %v for batch writing. Here's why: %v\n",
 movie.Title, err)
   } else {
    writeReqs = append(
     writeReqs,
     types.WriteRequest{PutRequest: &types.PutRequest{Item: item}},
    )
   }
  }
  _, err = basics.DynamoDbClient.BatchWriteItem(ctx, &dynamodb.BatchWriteItemInput{
   RequestItems: map[string][]types.WriteRequest{basics.TableName: writeReqs}})
  if err != nil {
   log.Printf("Couldn't add a batch of movies to %v. Here's why: %v\n",
 basics.TableName, err)
  } else {
   written += len(writeReqs)
  }
  start = end
  end += batchSize
 }

 return written, err
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
 "bytes"
 "encoding/json"
 "fmt"
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)
```

```
// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
// and Info is additional data.
type Movie struct {
 Title string                `dynamodbav:"title"`
 Year  int                   `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}

// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
}

// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

- For API details, see BatchWriteItem in *AWS SDK for Go API Reference*.

`CreateTable`

The following code example shows how to use `CreateTable`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// CreateMovieTable creates a DynamoDB table with a composite primary key defined as
// a string sort key named `title`, and a numeric partition key named `year`.
// This function uses NewTableExistsWaiter to wait for the table to be created by
// DynamoDB before it returns.
func (basics TableBasics) CreateMovieTable(ctx context.Context)
 (*types.TableDescription, error) {
 var tableDesc *types.TableDescription
 table, err := basics.DynamoDbClient.CreateTable(ctx, &dynamodb.CreateTableInput{
  AttributeDefinitions: []types.AttributeDefinition{{
   AttributeName: aws.String("year"),
```

```
   AttributeType: types.ScalarAttributeTypeN,
  }, {
   AttributeName: aws.String("title"),
   AttributeType: types.ScalarAttributeTypeS,
  }},
  KeySchema: []types.KeySchemaElement{{
   AttributeName: aws.String("year"),
   KeyType:       types.KeyTypeHash,
  }, {
   AttributeName: aws.String("title"),
   KeyType:       types.KeyTypeRange,
  }},
  TableName: aws.String(basics.TableName),
  ProvisionedThroughput: &types.ProvisionedThroughput{
   ReadCapacityUnits:  aws.Int64(10),
   WriteCapacityUnits: aws.Int64(10),
  },
 })
 if err != nil {
  log.Printf("Couldn't create table %v. Here's why: %v\n", basics.TableName, err)
 } else {
  waiter := dynamodb.NewTableExistsWaiter(basics.DynamoDbClient)
  err = waiter.Wait(ctx, &dynamodb.DescribeTableInput{
   TableName: aws.String(basics.TableName)}, 5*time.Minute)
  if err != nil {
   log.Printf("Wait for table exists failed. Here's why: %v\n", err)
  }
  tableDesc = table.TableDescription
 }
 return tableDesc, err
}
```

- For API details, see CreateTable in *AWS SDK for Go API Reference*.

`DeleteItem`

The following code example shows how to use `DeleteItem`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// DeleteMovie removes a movie from the DynamoDB table.
func (basics TableBasics) DeleteMovie(ctx context.Context, movie Movie) error {
 _, err := basics.DynamoDbClient.DeleteItem(ctx, &dynamodb.DeleteItemInput{
  TableName: aws.String(basics.TableName), Key: movie.GetKey(),
 })
 if err != nil {
  log.Printf("Couldn't delete %v from the table. Here's why: %v\n", movie.Title,
 err)
 }
 return err
```

```
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
 "bytes"
 "encoding/json"
 "fmt"
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
// and Info is additional data.
type Movie struct {
 Title string                `dynamodbav:"title"`
 Year  int                   `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}

// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
```

```
}

// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

- For API details, see DeleteItem in *AWS SDK for Go API Reference*.

`DeleteTable`

The following code example shows how to use `DeleteTable`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
```

```
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// DeleteTable deletes the DynamoDB table and all of its data.
func (basics TableBasics) DeleteTable(ctx context.Context) error {
 _, err := basics.DynamoDbClient.DeleteTable(ctx, &dynamodb.DeleteTableInput{
  TableName: aws.String(basics.TableName)})
 if err != nil {
  log.Printf("Couldn't delete table %v. Here's why: %v\n", basics.TableName, err)
 }
 return err
}
```

- For API details, see DeleteTable in *AWS SDK for Go API Reference*.

`DescribeTable`

The following code example shows how to use `DescribeTable`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
```

```
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// TableExists determines whether a DynamoDB table exists.
func (basics TableBasics) TableExists(ctx context.Context) (bool, error) {
 exists := true
 _, err := basics.DynamoDbClient.DescribeTable(
  ctx, &dynamodb.DescribeTableInput{TableName: aws.String(basics.TableName)},
 )
 if err != nil {
  var notFoundEx *types.ResourceNotFoundException
  if errors.As(err, &notFoundEx) {
   log.Printf("Table %v does not exist.\n", basics.TableName)
   err = nil
  } else {
   log.Printf("Couldn't determine existence of table %v. Here's why: %v\n",
 basics.TableName, err)
  }
  exists = false
 }
 return exists, err
}
```

- For API details, see DescribeTable in *AWS SDK for Go API Reference*.

`ExecuteStatement`

The following code example shows how to use `ExecuteStatement`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Define a function receiver struct for the example.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// PartiQLRunner encapsulates the Amazon DynamoDB service actions used in the
// PartiQL examples. It contains a DynamoDB service client that is used to act on
 the
// specified table.
type PartiQLRunner struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}
```

Use an INSERT statement to add an item.

```
// AddMovie runs a PartiQL INSERT statement to add a movie to the DynamoDB table.
func (runner PartiQLRunner) AddMovie(ctx context.Context, movie Movie) error {
 params, err := attributevalue.MarshalList([]interface{}{movie.Title, movie.Year,
 movie.Info})
 if err != nil {
  panic(err)
```

```
 }
 _, err = runner.DynamoDbClient.ExecuteStatement(ctx,
 &dynamodb.ExecuteStatementInput{
  Statement: aws.String(
   fmt.Sprintf("INSERT INTO \"%v\" VALUE {'title': ?, 'year': ?, 'info': ?}",
    runner.TableName)),
  Parameters: params,
 })
 if err != nil {
  log.Printf("Couldn't insert an item with PartiQL. Here's why: %v\n", err)
 }
 return err
}
```

Use a SELECT statement to get an item.

```
// GetMovie runs a PartiQL SELECT statement to get a movie from the DynamoDB table
 by
// title and year.
func (runner PartiQLRunner) GetMovie(ctx context.Context, title string, year int)
 (Movie, error) {
 var movie Movie
 params, err := attributevalue.MarshalList([]interface{}{title, year})
 if err != nil {
  panic(err)
 }
 response, err := runner.DynamoDbClient.ExecuteStatement(ctx,
 &dynamodb.ExecuteStatementInput{
  Statement: aws.String(
   fmt.Sprintf("SELECT * FROM \"%v\" WHERE title=? AND year=?",
    runner.TableName)),
  Parameters: params,
 })
 if err != nil {
  log.Printf("Couldn't get info about %v. Here's why: %v\n", title, err)
 } else {
  err = attributevalue.UnmarshalMap(response.Items[0], &movie)
  if err != nil {
   log.Printf("Couldn't unmarshal response. Here's why: %v\n", err)
  }
```

```
 }
 return movie, err
}
```

Use a SELECT statement to get a list of items and project the results.

```
// GetAllMovies runs a PartiQL SELECT statement to get all movies from the DynamoDB
 table.
// pageSize is not typically required and is used to show how to paginate the
 results.
// The results are projected to return only the title and rating of each movie.
func (runner PartiQLRunner) GetAllMovies(ctx context.Context, pageSize int32)
 ([]map[string]interface{}, error) {
 var output []map[string]interface{}
 var response *dynamodb.ExecuteStatementOutput
 var err error
 var nextToken *string
 for moreData := true; moreData; {
  response, err = runner.DynamoDbClient.ExecuteStatement(ctx,
 &dynamodb.ExecuteStatementInput{
   Statement: aws.String(
    fmt.Sprintf("SELECT title, info.rating FROM \"%v\"", runner.TableName)),
   Limit:     aws.Int32(pageSize),
   NextToken: nextToken,
  })
  if err != nil {
   log.Printf("Couldn't get movies. Here's why: %v\n", err)
   moreData = false
  } else {
   var pageOutput []map[string]interface{}
   err = attributevalue.UnmarshalListOfMaps(response.Items, &pageOutput)
   if err != nil {
    log.Printf("Couldn't unmarshal response. Here's why: %v\n", err)
   } else {
    log.Printf("Got a page of length %v.\n", len(response.Items))
    output = append(output, pageOutput...)
   }
   nextToken = response.NextToken
   moreData = nextToken != nil
  }
```

```
 }
 return output, err
}
```

Use an UPDATE statement to update an item.

```
// UpdateMovie runs a PartiQL UPDATE statement to update the rating of a movie that
// already exists in the DynamoDB table.
func (runner PartiQLRunner) UpdateMovie(ctx context.Context, movie Movie, rating
 float64) error {
 params, err := attributevalue.MarshalList([]interface{}{rating, movie.Title,
 movie.Year})
 if err != nil {
  panic(err)
 }
 _, err = runner.DynamoDbClient.ExecuteStatement(ctx,
 &dynamodb.ExecuteStatementInput{
  Statement: aws.String(
   fmt.Sprintf("UPDATE \"%v\" SET info.rating=? WHERE title=? AND year=?",
    runner.TableName)),
  Parameters: params,
 })
 if err != nil {
  log.Printf("Couldn't update movie %v. Here's why: %v\n", movie.Title, err)
 }
 return err
}
```

Use a DELETE statement to delete an item.

```
// DeleteMovie runs a PartiQL DELETE statement to remove a movie from the DynamoDB
 table.
func (runner PartiQLRunner) DeleteMovie(ctx context.Context, movie Movie) error {
 params, err := attributevalue.MarshalList([]interface{}{movie.Title, movie.Year})
 if err != nil {
  panic(err)
 }
```

```
 _, err = runner.DynamoDbClient.ExecuteStatement(ctx,
 &dynamodb.ExecuteStatementInput{
  Statement: aws.String(
   fmt.Sprintf("DELETE FROM \"%v\" WHERE title=? AND year=?",
    runner.TableName)),
  Parameters: params,
 })
 if err != nil {
  log.Printf("Couldn't delete %v from the table. Here's why: %v\n", movie.Title,
 err)
 }
 return err
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
 "bytes"
 "encoding/json"
 "fmt"
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
// and Info is additional data.
type Movie struct {
 Title string                `dynamodbav:"title"`
 Year  int                   `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}
```

```
// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
}

// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

- For API details, see ExecuteStatement in *AWS SDK for Go API Reference*.

`GetItem`

The following code example shows how to use `GetItem`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
```

```
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// GetMovie gets movie data from the DynamoDB table by using the primary composite
 key
// made of title and year.
func (basics TableBasics) GetMovie(ctx context.Context, title string, year int)
 (Movie, error) {
 movie := Movie{Title: title, Year: year}
 response, err := basics.DynamoDbClient.GetItem(ctx, &dynamodb.GetItemInput{
  Key: movie.GetKey(), TableName: aws.String(basics.TableName),
 })
 if err != nil {
  log.Printf("Couldn't get info about %v. Here's why: %v\n", title, err)
 } else {
  err = attributevalue.UnmarshalMap(response.Item, &movie)
  if err != nil {
   log.Printf("Couldn't unmarshal response. Here's why: %v\n", err)
  }
 }
 return movie, err
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
 "bytes"
 "encoding/json"
 "fmt"
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
// and Info is additional data.
type Movie struct {
 Title string                 `dynamodbav:"title"`
 Year  int                    `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}

// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
}

// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
```

```
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

- For API details, see GetItem in *AWS SDK for Go API Reference*.

`ListTables`

The following code example shows how to use `ListTables`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}
```

```
// ListTables lists the DynamoDB table names for the current account.
func (basics TableBasics) ListTables(ctx context.Context) ([]string, error) {
 var tableNames []string
 var output *dynamodb.ListTablesOutput
 var err error
 tablePaginator := dynamodb.NewListTablesPaginator(basics.DynamoDbClient,
 &dynamodb.ListTablesInput{})
 for tablePaginator.HasMorePages() {
  output, err = tablePaginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't list tables. Here's why: %v\n", err)
   break
  } else {
   tableNames = append(tableNames, output.TableNames...)
  }
 }
 return tableNames, err
}
```

- For API details, see ListTables in *AWS SDK for Go API Reference*.

`PutItem`

The following code example shows how to use `PutItem`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"
```

```
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// AddMovie adds a movie the DynamoDB table.
func (basics TableBasics) AddMovie(ctx context.Context, movie Movie) error {
 item, err := attributevalue.MarshalMap(movie)
 if err != nil {
  panic(err)
 }
 _, err = basics.DynamoDbClient.PutItem(ctx, &dynamodb.PutItemInput{
  TableName: aws.String(basics.TableName), Item: item,
 })
 if err != nil {
  log.Printf("Couldn't add item to table. Here's why: %v\n", err)
 }
 return err
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
 "bytes"
 "encoding/json"
 "fmt"
```

```
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
// and Info is additional data.
type Movie struct {
 Title string                 `dynamodbav:"title"`
 Year  int                    `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}

// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
}

// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

- For API details, see PutItem in *AWS SDK for Go API Reference*.

`Query`

The following code example shows how to use `Query`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// Query gets all movies in the DynamoDB table that were released in the specified
 year.
// The function uses the `expression` package to build the key condition expression
// that is used in the query.
func (basics TableBasics) Query(ctx context.Context, releaseYear int) ([]Movie,
 error) {
 var err error
```

```
 var response *dynamodb.QueryOutput
 var movies []Movie
 keyEx := expression.Key("year").Equal(expression.Value(releaseYear))
 expr, err := expression.NewBuilder().WithKeyCondition(keyEx).Build()
 if err != nil {
  log.Printf("Couldn't build expression for query. Here's why: %v\n", err)
 } else {
  queryPaginator := dynamodb.NewQueryPaginator(basics.DynamoDbClient,
 &dynamodb.QueryInput{
   TableName:                 aws.String(basics.TableName),
   ExpressionAttributeNames:  expr.Names(),
   ExpressionAttributeValues: expr.Values(),
   KeyConditionExpression:    expr.KeyCondition(),
  })
  for queryPaginator.HasMorePages() {
   response, err = queryPaginator.NextPage(ctx)
   if err != nil {
    log.Printf("Couldn't query for movies released in %v. Here's why: %v\n",
 releaseYear, err)
    break
   } else {
    var moviePage []Movie
    err = attributevalue.UnmarshalListOfMaps(response.Items, &moviePage)
    if err != nil {
     log.Printf("Couldn't unmarshal query response. Here's why: %v\n", err)
     break
    } else {
     movies = append(movies, moviePage...)
    }
   }
  }
 }
 return movies, err
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
 "bytes"
```

```
 "encoding/json"
 "fmt"
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
// and Info is additional data.
type Movie struct {
 Title string                 `dynamodbav:"title"`
 Year  int                    `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}

// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
}

// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

- For API details, see Query in *AWS SDK for Go API Reference*.

Scan

The following code example shows how to use Scan.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// Scan gets all movies in the DynamoDB table that were released in a range of years
// and projects them to return a reduced set of fields.
// The function uses the `expression` package to build the filter and projection
// expressions.
```

```
func (basics TableBasics) Scan(ctx context.Context, startYear int, endYear int)
 ([]Movie, error) {
 var movies []Movie
 var err error
 var response *dynamodb.ScanOutput
 filtEx := expression.Name("year").Between(expression.Value(startYear),
 expression.Value(endYear))
 projEx := expression.NamesList(
  expression.Name("year"), expression.Name("title"), expression.Name("info.rating"))
 expr, err :=
 expression.NewBuilder().WithFilter(filtEx).WithProjection(projEx).Build()
 if err != nil {
  log.Printf("Couldn't build expressions for scan. Here's why: %v\n", err)
 } else {
  scanPaginator := dynamodb.NewScanPaginator(basics.DynamoDbClient,
 &dynamodb.ScanInput{
   TableName:                 aws.String(basics.TableName),
   ExpressionAttributeNames:  expr.Names(),
   ExpressionAttributeValues: expr.Values(),
   FilterExpression:          expr.Filter(),
   ProjectionExpression:      expr.Projection(),
  })
  for scanPaginator.HasMorePages() {
   response, err = scanPaginator.NextPage(ctx)
   if err != nil {
    log.Printf("Couldn't scan for movies released between %v and %v. Here's why: %v
\n",
     startYear, endYear, err)
    break
   } else {
    var moviePage []Movie
    err = attributevalue.UnmarshalListOfMaps(response.Items, &moviePage)
    if err != nil {
     log.Printf("Couldn't unmarshal query response. Here's why: %v\n", err)
     break
    } else {
     movies = append(movies, moviePage...)
    }
   }
  }
 }
 return movies, err
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
 "bytes"
 "encoding/json"
 "fmt"
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
// and Info is additional data.
type Movie struct {
 Title string                 `dynamodbav:"title"`
 Year  int                    `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}

// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
}
```

```
// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

- For API details, see Scan in *AWS SDK for Go API Reference*.

`UpdateItem`

The following code example shows how to use `UpdateItem`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// TableBasics encapsulates the Amazon DynamoDB service actions used in the
 examples.
// It contains a DynamoDB service client that is used to act on the specified table.
type TableBasics struct {
 DynamoDbClient *dynamodb.Client
```

```
 TableName      string
}



// UpdateMovie updates the rating and plot of a movie that already exists in the
// DynamoDB table. This function uses the `expression` package to build the update
// expression.
func (basics TableBasics) UpdateMovie(ctx context.Context, movie Movie)
 (map[string]map[string]interface{}, error) {
 var err error
 var response *dynamodb.UpdateItemOutput
 var attributeMap map[string]map[string]interface{}
 update := expression.Set(expression.Name("info.rating"),
 expression.Value(movie.Info["rating"]))
 update.Set(expression.Name("info.plot"), expression.Value(movie.Info["plot"]))
 expr, err := expression.NewBuilder().WithUpdate(update).Build()
 if err != nil {
  log.Printf("Couldn't build expression for update. Here's why: %v\n", err)
 } else {
  response, err = basics.DynamoDbClient.UpdateItem(ctx, &dynamodb.UpdateItemInput{
   TableName:                 aws.String(basics.TableName),
   Key:                       movie.GetKey(),
   ExpressionAttributeNames:  expr.Names(),
   ExpressionAttributeValues: expr.Values(),
   UpdateExpression:          expr.Update(),
   ReturnValues:              types.ReturnValueUpdatedNew,
  })
  if err != nil {
   log.Printf("Couldn't update movie %v. Here's why: %v\n", movie.Title, err)
  } else {
   err = attributevalue.UnmarshalMap(response.Attributes, &attributeMap)
   if err != nil {
    log.Printf("Couldn't unmarshall update response. Here's why: %v\n", err)
   }
  }
 }
 return attributeMap, err
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
 "bytes"
 "encoding/json"
 "fmt"
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
// and Info is additional data.
type Movie struct {
 Title string                 `dynamodbav:"title"`
 Year  int                    `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}

// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
}

// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
```

```
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

- For API details, see UpdateItem in *AWS SDK for Go API Reference*.

Scenarios

Query a table by using batches of PartiQL statements

The following code example shows how to:

- Get a batch of items by running multiple SELECT statements.
- Add a batch of items by running multiple INSERT statements.
- Update a batch of items by running multiple UPDATE statements.
- Delete a batch of items by running multiple DELETE statements.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run a scenario that creates a table and runs batches of PartiQL queries.

```
import (
 "context"
 "fmt"
 "log"
 "strings"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/dynamodb/actions"
)
```

```
// RunPartiQLBatchScenario shows you how to use the AWS SDK for Go
// to run batches of PartiQL statements to query a table that stores data about
 movies.
//
//   - Use batches of PartiQL statements to add, get, update, and delete data for
//     individual movies.
//
// This example creates an Amazon DynamoDB service client from the specified
 sdkConfig so that
// you can replace it with a mocked or stubbed config for unit testing.
//
// This example creates and deletes a DynamoDB table to use during the scenario.
func RunPartiQLBatchScenario(ctx context.Context, sdkConfig aws.Config, tableName
 string) {
 defer func() {
  if r := recover(); r != nil {
   fmt.Printf("Something went wrong with the demo.")
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Println("Welcome to the Amazon DynamoDB PartiQL batch demo.")
 log.Println(strings.Repeat("-", 88))

 tableBasics := actions.TableBasics{
  DynamoDbClient: dynamodb.NewFromConfig(sdkConfig),
  TableName:      tableName,
 }
 runner := actions.PartiQLRunner{
  DynamoDbClient: dynamodb.NewFromConfig(sdkConfig),
  TableName:      tableName,
 }

 exists, err := tableBasics.TableExists(ctx)
 if err != nil {
  panic(err)
 }
 if !exists {
  log.Printf("Creating table %v...\n", tableName)
  _, err = tableBasics.CreateMovieTable(ctx)
  if err != nil {
   panic(err)
  } else {
```

```
  log.Printf("Created table %v.\n", tableName)
 }
} else {
 log.Printf("Table %v already exists.\n", tableName)
}
log.Println(strings.Repeat("-", 88))

currentYear, _, _ := time.Now().Date()
customMovies := []actions.Movie{{
 Title: "House PartiQL",
 Year:  currentYear - 5,
 Info: map[string]interface{}{
  "plot":   "Wacky high jinks result from querying a mysterious database.",
  "rating": 8.5}}, {
 Title: "House PartiQL 2",
 Year:  currentYear - 3,
 Info: map[string]interface{}{
  "plot":   "Moderate high jinks result from querying another mysterious
database.",
  "rating": 6.5}}, {
 Title: "House PartiQL 3",
 Year:  currentYear - 1,
 Info: map[string]interface{}{
  "plot":   "Tepid high jinks result from querying yet another mysterious
database.",
  "rating": 2.5},
},
}

log.Printf("Inserting a batch of movies into table '%v'.\n", tableName)
err = runner.AddMovieBatch(ctx, customMovies)
if err == nil {
 log.Printf("Added %v movies to the table.\n", len(customMovies))
}
log.Println(strings.Repeat("-", 88))

log.Println("Getting data for a batch of movies.")
movies, err := runner.GetMovieBatch(ctx, customMovies)
if err == nil {
 for _, movie := range movies {
  log.Println(movie)
 }
}
log.Println(strings.Repeat("-", 88))
```

```
 newRatings := []float64{7.7, 4.4, 1.1}
 log.Println("Updating a batch of movies with new ratings.")
 err = runner.UpdateMovieBatch(ctx, customMovies, newRatings)
 if err == nil {
  log.Printf("Updated %v movies with new ratings.\n", len(customMovies))
 }
 log.Println(strings.Repeat("-", 88))

 log.Println("Getting projected data from the table to verify our update.")
 log.Println("Using a page size of 2 to demonstrate paging.")
 projections, err := runner.GetAllMovies(ctx, 2)
 if err == nil {
  log.Println("All movies:")
  for _, projection := range projections {
   log.Println(projection)
  }
 }
 log.Println(strings.Repeat("-", 88))

 log.Println("Deleting a batch of movies.")
 err = runner.DeleteMovieBatch(ctx, customMovies)
 if err == nil {
  log.Printf("Deleted %v movies.\n", len(customMovies))
 }

 err = tableBasics.DeleteTable(ctx)
 if err == nil {
  log.Printf("Deleted table %v.\n", tableBasics.TableName)
 }

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
```

```
 "bytes"
 "encoding/json"
 "fmt"
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
// and Info is additional data.
type Movie struct {
 Title string                 `dynamodbav:"title"`
 Year  int                    `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}

// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
}

// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

Create a struct and methods that run PartiQL statements.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// PartiQLRunner encapsulates the Amazon DynamoDB service actions used in the
// PartiQL examples. It contains a DynamoDB service client that is used to act on
 the
// specified table.
type PartiQLRunner struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// AddMovieBatch runs a batch of PartiQL INSERT statements to add multiple movies to
 the
// DynamoDB table.
func (runner PartiQLRunner) AddMovieBatch(ctx context.Context, movies []Movie) error
 {
 statementRequests := make([]types.BatchStatementRequest, len(movies))
 for index, movie := range movies {
  params, err := attributevalue.MarshalList([]interface{}{movie.Title, movie.Year,
 movie.Info})
  if err != nil {
   panic(err)
  }
  statementRequests[index] = types.BatchStatementRequest{
   Statement: aws.String(fmt.Sprintf(
    "INSERT INTO \"%v\" VALUE {'title': ?, 'year': ?, 'info': ?}",
 runner.TableName)),
```

```
   Parameters: params,
  }
 }

 _, err := runner.DynamoDbClient.BatchExecuteStatement(ctx,
 &dynamodb.BatchExecuteStatementInput{
  Statements: statementRequests,
 })
 if err != nil {
  log.Printf("Couldn't insert a batch of items with PartiQL. Here's why: %v\n", err)
 }
 return err
}



// GetMovieBatch runs a batch of PartiQL SELECT statements to get multiple movies
 from
// the DynamoDB table by title and year.
func (runner PartiQLRunner) GetMovieBatch(ctx context.Context, movies []Movie)
 ([]Movie, error) {
 statementRequests := make([]types.BatchStatementRequest, len(movies))
 for index, movie := range movies {
  params, err := attributevalue.MarshalList([]interface{}{movie.Title, movie.Year})
  if err != nil {
   panic(err)
  }
  statementRequests[index] = types.BatchStatementRequest{
   Statement: aws.String(
    fmt.Sprintf("SELECT * FROM \"%v\" WHERE title=? AND year=?", runner.TableName)),
   Parameters: params,
  }
 }

 output, err := runner.DynamoDbClient.BatchExecuteStatement(ctx,
 &dynamodb.BatchExecuteStatementInput{
  Statements: statementRequests,
 })
 var outMovies []Movie
 if err != nil {
  log.Printf("Couldn't get a batch of items with PartiQL. Here's why: %v\n", err)
 } else {
  for _, response := range output.Responses {
   var movie Movie
```

```
   err = attributevalue.UnmarshalMap(response.Item, &movie)
   if err != nil {
    log.Printf("Couldn't unmarshal response. Here's why: %v\n", err)
   } else {
    outMovies = append(outMovies, movie)
   }
  }
 }
 return outMovies, err
}



// GetAllMovies runs a PartiQL SELECT statement to get all movies from the DynamoDB
 table.
// pageSize is not typically required and is used to show how to paginate the
 results.
// The results are projected to return only the title and rating of each movie.
func (runner PartiQLRunner) GetAllMovies(ctx context.Context, pageSize int32)
 ([]map[string]interface{}, error) {
 var output []map[string]interface{}
 var response *dynamodb.ExecuteStatementOutput
 var err error
 var nextToken *string
 for moreData := true; moreData; {
  response, err = runner.DynamoDbClient.ExecuteStatement(ctx,
 &dynamodb.ExecuteStatementInput{
   Statement: aws.String(
    fmt.Sprintf("SELECT title, info.rating FROM \"%v\"", runner.TableName)),
   Limit:     aws.Int32(pageSize),
   NextToken: nextToken,
  })
  if err != nil {
   log.Printf("Couldn't get movies. Here's why: %v\n", err)
   moreData = false
  } else {
   var pageOutput []map[string]interface{}
   err = attributevalue.UnmarshalListOfMaps(response.Items, &pageOutput)
   if err != nil {
    log.Printf("Couldn't unmarshal response. Here's why: %v\n", err)
   } else {
    log.Printf("Got a page of length %v.\n", len(response.Items))
    output = append(output, pageOutput...)
   }
```

```
   nextToken = response.NextToken
   moreData = nextToken != nil
  }
 }
 return output, err
}



// UpdateMovieBatch runs a batch of PartiQL UPDATE statements to update the rating
 of
// multiple movies that already exist in the DynamoDB table.
func (runner PartiQLRunner) UpdateMovieBatch(ctx context.Context, movies []Movie,
 ratings []float64) error {
 statementRequests := make([]types.BatchStatementRequest, len(movies))
 for index, movie := range movies {
  params, err := attributevalue.MarshalList([]interface{}{ratings[index],
 movie.Title, movie.Year})
  if err != nil {
   panic(err)
  }
  statementRequests[index] = types.BatchStatementRequest{
   Statement: aws.String(
    fmt.Sprintf("UPDATE \"%v\" SET info.rating=? WHERE title=? AND year=?",
 runner.TableName)),
   Parameters: params,
  }
 }

 _, err := runner.DynamoDbClient.BatchExecuteStatement(ctx,
 &dynamodb.BatchExecuteStatementInput{
  Statements: statementRequests,
 })
 if err != nil {
  log.Printf("Couldn't update the batch of movies. Here's why: %v\n", err)
 }
 return err
}



// DeleteMovieBatch runs a batch of PartiQL DELETE statements to remove multiple
 movies
// from the DynamoDB table.
```

```
func (runner PartiQLRunner) DeleteMovieBatch(ctx context.Context, movies []Movie)
 error {
 statementRequests := make([]types.BatchStatementRequest, len(movies))
 for index, movie := range movies {
  params, err := attributevalue.MarshalList([]interface{}{movie.Title, movie.Year})
  if err != nil {
   panic(err)
  }
  statementRequests[index] = types.BatchStatementRequest{
   Statement: aws.String(
    fmt.Sprintf("DELETE FROM \"%v\" WHERE title=? AND year=?", runner.TableName)),
   Parameters: params,
  }
 }

 _, err := runner.DynamoDbClient.BatchExecuteStatement(ctx,
 &dynamodb.BatchExecuteStatementInput{
  Statements: statementRequests,
 })
 if err != nil {
  log.Printf("Couldn't delete the batch of movies. Here's why: %v\n", err)
 }
 return err
}
```

- For API details, see BatchExecuteStatement in *AWS SDK for Go API Reference*.

Query a table using PartiQL

The following code example shows how to:

- Get an item by running a SELECT statement.
- Add an item by running an INSERT statement.
- Update an item by running an UPDATE statement.
- Delete an item by running a DELETE statement.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run a scenario that creates a table and runs PartiQL queries.

```
import (
 "context"
 "fmt"
 "log"
 "strings"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/dynamodb/actions"
)

// RunPartiQLSingleScenario shows you how to use the AWS SDK for Go
// to use PartiQL to query a table that stores data about movies.
//
// * Use PartiQL statements to add, get, update, and delete data for individual
 movies.
//
// This example creates an Amazon DynamoDB service client from the specified
 sdkConfig so that
// you can replace it with a mocked or stubbed config for unit testing.
//
// This example creates and deletes a DynamoDB table to use during the scenario.
func RunPartiQLSingleScenario(ctx context.Context, sdkConfig aws.Config, tableName
 string) {
 defer func() {
  if r := recover(); r != nil {
   fmt.Printf("Something went wrong with the demo.")
  }
 }()

 log.Println(strings.Repeat("-", 88))
```

```
log.Println("Welcome to the Amazon DynamoDB PartiQL single action demo.")
log.Println(strings.Repeat("-", 88))

tableBasics := actions.TableBasics{
 DynamoDbClient: dynamodb.NewFromConfig(sdkConfig),
 TableName:      tableName,
}
runner := actions.PartiQLRunner{
 DynamoDbClient: dynamodb.NewFromConfig(sdkConfig),
 TableName:      tableName,
}

exists, err := tableBasics.TableExists(ctx)
if err != nil {
 panic(err)
}
if !exists {
 log.Printf("Creating table %v...\n", tableName)
 _, err = tableBasics.CreateMovieTable(ctx)
 if err != nil {
  panic(err)
 } else {
  log.Printf("Created table %v.\n", tableName)
 }
} else {
 log.Printf("Table %v already exists.\n", tableName)
}
log.Println(strings.Repeat("-", 88))

currentYear, _, _ := time.Now().Date()
customMovie := actions.Movie{
 Title: "24 Hour PartiQL People",
 Year:  currentYear,
 Info: map[string]interface{}{
  "plot":   "A group of data developers discover a new query language they can't
stop using.",
  "rating": 9.9,
 },
}

log.Printf("Inserting movie '%v' released in %v.", customMovie.Title,
customMovie.Year)
err = runner.AddMovie(ctx, customMovie)
if err == nil {
```

```
  log.Printf("Added %v to the movie table.\n", customMovie.Title)
 }
 log.Println(strings.Repeat("-", 88))

 log.Printf("Getting data for movie '%v' released in %v.", customMovie.Title,
 customMovie.Year)
 movie, err := runner.GetMovie(ctx, customMovie.Title, customMovie.Year)
 if err == nil {
  log.Println(movie)
 }
 log.Println(strings.Repeat("-", 88))

 newRating := 6.6
 log.Printf("Updating movie '%v' with a rating of %v.", customMovie.Title,
 newRating)
 err = runner.UpdateMovie(ctx, customMovie, newRating)
 if err == nil {
  log.Printf("Updated %v with a new rating.\n", customMovie.Title)
 }
 log.Println(strings.Repeat("-", 88))

 log.Printf("Getting data again to verify the update.")
 movie, err = runner.GetMovie(ctx, customMovie.Title, customMovie.Year)
 if err == nil {
  log.Println(movie)
 }
 log.Println(strings.Repeat("-", 88))

 log.Printf("Deleting movie '%v'.\n", customMovie.Title)
 err = runner.DeleteMovie(ctx, customMovie)
 if err == nil {
  log.Printf("Deleted %v.\n", customMovie.Title)
 }

 err = tableBasics.DeleteTable(ctx)
 if err == nil {
  log.Printf("Deleted table %v.\n", tableBasics.TableName)
 }

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Define a Movie struct that is used in this example.

```
import (
 "archive/zip"
 "bytes"
 "encoding/json"
 "fmt"
 "io"
 "log"
 "net/http"

 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// Movie encapsulates data about a movie. Title and Year are the composite primary
 key
// of the movie in Amazon DynamoDB. Title is the sort key, Year is the partition
 key,
// and Info is additional data.
type Movie struct {
 Title string                 `dynamodbav:"title"`
 Year  int                    `dynamodbav:"year"`
 Info  map[string]interface{} `dynamodbav:"info"`
}

// GetKey returns the composite primary key of the movie in a format that can be
// sent to DynamoDB.
func (movie Movie) GetKey() map[string]types.AttributeValue {
 title, err := attributevalue.Marshal(movie.Title)
 if err != nil {
  panic(err)
 }
 year, err := attributevalue.Marshal(movie.Year)
 if err != nil {
  panic(err)
 }
 return map[string]types.AttributeValue{"title": title, "year": year}
}
```

```
// String returns the title, year, rating, and plot of a movie, formatted for the
 example.
func (movie Movie) String() string {
 return fmt.Sprintf("%v\n\tReleased: %v\n\tRating: %v\n\tPlot: %v\n",
  movie.Title, movie.Year, movie.Info["rating"], movie.Info["plot"])
}
```

Create a struct and methods that run PartiQL statements.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// PartiQLRunner encapsulates the Amazon DynamoDB service actions used in the
// PartiQL examples. It contains a DynamoDB service client that is used to act on
 the
// specified table.
type PartiQLRunner struct {
 DynamoDbClient *dynamodb.Client
 TableName      string
}



// AddMovie runs a PartiQL INSERT statement to add a movie to the DynamoDB table.
func (runner PartiQLRunner) AddMovie(ctx context.Context, movie Movie) error {
 params, err := attributevalue.MarshalList([]interface{}{movie.Title, movie.Year,
 movie.Info})
 if err != nil {
  panic(err)
 }
 _, err = runner.DynamoDbClient.ExecuteStatement(ctx,
 &dynamodb.ExecuteStatementInput{
```

```
  Statement: aws.String(
   fmt.Sprintf("INSERT INTO \"%v\" VALUE {'title': ?, 'year': ?, 'info': ?}",
    runner.TableName)),
  Parameters: params,
 })
 if err != nil {
  log.Printf("Couldn't insert an item with PartiQL. Here's why: %v\n", err)
 }
 return err
}



// GetMovie runs a PartiQL SELECT statement to get a movie from the DynamoDB table
 by
// title and year.
func (runner PartiQLRunner) GetMovie(ctx context.Context, title string, year int)
 (Movie, error) {
 var movie Movie
 params, err := attributevalue.MarshalList([]interface{}{title, year})
 if err != nil {
  panic(err)
 }
 response, err := runner.DynamoDbClient.ExecuteStatement(ctx,
 &dynamodb.ExecuteStatementInput{
  Statement: aws.String(
   fmt.Sprintf("SELECT * FROM \"%v\" WHERE title=? AND year=?",
    runner.TableName)),
  Parameters: params,
 })
 if err != nil {
  log.Printf("Couldn't get info about %v. Here's why: %v\n", title, err)
 } else {
  err = attributevalue.UnmarshalMap(response.Items[0], &movie)
  if err != nil {
   log.Printf("Couldn't unmarshal response. Here's why: %v\n", err)
  }
 }
 return movie, err
}



// UpdateMovie runs a PartiQL UPDATE statement to update the rating of a movie that
```

```
// already exists in the DynamoDB table.
func (runner PartiQLRunner) UpdateMovie(ctx context.Context, movie Movie, rating
 float64) error {
 params, err := attributevalue.MarshalList([]interface{}{rating, movie.Title,
 movie.Year})
 if err != nil {
  panic(err)
 }
 _, err = runner.DynamoDbClient.ExecuteStatement(ctx,
 &dynamodb.ExecuteStatementInput{
  Statement: aws.String(
   fmt.Sprintf("UPDATE \"%v\" SET info.rating=? WHERE title=? AND year=?",
    runner.TableName)),
  Parameters: params,
 })
 if err != nil {
  log.Printf("Couldn't update movie %v. Here's why: %v\n", movie.Title, err)
 }
 return err
}



// DeleteMovie runs a PartiQL DELETE statement to remove a movie from the DynamoDB
 table.
func (runner PartiQLRunner) DeleteMovie(ctx context.Context, movie Movie) error {
 params, err := attributevalue.MarshalList([]interface{}{movie.Title, movie.Year})
 if err != nil {
  panic(err)
 }
 _, err = runner.DynamoDbClient.ExecuteStatement(ctx,
 &dynamodb.ExecuteStatementInput{
  Statement: aws.String(
   fmt.Sprintf("DELETE FROM \"%v\" WHERE title=? AND year=?",
    runner.TableName)),
  Parameters: params,
 })
 if err != nil {
  log.Printf("Couldn't delete %v from the table. Here's why: %v\n", movie.Title,
 err)
 }
 return err
}
```

- For API details, see ExecuteStatement in *AWS SDK for Go API Reference*.

Serverless examples

Invoke a Lambda function from a DynamoDB trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving records from a DynamoDB stream. The function retrieves the DynamoDB payload and logs the record contents.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming a DynamoDB event with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
 "context"
 "github.com/aws/aws-lambda-go/lambda"
 "github.com/aws/aws-lambda-go/events"
 "fmt"
)

func HandleRequest(ctx context.Context, event events.DynamoDBEvent) (*string, error)
 {
 if len(event.Records) == 0 {
  return nil, fmt.Errorf("received empty event")
 }

 for _, record := range event.Records {
   LogDynamoDBRecord(record)
```

```
 }

 message := fmt.Sprintf("Records processed: %d", len(event.Records))
 return &message, nil
}

func main() {
 lambda.Start(HandleRequest)
}

func LogDynamoDBRecord(record events.DynamoDBEventRecord){
 fmt.Println(record.EventID)
 fmt.Println(record.EventName)
 fmt.Printf("%+v\n", record.Change)
}
```

Reporting batch item failures for Lambda functions with a DynamoDB trigger

The following code example shows how to implement partial batch response for Lambda functions that receive events from a DynamoDB stream. The function reports the batch item failures in the response, signaling to Lambda to retry those messages later.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Reporting DynamoDB batch item failures with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
 "context"
 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)
```

```
type BatchItemFailure struct {
 ItemIdentifier string `json:"ItemIdentifier"`
}

type BatchResult struct {
 BatchItemFailures []BatchItemFailure `json:"BatchItemFailures"`
}

func HandleRequest(ctx context.Context, event events.DynamoDBEvent) (*BatchResult,
 error) {
 var batchItemFailures []BatchItemFailure
 curRecordSequenceNumber := ""

 for _, record := range event.Records {
  // Process your record
  curRecordSequenceNumber = record.Change.SequenceNumber
 }

 if curRecordSequenceNumber != "" {
  batchItemFailures = append(batchItemFailures, BatchItemFailure{ItemIdentifier:
 curRecordSequenceNumber})
 }

 batchResult := BatchResult{
  BatchItemFailures: batchItemFailures,
 }

 return &batchResult, nil
}

func main() {
 lambda.Start(HandleRequest)
}
```

IAM examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with IAM.

Basics are code examples that show you how to perform the essential operations within a service.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Get started

Hello IAM

The following code examples show how to get started using IAM.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/iam"
)

// main uses the AWS SDK for Go (v2) to create an AWS Identity and Access Management
 (IAM)
// client and list up to 10 policies in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
```

```
  fmt.Println(err)
  return
 }
 iamClient := iam.NewFromConfig(sdkConfig)
 const maxPols = 10
 fmt.Printf("Let's list up to %v policies for your account.\n", maxPols)
 result, err := iamClient.ListPolicies(ctx, &iam.ListPoliciesInput{
  MaxItems: aws.Int32(maxPols),
 })
 if err != nil {
  fmt.Printf("Couldn't list policies for your account. Here's why: %v\n", err)
  return
 }
 if len(result.Policies) == 0 {
  fmt.Println("You don't have any policies!")
 } else {
  for _, policy := range result.Policies {
   fmt.Printf("\t%v\n", *policy.PolicyName)
  }
 }
}
```

- For API details, see ListPolicies in *AWS SDK for Go API Reference*.

Topics

- Basics
- Actions

Basics

Learn the basics

The following code example shows how to create a user and assume a role.

Warning

To avoid security risks, don't use IAM users for authentication when developing purpose-built software or working with real data. Instead, use federation with an identity provider such as AWS IAM Identity Center.

- Create a user with no permissions.
- Create a role that grants permission to list Amazon S3 buckets for the account.
- Add a policy to let the user assume the role.
- Assume the role and list S3 buckets using temporary credentials, then clean up resources.

SDK for Go V2

Note

There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario at a command prompt.

```
import (
 "context"
 "errors"
 "fmt"
 "log"
 "math/rand"
 "strings"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/credentials"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/sts"
```

```
 "github.com/aws/smithy-go"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/iam/actions"
)

// AssumeRoleScenario shows you how to use the AWS Identity and Access Management
 (IAM)
// service to perform the following actions:
//
//  1. Create a user who has no permissions.
//  2. Create a role that grants permission to list Amazon Simple Storage Service
//     (Amazon S3) buckets for the account.
//  3. Add a policy to let the user assume the role.
//  4. Try and fail to list buckets without permissions.
//  5. Assume the role and list S3 buckets using temporary credentials.
//  6. Delete the policy, role, and user.
type AssumeRoleScenario struct {
 sdkConfig      aws.Config
 accountWrapper actions.AccountWrapper
 policyWrapper  actions.PolicyWrapper
 roleWrapper    actions.RoleWrapper
 userWrapper    actions.UserWrapper
 questioner     demotools.IQuestioner
 helper         IScenarioHelper
 isTestRun      bool
}

// NewAssumeRoleScenario constructs an AssumeRoleScenario instance from a
 configuration.
// It uses the specified config to get an IAM client and create wrappers for the
 actions
// used in the scenario.
func NewAssumeRoleScenario(sdkConfig aws.Config, questioner demotools.IQuestioner,
 helper IScenarioHelper) AssumeRoleScenario {
 iamClient := iam.NewFromConfig(sdkConfig)
 return AssumeRoleScenario{
  sdkConfig:      sdkConfig,
  accountWrapper: actions.AccountWrapper{IamClient: iamClient},
  policyWrapper:  actions.PolicyWrapper{IamClient: iamClient},
  roleWrapper:    actions.RoleWrapper{IamClient: iamClient},
  userWrapper:    actions.UserWrapper{IamClient: iamClient},
  questioner:     questioner,
  helper:         helper,
 }
```

```
}

// addTestOptions appends the API options specified in the original configuration to
// another configuration. This is used to attach the middleware stubber to clients
// that are constructed during the scenario, which is needed for unit testing.
func (scenario AssumeRoleScenario) addTestOptions(scenarioConfig *aws.Config) {
 if scenario.isTestRun {
  scenarioConfig.APIOptions = append(scenarioConfig.APIOptions,
 scenario.sdkConfig.APIOptions...)
 }
}

// Run runs the interactive scenario.
func (scenario AssumeRoleScenario) Run(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   log.Printf("Something went wrong with the demo.\n")
   log.Println(r)
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Println("Welcome to the AWS Identity and Access Management (IAM) assume role
 demo.")
 log.Println(strings.Repeat("-", 88))

 user := scenario.CreateUser(ctx)
 accessKey := scenario.CreateAccessKey(ctx, user)
 role := scenario.CreateRoleAndPolicies(ctx, user)
 noPermsConfig := scenario.ListBucketsWithoutPermissions(ctx, accessKey)
 scenario.ListBucketsWithAssumedRole(ctx, noPermsConfig, role)
 scenario.Cleanup(ctx, user, role)

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}

// CreateUser creates a new IAM user. This user has no permissions.
func (scenario AssumeRoleScenario) CreateUser(ctx context.Context) *types.User {
 log.Println("Let's create an example user with no permissions.")
 userName := scenario.questioner.Ask("Enter a name for the example user:",
 demotools.NotEmpty{})
 user, err := scenario.userWrapper.GetUser(ctx, userName)
```

```
 if err != nil {
  panic(err)
 }
 if user == nil {
  user, err = scenario.userWrapper.CreateUser(ctx, userName)
  if err != nil {
   panic(err)
  }
  log.Printf("Created user %v.\n", *user.UserName)
 } else {
  log.Printf("User %v already exists.\n", *user.UserName)
 }
 log.Println(strings.Repeat("-", 88))
 return user
}

// CreateAccessKey creates an access key for the user.
func (scenario AssumeRoleScenario) CreateAccessKey(ctx context.Context, user
 *types.User) *types.AccessKey {
 accessKey, err := scenario.userWrapper.CreateAccessKeyPair(ctx, *user.UserName)
 if err != nil {
  panic(err)
 }
 log.Printf("Created access key %v for your user.", *accessKey.AccessKeyId)
 log.Println("Waiting a few seconds for your user to be ready...")
 scenario.helper.Pause(10)
 log.Println(strings.Repeat("-", 88))
 return accessKey
}

// CreateRoleAndPolicies creates a policy that grants permission to list S3 buckets
 for
// the current account and attaches the policy to a newly created role. It also adds
 an
// inline policy to the specified user that grants the user permission to assume the
 role.
func (scenario AssumeRoleScenario) CreateRoleAndPolicies(ctx context.Context, user
 *types.User) *types.Role {
 log.Println("Let's create a role and policy that grant permission to list S3
 buckets.")
 scenario.questioner.Ask("Press Enter when you're ready.")
 listBucketsRole, err := scenario.roleWrapper.CreateRole(ctx,
 scenario.helper.GetName(), *user.Arn)
 if err != nil {
```

```
  panic(err)
 }
 log.Printf("Created role %v.\n", *listBucketsRole.RoleName)
 listBucketsPolicy, err := scenario.policyWrapper.CreatePolicy(
  ctx, scenario.helper.GetName(), []string{"s3:ListAllMyBuckets"}, "arn:aws:s3:::*")
 if err != nil {
  panic(err)
 }
 log.Printf("Created policy %v.\n", *listBucketsPolicy.PolicyName)
 err = scenario.roleWrapper.AttachRolePolicy(ctx, *listBucketsPolicy.Arn,
 *listBucketsRole.RoleName)
 if err != nil {
  panic(err)
 }
 log.Printf("Attached policy %v to role %v.\n", *listBucketsPolicy.PolicyName,
  *listBucketsRole.RoleName)
 err = scenario.userWrapper.CreateUserPolicy(ctx, *user.UserName,
 scenario.helper.GetName(),
  []string{"sts:AssumeRole"}, *listBucketsRole.Arn)
 if err != nil {
  panic(err)
 }
 log.Printf("Created an inline policy for user %v that lets the user assume the
 role.\n",
  *user.UserName)
 log.Println("Let's give AWS a few seconds to propagate these new resources and
 connections...")
 scenario.helper.Pause(10)
 log.Println(strings.Repeat("-", 88))
 return listBucketsRole
}

// ListBucketsWithoutPermissions creates an Amazon S3 client from the user's access
 key
// credentials and tries to list buckets for the account. Because the user does not
 have
// permission to perform this action, the action fails.
func (scenario AssumeRoleScenario) ListBucketsWithoutPermissions(ctx
 context.Context, accessKey *types.AccessKey) *aws.Config {
 log.Println("Let's try to list buckets without permissions. This should return an
 AccessDenied error.")
 scenario.questioner.Ask("Press Enter when you're ready.")
 noPermsConfig, err := config.LoadDefaultConfig(ctx,
  config.WithCredentialsProvider(credentials.NewStaticCredentialsProvider(
```

```
   *accessKey.AccessKeyId, *accessKey.SecretAccessKey, ""),
  ))
 if err != nil {
  panic(err)
 }

 // Add test options if this is a test run. This is needed only for testing
 purposes.
 scenario.addTestOptions(&noPermsConfig)

 s3Client := s3.NewFromConfig(noPermsConfig)
 _, err = s3Client.ListBuckets(ctx, &s3.ListBucketsInput{})
 if err != nil {
  // The SDK for Go does not model the AccessDenied error, so check ErrorCode
 directly.
  var ae smithy.APIError
  if errors.As(err, &ae) {
   switch ae.ErrorCode() {
   case "AccessDenied":
    log.Println("Got AccessDenied error, which is the expected result because\n" +
     "the ListBuckets call was made without permissions.")
   default:
    log.Println("Expected AccessDenied, got something else.")
    panic(err)
   }
  }
 } else {
  log.Println("Expected AccessDenied error when calling ListBuckets without
 permissions,\n" +
   "but the call succeeded. Continuing the example anyway...")
 }
 log.Println(strings.Repeat("-", 88))
 return &noPermsConfig
}

// ListBucketsWithAssumedRole performs the following actions:
//
//  1. Creates an AWS Security Token Service (AWS STS) client from the config
 created from
//     the user's access key credentials.
//  2. Gets temporary credentials by assuming the role that grants permission to
 list the
//     buckets.
//  3. Creates an Amazon S3 client from the temporary credentials.
```

```
//  4. Lists buckets for the account. Because the temporary credentials are
 generated by
//     assuming the role that grants permission, the action succeeds.
func (scenario AssumeRoleScenario) ListBucketsWithAssumedRole(ctx context.Context,
 noPermsConfig *aws.Config, role *types.Role) {
 log.Println("Let's assume the role that grants permission to list buckets and try
 again.")
 scenario.questioner.Ask("Press Enter when you're ready.")
 stsClient := sts.NewFromConfig(*noPermsConfig)
 tempCredentials, err := stsClient.AssumeRole(ctx, &sts.AssumeRoleInput{
  RoleArn:         role.Arn,
  RoleSessionName: aws.String("AssumeRoleExampleSession"),
  DurationSeconds: aws.Int32(900),
 })
 if err != nil {
  log.Printf("Couldn't assume role %v.\n", *role.RoleName)
  panic(err)
 }
 log.Printf("Assumed role %v, got temporary credentials.\n", *role.RoleName)
 assumeRoleConfig, err := config.LoadDefaultConfig(ctx,
  config.WithCredentialsProvider(credentials.NewStaticCredentialsProvider(
   *tempCredentials.Credentials.AccessKeyId,
   *tempCredentials.Credentials.SecretAccessKey,
   *tempCredentials.Credentials.SessionToken),
  ),
 )
 if err != nil {
  panic(err)
 }

 // Add test options if this is a test run. This is needed only for testing
 purposes.
 scenario.addTestOptions(&assumeRoleConfig)

 s3Client := s3.NewFromConfig(assumeRoleConfig)
 result, err := s3Client.ListBuckets(ctx, &s3.ListBucketsInput{})
 if err != nil {
  log.Println("Couldn't list buckets with assumed role credentials.")
  panic(err)
 }
 log.Println("Successfully called ListBuckets with assumed role credentials, \n" +
  "here are some of them:")
 for i := 0; i < len(result.Buckets) && i < 5; i++ {
  log.Printf("\t%v\n", *result.Buckets[i].Name)
```

```
 }
 log.Println(strings.Repeat("-", 88))
}

// Cleanup deletes all resources created for the scenario.
func (scenario AssumeRoleScenario) Cleanup(ctx context.Context, user *types.User,
 role *types.Role) {
 if scenario.questioner.AskBool(
  "Do you want to delete the resources created for this example? (y/n)", "y",
 ) {
  policies, err := scenario.roleWrapper.ListAttachedRolePolicies(ctx,
 *role.RoleName)
  if err != nil {
   panic(err)
  }
  for _, policy := range policies {
   err = scenario.roleWrapper.DetachRolePolicy(ctx, *role.RoleName,
 *policy.PolicyArn)
   if err != nil {
    panic(err)
   }
   err = scenario.policyWrapper.DeletePolicy(ctx, *policy.PolicyArn)
   if err != nil {
    panic(err)
   }
   log.Printf("Detached policy %v from role %v and deleted the policy.\n",
    *policy.PolicyName, *role.RoleName)
  }
  err = scenario.roleWrapper.DeleteRole(ctx, *role.RoleName)
  if err != nil {
   panic(err)
  }
  log.Printf("Deleted role %v.\n", *role.RoleName)

  userPols, err := scenario.userWrapper.ListUserPolicies(ctx, *user.UserName)
  if err != nil {
   panic(err)
  }
  for _, userPol := range userPols {
   err = scenario.userWrapper.DeleteUserPolicy(ctx, *user.UserName, userPol)
   if err != nil {
    panic(err)
   }
   log.Printf("Deleted policy %v from user %v.\n", userPol, *user.UserName)
```

```
  }
  keys, err := scenario.userWrapper.ListAccessKeys(ctx, *user.UserName)
  if err != nil {
   panic(err)
  }
  for _, key := range keys {
   err = scenario.userWrapper.DeleteAccessKey(ctx, *user.UserName, *key.AccessKeyId)
   if err != nil {
    panic(err)
   }
   log.Printf("Deleted access key %v from user %v.\n", *key.AccessKeyId,
 *user.UserName)
  }
  err = scenario.userWrapper.DeleteUser(ctx, *user.UserName)
  if err != nil {
   panic(err)
  }
  log.Printf("Deleted user %v.\n", *user.UserName)
  log.Println(strings.Repeat("-", 88))
 }

}

// IScenarioHelper abstracts input and wait functions from a scenario so that they
// can be mocked for unit testing.
type IScenarioHelper interface {
 GetName() string
 Pause(secs int)
}

const rMax = 100000

type ScenarioHelper struct {
 Prefix string
 Random *rand.Rand
}

// GetName returns a unique name formed of a prefix and a random number.
func (helper *ScenarioHelper) GetName() string {
 return fmt.Sprintf("%v%v", helper.Prefix, helper.Random.Intn(rMax))
}

// Pause waits for the specified number of seconds.
func (helper ScenarioHelper) Pause(secs int) {
```

```
 time.Sleep(time.Duration(secs) * time.Second)
}
```

Define a struct that wraps account actions.

```
import (
 "context"
 "log"

 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// AccountWrapper encapsulates AWS Identity and Access Management (IAM) account
 actions
// used in the examples.
// It contains an IAM service client that is used to perform account actions.
type AccountWrapper struct {
 IamClient *iam.Client
}



// GetAccountPasswordPolicy gets the account password policy for the current
 account.
// If no policy has been set, a NoSuchEntityException is error is returned.
func (wrapper AccountWrapper) GetAccountPasswordPolicy(ctx context.Context)
 (*types.PasswordPolicy, error) {
 var pwPolicy *types.PasswordPolicy
 result, err := wrapper.IamClient.GetAccountPasswordPolicy(ctx,
  &iam.GetAccountPasswordPolicyInput{})
 if err != nil {
  log.Printf("Couldn't get account password policy. Here's why: %v\n", err)
 } else {
  pwPolicy = result.PasswordPolicy
 }
 return pwPolicy, err
}
```

```
// ListSAMLProviders gets the SAML providers for the account.
func (wrapper AccountWrapper) ListSAMLProviders(ctx context.Context)
 ([]types.SAMLProviderListEntry, error) {
 var providers []types.SAMLProviderListEntry
 result, err := wrapper.IamClient.ListSAMLProviders(ctx,
 &iam.ListSAMLProvidersInput{})
 if err != nil {
  log.Printf("Couldn't list SAML providers. Here's why: %v\n", err)
 } else {
  providers = result.SAMLProviderList
 }
 return providers, err
}
```

Define a struct that wraps policy actions.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// PolicyWrapper encapsulates AWS Identity and Access Management (IAM) policy
 actions
// used in the examples.
// It contains an IAM service client that is used to perform policy actions.
type PolicyWrapper struct {
 IamClient *iam.Client
}



// ListPolicies gets up to maxPolicies policies.
func (wrapper PolicyWrapper) ListPolicies(ctx context.Context, maxPolicies int32)
 ([]types.Policy, error) {
```

```
 var policies []types.Policy
 result, err := wrapper.IamClient.ListPolicies(ctx, &iam.ListPoliciesInput{
  MaxItems: aws.Int32(maxPolicies),
 })
 if err != nil {
  log.Printf("Couldn't list policies. Here's why: %v\n", err)
 } else {
  policies = result.Policies
 }
 return policies, err
}



// PolicyDocument defines a policy document as a Go struct that can be serialized
// to JSON.
type PolicyDocument struct {
 Version   string
 Statement []PolicyStatement
}

// PolicyStatement defines a statement in a policy document.
type PolicyStatement struct {
 Effect    string
 Action    []string
 Principal map[string]string `json:",omitempty"`
 Resource  *string           `json:",omitempty"`
}

// CreatePolicy creates a policy that grants a list of actions to the specified
 resource.
// PolicyDocument shows how to work with a policy document as a data structure and
// serialize it to JSON by using Go's JSON marshaler.
func (wrapper PolicyWrapper) CreatePolicy(ctx context.Context, policyName string,
 actions []string,
 resourceArn string) (*types.Policy, error) {
 var policy *types.Policy
 policyDoc := PolicyDocument{
  Version: "2012-10-17",
  Statement: []PolicyStatement{{
   Effect:   "Allow",
   Action:   actions,
   Resource: aws.String(resourceArn),
  }},
```

```
 }
 policyBytes, err := json.Marshal(policyDoc)
 if err != nil {
  log.Printf("Couldn't create policy document for %v. Here's why: %v\n",
 resourceArn, err)
  return nil, err
 }
 result, err := wrapper.IamClient.CreatePolicy(ctx, &iam.CreatePolicyInput{
  PolicyDocument: aws.String(string(policyBytes)),
  PolicyName:     aws.String(policyName),
 })
 if err != nil {
  log.Printf("Couldn't create policy %v. Here's why: %v\n", policyName, err)
 } else {
  policy = result.Policy
 }
 return policy, err
}



// GetPolicy gets data about a policy.
func (wrapper PolicyWrapper) GetPolicy(ctx context.Context, policyArn string)
 (*types.Policy, error) {
 var policy *types.Policy
 result, err := wrapper.IamClient.GetPolicy(ctx, &iam.GetPolicyInput{
  PolicyArn: aws.String(policyArn),
 })
 if err != nil {
  log.Printf("Couldn't get policy %v. Here's why: %v\n", policyArn, err)
 } else {
  policy = result.Policy
 }
 return policy, err
}



// DeletePolicy deletes a policy.
func (wrapper PolicyWrapper) DeletePolicy(ctx context.Context, policyArn string)
 error {
 _, err := wrapper.IamClient.DeletePolicy(ctx, &iam.DeletePolicyInput{
  PolicyArn: aws.String(policyArn),
 })
```

```
 if err != nil {
  log.Printf("Couldn't delete policy %v. Here's why: %v\n", policyArn, err)
 }
 return err
}
```

Define a struct that wraps role actions.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// RoleWrapper encapsulates AWS Identity and Access Management (IAM) role actions
// used in the examples.
// It contains an IAM service client that is used to perform role actions.
type RoleWrapper struct {
 IamClient *iam.Client
}



// ListRoles gets up to maxRoles roles.
func (wrapper RoleWrapper) ListRoles(ctx context.Context, maxRoles int32)
 ([]types.Role, error) {
 var roles []types.Role
 result, err := wrapper.IamClient.ListRoles(ctx,
  &iam.ListRolesInput{MaxItems: aws.Int32(maxRoles)},
 )
 if err != nil {
  log.Printf("Couldn't list roles. Here's why: %v\n", err)
 } else {
  roles = result.Roles
 }
 return roles, err
```

```
}



// CreateRole creates a role that trusts a specified user. The trusted user can
 assume
// the role to acquire its permissions.
// PolicyDocument shows how to work with a policy document as a data structure and
// serialize it to JSON by using Go's JSON marshaler.
func (wrapper RoleWrapper) CreateRole(ctx context.Context, roleName string,
 trustedUserArn string) (*types.Role, error) {
 var role *types.Role
 trustPolicy := PolicyDocument{
  Version: "2012-10-17",
  Statement: []PolicyStatement{{
   Effect:    "Allow",
   Principal: map[string]string{"AWS": trustedUserArn},
   Action:    []string{"sts:AssumeRole"},
  }},
 }
 policyBytes, err := json.Marshal(trustPolicy)
 if err != nil {
  log.Printf("Couldn't create trust policy for %v. Here's why: %v\n",
 trustedUserArn, err)
  return nil, err
 }
 result, err := wrapper.IamClient.CreateRole(ctx, &iam.CreateRoleInput{
  AssumeRolePolicyDocument: aws.String(string(policyBytes)),
  RoleName:                 aws.String(roleName),
 })
 if err != nil {
  log.Printf("Couldn't create role %v. Here's why: %v\n", roleName, err)
 } else {
  role = result.Role
 }
 return role, err
}



// GetRole gets data about a role.
func (wrapper RoleWrapper) GetRole(ctx context.Context, roleName string)
 (*types.Role, error) {
 var role *types.Role
```

```
 result, err := wrapper.IamClient.GetRole(ctx,
  &iam.GetRoleInput{RoleName: aws.String(roleName)})
 if err != nil {
  log.Printf("Couldn't get role %v. Here's why: %v\n", roleName, err)
 } else {
  role = result.Role
 }
 return role, err
}



// CreateServiceLinkedRole creates a service-linked role that is owned by the
 specified service.
func (wrapper RoleWrapper) CreateServiceLinkedRole(ctx context.Context, serviceName
 string, description string) (
 *types.Role, error) {
 var role *types.Role
 result, err := wrapper.IamClient.CreateServiceLinkedRole(ctx,
 &iam.CreateServiceLinkedRoleInput{
  AWSServiceName: aws.String(serviceName),
  Description:    aws.String(description),
 })
 if err != nil {
  log.Printf("Couldn't create service-linked role %v. Here's why: %v\n",
 serviceName, err)
 } else {
  role = result.Role
 }
 return role, err
}



// DeleteServiceLinkedRole deletes a service-linked role.
func (wrapper RoleWrapper) DeleteServiceLinkedRole(ctx context.Context, roleName
 string) error {
 _, err := wrapper.IamClient.DeleteServiceLinkedRole(ctx,
 &iam.DeleteServiceLinkedRoleInput{
  RoleName: aws.String(roleName)},
 )
 if err != nil {
  log.Printf("Couldn't delete service-linked role %v. Here's why: %v\n", roleName,
 err)
```

```
 }
 return err
}



// AttachRolePolicy attaches a policy to a role.
func (wrapper RoleWrapper) AttachRolePolicy(ctx context.Context, policyArn string,
 roleName string) error {
 _, err := wrapper.IamClient.AttachRolePolicy(ctx, &iam.AttachRolePolicyInput{
  PolicyArn: aws.String(policyArn),
  RoleName:  aws.String(roleName),
 })
 if err != nil {
  log.Printf("Couldn't attach policy %v to role %v. Here's why: %v\n", policyArn,
 roleName, err)
 }
 return err
}



// ListAttachedRolePolicies lists the policies that are attached to the specified
 role.
func (wrapper RoleWrapper) ListAttachedRolePolicies(ctx context.Context, roleName
 string) ([]types.AttachedPolicy, error) {
 var policies []types.AttachedPolicy
 result, err := wrapper.IamClient.ListAttachedRolePolicies(ctx,
 &iam.ListAttachedRolePoliciesInput{
  RoleName: aws.String(roleName),
 })
 if err != nil {
  log.Printf("Couldn't list attached policies for role %v. Here's why: %v\n",
 roleName, err)
 } else {
  policies = result.AttachedPolicies
 }
 return policies, err
}



// DetachRolePolicy detaches a policy from a role.
```

```
func (wrapper RoleWrapper) DetachRolePolicy(ctx context.Context, roleName string,
 policyArn string) error {
 _, err := wrapper.IamClient.DetachRolePolicy(ctx, &iam.DetachRolePolicyInput{
  PolicyArn: aws.String(policyArn),
  RoleName:  aws.String(roleName),
 })
 if err != nil {
  log.Printf("Couldn't detach policy from role %v. Here's why: %v\n", roleName, err)
 }
 return err
}



// ListRolePolicies lists the inline policies for a role.
func (wrapper RoleWrapper) ListRolePolicies(ctx context.Context, roleName string)
 ([]string, error) {
 var policies []string
 result, err := wrapper.IamClient.ListRolePolicies(ctx, &iam.ListRolePoliciesInput{
  RoleName: aws.String(roleName),
 })
 if err != nil {
  log.Printf("Couldn't list policies for role %v. Here's why: %v\n", roleName, err)
 } else {
  policies = result.PolicyNames
 }
 return policies, err
}



// DeleteRole deletes a role. All attached policies must be detached before a
// role can be deleted.
func (wrapper RoleWrapper) DeleteRole(ctx context.Context, roleName string) error {
 _, err := wrapper.IamClient.DeleteRole(ctx, &iam.DeleteRoleInput{
  RoleName: aws.String(roleName),
 })
 if err != nil {
  log.Printf("Couldn't delete role %v. Here's why: %v\n", roleName, err)
 }
 return err
}
```

Define a struct that wraps user actions.

```
import (
 "context"
 "encoding/json"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/smithy-go"
)

// UserWrapper encapsulates user actions used in the examples.
// It contains an IAM service client that is used to perform user actions.
type UserWrapper struct {
 IamClient *iam.Client
}



// ListUsers gets up to maxUsers number of users.
func (wrapper UserWrapper) ListUsers(ctx context.Context, maxUsers int32)
 ([]types.User, error) {
 var users []types.User
 result, err := wrapper.IamClient.ListUsers(ctx, &iam.ListUsersInput{
  MaxItems: aws.Int32(maxUsers),
 })
 if err != nil {
  log.Printf("Couldn't list users. Here's why: %v\n", err)
 } else {
  users = result.Users
 }
 return users, err
}



// GetUser gets data about a user.
```

```
func (wrapper UserWrapper) GetUser(ctx context.Context, userName string)
 (*types.User, error) {
 var user *types.User
 result, err := wrapper.IamClient.GetUser(ctx, &iam.GetUserInput{
  UserName: aws.String(userName),
 })
 if err != nil {
  var apiError smithy.APIError
  if errors.As(err, &apiError) {
   switch apiError.(type) {
   case *types.NoSuchEntityException:
    log.Printf("User %v does not exist.\n", userName)
    err = nil
   default:
    log.Printf("Couldn't get user %v. Here's why: %v\n", userName, err)
   }
  }
 } else {
  user = result.User
 }
 return user, err
}



// CreateUser creates a new user with the specified name.
func (wrapper UserWrapper) CreateUser(ctx context.Context, userName string)
 (*types.User, error) {
 var user *types.User
 result, err := wrapper.IamClient.CreateUser(ctx, &iam.CreateUserInput{
  UserName: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't create user %v. Here's why: %v\n", userName, err)
 } else {
  user = result.User
 }
 return user, err
}



// CreateUserPolicy adds an inline policy to a user. This example creates a policy
 that
```

```
// grants a list of actions on a specified role.
// PolicyDocument shows how to work with a policy document as a data structure and
// serialize it to JSON by using Go's JSON marshaler.
func (wrapper UserWrapper) CreateUserPolicy(ctx context.Context, userName string,
 policyName string, actions []string,
 roleArn string) error {
 policyDoc := PolicyDocument{
  Version: "2012-10-17",
  Statement: []PolicyStatement{{
   Effect:   "Allow",
   Action:   actions,
   Resource: aws.String(roleArn),
  }},
 }
 policyBytes, err := json.Marshal(policyDoc)
 if err != nil {
  log.Printf("Couldn't create policy document for %v. Here's why: %v\n", roleArn,
 err)
  return err
 }
 _, err = wrapper.IamClient.PutUserPolicy(ctx, &iam.PutUserPolicyInput{
  PolicyDocument: aws.String(string(policyBytes)),
  PolicyName:     aws.String(policyName),
  UserName:       aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't create policy for user %v. Here's why: %v\n", userName, err)
 }
 return err
}



// ListUserPolicies lists the inline policies for the specified user.
func (wrapper UserWrapper) ListUserPolicies(ctx context.Context, userName string)
 ([]string, error) {
 var policies []string
 result, err := wrapper.IamClient.ListUserPolicies(ctx, &iam.ListUserPoliciesInput{
  UserName: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't list policies for user %v. Here's why: %v\n", userName, err)
 } else {
  policies = result.PolicyNames
```

```
 }
 return policies, err
}



// DeleteUserPolicy deletes an inline policy from a user.
func (wrapper UserWrapper) DeleteUserPolicy(ctx context.Context, userName string,
 policyName string) error {
 _, err := wrapper.IamClient.DeleteUserPolicy(ctx, &iam.DeleteUserPolicyInput{
  PolicyName: aws.String(policyName),
  UserName:   aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't delete policy from user %v. Here's why: %v\n", userName, err)
 }
 return err
}



// DeleteUser deletes a user.
func (wrapper UserWrapper) DeleteUser(ctx context.Context, userName string) error {
 _, err := wrapper.IamClient.DeleteUser(ctx, &iam.DeleteUserInput{
  UserName: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't delete user %v. Here's why: %v\n", userName, err)
 }
 return err
}



// CreateAccessKeyPair creates an access key for a user. The returned access key
 contains
// the ID and secret credentials needed to use the key.
func (wrapper UserWrapper) CreateAccessKeyPair(ctx context.Context, userName string)
 (*types.AccessKey, error) {
 var key *types.AccessKey
 result, err := wrapper.IamClient.CreateAccessKey(ctx, &iam.CreateAccessKeyInput{
  UserName: aws.String(userName)})
 if err != nil {
```

```
  log.Printf("Couldn't create access key pair for user %v. Here's why: %v\n",
 userName, err)
 } else {
  key = result.AccessKey
 }
 return key, err
}



// DeleteAccessKey deletes an access key from a user.
func (wrapper UserWrapper) DeleteAccessKey(ctx context.Context, userName string,
 keyId string) error {
 _, err := wrapper.IamClient.DeleteAccessKey(ctx, &iam.DeleteAccessKeyInput{
  AccessKeyId: aws.String(keyId),
  UserName:    aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't delete access key %v. Here's why: %v\n", keyId, err)
 }
 return err
}



// ListAccessKeys lists the access keys for the specified user.
func (wrapper UserWrapper) ListAccessKeys(ctx context.Context, userName string)
 ([]types.AccessKeyMetadata, error) {
 var keys []types.AccessKeyMetadata
 result, err := wrapper.IamClient.ListAccessKeys(ctx, &iam.ListAccessKeysInput{
  UserName: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't list access keys for user %v. Here's why: %v\n", userName,
 err)
 } else {
  keys = result.AccessKeyMetadata
 }
 return keys, err
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.

- AttachRolePolicy
- CreateAccessKey
- CreatePolicy
- CreateRole
- CreateUser
- DeleteAccessKey
- DeletePolicy
- DeleteRole
- DeleteUser
- DeleteUserPolicy
- DetachRolePolicy
- PutUserPolicy

Actions

`AttachRolePolicy`

The following code example shows how to use `AttachRolePolicy`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
```

```
)

// RoleWrapper encapsulates AWS Identity and Access Management (IAM) role actions
// used in the examples.
// It contains an IAM service client that is used to perform role actions.
type RoleWrapper struct {
 IamClient *iam.Client
}



// AttachRolePolicy attaches a policy to a role.
func (wrapper RoleWrapper) AttachRolePolicy(ctx context.Context, policyArn string,
 roleName string) error {
 _, err := wrapper.IamClient.AttachRolePolicy(ctx, &iam.AttachRolePolicyInput{
  PolicyArn: aws.String(policyArn),
  RoleName:  aws.String(roleName),
 })
 if err != nil {
  log.Printf("Couldn't attach policy %v to role %v. Here's why: %v\n", policyArn,
 roleName, err)
 }
 return err
}
```

- For API details, see AttachRolePolicy in *AWS SDK for Go API Reference*.

`CreateAccessKey`

The following code example shows how to use `CreateAccessKey`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/smithy-go"
)

// UserWrapper encapsulates user actions used in the examples.
// It contains an IAM service client that is used to perform user actions.
type UserWrapper struct {
 IamClient *iam.Client
}



// CreateAccessKeyPair creates an access key for a user. The returned access key
 contains
// the ID and secret credentials needed to use the key.
func (wrapper UserWrapper) CreateAccessKeyPair(ctx context.Context, userName string)
 (*types.AccessKey, error) {
 var key *types.AccessKey
 result, err := wrapper.IamClient.CreateAccessKey(ctx, &iam.CreateAccessKeyInput{
  UserName: aws.String(userName)})
 if err != nil {
  log.Printf("Couldn't create access key pair for user %v. Here's why: %v\n",
 userName, err)
 } else {
  key = result.AccessKey
 }
 return key, err
}
```

- For API details, see CreateAccessKey in *AWS SDK for Go API Reference*.

`CreatePolicy`

The following code example shows how to use `CreatePolicy`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// PolicyWrapper encapsulates AWS Identity and Access Management (IAM) policy
 actions
// used in the examples.
// It contains an IAM service client that is used to perform policy actions.
type PolicyWrapper struct {
 IamClient *iam.Client
}



// PolicyDocument defines a policy document as a Go struct that can be serialized
// to JSON.
type PolicyDocument struct {
 Version   string
 Statement []PolicyStatement
}

// PolicyStatement defines a statement in a policy document.
type PolicyStatement struct {
 Effect    string
```

```
 Action    []string
 Principal map[string]string `json:",omitempty"`
 Resource  *string           `json:",omitempty"`
}

// CreatePolicy creates a policy that grants a list of actions to the specified
 resource.
// PolicyDocument shows how to work with a policy document as a data structure and
// serialize it to JSON by using Go's JSON marshaler.
func (wrapper PolicyWrapper) CreatePolicy(ctx context.Context, policyName string,
 actions []string,
 resourceArn string) (*types.Policy, error) {
 var policy *types.Policy
 policyDoc := PolicyDocument{
  Version: "2012-10-17",
  Statement: []PolicyStatement{{
   Effect:   "Allow",
   Action:   actions,
   Resource: aws.String(resourceArn),
  }},
 }
 policyBytes, err := json.Marshal(policyDoc)
 if err != nil {
  log.Printf("Couldn't create policy document for %v. Here's why: %v\n",
 resourceArn, err)
  return nil, err
 }
 result, err := wrapper.IamClient.CreatePolicy(ctx, &iam.CreatePolicyInput{
  PolicyDocument: aws.String(string(policyBytes)),
  PolicyName:     aws.String(policyName),
 })
 if err != nil {
  log.Printf("Couldn't create policy %v. Here's why: %v\n", policyName, err)
 } else {
  policy = result.Policy
 }
 return policy, err
}
```

- For API details, see CreatePolicy in *AWS SDK for Go API Reference*.

`CreateRole`

The following code example shows how to use `CreateRole`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// RoleWrapper encapsulates AWS Identity and Access Management (IAM) role actions
// used in the examples.
// It contains an IAM service client that is used to perform role actions.
type RoleWrapper struct {
 IamClient *iam.Client
}



// CreateRole creates a role that trusts a specified user. The trusted user can
 assume
// the role to acquire its permissions.
// PolicyDocument shows how to work with a policy document as a data structure and
// serialize it to JSON by using Go's JSON marshaler.
func (wrapper RoleWrapper) CreateRole(ctx context.Context, roleName string,
 trustedUserArn string) (*types.Role, error) {
 var role *types.Role
 trustPolicy := PolicyDocument{
  Version: "2012-10-17",
  Statement: []PolicyStatement{{
```

```
    Effect:    "Allow",
    Principal: map[string]string{"AWS": trustedUserArn},
    Action:    []string{"sts:AssumeRole"},
   }},
  }
  policyBytes, err := json.Marshal(trustPolicy)
  if err != nil {
   log.Printf("Couldn't create trust policy for %v. Here's why: %v\n",
  trustedUserArn, err)
   return nil, err
  }
  result, err := wrapper.IamClient.CreateRole(ctx, &iam.CreateRoleInput{
   AssumeRolePolicyDocument: aws.String(string(policyBytes)),
   RoleName:                 aws.String(roleName),
  })
  if err != nil {
   log.Printf("Couldn't create role %v. Here's why: %v\n", roleName, err)
  } else {
   role = result.Role
  }
  return role, err
}
```

- For API details, see CreateRole in *AWS SDK for Go API Reference*.

`CreateServiceLinkedRole`

The following code example shows how to use `CreateServiceLinkedRole`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
```

```
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// RoleWrapper encapsulates AWS Identity and Access Management (IAM) role actions
// used in the examples.
// It contains an IAM service client that is used to perform role actions.
type RoleWrapper struct {
 IamClient *iam.Client
}



// CreateServiceLinkedRole creates a service-linked role that is owned by the
 specified service.
func (wrapper RoleWrapper) CreateServiceLinkedRole(ctx context.Context, serviceName
 string, description string) (
 *types.Role, error) {
 var role *types.Role
 result, err := wrapper.IamClient.CreateServiceLinkedRole(ctx,
 &iam.CreateServiceLinkedRoleInput{
  AWSServiceName: aws.String(serviceName),
  Description:    aws.String(description),
 })
 if err != nil {
  log.Printf("Couldn't create service-linked role %v. Here's why: %v\n",
 serviceName, err)
 } else {
  role = result.Role
 }
 return role, err
}
```

- For API details, see CreateServiceLinkedRole in *AWS SDK for Go API Reference*.

`CreateUser`

The following code example shows how to use `CreateUser`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/smithy-go"
)

// UserWrapper encapsulates user actions used in the examples.
// It contains an IAM service client that is used to perform user actions.
type UserWrapper struct {
 IamClient *iam.Client
}



// CreateUser creates a new user with the specified name.
func (wrapper UserWrapper) CreateUser(ctx context.Context, userName string)
 (*types.User, error) {
 var user *types.User
 result, err := wrapper.IamClient.CreateUser(ctx, &iam.CreateUserInput{
  UserName: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't create user %v. Here's why: %v\n", userName, err)
 } else {
```

```
  user = result.User
 }
 return user, err
}
```

- For API details, see CreateUser in *AWS SDK for Go API Reference*.

`DeleteAccessKey`

The following code example shows how to use `DeleteAccessKey`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/smithy-go"
)

// UserWrapper encapsulates user actions used in the examples.
// It contains an IAM service client that is used to perform user actions.
type UserWrapper struct {
 IamClient *iam.Client
}
```

```
// DeleteAccessKey deletes an access key from a user.
func (wrapper UserWrapper) DeleteAccessKey(ctx context.Context, userName string,
 keyId string) error {
 _, err := wrapper.IamClient.DeleteAccessKey(ctx, &iam.DeleteAccessKeyInput{
  AccessKeyId: aws.String(keyId),
  UserName:    aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't delete access key %v. Here's why: %v\n", keyId, err)
 }
 return err
}
```

- For API details, see DeleteAccessKey in *AWS SDK for Go API Reference*.

`DeletePolicy`

The following code example shows how to use `DeletePolicy`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// PolicyWrapper encapsulates AWS Identity and Access Management (IAM) policy
 actions
```

```
// used in the examples.
// It contains an IAM service client that is used to perform policy actions.
type PolicyWrapper struct {
 IamClient *iam.Client
}



// DeletePolicy deletes a policy.
func (wrapper PolicyWrapper) DeletePolicy(ctx context.Context, policyArn string)
 error {
 _, err := wrapper.IamClient.DeletePolicy(ctx, &iam.DeletePolicyInput{
  PolicyArn: aws.String(policyArn),
 })
 if err != nil {
  log.Printf("Couldn't delete policy %v. Here's why: %v\n", policyArn, err)
 }
 return err
}
```

- For API details, see DeletePolicy in *AWS SDK for Go API Reference*.

`DeleteRole`

The following code example shows how to use `DeleteRole`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"
```

```
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// RoleWrapper encapsulates AWS Identity and Access Management (IAM) role actions
// used in the examples.
// It contains an IAM service client that is used to perform role actions.
type RoleWrapper struct {
 IamClient *iam.Client
}



// DeleteRole deletes a role. All attached policies must be detached before a
// role can be deleted.
func (wrapper RoleWrapper) DeleteRole(ctx context.Context, roleName string) error {
 _, err := wrapper.IamClient.DeleteRole(ctx, &iam.DeleteRoleInput{
  RoleName: aws.String(roleName),
 })
 if err != nil {
  log.Printf("Couldn't delete role %v. Here's why: %v\n", roleName, err)
 }
 return err
}
```

- For API details, see DeleteRole in *AWS SDK for Go API Reference*.

`DeleteServiceLinkedRole`

The following code example shows how to use `DeleteServiceLinkedRole`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// RoleWrapper encapsulates AWS Identity and Access Management (IAM) role actions
// used in the examples.
// It contains an IAM service client that is used to perform role actions.
type RoleWrapper struct {
 IamClient *iam.Client
}



// DeleteServiceLinkedRole deletes a service-linked role.
func (wrapper RoleWrapper) DeleteServiceLinkedRole(ctx context.Context, roleName
 string) error {
 _, err := wrapper.IamClient.DeleteServiceLinkedRole(ctx,
 &iam.DeleteServiceLinkedRoleInput{
  RoleName: aws.String(roleName)},
 )
 if err != nil {
  log.Printf("Couldn't delete service-linked role %v. Here's why: %v\n", roleName,
 err)
 }
 return err
}
```

- For API details, see DeleteServiceLinkedRole in *AWS SDK for Go API Reference*.

`DeleteUser`

The following code example shows how to use `DeleteUser`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/smithy-go"
)

// UserWrapper encapsulates user actions used in the examples.
// It contains an IAM service client that is used to perform user actions.
type UserWrapper struct {
 IamClient *iam.Client
}



// DeleteUser deletes a user.
func (wrapper UserWrapper) DeleteUser(ctx context.Context, userName string) error {
 _, err := wrapper.IamClient.DeleteUser(ctx, &iam.DeleteUserInput{
  UserName: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't delete user %v. Here's why: %v\n", userName, err)
 }
 return err
}
```

- For API details, see DeleteUser in *AWS SDK for Go API Reference*.

`DeleteUserPolicy`

The following code example shows how to use `DeleteUserPolicy`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/smithy-go"
)

// UserWrapper encapsulates user actions used in the examples.
// It contains an IAM service client that is used to perform user actions.
type UserWrapper struct {
 IamClient *iam.Client
}



// DeleteUserPolicy deletes an inline policy from a user.
func (wrapper UserWrapper) DeleteUserPolicy(ctx context.Context, userName string,
 policyName string) error {
 _, err := wrapper.IamClient.DeleteUserPolicy(ctx, &iam.DeleteUserPolicyInput{
  PolicyName: aws.String(policyName),
  UserName:   aws.String(userName),
 })
```

```
 if err != nil {
  log.Printf("Couldn't delete policy from user %v. Here's why: %v\n", userName, err)
 }
 return err
}
```

- For API details, see DeleteUserPolicy in *AWS SDK for Go API Reference*.

`DetachRolePolicy`

The following code example shows how to use `DetachRolePolicy`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// RoleWrapper encapsulates AWS Identity and Access Management (IAM) role actions
// used in the examples.
// It contains an IAM service client that is used to perform role actions.
type RoleWrapper struct {
 IamClient *iam.Client
}
```

```
// DetachRolePolicy detaches a policy from a role.
func (wrapper RoleWrapper) DetachRolePolicy(ctx context.Context, roleName string,
 policyArn string) error {
 _, err := wrapper.IamClient.DetachRolePolicy(ctx, &iam.DetachRolePolicyInput{
  PolicyArn: aws.String(policyArn),
  RoleName:  aws.String(roleName),
 })
 if err != nil {
  log.Printf("Couldn't detach policy from role %v. Here's why: %v\n", roleName, err)
 }
 return err
}
```

- For API details, see DetachRolePolicy in *AWS SDK for Go API Reference*.

`GetAccountPasswordPolicy`

The following code example shows how to use `GetAccountPasswordPolicy`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "log"

 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// AccountWrapper encapsulates AWS Identity and Access Management (IAM) account
 actions
```

```
// used in the examples.
// It contains an IAM service client that is used to perform account actions.
type AccountWrapper struct {
 IamClient *iam.Client
}



// GetAccountPasswordPolicy gets the account password policy for the current
 account.
// If no policy has been set, a NoSuchEntityException is error is returned.
func (wrapper AccountWrapper) GetAccountPasswordPolicy(ctx context.Context)
 (*types.PasswordPolicy, error) {
 var pwPolicy *types.PasswordPolicy
 result, err := wrapper.IamClient.GetAccountPasswordPolicy(ctx,
  &iam.GetAccountPasswordPolicyInput{})
 if err != nil {
  log.Printf("Couldn't get account password policy. Here's why: %v\n", err)
 } else {
  pwPolicy = result.PasswordPolicy
 }
 return pwPolicy, err
}
```

- For API details, see GetAccountPasswordPolicy in *AWS SDK for Go API Reference*.

`GetPolicy`

The following code example shows how to use `GetPolicy`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// PolicyWrapper encapsulates AWS Identity and Access Management (IAM) policy
 actions
// used in the examples.
// It contains an IAM service client that is used to perform policy actions.
type PolicyWrapper struct {
 IamClient *iam.Client
}



// GetPolicy gets data about a policy.
func (wrapper PolicyWrapper) GetPolicy(ctx context.Context, policyArn string)
 (*types.Policy, error) {
 var policy *types.Policy
 result, err := wrapper.IamClient.GetPolicy(ctx, &iam.GetPolicyInput{
  PolicyArn: aws.String(policyArn),
 })
 if err != nil {
  log.Printf("Couldn't get policy %v. Here's why: %v\n", policyArn, err)
 } else {
  policy = result.Policy
 }
 return policy, err
}
```

- For API details, see GetPolicy in *AWS SDK for Go API Reference*.

`GetRole`

The following code example shows how to use `GetRole`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// RoleWrapper encapsulates AWS Identity and Access Management (IAM) role actions
// used in the examples.
// It contains an IAM service client that is used to perform role actions.
type RoleWrapper struct {
 IamClient *iam.Client
}



// GetRole gets data about a role.
func (wrapper RoleWrapper) GetRole(ctx context.Context, roleName string)
 (*types.Role, error) {
 var role *types.Role
 result, err := wrapper.IamClient.GetRole(ctx,
  &iam.GetRoleInput{RoleName: aws.String(roleName)})
 if err != nil {
  log.Printf("Couldn't get role %v. Here's why: %v\n", roleName, err)
 } else {
  role = result.Role
 }
 return role, err
}
```

- For API details, see GetRole in *AWS SDK for Go API Reference*.

`GetUser`

The following code example shows how to use `GetUser`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/smithy-go"
)

// UserWrapper encapsulates user actions used in the examples.
// It contains an IAM service client that is used to perform user actions.
type UserWrapper struct {
 IamClient *iam.Client
}



// GetUser gets data about a user.
func (wrapper UserWrapper) GetUser(ctx context.Context, userName string)
 (*types.User, error) {
 var user *types.User
```

```
 result, err := wrapper.IamClient.GetUser(ctx, &iam.GetUserInput{
  UserName: aws.String(userName),
 })
 if err != nil {
  var apiError smithy.APIError
  if errors.As(err, &apiError) {
   switch apiError.(type) {
   case *types.NoSuchEntityException:
    log.Printf("User %v does not exist.\n", userName)
    err = nil
   default:
    log.Printf("Couldn't get user %v. Here's why: %v\n", userName, err)
   }
  }
 } else {
  user = result.User
 }
 return user, err
}
```

- For API details, see GetUser in *AWS SDK for Go API Reference*.

`ListAccessKeys`

The following code example shows how to use `ListAccessKeys`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "errors"
```

```
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/smithy-go"
)

// UserWrapper encapsulates user actions used in the examples.
// It contains an IAM service client that is used to perform user actions.
type UserWrapper struct {
 IamClient *iam.Client
}



// ListAccessKeys lists the access keys for the specified user.
func (wrapper UserWrapper) ListAccessKeys(ctx context.Context, userName string)
 ([]types.AccessKeyMetadata, error) {
 var keys []types.AccessKeyMetadata
 result, err := wrapper.IamClient.ListAccessKeys(ctx, &iam.ListAccessKeysInput{
  UserName: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't list access keys for user %v. Here's why: %v\n", userName,
 err)
 } else {
  keys = result.AccessKeyMetadata
 }
 return keys, err
}
```

- For API details, see ListAccessKeys in *AWS SDK for Go API Reference*.

`ListAttachedRolePolicies`

The following code example shows how to use `ListAttachedRolePolicies`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// RoleWrapper encapsulates AWS Identity and Access Management (IAM) role actions
// used in the examples.
// It contains an IAM service client that is used to perform role actions.
type RoleWrapper struct {
 IamClient *iam.Client
}



// ListAttachedRolePolicies lists the policies that are attached to the specified
 role.
func (wrapper RoleWrapper) ListAttachedRolePolicies(ctx context.Context, roleName
 string) ([]types.AttachedPolicy, error) {
 var policies []types.AttachedPolicy
 result, err := wrapper.IamClient.ListAttachedRolePolicies(ctx,
 &iam.ListAttachedRolePoliciesInput{
  RoleName: aws.String(roleName),
 })
 if err != nil {
  log.Printf("Couldn't list attached policies for role %v. Here's why: %v\n",
 roleName, err)
 } else {
  policies = result.AttachedPolicies
```

```
 }
 return policies, err
}
```

- For API details, see ListAttachedRolePolicies in *AWS SDK for Go API Reference*.

`ListGroups`

The following code example shows how to use `ListGroups`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// GroupWrapper encapsulates AWS Identity and Access Management (IAM) group actions
// used in the examples.
// It contains an IAM service client that is used to perform group actions.
type GroupWrapper struct {
 IamClient *iam.Client
}



// ListGroups lists up to maxGroups number of groups.
func (wrapper GroupWrapper) ListGroups(ctx context.Context, maxGroups int32)
 ([]types.Group, error) {
```

```
 var groups []types.Group
 result, err := wrapper.IamClient.ListGroups(ctx, &iam.ListGroupsInput{
  MaxItems: aws.Int32(maxGroups),
 })
 if err != nil {
  log.Printf("Couldn't list groups. Here's why: %v\n", err)
 } else {
  groups = result.Groups
 }
 return groups, err
}
```

- For API details, see ListGroups in *AWS SDK for Go API Reference*.

`ListPolicies`

The following code example shows how to use `ListPolicies`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// PolicyWrapper encapsulates AWS Identity and Access Management (IAM) policy
 actions
```

```
// used in the examples.
// It contains an IAM service client that is used to perform policy actions.
type PolicyWrapper struct {
 IamClient *iam.Client
}



// ListPolicies gets up to maxPolicies policies.
func (wrapper PolicyWrapper) ListPolicies(ctx context.Context, maxPolicies int32)
 ([]types.Policy, error) {
 var policies []types.Policy
 result, err := wrapper.IamClient.ListPolicies(ctx, &iam.ListPoliciesInput{
  MaxItems: aws.Int32(maxPolicies),
 })
 if err != nil {
  log.Printf("Couldn't list policies. Here's why: %v\n", err)
 } else {
  policies = result.Policies
 }
 return policies, err
}
```

- For API details, see ListPolicies in *AWS SDK for Go API Reference*.

`ListRolePolicies`

The following code example shows how to use `ListRolePolicies`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
```

```
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// RoleWrapper encapsulates AWS Identity and Access Management (IAM) role actions
// used in the examples.
// It contains an IAM service client that is used to perform role actions.
type RoleWrapper struct {
 IamClient *iam.Client
}



// ListRolePolicies lists the inline policies for a role.
func (wrapper RoleWrapper) ListRolePolicies(ctx context.Context, roleName string)
 ([]string, error) {
 var policies []string
 result, err := wrapper.IamClient.ListRolePolicies(ctx, &iam.ListRolePoliciesInput{
  RoleName: aws.String(roleName),
 })
 if err != nil {
  log.Printf("Couldn't list policies for role %v. Here's why: %v\n", roleName, err)
 } else {
  policies = result.PolicyNames
 }
 return policies, err
}
```

- For API details, see ListRolePolicies in *AWS SDK for Go API Reference*.

`ListRoles`

The following code example shows how to use `ListRoles`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// RoleWrapper encapsulates AWS Identity and Access Management (IAM) role actions
// used in the examples.
// It contains an IAM service client that is used to perform role actions.
type RoleWrapper struct {
 IamClient *iam.Client
}



// ListRoles gets up to maxRoles roles.
func (wrapper RoleWrapper) ListRoles(ctx context.Context, maxRoles int32)
 ([]types.Role, error) {
 var roles []types.Role
 result, err := wrapper.IamClient.ListRoles(ctx,
  &iam.ListRolesInput{MaxItems: aws.Int32(maxRoles)},
 )
 if err != nil {
  log.Printf("Couldn't list roles. Here's why: %v\n", err)
 } else {
  roles = result.Roles
 }
 return roles, err
}
```

- For API details, see ListRoles in *AWS SDK for Go API Reference*.

`ListSAMLProviders`

The following code example shows how to use `ListSAMLProviders`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "log"

 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
)

// AccountWrapper encapsulates AWS Identity and Access Management (IAM) account
 actions
// used in the examples.
// It contains an IAM service client that is used to perform account actions.
type AccountWrapper struct {
 IamClient *iam.Client
}



// ListSAMLProviders gets the SAML providers for the account.
func (wrapper AccountWrapper) ListSAMLProviders(ctx context.Context)
 ([]types.SAMLProviderListEntry, error) {
 var providers []types.SAMLProviderListEntry
 result, err := wrapper.IamClient.ListSAMLProviders(ctx,
 &iam.ListSAMLProvidersInput{})
```

```
 if err != nil {
  log.Printf("Couldn't list SAML providers. Here's why: %v\n", err)
 } else {
  providers = result.SAMLProviderList
 }
 return providers, err
}
```

- For API details, see ListSAMLProviders in *AWS SDK for Go API Reference*.

`ListUserPolicies`

The following code example shows how to use `ListUserPolicies`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/smithy-go"
)

// UserWrapper encapsulates user actions used in the examples.
// It contains an IAM service client that is used to perform user actions.
type UserWrapper struct {
 IamClient *iam.Client
}
```

```
// ListUserPolicies lists the inline policies for the specified user.
func (wrapper UserWrapper) ListUserPolicies(ctx context.Context, userName string)
 ([]string, error) {
 var policies []string
 result, err := wrapper.IamClient.ListUserPolicies(ctx, &iam.ListUserPoliciesInput{
  UserName: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't list policies for user %v. Here's why: %v\n", userName, err)
 } else {
  policies = result.PolicyNames
 }
 return policies, err
}
```

- For API details, see ListUserPolicies in *AWS SDK for Go API Reference*.

`ListUsers`

The following code example shows how to use `ListUsers`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
```

```
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/smithy-go"
)

// UserWrapper encapsulates user actions used in the examples.
// It contains an IAM service client that is used to perform user actions.
type UserWrapper struct {
 IamClient *iam.Client
}



// ListUsers gets up to maxUsers number of users.
func (wrapper UserWrapper) ListUsers(ctx context.Context, maxUsers int32)
 ([]types.User, error) {
 var users []types.User
 result, err := wrapper.IamClient.ListUsers(ctx, &iam.ListUsersInput{
  MaxItems: aws.Int32(maxUsers),
 })
 if err != nil {
  log.Printf("Couldn't list users. Here's why: %v\n", err)
 } else {
  users = result.Users
 }
 return users, err
}
```

- For API details, see ListUsers in *AWS SDK for Go API Reference*.

`PutUserPolicy`

The following code example shows how to use `PutUserPolicy`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/smithy-go"
)

// UserWrapper encapsulates user actions used in the examples.
// It contains an IAM service client that is used to perform user actions.
type UserWrapper struct {
 IamClient *iam.Client
}



// CreateUserPolicy adds an inline policy to a user. This example creates a policy
 that
// grants a list of actions on a specified role.
// PolicyDocument shows how to work with a policy document as a data structure and
// serialize it to JSON by using Go's JSON marshaler.
func (wrapper UserWrapper) CreateUserPolicy(ctx context.Context, userName string,
 policyName string, actions []string,
 roleArn string) error {
 policyDoc := PolicyDocument{
  Version: "2012-10-17",
  Statement: []PolicyStatement{{
   Effect:   "Allow",
   Action:   actions,
   Resource: aws.String(roleArn),
  }},
 }
 policyBytes, err := json.Marshal(policyDoc)
 if err != nil {
  log.Printf("Couldn't create policy document for %v. Here's why: %v\n", roleArn,
 err)
  return err
 }
```

```
 _, err = wrapper.IamClient.PutUserPolicy(ctx, &iam.PutUserPolicyInput{
  PolicyDocument: aws.String(string(policyBytes)),
  PolicyName:     aws.String(policyName),
  UserName:       aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't create policy for user %v. Here's why: %v\n", userName, err)
 }
 return err
}
```

- For API details, see PutUserPolicy in *AWS SDK for Go API Reference*.

Kinesis examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Kinesis.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Topics

- Serverless examples

Serverless examples

Invoke a Lambda function from a Kinesis trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving records from a Kinesis stream. The function retrieves the Kinesis payload, decodes from Base64, and logs the record contents.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming a Kinesis event with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
 "context"
 "log"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

func handler(ctx context.Context, kinesisEvent events.KinesisEvent) error {
 if len(kinesisEvent.Records) == 0 {
  log.Printf("empty Kinesis event received")
  return nil
 }

 for _, record := range kinesisEvent.Records {
  log.Printf("processed Kinesis event with EventId: %v", record.EventID)
  recordDataBytes := record.Kinesis.Data
  recordDataText := string(recordDataBytes)
  log.Printf("record data: %v", recordDataText)
  // TODO: Do interesting work based on the new data
 }
 log.Printf("successfully processed %v records", len(kinesisEvent.Records))
 return nil
}

func main() {
 lambda.Start(handler)
}
```

Reporting batch item failures for Lambda functions with a Kinesis trigger

The following code example shows how to implement partial batch response for Lambda functions that receive events from a Kinesis stream. The function reports the batch item failures in the response, signaling to Lambda to retry those messages later.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Reporting Kinesis batch item failures with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
 "context"
 "fmt"
 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

func handler(ctx context.Context, kinesisEvent events.KinesisEvent)
 (map[string]interface{}, error) {
 batchItemFailures := []map[string]interface{}{}

 for _, record := range kinesisEvent.Records {
  curRecordSequenceNumber := ""

  // Process your record
  if /* Your record processing condition here */ {
   curRecordSequenceNumber = record.Kinesis.SequenceNumber
  }
```

```
  // Add a condition to check if the record processing failed
  if curRecordSequenceNumber != "" {
   batchItemFailures = append(batchItemFailures, map[string]interface{}
{"itemIdentifier": curRecordSequenceNumber})
  }
 }

 kinesisBatchResponse := map[string]interface{}{
  "batchItemFailures": batchItemFailures,
 }
 return kinesisBatchResponse, nil
}

func main() {
 lambda.Start(handler)
}
```

Lambda examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Lambda.

Basics are code examples that show you how to perform the essential operations within a service.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Scenarios are code examples that show you how to accomplish specific tasks by calling multiple functions within a service or combined with other AWS services.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Get started

Hello Lambda

The following code examples show how to get started using Lambda.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/lambda"
)

// main uses the AWS SDK for Go (v2) to create an AWS Lambda client and list up to
 10
// functions in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
  fmt.Println(err)
  return
 }
 lambdaClient := lambda.NewFromConfig(sdkConfig)

 maxItems := 10
 fmt.Printf("Let's list up to %v functions for your account.\n", maxItems)
 result, err := lambdaClient.ListFunctions(ctx, &lambda.ListFunctionsInput{
  MaxItems: aws.Int32(int32(maxItems)),
 })
 if err != nil {
```

```
  fmt.Printf("Couldn't list functions for your account. Here's why: %v\n", err)
  return
 }
 if len(result.Functions) == 0 {
  fmt.Println("You don't have any functions!")
 } else {
  for _, function := range result.Functions {
   fmt.Printf("\t%v\n", *function.FunctionName)
  }
 }
}
```

- For API details, see ListFunctions in *AWS SDK for Go API Reference*.

Topics

- Basics
- Actions
- Scenarios
- Serverless examples

Basics

Learn the basics

The following code example shows how to:

- Create an IAM role and Lambda function, then upload handler code.
- Invoke the function with a single parameter and get results.
- Update the function code and configure with an environment variable.
- Invoke the function with new parameters and get results. Display the returned execution log.
- List the functions for your account, then clean up resources.

For more information, see Create a Lambda function with the console.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Create an interactive scenario that shows you how to get started with Lambda functions.

```
import (
 "archive/zip"
 "bytes"
 "context"
 "encoding/base64"
 "encoding/json"
 "errors"
 "fmt"
 "log"
 "os"
 "strings"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/iam"
 iamtypes "github.com/aws/aws-sdk-go-v2/service/iam/types"
 "github.com/aws/aws-sdk-go-v2/service/lambda"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/lambda/actions"
)

// GetStartedFunctionsScenario shows you how to use AWS Lambda to perform the
 following
// actions:
//
//  1. Create an AWS Identity and Access Management (IAM) role and Lambda function,
 then upload handler code.
//  2. Invoke the function with a single parameter and get results.
//  3. Update the function code and configure with an environment variable.
//  4. Invoke the function with new parameters and get results. Display the returned
 execution log.
//  5. List the functions for your account, then clean up resources.
```

```
type GetStartedFunctionsScenario struct {
 sdkConfig       aws.Config
 functionWrapper actions.FunctionWrapper
 questioner      demotools.IQuestioner
 helper          IScenarioHelper
 isTestRun       bool
}

// NewGetStartedFunctionsScenario constructs a GetStartedFunctionsScenario instance
 from a configuration.
// It uses the specified config to get a Lambda client and create wrappers for the
 actions
// used in the scenario.
func NewGetStartedFunctionsScenario(sdkConfig aws.Config, questioner
 demotools.IQuestioner,
 helper IScenarioHelper) GetStartedFunctionsScenario {
 lambdaClient := lambda.NewFromConfig(sdkConfig)
 return GetStartedFunctionsScenario{
  sdkConfig:       sdkConfig,
  functionWrapper: actions.FunctionWrapper{LambdaClient: lambdaClient},
  questioner:      questioner,
  helper:          helper,
 }
}

// Run runs the interactive scenario.
func (scenario GetStartedFunctionsScenario) Run(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   log.Printf("Something went wrong with the demo.\n")
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Println("Welcome to the AWS Lambda get started with functions demo.")
 log.Println(strings.Repeat("-", 88))

 role := scenario.GetOrCreateRole(ctx)
 funcName := scenario.CreateFunction(ctx, role)
 scenario.InvokeIncrement(ctx, funcName)
 scenario.UpdateFunction(ctx, funcName)
 scenario.InvokeCalculator(ctx, funcName)
 scenario.ListFunctions(ctx)
 scenario.Cleanup(ctx, role, funcName)
```

```
 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}

// GetOrCreateRole checks whether the specified role exists and returns it if it
 does.
// Otherwise, a role is created that specifies Lambda as a trusted principal.
// The AWSLambdaBasicExecutionRole managed policy is attached to the role and the
 role
// is returned.
func (scenario GetStartedFunctionsScenario) GetOrCreateRole(ctx context.Context)
 *iamtypes.Role {
 var role *iamtypes.Role
 iamClient := iam.NewFromConfig(scenario.sdkConfig)
 log.Println("First, we need an IAM role that Lambda can assume.")
 roleName := scenario.questioner.Ask("Enter a name for the role:",
 demotools.NotEmpty{})
 getOutput, err := iamClient.GetRole(ctx, &iam.GetRoleInput{
  RoleName: aws.String(roleName)})
 if err != nil {
  var noSuch *iamtypes.NoSuchEntityException
  if errors.As(err, &noSuch) {
   log.Printf("Role %v doesn't exist. Creating it....\n", roleName)
  } else {
   log.Panicf("Couldn't check whether role %v exists. Here's why: %v\n",
    roleName, err)
  }
 } else {
  role = getOutput.Role
  log.Printf("Found role %v.\n", *role.RoleName)
 }
 if role == nil {
  trustPolicy := PolicyDocument{
   Version: "2012-10-17",
   Statement: []PolicyStatement{{
    Effect:    "Allow",
    Principal: map[string]string{"Service": "lambda.amazonaws.com"},
    Action:    []string{"sts:AssumeRole"},
   }},
  }
  policyArn := "arn:aws:iam::aws:policy/service-role/AWSLambdaBasicExecutionRole"
  createOutput, err := iamClient.CreateRole(ctx, &iam.CreateRoleInput{
```

```
    AssumeRolePolicyDocument: aws.String(trustPolicy.String()),
    RoleName:                 aws.String(roleName),
   })
   if err != nil {
    log.Panicf("Couldn't create role %v. Here's why: %v\n", roleName, err)
   }
   role = createOutput.Role
   _, err = iamClient.AttachRolePolicy(ctx, &iam.AttachRolePolicyInput{
    PolicyArn: aws.String(policyArn),
    RoleName:  aws.String(roleName),
   })
   if err != nil {
    log.Panicf("Couldn't attach a policy to role %v. Here's why: %v\n", roleName,
  err)
    }
   log.Printf("Created role %v.\n", *role.RoleName)
   log.Println("Let's give AWS a few seconds to propagate resources...")
   scenario.helper.Pause(10)
  }
  log.Println(strings.Repeat("-", 88))
  return role
}

// CreateFunction creates a Lambda function and uploads a handler written in Python.
// The code for the Python handler is packaged as a []byte in .zip format.
func (scenario GetStartedFunctionsScenario) CreateFunction(ctx context.Context, role
  *iamtypes.Role) string {
  log.Println("Let's create a function that increments a number.\n" +
   "The function uses the 'lambda_handler_basic.py' script found in the \n" +
   "'handlers' directory of this project.")
  funcName := scenario.questioner.Ask("Enter a name for the Lambda function:",
  demotools.NotEmpty{})
  zipPackage := scenario.helper.CreateDeploymentPackage("lambda_handler_basic.py",
  fmt.Sprintf("%v.py", funcName))
  log.Printf("Creating function %v and waiting for it to be ready.", funcName)
  funcState := scenario.functionWrapper.CreateFunction(ctx, funcName,
  fmt.Sprintf("%v.lambda_handler", funcName),
   role.Arn, zipPackage)
  log.Printf("Your function is %v.", funcState)
  log.Println(strings.Repeat("-", 88))
  return funcName
}

// InvokeIncrement invokes a Lambda function that increments a number. The function
```

```
// parameters are contained in a Go struct that is used to serialize the parameters
 to
// a JSON payload that is passed to the function.
// The result payload is deserialized into a Go struct that contains an int value.
func (scenario GetStartedFunctionsScenario) InvokeIncrement(ctx context.Context,
 funcName string) {
 parameters := actions.IncrementParameters{Action: "increment"}
 log.Println("Let's invoke our function. This function increments a number.")
 parameters.Number = scenario.questioner.AskInt("Enter a number to increment:",
 demotools.NotEmpty{})
 log.Printf("Invoking %v with %v...\n", funcName, parameters.Number)
 invokeOutput := scenario.functionWrapper.Invoke(ctx, funcName, parameters, false)
 var payload actions.LambdaResultInt
 err := json.Unmarshal(invokeOutput.Payload, &payload)
 if err != nil {
  log.Panicf("Couldn't unmarshal payload from invoking %v. Here's why: %v\n",
   funcName, err)
 }
 log.Printf("Invoking %v with %v returned %v.\n", funcName, parameters.Number,
 payload)
 log.Println(strings.Repeat("-", 88))
}

// UpdateFunction updates the code for a Lambda function by uploading a simple
 arithmetic
// calculator written in Python. The code for the Python handler is packaged as a
// []byte in .zip format.
// After the code is updated, the configuration is also updated with a new log
// level that instructs the handler to log additional information.
func (scenario GetStartedFunctionsScenario) UpdateFunction(ctx context.Context,
 funcName string) {
 log.Println("Let's update the function to an arithmetic calculator.\n" +
  "The function uses the 'lambda_handler_calculator.py' script found in the \n" +
  "'handlers' directory of this project.")
 scenario.questioner.Ask("Press Enter when you're ready.")
 log.Println("Creating deployment package...")
 zipPackage :=
 scenario.helper.CreateDeploymentPackage("lambda_handler_calculator.py",
  fmt.Sprintf("%v.py", funcName))
 log.Println("...and updating the Lambda function and waiting for it to be ready.")
 funcState := scenario.functionWrapper.UpdateFunctionCode(ctx, funcName, zipPackage)
 log.Printf("Updated function %v. Its current state is %v.", funcName, funcState)
 log.Println("This function uses an environment variable to control logging level.")
 log.Println("Let's set it to DEBUG to get the most logging.")
```

```
 scenario.functionWrapper.UpdateFunctionConfiguration(ctx, funcName,
  map[string]string{"LOG_LEVEL": "DEBUG"})
 log.Println(strings.Repeat("-", 88))
}

// InvokeCalculator invokes the Lambda calculator function. The parameters are
 stored in a
// Go struct that is used to serialize the parameters to a JSON payload. That
 payload is then passed
// to the function.
// The result payload is deserialized to a Go struct that stores the result as
 either an
// int or float32, depending on the kind of operation that was specified.
func (scenario GetStartedFunctionsScenario) InvokeCalculator(ctx context.Context,
 funcName string) {
 wantInvoke := true
 choices := []string{"plus", "minus", "times", "divided-by"}
 for wantInvoke {
  choice := scenario.questioner.AskChoice("Select an arithmetic operation:\n",
 choices)
  x := scenario.questioner.AskInt("Enter a value for x:", demotools.NotEmpty{})
  y := scenario.questioner.AskInt("Enter a value for y:", demotools.NotEmpty{})
  log.Printf("Invoking %v %v %v...", x, choices[choice], y)
  calcParameters := actions.CalculatorParameters{
   Action: choices[choice],
   X:      x,
   Y:      y,
  }
  invokeOutput := scenario.functionWrapper.Invoke(ctx, funcName, calcParameters,
 true)
  var payload any
  if choice == 3 { // divide-by results in a float.
   payload = actions.LambdaResultFloat{}
  } else {
   payload = actions.LambdaResultInt{}
  }
  err := json.Unmarshal(invokeOutput.Payload, &payload)
  if err != nil {
   log.Panicf("Couldn't unmarshal payload from invoking %v. Here's why: %v\n",
    funcName, err)
  }
  log.Printf("Invoking %v with %v %v %v returned %v.\n", funcName,
   calcParameters.X, calcParameters.Action, calcParameters.Y, payload)
  scenario.questioner.Ask("Press Enter to see the logs from the call.")
```

```
  logRes, err := base64.StdEncoding.DecodeString(*invokeOutput.LogResult)
  if err != nil {
   log.Panicf("Couldn't decode log result. Here's why: %v\n", err)
  }
  log.Println(string(logRes))
  wantInvoke = scenario.questioner.AskBool("Do you want to calculate again? (y/n)",
 "y")
 }
 log.Println(strings.Repeat("-", 88))
}

// ListFunctions lists up to the specified number of functions for your account.
func (scenario GetStartedFunctionsScenario) ListFunctions(ctx context.Context) {
 count := scenario.questioner.AskInt(
  "Let's list functions for your account. How many do you want to see?",
 demotools.NotEmpty{})
 functions := scenario.functionWrapper.ListFunctions(ctx, count)
 log.Printf("Found %v functions:", len(functions))
 for _, function := range functions {
  log.Printf("\t%v", *function.FunctionName)
 }
 log.Println(strings.Repeat("-", 88))
}

// Cleanup removes the IAM and Lambda resources created by the example.
func (scenario GetStartedFunctionsScenario) Cleanup(ctx context.Context, role
 *iamtypes.Role, funcName string) {
 if scenario.questioner.AskBool("Do you want to clean up resources created for this
 example? (y/n)",
  "y") {
  iamClient := iam.NewFromConfig(scenario.sdkConfig)
  policiesOutput, err := iamClient.ListAttachedRolePolicies(ctx,
   &iam.ListAttachedRolePoliciesInput{RoleName: role.RoleName})
  if err != nil {
   log.Panicf("Couldn't get policies attached to role %v. Here's why: %v\n",
    *role.RoleName, err)
  }
  for _, policy := range policiesOutput.AttachedPolicies {
   _, err = iamClient.DetachRolePolicy(ctx, &iam.DetachRolePolicyInput{
    PolicyArn: policy.PolicyArn, RoleName: role.RoleName,
   })
   if err != nil {
    log.Panicf("Couldn't detach policy %v from role %v. Here's why: %v\n",
     *policy.PolicyArn, *role.RoleName, err)
```

```
   }
  }
  _, err = iamClient.DeleteRole(ctx, &iam.DeleteRoleInput{RoleName: role.RoleName})
  if err != nil {
   log.Panicf("Couldn't delete role %v. Here's why: %v\n", *role.RoleName, err)
  }
  log.Printf("Deleted role %v.\n", *role.RoleName)

  scenario.functionWrapper.DeleteFunction(ctx, funcName)
  log.Printf("Deleted function %v.\n", funcName)
 } else {
  log.Println("Okay. Don't forget to delete the resources when you're done with
 them.")
 }
}

// IScenarioHelper abstracts I/O and wait functions from a scenario so that they
// can be mocked for unit testing.
type IScenarioHelper interface {
 Pause(secs int)
 CreateDeploymentPackage(sourceFile string, destinationFile string) *bytes.Buffer
}

// ScenarioHelper lets the caller specify the path to Lambda handler functions.
type ScenarioHelper struct {
 HandlerPath string
}

// Pause waits for the specified number of seconds.
func (helper *ScenarioHelper) Pause(secs int) {
 time.Sleep(time.Duration(secs) * time.Second)
}

// CreateDeploymentPackage creates an AWS Lambda deployment package from a source
 file. The
// deployment package is stored in .zip format in a bytes.Buffer. The buffer can be
// used to pass a []byte to Lambda when creating the function.
// The specified destinationFile is the name to give the file when it's deployed to
 Lambda.
func (helper *ScenarioHelper) CreateDeploymentPackage(sourceFile string,
 destinationFile string) *bytes.Buffer {
 var err error
 buffer := &bytes.Buffer{}
 writer := zip.NewWriter(buffer)
```

```
 zFile, err := writer.Create(destinationFile)
 if err != nil {
  log.Panicf("Couldn't create destination archive %v. Here's why: %v\n",
 destinationFile, err)
 }
 sourceBody, err := os.ReadFile(fmt.Sprintf("%v/%v", helper.HandlerPath,
 sourceFile))
 if err != nil {
  log.Panicf("Couldn't read handler source file %v. Here's why: %v\n",
   sourceFile, err)
 } else {
  _, err = zFile.Write(sourceBody)
  if err != nil {
   log.Panicf("Couldn't write handler %v to zip archive. Here's why: %v\n",
    sourceFile, err)
  }
 }
 err = writer.Close()
 if err != nil {
  log.Panicf("Couldn't close zip writer. Here's why: %v\n", err)
 }
 return buffer
}
```

Create a struct that wraps individual Lambda actions.

```
import (
 "bytes"
 "context"
 "encoding/json"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/lambda"
 "github.com/aws/aws-sdk-go-v2/service/lambda/types"
)

// FunctionWrapper encapsulates function actions used in the examples.
```

```
// It contains an AWS Lambda service client that is used to perform user actions.
type FunctionWrapper struct {
 LambdaClient *lambda.Client
}


// GetFunction gets data about the Lambda function specified by functionName.
func (wrapper FunctionWrapper) GetFunction(ctx context.Context, functionName string)
 types.State {
 var state types.State
 funcOutput, err := wrapper.LambdaClient.GetFunction(ctx, &lambda.GetFunctionInput{
  FunctionName: aws.String(functionName),
 })
 if err != nil {
  log.Panicf("Couldn't get function %v. Here's why: %v\n", functionName, err)
 } else {
  state = funcOutput.Configuration.State
 }
 return state
}



// CreateFunction creates a new Lambda function from code contained in the
 zipPackage
// buffer. The specified handlerName must match the name of the file and function
// contained in the uploaded code. The role specified by iamRoleArn is assumed by
// Lambda and grants specific permissions.
// When the function already exists, types.StateActive is returned.
// When the function is created, a lambda.FunctionActiveV2Waiter is used to wait
 until the
// function is active.
func (wrapper FunctionWrapper) CreateFunction(ctx context.Context, functionName
 string, handlerName string,
 iamRoleArn *string, zipPackage *bytes.Buffer) types.State {
 var state types.State
 _, err := wrapper.LambdaClient.CreateFunction(ctx, &lambda.CreateFunctionInput{
  Code:         &types.FunctionCode{ZipFile: zipPackage.Bytes()},
  FunctionName: aws.String(functionName),
  Role:         iamRoleArn,
  Handler:      aws.String(handlerName),
  Publish:      true,
  Runtime:      types.RuntimePython39,
 })
```

```
 if err != nil {
  var resConflict *types.ResourceConflictException
  if errors.As(err, &resConflict) {
   log.Printf("Function %v already exists.\n", functionName)
   state = types.StateActive
  } else {
   log.Panicf("Couldn't create function %v. Here's why: %v\n", functionName, err)
  }
 } else {
  waiter := lambda.NewFunctionActiveV2Waiter(wrapper.LambdaClient)
  funcOutput, err := waiter.WaitForOutput(ctx, &lambda.GetFunctionInput{
   FunctionName: aws.String(functionName)}, 1*time.Minute)
  if err != nil {
   log.Panicf("Couldn't wait for function %v to be active. Here's why: %v\n",
 functionName, err)
  } else {
   state = funcOutput.Configuration.State
  }
 }
 return state
}



// UpdateFunctionCode updates the code for the Lambda function specified by
 functionName.
// The existing code for the Lambda function is entirely replaced by the code in the
// zipPackage buffer. After the update action is called, a
 lambda.FunctionUpdatedV2Waiter
// is used to wait until the update is successful.
func (wrapper FunctionWrapper) UpdateFunctionCode(ctx context.Context, functionName
 string, zipPackage *bytes.Buffer) types.State {
 var state types.State
 _, err := wrapper.LambdaClient.UpdateFunctionCode(ctx,
 &lambda.UpdateFunctionCodeInput{
  FunctionName: aws.String(functionName), ZipFile: zipPackage.Bytes(),
 })
 if err != nil {
  log.Panicf("Couldn't update code for function %v. Here's why: %v\n", functionName,
 err)
 } else {
  waiter := lambda.NewFunctionUpdatedV2Waiter(wrapper.LambdaClient)
  funcOutput, err := waiter.WaitForOutput(ctx, &lambda.GetFunctionInput{
   FunctionName: aws.String(functionName)}, 1*time.Minute)
```

```
  if err != nil {
   log.Panicf("Couldn't wait for function %v to be active. Here's why: %v\n",
 functionName, err)
  } else {
   state = funcOutput.Configuration.State
  }
 }
 return state
}



// UpdateFunctionConfiguration updates a map of environment variables configured for
// the Lambda function specified by functionName.
func (wrapper FunctionWrapper) UpdateFunctionConfiguration(ctx context.Context,
 functionName string, envVars map[string]string) {
 _, err := wrapper.LambdaClient.UpdateFunctionConfiguration(ctx,
 &lambda.UpdateFunctionConfigurationInput{
  FunctionName: aws.String(functionName),
  Environment:  &types.Environment{Variables: envVars},
 })
 if err != nil {
  log.Panicf("Couldn't update configuration for %v. Here's why: %v", functionName,
 err)
 }
}



// ListFunctions lists up to maxItems functions for the account. This function uses
 a
// lambda.ListFunctionsPaginator to paginate the results.
func (wrapper FunctionWrapper) ListFunctions(ctx context.Context, maxItems int)
 []types.FunctionConfiguration {
 var functions []types.FunctionConfiguration
 paginator := lambda.NewListFunctionsPaginator(wrapper.LambdaClient,
 &lambda.ListFunctionsInput{
  MaxItems: aws.Int32(int32(maxItems)),
 })
 for paginator.HasMorePages() && len(functions) < maxItems {
  pageOutput, err := paginator.NextPage(ctx)
  if err != nil {
   log.Panicf("Couldn't list functions for your account. Here's why: %v\n", err)
  }
```

```
  functions = append(functions, pageOutput.Functions...)
 }
 return functions
}



// DeleteFunction deletes the Lambda function specified by functionName.
func (wrapper FunctionWrapper) DeleteFunction(ctx context.Context, functionName
 string) {
 _, err := wrapper.LambdaClient.DeleteFunction(ctx, &lambda.DeleteFunctionInput{
  FunctionName: aws.String(functionName),
 })
 if err != nil {
  log.Panicf("Couldn't delete function %v. Here's why: %v\n", functionName, err)
 }
}



// Invoke invokes the Lambda function specified by functionName, passing the
 parameters
// as a JSON payload. When getLog is true, types.LogTypeTail is specified, which
 tells
// Lambda to include the last few log lines in the returned result.
func (wrapper FunctionWrapper) Invoke(ctx context.Context, functionName string,
 parameters any, getLog bool) *lambda.InvokeOutput {
 logType := types.LogTypeNone
 if getLog {
  logType = types.LogTypeTail
 }
 payload, err := json.Marshal(parameters)
 if err != nil {
  log.Panicf("Couldn't marshal parameters to JSON. Here's why %v\n", err)
 }
 invokeOutput, err := wrapper.LambdaClient.Invoke(ctx, &lambda.InvokeInput{
  FunctionName: aws.String(functionName),
  LogType:      logType,
  Payload:      payload,
 })
 if err != nil {
  log.Panicf("Couldn't invoke function %v. Here's why: %v\n", functionName, err)
 }
 return invokeOutput
```

```
}



// IncrementParameters is used to serialize parameters to the increment Lambda
 handler.
type IncrementParameters struct {
 Action string `json:"action"`
 Number int    `json:"number"`
}

// CalculatorParameters is used to serialize parameters to the calculator Lambda
 handler.
type CalculatorParameters struct {
 Action string `json:"action"`
 X      int    `json:"x"`
 Y      int    `json:"y"`
}

// LambdaResultInt is used to deserialize an int result from a Lambda handler.
type LambdaResultInt struct {
 Result int `json:"result"`
}

// LambdaResultFloat is used to deserialize a float32 result from a Lambda handler.
type LambdaResultFloat struct {
 Result float32 `json:"result"`
}
```

Define a Lambda handler that increments a number.

```
import logging

logger = logging.getLogger()
logger.setLevel(logging.INFO)


def lambda_handler(event, context):
    """
    Accepts an action and a single number, performs the specified action on the
 number,
```

```
    and returns the result. The only allowable action is 'increment'.

    :param event: The event dict that contains the parameters sent when the function
                  is invoked.
    :param context: The context in which the function is called.
    :return: The result of the action.
    """
    result = None
    action = event.get("action")
    if action == "increment":
        result = event.get("number", 0) + 1
        logger.info("Calculated result of %s", result)
    else:
        logger.error("%s is not a valid action.", action)

    response = {"result": result}
    return response
```

Define a second Lambda handler that performs arithmetic operations.

```
import logging
import os


logger = logging.getLogger()

# Define a list of Python lambda functions that are called by this AWS Lambda
 function.
ACTIONS = {
    "plus": lambda x, y: x + y,
    "minus": lambda x, y: x - y,
    "times": lambda x, y: x * y,
    "divided-by": lambda x, y: x / y,
}


def lambda_handler(event, context):
    """
    Accepts an action and two numbers, performs the specified action on the numbers,
    and returns the result.
```

```
    :param event: The event dict that contains the parameters sent when the function
                  is invoked.
    :param context: The context in which the function is called.
    :return: The result of the specified action.
    """
    # Set the log level based on a variable configured in the Lambda environment.
    logger.setLevel(os.environ.get("LOG_LEVEL", logging.INFO))
    logger.debug("Event: %s", event)

    action = event.get("action")
    func = ACTIONS.get(action)
    x = event.get("x")
    y = event.get("y")
    result = None
    try:
        if func is not None and x is not None and y is not None:
            result = func(x, y)
            logger.info("%s %s %s is %s", x, action, y, result)
        else:
            logger.error("I can't calculate %s %s %s.", x, action, y)
    except ZeroDivisionError:
        logger.warning("I can't divide %s by 0!", x)

    response = {"result": result}
    return response
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - CreateFunction
  - DeleteFunction
  - GetFunction
  - Invoke
  - ListFunctions
  - UpdateFunctionCode
  - UpdateFunctionConfiguration

Actions

`CreateFunction`

The following code example shows how to use `CreateFunction`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "encoding/json"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/lambda"
 "github.com/aws/aws-sdk-go-v2/service/lambda/types"
)

// FunctionWrapper encapsulates function actions used in the examples.
// It contains an AWS Lambda service client that is used to perform user actions.
type FunctionWrapper struct {
 LambdaClient *lambda.Client
}



// CreateFunction creates a new Lambda function from code contained in the
 zipPackage
// buffer. The specified handlerName must match the name of the file and function
// contained in the uploaded code. The role specified by iamRoleArn is assumed by
// Lambda and grants specific permissions.
// When the function already exists, types.StateActive is returned.
```

```
// When the function is created, a lambda.FunctionActiveV2Waiter is used to wait
 until the
// function is active.
func (wrapper FunctionWrapper) CreateFunction(ctx context.Context, functionName
 string, handlerName string,
 iamRoleArn *string, zipPackage *bytes.Buffer) types.State {
 var state types.State
 _, err := wrapper.LambdaClient.CreateFunction(ctx, &lambda.CreateFunctionInput{
  Code:         &types.FunctionCode{ZipFile: zipPackage.Bytes()},
  FunctionName: aws.String(functionName),
  Role:         iamRoleArn,
  Handler:      aws.String(handlerName),
  Publish:      true,
  Runtime:      types.RuntimePython39,
 })
 if err != nil {
  var resConflict *types.ResourceConflictException
  if errors.As(err, &resConflict) {
   log.Printf("Function %v already exists.\n", functionName)
   state = types.StateActive
  } else {
   log.Panicf("Couldn't create function %v. Here's why: %v\n", functionName, err)
  }
 } else {
  waiter := lambda.NewFunctionActiveV2Waiter(wrapper.LambdaClient)
  funcOutput, err := waiter.WaitForOutput(ctx, &lambda.GetFunctionInput{
   FunctionName: aws.String(functionName)}, 1*time.Minute)
  if err != nil {
   log.Panicf("Couldn't wait for function %v to be active. Here's why: %v\n",
 functionName, err)
  } else {
   state = funcOutput.Configuration.State
  }
 }
 return state
}
```

- For API details, see CreateFunction in *AWS SDK for Go API Reference*.

`DeleteFunction`

The following code example shows how to use `DeleteFunction`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "encoding/json"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/lambda"
 "github.com/aws/aws-sdk-go-v2/service/lambda/types"
)

// FunctionWrapper encapsulates function actions used in the examples.
// It contains an AWS Lambda service client that is used to perform user actions.
type FunctionWrapper struct {
 LambdaClient *lambda.Client
}



// DeleteFunction deletes the Lambda function specified by functionName.
func (wrapper FunctionWrapper) DeleteFunction(ctx context.Context, functionName
 string) {
 _, err := wrapper.LambdaClient.DeleteFunction(ctx, &lambda.DeleteFunctionInput{
  FunctionName: aws.String(functionName),
 })
 if err != nil {
  log.Panicf("Couldn't delete function %v. Here's why: %v\n", functionName, err)
 }
```

```
}
```

- For API details, see DeleteFunction in *AWS SDK for Go API Reference*.

`GetFunction`

The following code example shows how to use `GetFunction`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "encoding/json"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/lambda"
 "github.com/aws/aws-sdk-go-v2/service/lambda/types"
)

// FunctionWrapper encapsulates function actions used in the examples.
// It contains an AWS Lambda service client that is used to perform user actions.
type FunctionWrapper struct {
 LambdaClient *lambda.Client
}



// GetFunction gets data about the Lambda function specified by functionName.
```

```
func (wrapper FunctionWrapper) GetFunction(ctx context.Context, functionName string)
 types.State {
 var state types.State
 funcOutput, err := wrapper.LambdaClient.GetFunction(ctx, &lambda.GetFunctionInput{
  FunctionName: aws.String(functionName),
 })
 if err != nil {
  log.Panicf("Couldn't get function %v. Here's why: %v\n", functionName, err)
 } else {
  state = funcOutput.Configuration.State
 }
 return state
}
```

- For API details, see GetFunction in *AWS SDK for Go API Reference*.

Invoke

The following code example shows how to use `Invoke`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "encoding/json"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/lambda"
 "github.com/aws/aws-sdk-go-v2/service/lambda/types"
```

```
)

// FunctionWrapper encapsulates function actions used in the examples.
// It contains an AWS Lambda service client that is used to perform user actions.
type FunctionWrapper struct {
 LambdaClient *lambda.Client
}



// Invoke invokes the Lambda function specified by functionName, passing the
 parameters
// as a JSON payload. When getLog is true, types.LogTypeTail is specified, which
 tells
// Lambda to include the last few log lines in the returned result.
func (wrapper FunctionWrapper) Invoke(ctx context.Context, functionName string,
 parameters any, getLog bool) *lambda.InvokeOutput {
 logType := types.LogTypeNone
 if getLog {
  logType = types.LogTypeTail
 }
 payload, err := json.Marshal(parameters)
 if err != nil {
  log.Panicf("Couldn't marshal parameters to JSON. Here's why %v\n", err)
 }
 invokeOutput, err := wrapper.LambdaClient.Invoke(ctx, &lambda.InvokeInput{
  FunctionName: aws.String(functionName),
  LogType:      logType,
  Payload:      payload,
 })
 if err != nil {
  log.Panicf("Couldn't invoke function %v. Here's why: %v\n", functionName, err)
 }
 return invokeOutput
}
```

- For API details, see Invoke in *AWS SDK for Go API Reference*.

`ListFunctions`

The following code example shows how to use `ListFunctions`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "encoding/json"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/lambda"
 "github.com/aws/aws-sdk-go-v2/service/lambda/types"
)

// FunctionWrapper encapsulates function actions used in the examples.
// It contains an AWS Lambda service client that is used to perform user actions.
type FunctionWrapper struct {
 LambdaClient *lambda.Client
}



// ListFunctions lists up to maxItems functions for the account. This function uses
 a
// lambda.ListFunctionsPaginator to paginate the results.
func (wrapper FunctionWrapper) ListFunctions(ctx context.Context, maxItems int)
 []types.FunctionConfiguration {
 var functions []types.FunctionConfiguration
 paginator := lambda.NewListFunctionsPaginator(wrapper.LambdaClient,
 &lambda.ListFunctionsInput{
  MaxItems: aws.Int32(int32(maxItems)),
 })
 for paginator.HasMorePages() && len(functions) < maxItems {
  pageOutput, err := paginator.NextPage(ctx)
```

```
  if err != nil {
   log.Panicf("Couldn't list functions for your account. Here's why: %v\n", err)
  }
  functions = append(functions, pageOutput.Functions...)
 }
 return functions
}
```

- For API details, see ListFunctions in *AWS SDK for Go API Reference*.

`UpdateFunctionCode`

The following code example shows how to use `UpdateFunctionCode`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "encoding/json"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/lambda"
 "github.com/aws/aws-sdk-go-v2/service/lambda/types"
)

// FunctionWrapper encapsulates function actions used in the examples.
// It contains an AWS Lambda service client that is used to perform user actions.
type FunctionWrapper struct {
```

```
 LambdaClient *lambda.Client
}



// UpdateFunctionCode updates the code for the Lambda function specified by
 functionName.
// The existing code for the Lambda function is entirely replaced by the code in the
// zipPackage buffer. After the update action is called, a
 lambda.FunctionUpdatedV2Waiter
// is used to wait until the update is successful.
func (wrapper FunctionWrapper) UpdateFunctionCode(ctx context.Context, functionName
 string, zipPackage *bytes.Buffer) types.State {
 var state types.State
 _, err := wrapper.LambdaClient.UpdateFunctionCode(ctx,
 &lambda.UpdateFunctionCodeInput{
  FunctionName: aws.String(functionName), ZipFile: zipPackage.Bytes(),
 })
 if err != nil {
  log.Panicf("Couldn't update code for function %v. Here's why: %v\n", functionName,
 err)
 } else {
  waiter := lambda.NewFunctionUpdatedV2Waiter(wrapper.LambdaClient)
  funcOutput, err := waiter.WaitForOutput(ctx, &lambda.GetFunctionInput{
   FunctionName: aws.String(functionName)}, 1*time.Minute)
  if err != nil {
   log.Panicf("Couldn't wait for function %v to be active. Here's why: %v\n",
 functionName, err)
  } else {
   state = funcOutput.Configuration.State
  }
 }
 return state
}
```

- For API details, see UpdateFunctionCode in *AWS SDK for Go API Reference*.

`UpdateFunctionConfiguration`

The following code example shows how to use `UpdateFunctionConfiguration`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "encoding/json"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/lambda"
 "github.com/aws/aws-sdk-go-v2/service/lambda/types"
)

// FunctionWrapper encapsulates function actions used in the examples.
// It contains an AWS Lambda service client that is used to perform user actions.
type FunctionWrapper struct {
 LambdaClient *lambda.Client
}



// UpdateFunctionConfiguration updates a map of environment variables configured for
// the Lambda function specified by functionName.
func (wrapper FunctionWrapper) UpdateFunctionConfiguration(ctx context.Context,
 functionName string, envVars map[string]string) {
 _, err := wrapper.LambdaClient.UpdateFunctionConfiguration(ctx,
 &lambda.UpdateFunctionConfigurationInput{
  FunctionName: aws.String(functionName),
  Environment:  &types.Environment{Variables: envVars},
 })
 if err != nil {
  log.Panicf("Couldn't update configuration for %v. Here's why: %v", functionName,
 err)
```

```
 }
}
```

- For API details, see UpdateFunctionConfiguration in *AWS SDK for Go API Reference*.

Scenarios

Automatically confirm known users with a Lambda function

The following code example shows how to automatically confirm known Amazon Cognito users with a Lambda function.

- Configure a user pool to call a Lambda function for the `PreSignUp` trigger.
- Sign up a user with Amazon Cognito.
- The Lambda function scans a DynamoDB table and automatically confirms known users.
- Sign in as the new user, then clean up resources.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario at a command prompt.

```
import (
 "context"
 "errors"
 "log"
 "strings"
 "user_pools_and_lambda_triggers/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
```

```
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// AutoConfirm separates the steps of this scenario into individual functions so
 that
// they are simpler to read and understand.
type AutoConfirm struct {
 helper       IScenarioHelper
 questioner   demotools.IQuestioner
 resources    Resources
 cognitoActor *actions.CognitoActions
}

// NewAutoConfirm constructs a new auto confirm runner.
func NewAutoConfirm(sdkConfig aws.Config, questioner demotools.IQuestioner, helper
 IScenarioHelper) AutoConfirm {
 scenario := AutoConfirm{
  helper:       helper,
  questioner:   questioner,
  resources:    Resources{},
  cognitoActor: &actions.CognitoActions{CognitoClient:
 cognitoidentityprovider.NewFromConfig(sdkConfig)},
 }
 scenario.resources.init(scenario.cognitoActor, questioner)
 return scenario
}

// AddPreSignUpTrigger adds a Lambda handler as an invocation target for the
 PreSignUp trigger.
func (runner *AutoConfirm) AddPreSignUpTrigger(ctx context.Context, userPoolId
 string, functionArn string) {
 log.Printf("Let's add a Lambda function to handle the PreSignUp trigger from
 Cognito.\n" +
  "This trigger happens when a user signs up, and lets your function take action
 before the main Cognito\n" +
  "sign up processing occurs.\n")
 err := runner.cognitoActor.UpdateTriggers(
  ctx, userPoolId,
  actions.TriggerInfo{Trigger: actions.PreSignUp, HandlerArn:
 aws.String(functionArn)})
 if err != nil {
  panic(err)
 }
```

```
 log.Printf("Lambda function %v added to user pool %v to handle the PreSignUp
 trigger.\n",
  functionArn, userPoolId)
}

// SignUpUser signs up a user from the known user table with a password you specify.
func (runner *AutoConfirm) SignUpUser(ctx context.Context, clientId string,
 usersTable string) (string, string) {
 log.Println("Let's sign up a user to your Cognito user pool. When the user's email
 matches an email in the\n" +
  "DynamoDB known users table, it is automatically verified and the user is
 confirmed.")

 knownUsers, err := runner.helper.GetKnownUsers(ctx, usersTable)
 if err != nil {
  panic(err)
 }
 userChoice := runner.questioner.AskChoice("Which user do you want to use?\n",
 knownUsers.UserNameList())
 user := knownUsers.Users[userChoice]

 var signedUp bool
 var userConfirmed bool
 password := runner.questioner.AskPassword("Enter a password that has at least eight
 characters, uppercase, lowercase, numbers and symbols.\n"+
  "(the password will not display as you type):", 8)
 for !signedUp {
  log.Printf("Signing up user '%v' with email '%v' to Cognito.\n", user.UserName,
 user.UserEmail)
  userConfirmed, err = runner.cognitoActor.SignUp(ctx, clientId, user.UserName,
 password, user.UserEmail)
  if err != nil {
   var invalidPassword *types.InvalidPasswordException
   if errors.As(err, &invalidPassword) {
    password = runner.questioner.AskPassword("Enter another password:", 8)
   } else {
    panic(err)
   }
  } else {
   signedUp = true
  }
 }
 log.Printf("User %v signed up, confirmed = %v.\n", user.UserName, userConfirmed)
```

```
 log.Println(strings.Repeat("-", 88))

 return user.UserName, password
}

// SignInUser signs in a user.
func (runner *AutoConfirm) SignInUser(ctx context.Context, clientId string, userName
 string, password string) string {
 runner.questioner.Ask("Press Enter when you're ready to continue.")
 log.Printf("Let's sign in as %v...\n", userName)
 authResult, err := runner.cognitoActor.SignIn(ctx, clientId, userName, password)
 if err != nil {
  panic(err)
 }
 log.Printf("Successfully signed in. Your access token starts with: %v...\n",
 (*authResult.AccessToken)[:10])
 log.Println(strings.Repeat("-", 88))
 return *authResult.AccessToken
}

// Run runs the scenario.
func (runner *AutoConfirm) Run(ctx context.Context, stackName string) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
   runner.resources.Cleanup(ctx)
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Printf("Welcome\n")

 log.Println(strings.Repeat("-", 88))

 stackOutputs, err := runner.helper.GetStackOutputs(ctx, stackName)
 if err != nil {
  panic(err)
 }
 runner.resources.userPoolId = stackOutputs["UserPoolId"]
 runner.helper.PopulateUserTable(ctx, stackOutputs["TableName"])

 runner.AddPreSignUpTrigger(ctx, stackOutputs["UserPoolId"],
 stackOutputs["AutoConfirmFunctionArn"])
 runner.resources.triggers = append(runner.resources.triggers, actions.PreSignUp)
```

```
 userName, password := runner.SignUpUser(ctx, stackOutputs["UserPoolClientId"],
 stackOutputs["TableName"])
 runner.helper.ListRecentLogEvents(ctx, stackOutputs["AutoConfirmFunction"])
 runner.resources.userAccessTokens = append(runner.resources.userAccessTokens,
  runner.SignInUser(ctx, stackOutputs["UserPoolClientId"], userName, password))

 runner.resources.Cleanup(ctx)

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Handle the `PreSignUp` trigger with a Lambda function.

```
import (
 "context"
 "log"
 "os"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 dynamodbtypes "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

const TABLE_NAME = "TABLE_NAME"

// UserInfo defines structured user data that can be marshalled to a DynamoDB
 format.
type UserInfo struct {
 UserName  string `dynamodbav:"UserName"`
 UserEmail string `dynamodbav:"UserEmail"`
}

// GetKey marshals the user email value to a DynamoDB key format.
func (user UserInfo) GetKey() map[string]dynamodbtypes.AttributeValue {
```

```
 userEmail, err := attributevalue.Marshal(user.UserEmail)
 if err != nil {
  panic(err)
 }
 return map[string]dynamodbtypes.AttributeValue{"UserEmail": userEmail}
}

type handler struct {
 dynamoClient *dynamodb.Client
}

// HandleRequest handles the PreSignUp event by looking up a user in an Amazon
 DynamoDB table and
// specifying whether they should be confirmed and verified.
func (h *handler) HandleRequest(ctx context.Context, event
 events.CognitoEventUserPoolsPreSignup) (events.CognitoEventUserPoolsPreSignup,
 error) {
 log.Printf("Received presignup from %v for user '%v'", event.TriggerSource,
 event.UserName)
 if event.TriggerSource != "PreSignUp_SignUp" {
  // Other trigger sources, such as PreSignUp_AdminInitiateAuth, ignore the response
 from this handler.
  return event, nil
 }
 tableName := os.Getenv(TABLE_NAME)
 user := UserInfo{
  UserEmail: event.Request.UserAttributes["email"],
 }
 log.Printf("Looking up email %v in table %v.\n", user.UserEmail, tableName)
 output, err := h.dynamoClient.GetItem(ctx, &dynamodb.GetItemInput{
  Key:       user.GetKey(),
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Error looking up email %v.\n", user.UserEmail)
  return event, err
 }
 if output.Item == nil {
  log.Printf("Email %v not found. Email verification is required.\n",
 user.UserEmail)
  return event, err
 }

 err = attributevalue.UnmarshalMap(output.Item, &user)
```

```
 if err != nil {
  log.Printf("Couldn't unmarshal DynamoDB item. Here's why: %v\n", err)
  return event, err
 }

 if user.UserName != event.UserName {
  log.Printf("UserEmail %v found, but stored UserName '%v' does not match supplied
 UserName '%v'. Verification is required.\n",
   user.UserEmail, user.UserName, event.UserName)
 } else {
  log.Printf("UserEmail %v found with matching UserName %v. User is confirmed.\n",
 user.UserEmail, user.UserName)
  event.Response.AutoConfirmUser = true
  event.Response.AutoVerifyEmail = true
 }

 return event, err
}

func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  log.Panicln(err)
 }
 h := handler{
  dynamoClient: dynamodb.NewFromConfig(sdkConfig),
 }
 lambda.Start(h.HandleRequest)
}
```

Create a struct that performs common tasks.

```
import (
 "context"
 "log"
 "strings"
 "time"
 "user_pools_and_lambda_triggers/actions"
```

```
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// IScenarioHelper defines common functions used by the workflows in this example.
type IScenarioHelper interface {
 Pause(secs int)
 GetStackOutputs(ctx context.Context, stackName string) (actions.StackOutputs,
 error)
 PopulateUserTable(ctx context.Context, tableName string)
 GetKnownUsers(ctx context.Context, tableName string) (actions.UserList, error)
 AddKnownUser(ctx context.Context, tableName string, user actions.User)
 ListRecentLogEvents(ctx context.Context, functionName string)
}

// ScenarioHelper contains AWS wrapper structs used by the workflows in this
 example.
type ScenarioHelper struct {
 questioner  demotools.IQuestioner
 dynamoActor *actions.DynamoActions
 cfnActor    *actions.CloudFormationActions
 cwlActor    *actions.CloudWatchLogsActions
 isTestRun   bool
}

// NewScenarioHelper constructs a new scenario helper.
func NewScenarioHelper(sdkConfig aws.Config, questioner demotools.IQuestioner)
 ScenarioHelper {
 scenario := ScenarioHelper{
  questioner:  questioner,
  dynamoActor: &actions.DynamoActions{DynamoClient:
 dynamodb.NewFromConfig(sdkConfig)},
  cfnActor:    &actions.CloudFormationActions{CfnClient:
 cloudformation.NewFromConfig(sdkConfig)},
  cwlActor:    &actions.CloudWatchLogsActions{CwlClient:
 cloudwatchlogs.NewFromConfig(sdkConfig)},
 }
 return scenario
}

// Pause waits for the specified number of seconds.
```

```
func (helper ScenarioHelper) Pause(secs int) {
 if !helper.isTestRun {
  time.Sleep(time.Duration(secs) * time.Second)
 }
}

// GetStackOutputs gets the outputs from the specified CloudFormation stack in a
 structured format.
func (helper ScenarioHelper) GetStackOutputs(ctx context.Context, stackName string)
 (actions.StackOutputs, error) {
 return helper.cfnActor.GetOutputs(ctx, stackName), nil
}

// PopulateUserTable fills the known user table with example data.
func (helper ScenarioHelper) PopulateUserTable(ctx context.Context, tableName
 string) {
 log.Printf("First, let's add some users to the DynamoDB %v table we'll use for this
 example.\n", tableName)
 err := helper.dynamoActor.PopulateTable(ctx, tableName)
 if err != nil {
  panic(err)
 }
}

// GetKnownUsers gets the users from the known users table in a structured format.
func (helper ScenarioHelper) GetKnownUsers(ctx context.Context, tableName string)
 (actions.UserList, error) {
 knownUsers, err := helper.dynamoActor.Scan(ctx, tableName)
 if err != nil {
  log.Printf("Couldn't get known users from table %v. Here's why: %v\n", tableName,
 err)
 }
 return knownUsers, err
}

// AddKnownUser adds a user to the known users table.
func (helper ScenarioHelper) AddKnownUser(ctx context.Context, tableName string,
 user actions.User) {
 log.Printf("Adding user '%v' with email '%v' to the DynamoDB known users table...
\n",
  user.UserName, user.UserEmail)
 err := helper.dynamoActor.AddUser(ctx, tableName, user)
 if err != nil {
  panic(err)
```

```
 }
}

// ListRecentLogEvents gets the most recent log stream and events for the specified
 Lambda function and displays them.
func (helper ScenarioHelper) ListRecentLogEvents(ctx context.Context, functionName
 string) {
 log.Println("Waiting a few seconds to let Lambda write to CloudWatch Logs...")
 helper.Pause(10)
 log.Println("Okay, let's check the logs to find what's happened recently with your
 Lambda function.")
 logStream, err := helper.cwlActor.GetLatestLogStream(ctx, functionName)
 if err != nil {
  panic(err)
 }
 log.Printf("Getting some recent events from log stream %v\n",
 *logStream.LogStreamName)
 events, err := helper.cwlActor.GetLogEvents(ctx, functionName,
 *logStream.LogStreamName, 10)
 if err != nil {
  panic(err)
 }
 for _, event := range events {
  log.Printf("\t%v", *event.Message)
 }
 log.Println(strings.Repeat("-", 88))
}
```

Create a struct that wraps Amazon Cognito actions.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)
```

```
type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// Trigger and TriggerInfo define typed data for updating an Amazon Cognito trigger.
type Trigger int

const (
 PreSignUp Trigger = iota
 UserMigration
 PostAuthentication
)

type TriggerInfo struct {
 Trigger    Trigger
 HandlerArn *string
}

// UpdateTriggers adds or removes Lambda triggers for a user pool. When a trigger is
 specified with a `nil` value,
// it is removed from the user pool.
func (actor CognitoActions) UpdateTriggers(ctx context.Context, userPoolId string,
 triggers ...TriggerInfo) error {
 output, err := actor.CognitoClient.DescribeUserPool(ctx,
 &cognitoidentityprovider.DescribeUserPoolInput{
  UserPoolId: aws.String(userPoolId),
 })
 if err != nil {
  log.Printf("Couldn't get info about user pool %v. Here's why: %v\n", userPoolId,
 err)
  return err
 }
 lambdaConfig := output.UserPool.LambdaConfig
 for _, trigger := range triggers {
  switch trigger.Trigger {
  case PreSignUp:
   lambdaConfig.PreSignUp = trigger.HandlerArn
  case UserMigration:
   lambdaConfig.UserMigration = trigger.HandlerArn
  case PostAuthentication:
   lambdaConfig.PostAuthentication = trigger.HandlerArn
  }
```

```
 }
 _, err = actor.CognitoClient.UpdateUserPool(ctx,
 &cognitoidentityprovider.UpdateUserPoolInput{
  UserPoolId:   aws.String(userPoolId),
  LambdaConfig: lambdaConfig,
 })
 if err != nil {
  log.Printf("Couldn't update user pool %v. Here's why: %v\n", userPoolId, err)
 }
 return err
}



// SignUp signs up a user with Amazon Cognito.
func (actor CognitoActions) SignUp(ctx context.Context, clientId string, userName
 string, password string, userEmail string) (bool, error) {
 confirmed := false
 output, err := actor.CognitoClient.SignUp(ctx,
 &cognitoidentityprovider.SignUpInput{
  ClientId: aws.String(clientId),
  Password: aws.String(password),
  Username: aws.String(userName),
  UserAttributes: []types.AttributeType{
   {Name: aws.String("email"), Value: aws.String(userEmail)},
  },
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't sign up user %v. Here's why: %v\n", userName, err)
  }
 } else {
  confirmed = output.UserConfirmed
 }
 return confirmed, err
}



// SignIn signs in a user to Amazon Cognito using a username and password
 authentication flow.
```

```
func (actor CognitoActions) SignIn(ctx context.Context, clientId string, userName
 string, password string) (*types.AuthenticationResultType, error) {
 var authResult *types.AuthenticationResultType
 output, err := actor.CognitoClient.InitiateAuth(ctx,
 &cognitoidentityprovider.InitiateAuthInput{
  AuthFlow:       "USER_PASSWORD_AUTH",
  ClientId:       aws.String(clientId),
  AuthParameters: map[string]string{"USERNAME": userName, "PASSWORD": password},
 })
 if err != nil {
  var resetRequired *types.PasswordResetRequiredException
  if errors.As(err, &resetRequired) {
   log.Println(*resetRequired.Message)
  } else {
   log.Printf("Couldn't sign in user %v. Here's why: %v\n", userName, err)
  }
 } else {
  authResult = output.AuthenticationResult
 }
 return authResult, err
}



// ForgotPassword starts a password recovery flow for a user. This flow typically
 sends a confirmation code
// to the user's configured notification destination, such as email.
func (actor CognitoActions) ForgotPassword(ctx context.Context, clientId string,
 userName string) (*types.CodeDeliveryDetailsType, error) {
 output, err := actor.CognitoClient.ForgotPassword(ctx,
 &cognitoidentityprovider.ForgotPasswordInput{
  ClientId: aws.String(clientId),
  Username: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't start password reset for user '%v'. Here;s why: %v\n",
 userName, err)
 }
 return output.CodeDeliveryDetails, err
}
```

```
// ConfirmForgotPassword confirms a user with a confirmation code and a new
 password.
func (actor CognitoActions) ConfirmForgotPassword(ctx context.Context, clientId
 string, code string, userName string, password string) error {
 _, err := actor.CognitoClient.ConfirmForgotPassword(ctx,
 &cognitoidentityprovider.ConfirmForgotPasswordInput{
  ClientId:         aws.String(clientId),
  ConfirmationCode: aws.String(code),
  Password:         aws.String(password),
  Username:         aws.String(userName),
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't confirm user %v. Here's why: %v", userName, err)
  }
 }
 return err
}



// DeleteUser removes a user from the user pool.
func (actor CognitoActions) DeleteUser(ctx context.Context, userAccessToken string)
 error {
 _, err := actor.CognitoClient.DeleteUser(ctx,
 &cognitoidentityprovider.DeleteUserInput{
  AccessToken: aws.String(userAccessToken),
 })
 if err != nil {
  log.Printf("Couldn't delete user. Here's why: %v\n", err)
 }
 return err
}



// AdminCreateUser uses administrator credentials to add a user to a user pool. This
 method leaves the user
// in a state that requires they enter a new password next time they sign in.
func (actor CognitoActions) AdminCreateUser(ctx context.Context, userPoolId string,
 userName string, userEmail string) error {
```

```
 _, err := actor.CognitoClient.AdminCreateUser(ctx,
 &cognitoidentityprovider.AdminCreateUserInput{
  UserPoolId:     aws.String(userPoolId),
  Username:       aws.String(userName),
  MessageAction:  types.MessageActionTypeSuppress,
  UserAttributes: []types.AttributeType{{Name: aws.String("email"), Value:
 aws.String(userEmail)}},
 })
 if err != nil {
  var userExists *types.UsernameExistsException
  if errors.As(err, &userExists) {
   log.Printf("User %v already exists in the user pool.", userName)
   err = nil
  } else {
   log.Printf("Couldn't create user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}



// AdminSetUserPassword uses administrator credentials to set a password for a user
 without requiring a
// temporary password.
func (actor CognitoActions) AdminSetUserPassword(ctx context.Context, userPoolId
 string, userName string, password string) error {
 _, err := actor.CognitoClient.AdminSetUserPassword(ctx,
 &cognitoidentityprovider.AdminSetUserPasswordInput{
  Password:   aws.String(password),
  UserPoolId: aws.String(userPoolId),
  Username:   aws.String(userName),
  Permanent:  true,
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't set password for user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}
```

Create a struct that wraps DynamoDB actions.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// DynamoActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type DynamoActions struct {
 DynamoClient *dynamodb.Client
}

// User defines structured user data.
type User struct {
 UserName  string
 UserEmail string
 LastLogin *LoginInfo `dynamodbav:",omitempty"`
}

// LoginInfo defines structured custom login data.
type LoginInfo struct {
 UserPoolId string
 ClientId   string
 Time       string
}

// UserList defines a list of users.
type UserList struct {
 Users []User
}
```

```
// UserNameList returns the usernames contained in a UserList as a list of strings.
func (users *UserList) UserNameList() []string {
 names := make([]string, len(users.Users))
 for i := 0; i < len(users.Users); i++ {
  names[i] = users.Users[i].UserName
 }
 return names
}

// PopulateTable adds a set of test users to the table.
func (actor DynamoActions) PopulateTable(ctx context.Context, tableName string)
 error {
 var err error
 var item map[string]types.AttributeValue
 var writeReqs []types.WriteRequest
 for i := 1; i < 4; i++ {
  item, err = attributevalue.MarshalMap(User{UserName: fmt.Sprintf("test_user_%v",
 i), UserEmail: fmt.Sprintf("test_email_%v@example.com", i)})
  if err != nil {
   log.Printf("Couldn't marshall user into DynamoDB format. Here's why: %v\n", err)
   return err
  }
  writeReqs = append(writeReqs, types.WriteRequest{PutRequest:
 &types.PutRequest{Item: item}})
 }
 _, err = actor.DynamoClient.BatchWriteItem(ctx, &dynamodb.BatchWriteItemInput{
  RequestItems: map[string][]types.WriteRequest{tableName: writeReqs},
 })
 if err != nil {
  log.Printf("Couldn't populate table %v with users. Here's why: %v\n", tableName,
 err)
 }
 return err
}

// Scan scans the table for all items.
func (actor DynamoActions) Scan(ctx context.Context, tableName string) (UserList,
 error) {
 var userList UserList
 output, err := actor.DynamoClient.Scan(ctx, &dynamodb.ScanInput{
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Couldn't scan table %v for items. Here's why: %v\n", tableName, err)
```

```
 } else {
  err = attributevalue.UnmarshalListOfMaps(output.Items, &userList.Users)
  if err != nil {
   log.Printf("Couldn't unmarshal items into users. Here's why: %v\n", err)
  }
 }
 return userList, err
}

// AddUser adds a user item to a table.
func (actor DynamoActions) AddUser(ctx context.Context, tableName string, user User)
 error {
 userItem, err := attributevalue.MarshalMap(user)
 if err != nil {
  log.Printf("Couldn't marshall user to item. Here's why: %v\n", err)
 }
 _, err = actor.DynamoClient.PutItem(ctx, &dynamodb.PutItemInput{
  Item:      userItem,
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Couldn't put item in table %v. Here's why: %v", tableName, err)
 }
 return err
}
```

Create a struct that wraps CloudWatch Logs actions.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs/types"
)

type CloudWatchLogsActions struct {
 CwlClient *cloudwatchlogs.Client
```

```
}

// GetLatestLogStream gets the most recent log stream for a Lambda function.
func (actor CloudWatchLogsActions) GetLatestLogStream(ctx context.Context,
 functionName string) (types.LogStream, error) {
 var logStream types.LogStream
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.DescribeLogStreams(ctx,
 &cloudwatchlogs.DescribeLogStreamsInput{
  Descending:   aws.Bool(true),
  Limit:        aws.Int32(1),
  LogGroupName: aws.String(logGroupName),
  OrderBy:      types.OrderByLastEventTime,
 })
 if err != nil {
  log.Printf("Couldn't get log streams for log group %v. Here's why: %v\n",
 logGroupName, err)
 } else {
  logStream = output.LogStreams[0]
 }
 return logStream, err
}

// GetLogEvents gets the most recent eventCount events from the specified log
 stream.
func (actor CloudWatchLogsActions) GetLogEvents(ctx context.Context, functionName
 string, logStreamName string, eventCount int32) (
 []types.OutputLogEvent, error) {
 var events []types.OutputLogEvent
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.GetLogEvents(ctx, &cloudwatchlogs.GetLogEventsInput{
  LogStreamName: aws.String(logStreamName),
  Limit:         aws.Int32(eventCount),
  LogGroupName:  aws.String(logGroupName),
 })
 if err != nil {
  log.Printf("Couldn't get log event for log stream %v. Here's why: %v\n",
 logStreamName, err)
 } else {
  events = output.Events
 }
 return events, err
}
```

Create a struct that wraps AWS CloudFormation actions.

```
import (
 "context"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
)

// StackOutputs defines a map of outputs from a specific stack.
type StackOutputs map[string]string

type CloudFormationActions struct {
 CfnClient *cloudformation.Client
}

// GetOutputs gets the outputs from a CloudFormation stack and puts them into a
 structured format.
func (actor CloudFormationActions) GetOutputs(ctx context.Context, stackName string)
 StackOutputs {
 output, err := actor.CfnClient.DescribeStacks(ctx,
 &cloudformation.DescribeStacksInput{
  StackName: aws.String(stackName),
 })
 if err != nil || len(output.Stacks) == 0 {
  log.Panicf("Couldn't find a CloudFormation stack named %v. Here's why: %v\n",
 stackName, err)
 }
 stackOutputs := StackOutputs{}
 for _, out := range output.Stacks[0].Outputs {
  stackOutputs[*out.OutputKey] = *out.OutputValue
 }
 return stackOutputs
}
```

Clean up resources.

```
import (
 "context"
 "log"
 "user_pools_and_lambda_triggers/actions"

 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// Resources keeps track of AWS resources created during an example and handles
// cleanup when the example finishes.
type Resources struct {
 userPoolId       string
 userAccessTokens []string
 triggers         []actions.Trigger

 cognitoActor *actions.CognitoActions
 questioner   demotools.IQuestioner
}

func (resources *Resources) init(cognitoActor *actions.CognitoActions, questioner
 demotools.IQuestioner) {
 resources.userAccessTokens = []string{}
 resources.triggers = []actions.Trigger{}
 resources.cognitoActor = cognitoActor
 resources.questioner = questioner
}

// Cleanup deletes all AWS resources created during an example.
func (resources *Resources) Cleanup(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   log.Printf("Something went wrong during cleanup.\n%v\n", r)
   log.Println("Use the AWS Management Console to remove any remaining resources \n"
 +
    "that were created for this scenario.")
  }
 }()

 wantDelete := resources.questioner.AskBool("Do you want to remove all of the AWS
 resources that were created "+
  "during this demo (y/n)?", "y")
 if wantDelete {
```

```
  for _, accessToken := range resources.userAccessTokens {
   err := resources.cognitoActor.DeleteUser(ctx, accessToken)
   if err != nil {
    log.Println("Couldn't delete user during cleanup.")
    panic(err)
   }
   log.Println("Deleted user.")
  }
  triggerList := make([]actions.TriggerInfo, len(resources.triggers))
  for i := 0; i < len(resources.triggers); i++ {
   triggerList[i] = actions.TriggerInfo{Trigger: resources.triggers[i], HandlerArn:
 nil}
  }
  err := resources.cognitoActor.UpdateTriggers(ctx, resources.userPoolId,
 triggerList...)
  if err != nil {
   log.Println("Couldn't update Cognito triggers during cleanup.")
   panic(err)
  }
  log.Println("Removed Cognito triggers from user pool.")
 } else {
  log.Println("Be sure to remove resources when you're done with them to avoid
 unexpected charges!")
 }
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - DeleteUser
  - InitiateAuth
  - SignUp
  - UpdateUserPool

Automatically migrate known users with a Lambda function

The following code example shows how to automatically migrate known Amazon Cognito users with a Lambda function.

- Configure a user pool to call a Lambda function for the `MigrateUser` trigger.
- Sign in to Amazon Cognito with a username and email that is not in the user pool.

- The Lambda function scans a DynamoDB table and automatically migrates known users to the user pool.
- Perform the forgot password flow to reset the password for the migrated user.
- Sign in as the new user, then clean up resources.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario at a command prompt.

```
import (
 "context"
 "errors"
 "fmt"
 "log"
 "strings"
 "user_pools_and_lambda_triggers/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// MigrateUser separates the steps of this scenario into individual functions so
 that
// they are simpler to read and understand.
type MigrateUser struct {
 helper       IScenarioHelper
 questioner   demotools.IQuestioner
 resources    Resources
 cognitoActor *actions.CognitoActions
}

// NewMigrateUser constructs a new migrate user runner.
```

```
func NewMigrateUser(sdkConfig aws.Config, questioner demotools.IQuestioner, helper
 IScenarioHelper) MigrateUser {
 scenario := MigrateUser{
  helper:       helper,
  questioner:   questioner,
  resources:    Resources{},
  cognitoActor: &actions.CognitoActions{CognitoClient:
 cognitoidentityprovider.NewFromConfig(sdkConfig)},
 }
 scenario.resources.init(scenario.cognitoActor, questioner)
 return scenario
}

// AddMigrateUserTrigger adds a Lambda handler as an invocation target for the
 MigrateUser trigger.
func (runner *MigrateUser) AddMigrateUserTrigger(ctx context.Context, userPoolId
 string, functionArn string) {
 log.Printf("Let's add a Lambda function to handle the MigrateUser trigger from
 Cognito.\n" +
  "This trigger happens when an unknown user signs in, and lets your function take
 action before Cognito\n" +
  "rejects the user.\n\n")
 err := runner.cognitoActor.UpdateTriggers(
  ctx, userPoolId,
  actions.TriggerInfo{Trigger: actions.UserMigration, HandlerArn:
 aws.String(functionArn)})
 if err != nil {
  panic(err)
 }
 log.Printf("Lambda function %v added to user pool %v to handle the MigrateUser
 trigger.\n",
  functionArn, userPoolId)

 log.Println(strings.Repeat("-", 88))
}

// SignInUser adds a new user to the known users table and signs that user in to
 Amazon Cognito.
func (runner *MigrateUser) SignInUser(ctx context.Context, usersTable string,
 clientId string) (bool, actions.User) {
 log.Println("Let's sign in a user to your Cognito user pool. When the username and
 email matches an entry in the\n" +
  "DynamoDB known users table, the email is automatically verified and the user is
 migrated to the Cognito user pool.")
```

```
 user := actions.User{}
 user.UserName = runner.questioner.Ask("\nEnter a username:")
 user.UserEmail = runner.questioner.Ask("\nEnter an email that you own. This email
 will be used to confirm user migration\n" +
  "during this example:")

 runner.helper.AddKnownUser(ctx, usersTable, user)

 var err error
 var resetRequired *types.PasswordResetRequiredException
 var authResult *types.AuthenticationResultType
 signedIn := false
 for !signedIn && resetRequired == nil {
  log.Printf("Signing in to Cognito as user '%v'. The expected result is a
 PasswordResetRequiredException.\n\n", user.UserName)
  authResult, err = runner.cognitoActor.SignIn(ctx, clientId, user.UserName, "_")
  if err != nil {
   if errors.As(err, &resetRequired) {
    log.Printf("\nUser '%v' is not in the Cognito user pool but was found in the
 DynamoDB known users table.\n"+
     "User migration is started and a password reset is required.", user.UserName)
   } else {
    panic(err)
   }
  } else {
   log.Printf("User '%v' successfully signed in. This is unexpected and probably
 means you have not\n"+
    "cleaned up a previous run of this scenario, so the user exist in the Cognito
 user pool.\n"+
    "You can continue this example and select to clean up resources, or manually
 remove\n"+
    "the user from your user pool and try again.", user.UserName)
   runner.resources.userAccessTokens = append(runner.resources.userAccessTokens,
 *authResult.AccessToken)
   signedIn = true
  }
 }

 log.Println(strings.Repeat("-", 88))
 return resetRequired != nil, user
}

// ResetPassword starts a password recovery flow.
```

```
func (runner *MigrateUser) ResetPassword(ctx context.Context, clientId string, user
 actions.User) {
 wantCode := runner.questioner.AskBool(fmt.Sprintf("In order to migrate the user to
 Cognito, you must be able to receive a confirmation\n"+
  "code by email at %v. Do you want to send a code (y/n)?", user.UserEmail), "y")
 if !wantCode {
  log.Println("To complete this example and successfully migrate a user to Cognito,
 you must enter an email\n" +
   "you own that can receive a confirmation code.")
  return
 }
 codeDelivery, err := runner.cognitoActor.ForgotPassword(ctx, clientId,
 user.UserName)
 if err != nil {
  panic(err)
 }
 log.Printf("\nA confirmation code has been sent to %v.", *codeDelivery.Destination)
 code := runner.questioner.Ask("Check your email and enter it here:")

 confirmed := false
 password := runner.questioner.AskPassword("\nEnter a password that has at least
 eight characters, uppercase, lowercase, numbers and symbols.\n"+
  "(the password will not display as you type):", 8)
 for !confirmed {
  log.Printf("\nConfirming password reset for user '%v'.\n", user.UserName)
  err = runner.cognitoActor.ConfirmForgotPassword(ctx, clientId, code,
 user.UserName, password)
  if err != nil {
   var invalidPassword *types.InvalidPasswordException
   if errors.As(err, &invalidPassword) {
    password = runner.questioner.AskPassword("\nEnter another password:", 8)
   } else {
    panic(err)
   }
  } else {
   confirmed = true
  }
 }
 log.Printf("User '%v' successfully confirmed and migrated.\n", user.UserName)
 log.Println("Signing in with your username and password...")
 authResult, err := runner.cognitoActor.SignIn(ctx, clientId, user.UserName,
 password)
 if err != nil {
  panic(err)
```

```
 }
 log.Printf("Successfully signed in. Your access token starts with: %v...\n",
 (*authResult.AccessToken)[:10])
 runner.resources.userAccessTokens = append(runner.resources.userAccessTokens,
 *authResult.AccessToken)

 log.Println(strings.Repeat("-", 88))
}

// Run runs the scenario.
func (runner *MigrateUser) Run(ctx context.Context, stackName string) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
   runner.resources.Cleanup(ctx)
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Printf("Welcome\n")

 log.Println(strings.Repeat("-", 88))

 stackOutputs, err := runner.helper.GetStackOutputs(ctx, stackName)
 if err != nil {
  panic(err)
 }
 runner.resources.userPoolId = stackOutputs["UserPoolId"]

 runner.AddMigrateUserTrigger(ctx, stackOutputs["UserPoolId"],
 stackOutputs["MigrateUserFunctionArn"])
 runner.resources.triggers = append(runner.resources.triggers,
 actions.UserMigration)
 resetNeeded, user := runner.SignInUser(ctx, stackOutputs["TableName"],
 stackOutputs["UserPoolClientId"])
 if resetNeeded {
  runner.helper.ListRecentLogEvents(ctx, stackOutputs["MigrateUserFunction"])
  runner.ResetPassword(ctx, stackOutputs["UserPoolClientId"], user)
 }

 runner.resources.Cleanup(ctx)

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
```

```
 log.Println(strings.Repeat("-", 88))
}
```

Handle the `MigrateUser` trigger with a Lambda function.

```
import (
 "context"
 "log"
 "os"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/expression"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
)

const TABLE_NAME = "TABLE_NAME"

// UserInfo defines structured user data that can be marshalled to a DynamoDB
 format.
type UserInfo struct {
 UserName  string `dynamodbav:"UserName"`
 UserEmail string `dynamodbav:"UserEmail"`
}

type handler struct {
 dynamoClient *dynamodb.Client
}

// HandleRequest handles the MigrateUser event by looking up a user in an Amazon
 DynamoDB table and
// specifying whether they should be migrated to the user pool.
func (h *handler) HandleRequest(ctx context.Context, event
 events.CognitoEventUserPoolsMigrateUser) (events.CognitoEventUserPoolsMigrateUser,
 error) {
 log.Printf("Received migrate trigger from %v for user '%v'", event.TriggerSource,
 event.UserName)
```

```
if event.TriggerSource != "UserMigration_Authentication" {
 return event, nil
}
tableName := os.Getenv(TABLE_NAME)
user := UserInfo{
 UserName: event.UserName,
}
log.Printf("Looking up user '%v' in table %v.\n", user.UserName, tableName)
filterEx := expression.Name("UserName").Equal(expression.Value(user.UserName))
expr, err := expression.NewBuilder().WithFilter(filterEx).Build()
if err != nil {
 log.Printf("Error building expression to query for user '%v'.\n", user.UserName)
 return event, err
}
output, err := h.dynamoClient.Scan(ctx, &dynamodb.ScanInput{
 TableName:                 aws.String(tableName),
 FilterExpression:          expr.Filter(),
 ExpressionAttributeNames:  expr.Names(),
 ExpressionAttributeValues: expr.Values(),
})
if err != nil {
 log.Printf("Error looking up user '%v'.\n", user.UserName)
 return event, err
}
if len(output.Items) == 0 {
 log.Printf("User '%v' not found, not migrating user.\n", user.UserName)
 return event, err
}

var users []UserInfo
err = attributevalue.UnmarshalListOfMaps(output.Items, &users)
if err != nil {
 log.Printf("Couldn't unmarshal DynamoDB items. Here's why: %v\n", err)
 return event, err
}

user = users[0]
log.Printf("UserName '%v' found with email %v. User is migrated and must reset
password.\n", user.UserName, user.UserEmail)
event.CognitoEventUserPoolsMigrateUserResponse.UserAttributes = map[string]string{
 "email":          user.UserEmail,
 "email_verified": "true", // email_verified is required for the forgot password
flow.
}
```

```
 event.CognitoEventUserPoolsMigrateUserResponse.FinalUserStatus = "RESET_REQUIRED"
 event.CognitoEventUserPoolsMigrateUserResponse.MessageAction = "SUPPRESS"

 return event, err
}

func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  log.Panicln(err)
 }
 h := handler{
  dynamoClient: dynamodb.NewFromConfig(sdkConfig),
 }
 lambda.Start(h.HandleRequest)
}
```

Create a struct that performs common tasks.

```
import (
 "context"
 "log"
 "strings"
 "time"
 "user_pools_and_lambda_triggers/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// IScenarioHelper defines common functions used by the workflows in this example.
type IScenarioHelper interface {
 Pause(secs int)
 GetStackOutputs(ctx context.Context, stackName string) (actions.StackOutputs,
 error)
 PopulateUserTable(ctx context.Context, tableName string)
```

```
 GetKnownUsers(ctx context.Context, tableName string) (actions.UserList, error)
 AddKnownUser(ctx context.Context, tableName string, user actions.User)
 ListRecentLogEvents(ctx context.Context, functionName string)
}

// ScenarioHelper contains AWS wrapper structs used by the workflows in this
 example.
type ScenarioHelper struct {
 questioner  demotools.IQuestioner
 dynamoActor *actions.DynamoActions
 cfnActor    *actions.CloudFormationActions
 cwlActor    *actions.CloudWatchLogsActions
 isTestRun   bool
}

// NewScenarioHelper constructs a new scenario helper.
func NewScenarioHelper(sdkConfig aws.Config, questioner demotools.IQuestioner)
 ScenarioHelper {
 scenario := ScenarioHelper{
  questioner:  questioner,
  dynamoActor: &actions.DynamoActions{DynamoClient:
 dynamodb.NewFromConfig(sdkConfig)},
  cfnActor:    &actions.CloudFormationActions{CfnClient:
 cloudformation.NewFromConfig(sdkConfig)},
  cwlActor:    &actions.CloudWatchLogsActions{CwlClient:
 cloudwatchlogs.NewFromConfig(sdkConfig)},
 }
 return scenario
}

// Pause waits for the specified number of seconds.
func (helper ScenarioHelper) Pause(secs int) {
 if !helper.isTestRun {
  time.Sleep(time.Duration(secs) * time.Second)
 }
}

// GetStackOutputs gets the outputs from the specified CloudFormation stack in a
 structured format.
func (helper ScenarioHelper) GetStackOutputs(ctx context.Context, stackName string)
 (actions.StackOutputs, error) {
 return helper.cfnActor.GetOutputs(ctx, stackName), nil
}
```

```
// PopulateUserTable fills the known user table with example data.
func (helper ScenarioHelper) PopulateUserTable(ctx context.Context, tableName
 string) {
 log.Printf("First, let's add some users to the DynamoDB %v table we'll use for this
 example.\n", tableName)
 err := helper.dynamoActor.PopulateTable(ctx, tableName)
 if err != nil {
  panic(err)
 }
}

// GetKnownUsers gets the users from the known users table in a structured format.
func (helper ScenarioHelper) GetKnownUsers(ctx context.Context, tableName string)
 (actions.UserList, error) {
 knownUsers, err := helper.dynamoActor.Scan(ctx, tableName)
 if err != nil {
  log.Printf("Couldn't get known users from table %v. Here's why: %v\n", tableName,
 err)
 }
 return knownUsers, err
}

// AddKnownUser adds a user to the known users table.
func (helper ScenarioHelper) AddKnownUser(ctx context.Context, tableName string,
 user actions.User) {
 log.Printf("Adding user '%v' with email '%v' to the DynamoDB known users table...
\n",
  user.UserName, user.UserEmail)
 err := helper.dynamoActor.AddUser(ctx, tableName, user)
 if err != nil {
  panic(err)
 }
}

// ListRecentLogEvents gets the most recent log stream and events for the specified
 Lambda function and displays them.
func (helper ScenarioHelper) ListRecentLogEvents(ctx context.Context, functionName
 string) {
 log.Println("Waiting a few seconds to let Lambda write to CloudWatch Logs...")
 helper.Pause(10)
 log.Println("Okay, let's check the logs to find what's happened recently with your
 Lambda function.")
 logStream, err := helper.cwlActor.GetLatestLogStream(ctx, functionName)
 if err != nil {
```

```
  panic(err)
 }
 log.Printf("Getting some recent events from log stream %v\n",
 *logStream.LogStreamName)
 events, err := helper.cwlActor.GetLogEvents(ctx, functionName,
 *logStream.LogStreamName, 10)
 if err != nil {
  panic(err)
 }
 for _, event := range events {
  log.Printf("\t%v", *event.Message)
 }
 log.Println(strings.Repeat("-", 88))
}
```

Create a struct that wraps Amazon Cognito actions.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// Trigger and TriggerInfo define typed data for updating an Amazon Cognito trigger.
type Trigger int

const (
 PreSignUp Trigger = iota
 UserMigration
 PostAuthentication
```

```
)

type TriggerInfo struct {
 Trigger    Trigger
 HandlerArn *string
}

// UpdateTriggers adds or removes Lambda triggers for a user pool. When a trigger is
 specified with a `nil` value,
// it is removed from the user pool.
func (actor CognitoActions) UpdateTriggers(ctx context.Context, userPoolId string,
 triggers ...TriggerInfo) error {
 output, err := actor.CognitoClient.DescribeUserPool(ctx,
 &cognitoidentityprovider.DescribeUserPoolInput{
  UserPoolId: aws.String(userPoolId),
 })
 if err != nil {
  log.Printf("Couldn't get info about user pool %v. Here's why: %v\n", userPoolId,
 err)
  return err
 }
 lambdaConfig := output.UserPool.LambdaConfig
 for _, trigger := range triggers {
  switch trigger.Trigger {
  case PreSignUp:
   lambdaConfig.PreSignUp = trigger.HandlerArn
  case UserMigration:
   lambdaConfig.UserMigration = trigger.HandlerArn
  case PostAuthentication:
   lambdaConfig.PostAuthentication = trigger.HandlerArn
  }
 }
 _, err = actor.CognitoClient.UpdateUserPool(ctx,
 &cognitoidentityprovider.UpdateUserPoolInput{
  UserPoolId:   aws.String(userPoolId),
  LambdaConfig: lambdaConfig,
 })
 if err != nil {
  log.Printf("Couldn't update user pool %v. Here's why: %v\n", userPoolId, err)
 }
 return err
}
```

```
// SignUp signs up a user with Amazon Cognito.
func (actor CognitoActions) SignUp(ctx context.Context, clientId string, userName
 string, password string, userEmail string) (bool, error) {
 confirmed := false
 output, err := actor.CognitoClient.SignUp(ctx,
 &cognitoidentityprovider.SignUpInput{
  ClientId: aws.String(clientId),
  Password: aws.String(password),
  Username: aws.String(userName),
  UserAttributes: []types.AttributeType{
   {Name: aws.String("email"), Value: aws.String(userEmail)},
  },
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't sign up user %v. Here's why: %v\n", userName, err)
  }
 } else {
  confirmed = output.UserConfirmed
 }
 return confirmed, err
}



// SignIn signs in a user to Amazon Cognito using a username and password
 authentication flow.
func (actor CognitoActions) SignIn(ctx context.Context, clientId string, userName
 string, password string) (*types.AuthenticationResultType, error) {
 var authResult *types.AuthenticationResultType
 output, err := actor.CognitoClient.InitiateAuth(ctx,
 &cognitoidentityprovider.InitiateAuthInput{
  AuthFlow:       "USER_PASSWORD_AUTH",
  ClientId:       aws.String(clientId),
  AuthParameters: map[string]string{"USERNAME": userName, "PASSWORD": password},
 })
 if err != nil {
  var resetRequired *types.PasswordResetRequiredException
  if errors.As(err, &resetRequired) {
   log.Println(*resetRequired.Message)
```

```
  } else {
   log.Printf("Couldn't sign in user %v. Here's why: %v\n", userName, err)
  }
 } else {
  authResult = output.AuthenticationResult
 }
 return authResult, err
}



// ForgotPassword starts a password recovery flow for a user. This flow typically
 sends a confirmation code
// to the user's configured notification destination, such as email.
func (actor CognitoActions) ForgotPassword(ctx context.Context, clientId string,
 userName string) (*types.CodeDeliveryDetailsType, error) {
 output, err := actor.CognitoClient.ForgotPassword(ctx,
 &cognitoidentityprovider.ForgotPasswordInput{
  ClientId: aws.String(clientId),
  Username: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't start password reset for user '%v'. Here;s why: %v\n",
 userName, err)
 }
 return output.CodeDeliveryDetails, err
}



// ConfirmForgotPassword confirms a user with a confirmation code and a new
 password.
func (actor CognitoActions) ConfirmForgotPassword(ctx context.Context, clientId
 string, code string, userName string, password string) error {
 _, err := actor.CognitoClient.ConfirmForgotPassword(ctx,
 &cognitoidentityprovider.ConfirmForgotPasswordInput{
  ClientId:         aws.String(clientId),
  ConfirmationCode: aws.String(code),
  Password:         aws.String(password),
  Username:         aws.String(userName),
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
```

```
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't confirm user %v. Here's why: %v", userName, err)
  }
 }
 return err
}



// DeleteUser removes a user from the user pool.
func (actor CognitoActions) DeleteUser(ctx context.Context, userAccessToken string)
 error {
 _, err := actor.CognitoClient.DeleteUser(ctx,
 &cognitoidentityprovider.DeleteUserInput{
  AccessToken: aws.String(userAccessToken),
 })
 if err != nil {
  log.Printf("Couldn't delete user. Here's why: %v\n", err)
 }
 return err
}



// AdminCreateUser uses administrator credentials to add a user to a user pool. This
 method leaves the user
// in a state that requires they enter a new password next time they sign in.
func (actor CognitoActions) AdminCreateUser(ctx context.Context, userPoolId string,
 userName string, userEmail string) error {
 _, err := actor.CognitoClient.AdminCreateUser(ctx,
 &cognitoidentityprovider.AdminCreateUserInput{
  UserPoolId:     aws.String(userPoolId),
  Username:       aws.String(userName),
  MessageAction:  types.MessageActionTypeSuppress,
  UserAttributes: []types.AttributeType{{Name: aws.String("email"), Value:
 aws.String(userEmail)}},
 })
 if err != nil {
  var userExists *types.UsernameExistsException
  if errors.As(err, &userExists) {
   log.Printf("User %v already exists in the user pool.", userName)
   err = nil
  } else {
```

```
   log.Printf("Couldn't create user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}



// AdminSetUserPassword uses administrator credentials to set a password for a user
 without requiring a
// temporary password.
func (actor CognitoActions) AdminSetUserPassword(ctx context.Context, userPoolId
 string, userName string, password string) error {
 _, err := actor.CognitoClient.AdminSetUserPassword(ctx,
 &cognitoidentityprovider.AdminSetUserPasswordInput{
  Password:   aws.String(password),
  UserPoolId: aws.String(userPoolId),
  Username:   aws.String(userName),
  Permanent:  true,
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't set password for user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}
```

Create a struct that wraps DynamoDB actions.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
```

```
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// DynamoActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type DynamoActions struct {
 DynamoClient *dynamodb.Client
}

// User defines structured user data.
type User struct {
 UserName  string
 UserEmail string
 LastLogin *LoginInfo `dynamodbav:",omitempty"`
}

// LoginInfo defines structured custom login data.
type LoginInfo struct {
 UserPoolId string
 ClientId   string
 Time       string
}

// UserList defines a list of users.
type UserList struct {
 Users []User
}

// UserNameList returns the usernames contained in a UserList as a list of strings.
func (users *UserList) UserNameList() []string {
 names := make([]string, len(users.Users))
 for i := 0; i < len(users.Users); i++ {
  names[i] = users.Users[i].UserName
 }
 return names
}

// PopulateTable adds a set of test users to the table.
func (actor DynamoActions) PopulateTable(ctx context.Context, tableName string)
 error {
 var err error
 var item map[string]types.AttributeValue
```

```
 var writeReqs []types.WriteRequest
 for i := 1; i < 4; i++ {
  item, err = attributevalue.MarshalMap(User{UserName: fmt.Sprintf("test_user_%v",
 i), UserEmail: fmt.Sprintf("test_email_%v@example.com", i)})
  if err != nil {
   log.Printf("Couldn't marshall user into DynamoDB format. Here's why: %v\n", err)
   return err
  }
  writeReqs = append(writeReqs, types.WriteRequest{PutRequest:
 &types.PutRequest{Item: item}})
 }
 _, err = actor.DynamoClient.BatchWriteItem(ctx, &dynamodb.BatchWriteItemInput{
  RequestItems: map[string][]types.WriteRequest{tableName: writeReqs},
 })
 if err != nil {
  log.Printf("Couldn't populate table %v with users. Here's why: %v\n", tableName,
 err)
 }
 return err
}

// Scan scans the table for all items.
func (actor DynamoActions) Scan(ctx context.Context, tableName string) (UserList,
 error) {
 var userList UserList
 output, err := actor.DynamoClient.Scan(ctx, &dynamodb.ScanInput{
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Couldn't scan table %v for items. Here's why: %v\n", tableName, err)
 } else {
  err = attributevalue.UnmarshalListOfMaps(output.Items, &userList.Users)
  if err != nil {
   log.Printf("Couldn't unmarshal items into users. Here's why: %v\n", err)
  }
 }
 return userList, err
}

// AddUser adds a user item to a table.
func (actor DynamoActions) AddUser(ctx context.Context, tableName string, user User)
 error {
 userItem, err := attributevalue.MarshalMap(user)
 if err != nil {
```

```
  log.Printf("Couldn't marshall user to item. Here's why: %v\n", err)
 }
 _, err = actor.DynamoClient.PutItem(ctx, &dynamodb.PutItemInput{
  Item:      userItem,
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Couldn't put item in table %v. Here's why: %v", tableName, err)
 }
 return err
}
```

Create a struct that wraps CloudWatch Logs actions.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs/types"
)

type CloudWatchLogsActions struct {
 CwlClient *cloudwatchlogs.Client
}

// GetLatestLogStream gets the most recent log stream for a Lambda function.
func (actor CloudWatchLogsActions) GetLatestLogStream(ctx context.Context,
 functionName string) (types.LogStream, error) {
 var logStream types.LogStream
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.DescribeLogStreams(ctx,
 &cloudwatchlogs.DescribeLogStreamsInput{
  Descending:   aws.Bool(true),
  Limit:        aws.Int32(1),
  LogGroupName: aws.String(logGroupName),
  OrderBy:      types.OrderByLastEventTime,
 })
```

```
 if err != nil {
  log.Printf("Couldn't get log streams for log group %v. Here's why: %v\n",
 logGroupName, err)
 } else {
  logStream = output.LogStreams[0]
 }
 return logStream, err
}

// GetLogEvents gets the most recent eventCount events from the specified log
 stream.
func (actor CloudWatchLogsActions) GetLogEvents(ctx context.Context, functionName
 string, logStreamName string, eventCount int32) (
 []types.OutputLogEvent, error) {
 var events []types.OutputLogEvent
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.GetLogEvents(ctx, &cloudwatchlogs.GetLogEventsInput{
  LogStreamName: aws.String(logStreamName),
  Limit:         aws.Int32(eventCount),
  LogGroupName:  aws.String(logGroupName),
 })
 if err != nil {
  log.Printf("Couldn't get log event for log stream %v. Here's why: %v\n",
 logStreamName, err)
 } else {
  events = output.Events
 }
 return events, err
}
```

Create a struct that wraps AWS CloudFormation actions.

```
import (
 "context"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
)
```

```
// StackOutputs defines a map of outputs from a specific stack.
type StackOutputs map[string]string

type CloudFormationActions struct {
 CfnClient *cloudformation.Client
}

// GetOutputs gets the outputs from a CloudFormation stack and puts them into a
 structured format.
func (actor CloudFormationActions) GetOutputs(ctx context.Context, stackName string)
 StackOutputs {
 output, err := actor.CfnClient.DescribeStacks(ctx,
 &cloudformation.DescribeStacksInput{
  StackName: aws.String(stackName),
 })
 if err != nil || len(output.Stacks) == 0 {
  log.Panicf("Couldn't find a CloudFormation stack named %v. Here's why: %v\n",
 stackName, err)
 }
 stackOutputs := StackOutputs{}
 for _, out := range output.Stacks[0].Outputs {
  stackOutputs[*out.OutputKey] = *out.OutputValue
 }
 return stackOutputs
}
```

Clean up resources.

```
import (
 "context"
 "log"
 "user_pools_and_lambda_triggers/actions"

 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// Resources keeps track of AWS resources created during an example and handles
// cleanup when the example finishes.
type Resources struct {
 userPoolId       string
```

```
 userAccessTokens []string
 triggers         []actions.Trigger

 cognitoActor *actions.CognitoActions
 questioner   demotools.IQuestioner
}

func (resources *Resources) init(cognitoActor *actions.CognitoActions, questioner
 demotools.IQuestioner) {
 resources.userAccessTokens = []string{}
 resources.triggers = []actions.Trigger{}
 resources.cognitoActor = cognitoActor
 resources.questioner = questioner
}

// Cleanup deletes all AWS resources created during an example.
func (resources *Resources) Cleanup(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   log.Printf("Something went wrong during cleanup.\n%v\n", r)
   log.Println("Use the AWS Management Console to remove any remaining resources \n"
 +
    "that were created for this scenario.")
  }
 }()

 wantDelete := resources.questioner.AskBool("Do you want to remove all of the AWS
 resources that were created "+
  "during this demo (y/n)?", "y")
 if wantDelete {
  for _, accessToken := range resources.userAccessTokens {
   err := resources.cognitoActor.DeleteUser(ctx, accessToken)
   if err != nil {
    log.Println("Couldn't delete user during cleanup.")
    panic(err)
   }
   log.Println("Deleted user.")
  }
  triggerList := make([]actions.TriggerInfo, len(resources.triggers))
  for i := 0; i < len(resources.triggers); i++ {
   triggerList[i] = actions.TriggerInfo{Trigger: resources.triggers[i], HandlerArn:
 nil}
  }
```

```
  err := resources.cognitoActor.UpdateTriggers(ctx, resources.userPoolId,
 triggerList...)
  if err != nil {
   log.Println("Couldn't update Cognito triggers during cleanup.")
   panic(err)
  }
  log.Println("Removed Cognito triggers from user pool.")
 } else {
  log.Println("Be sure to remove resources when you're done with them to avoid
 unexpected charges!")
 }
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - ConfirmForgotPassword
  - DeleteUser
  - ForgotPassword
  - InitiateAuth
  - SignUp
  - UpdateUserPool

Write custom activity data with a Lambda function after Amazon Cognito user authentication

The following code example shows how to write custom activity data with a Lambda function after Amazon Cognito user authentication.

- Use administrator functions to add a user to a user pool.
- Configure a user pool to call a Lambda function for the `PostAuthentication` trigger.
- Sign the new user in to Amazon Cognito.
- The Lambda function writes custom information to CloudWatch Logs and to an DynamoDB table.
- Get and display custom data from the DynamoDB table, then clean up resources.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario at a command prompt.

```
import (
 "context"
 "errors"
 "log"
 "strings"
 "user_pools_and_lambda_triggers/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// ActivityLog separates the steps of this scenario into individual functions so
 that
// they are simpler to read and understand.
type ActivityLog struct {
 helper       IScenarioHelper
 questioner   demotools.IQuestioner
 resources    Resources
 cognitoActor *actions.CognitoActions
}

// NewActivityLog constructs a new activity log runner.
func NewActivityLog(sdkConfig aws.Config, questioner demotools.IQuestioner, helper
 IScenarioHelper) ActivityLog {
 scenario := ActivityLog{
  helper:       helper,
  questioner:   questioner,
  resources:    Resources{},
  cognitoActor: &actions.CognitoActions{CognitoClient:
 cognitoidentityprovider.NewFromConfig(sdkConfig)},
```

```
 }
 scenario.resources.init(scenario.cognitoActor, questioner)
 return scenario
}

// AddUserToPool selects a user from the known users table and uses administrator
 credentials to add the user to the user pool.
func (runner *ActivityLog) AddUserToPool(ctx context.Context, userPoolId string,
 tableName string) (string, string) {
 log.Println("To facilitate this example, let's add a user to the user pool using
 administrator privileges.")
 users, err := runner.helper.GetKnownUsers(ctx, tableName)
 if err != nil {
  panic(err)
 }
 user := users.Users[0]
 log.Printf("Adding known user %v to the user pool.\n", user.UserName)
 err = runner.cognitoActor.AdminCreateUser(ctx, userPoolId, user.UserName,
 user.UserEmail)
 if err != nil {
  panic(err)
 }
 pwSet := false
 password := runner.questioner.AskPassword("\nEnter a password that has at least
 eight characters, uppercase, lowercase, numbers and symbols.\n"+
  "(the password will not display as you type):", 8)
 for !pwSet {
  log.Printf("\nSetting password for user '%v'.\n", user.UserName)
  err = runner.cognitoActor.AdminSetUserPassword(ctx, userPoolId, user.UserName,
 password)
  if err != nil {
   var invalidPassword *types.InvalidPasswordException
   if errors.As(err, &invalidPassword) {
    password = runner.questioner.AskPassword("\nEnter another password:", 8)
   } else {
    panic(err)
   }
  } else {
   pwSet = true
  }
 }

 log.Println(strings.Repeat("-", 88))
```

```
 return user.UserName, password
}

// AddActivityLogTrigger adds a Lambda handler as an invocation target for the
 PostAuthentication trigger.
func (runner *ActivityLog) AddActivityLogTrigger(ctx context.Context, userPoolId
 string, activityLogArn string) {
 log.Println("Let's add a Lambda function to handle the PostAuthentication trigger
 from Cognito.\n" +
  "This trigger happens after a user is authenticated, and lets your function take
 action, such as logging\n" +
  "the outcome.")
 err := runner.cognitoActor.UpdateTriggers(
  ctx, userPoolId,
  actions.TriggerInfo{Trigger: actions.PostAuthentication, HandlerArn:
 aws.String(activityLogArn)})
 if err != nil {
  panic(err)
 }
 runner.resources.triggers = append(runner.resources.triggers,
 actions.PostAuthentication)
 log.Printf("Lambda function %v added to user pool %v to handle PostAuthentication
 Cognito trigger.\n",
  activityLogArn, userPoolId)

 log.Println(strings.Repeat("-", 88))
}

// SignInUser signs in as the specified user.
func (runner *ActivityLog) SignInUser(ctx context.Context, clientId string, userName
 string, password string) {
 log.Printf("Now we'll sign in user %v and check the results in the logs and the
 DynamoDB table.", userName)
 runner.questioner.Ask("Press Enter when you're ready.")
 authResult, err := runner.cognitoActor.SignIn(ctx, clientId, userName, password)
 if err != nil {
  panic(err)
 }
 log.Println("Sign in successful.",
  "The PostAuthentication Lambda handler writes custom information to CloudWatch
 Logs.")

 runner.resources.userAccessTokens = append(runner.resources.userAccessTokens,
 *authResult.AccessToken)
```

```
}

// GetKnownUserLastLogin gets the login info for a user from the Amazon DynamoDB
 table and displays it.
func (runner *ActivityLog) GetKnownUserLastLogin(ctx context.Context, tableName
 string, userName string) {
 log.Println("The PostAuthentication handler also writes login data to the DynamoDB
 table.")
 runner.questioner.Ask("Press Enter when you're ready to continue.")
 users, err := runner.helper.GetKnownUsers(ctx, tableName)
 if err != nil {
  panic(err)
 }
 for _, user := range users.Users {
  if user.UserName == userName {
   log.Println("The last login info for the user in the known users table is:")
   log.Printf("\t%+v", *user.LastLogin)
  }
 }
 log.Println(strings.Repeat("-", 88))
}

// Run runs the scenario.
func (runner *ActivityLog) Run(ctx context.Context, stackName string) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
   runner.resources.Cleanup(ctx)
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Printf("Welcome\n")

 log.Println(strings.Repeat("-", 88))

 stackOutputs, err := runner.helper.GetStackOutputs(ctx, stackName)
 if err != nil {
  panic(err)
 }
 runner.resources.userPoolId = stackOutputs["UserPoolId"]
 runner.helper.PopulateUserTable(ctx, stackOutputs["TableName"])
 userName, password := runner.AddUserToPool(ctx, stackOutputs["UserPoolId"],
 stackOutputs["TableName"])
```

```
 runner.AddActivityLogTrigger(ctx, stackOutputs["UserPoolId"],
 stackOutputs["ActivityLogFunctionArn"])
 runner.SignInUser(ctx, stackOutputs["UserPoolClientId"], userName, password)
 runner.helper.ListRecentLogEvents(ctx, stackOutputs["ActivityLogFunction"])
 runner.GetKnownUserLastLogin(ctx, stackOutputs["TableName"], userName)

 runner.resources.Cleanup(ctx)

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Handle the `PostAuthentication` trigger with a Lambda function.

```
import (
 "context"
 "fmt"
 "log"
 "os"
 "time"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 dynamodbtypes "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

const TABLE_NAME = "TABLE_NAME"

// LoginInfo defines structured login data that can be marshalled to a DynamoDB
 format.
type LoginInfo struct {
 UserPoolId string `dynamodbav:"UserPoolId"`
 ClientId   string `dynamodbav:"ClientId"`
 Time       string `dynamodbav:"Time"`
```

```
}

// UserInfo defines structured user data that can be marshalled to a DynamoDB
 format.
type UserInfo struct {
 UserName  string    `dynamodbav:"UserName"`
 UserEmail string    `dynamodbav:"UserEmail"`
 LastLogin LoginInfo `dynamodbav:"LastLogin"`
}

// GetKey marshals the user email value to a DynamoDB key format.
func (user UserInfo) GetKey() map[string]dynamodbtypes.AttributeValue {
 userEmail, err := attributevalue.Marshal(user.UserEmail)
 if err != nil {
  panic(err)
 }
 return map[string]dynamodbtypes.AttributeValue{"UserEmail": userEmail}
}

type handler struct {
 dynamoClient *dynamodb.Client
}

// HandleRequest handles the PostAuthentication event by writing custom data to the
 logs and
// to an Amazon DynamoDB table.
func (h *handler) HandleRequest(ctx context.Context,
 event events.CognitoEventUserPoolsPostAuthentication)
 (events.CognitoEventUserPoolsPostAuthentication, error) {
 log.Printf("Received post authentication trigger from %v for user '%v'",
 event.TriggerSource, event.UserName)
 tableName := os.Getenv(TABLE_NAME)
 user := UserInfo{
  UserName:  event.UserName,
  UserEmail: event.Request.UserAttributes["email"],
  LastLogin: LoginInfo{
   UserPoolId: event.UserPoolID,
   ClientId:   event.CallerContext.ClientID,
   Time:       time.Now().Format(time.UnixDate),
  },
 }
 // Write to CloudWatch Logs.
 fmt.Printf("%#v", user)
```

```
 // Also write to an external system. This examples uses DynamoDB to demonstrate.
 userMap, err := attributevalue.MarshalMap(user)
 if err != nil {
  log.Printf("Couldn't marshal to DynamoDB map. Here's why: %v\n", err)
 } else if len(userMap) == 0 {
  log.Printf("User info marshaled to an empty map.")
 } else {
  _, err := h.dynamoClient.PutItem(ctx, &dynamodb.PutItemInput{
   Item:      userMap,
   TableName: aws.String(tableName),
  })
  if err != nil {
   log.Printf("Couldn't write to DynamoDB. Here's why: %v\n", err)
  } else {
   log.Printf("Wrote user info to DynamoDB table %v.\n", tableName)
  }
 }

 return event, nil
}

func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  log.Panicln(err)
 }
 h := handler{
  dynamoClient: dynamodb.NewFromConfig(sdkConfig),
 }
 lambda.Start(h.HandleRequest)
}
```

Create a struct that performs common tasks.

```
import (
 "context"
 "log"
 "strings"
 "time"
```

```
 "user_pools_and_lambda_triggers/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// IScenarioHelper defines common functions used by the workflows in this example.
type IScenarioHelper interface {
 Pause(secs int)
 GetStackOutputs(ctx context.Context, stackName string) (actions.StackOutputs,
 error)
 PopulateUserTable(ctx context.Context, tableName string)
 GetKnownUsers(ctx context.Context, tableName string) (actions.UserList, error)
 AddKnownUser(ctx context.Context, tableName string, user actions.User)
 ListRecentLogEvents(ctx context.Context, functionName string)
}

// ScenarioHelper contains AWS wrapper structs used by the workflows in this
 example.
type ScenarioHelper struct {
 questioner  demotools.IQuestioner
 dynamoActor *actions.DynamoActions
 cfnActor    *actions.CloudFormationActions
 cwlActor    *actions.CloudWatchLogsActions
 isTestRun   bool
}

// NewScenarioHelper constructs a new scenario helper.
func NewScenarioHelper(sdkConfig aws.Config, questioner demotools.IQuestioner)
 ScenarioHelper {
 scenario := ScenarioHelper{
  questioner:  questioner,
  dynamoActor: &actions.DynamoActions{DynamoClient:
 dynamodb.NewFromConfig(sdkConfig)},
  cfnActor:    &actions.CloudFormationActions{CfnClient:
 cloudformation.NewFromConfig(sdkConfig)},
  cwlActor:    &actions.CloudWatchLogsActions{CwlClient:
 cloudwatchlogs.NewFromConfig(sdkConfig)},
 }
 return scenario
}
```

```
// Pause waits for the specified number of seconds.
func (helper ScenarioHelper) Pause(secs int) {
 if !helper.isTestRun {
  time.Sleep(time.Duration(secs) * time.Second)
 }
}

// GetStackOutputs gets the outputs from the specified CloudFormation stack in a
 structured format.
func (helper ScenarioHelper) GetStackOutputs(ctx context.Context, stackName string)
 (actions.StackOutputs, error) {
 return helper.cfnActor.GetOutputs(ctx, stackName), nil
}

// PopulateUserTable fills the known user table with example data.
func (helper ScenarioHelper) PopulateUserTable(ctx context.Context, tableName
 string) {
 log.Printf("First, let's add some users to the DynamoDB %v table we'll use for this
 example.\n", tableName)
 err := helper.dynamoActor.PopulateTable(ctx, tableName)
 if err != nil {
  panic(err)
 }
}

// GetKnownUsers gets the users from the known users table in a structured format.
func (helper ScenarioHelper) GetKnownUsers(ctx context.Context, tableName string)
 (actions.UserList, error) {
 knownUsers, err := helper.dynamoActor.Scan(ctx, tableName)
 if err != nil {
  log.Printf("Couldn't get known users from table %v. Here's why: %v\n", tableName,
 err)
 }
 return knownUsers, err
}

// AddKnownUser adds a user to the known users table.
func (helper ScenarioHelper) AddKnownUser(ctx context.Context, tableName string,
 user actions.User) {
 log.Printf("Adding user '%v' with email '%v' to the DynamoDB known users table...
\n",
  user.UserName, user.UserEmail)
 err := helper.dynamoActor.AddUser(ctx, tableName, user)
```

```
 if err != nil {
  panic(err)
 }
}

// ListRecentLogEvents gets the most recent log stream and events for the specified
 Lambda function and displays them.
func (helper ScenarioHelper) ListRecentLogEvents(ctx context.Context, functionName
 string) {
 log.Println("Waiting a few seconds to let Lambda write to CloudWatch Logs...")
 helper.Pause(10)
 log.Println("Okay, let's check the logs to find what's happened recently with your
 Lambda function.")
 logStream, err := helper.cwlActor.GetLatestLogStream(ctx, functionName)
 if err != nil {
  panic(err)
 }
 log.Printf("Getting some recent events from log stream %v\n",
 *logStream.LogStreamName)
 events, err := helper.cwlActor.GetLogEvents(ctx, functionName,
 *logStream.LogStreamName, 10)
 if err != nil {
  panic(err)
 }
 for _, event := range events {
  log.Printf("\t%v", *event.Message)
 }
 log.Println(strings.Repeat("-", 88))
}
```

Create a struct that wraps Amazon Cognito actions.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider"
 "github.com/aws/aws-sdk-go-v2/service/cognitoidentityprovider/types"
```

```
)

type CognitoActions struct {
 CognitoClient *cognitoidentityprovider.Client
}



// Trigger and TriggerInfo define typed data for updating an Amazon Cognito trigger.
type Trigger int

const (
 PreSignUp Trigger = iota
 UserMigration
 PostAuthentication
)

type TriggerInfo struct {
 Trigger    Trigger
 HandlerArn *string
}

// UpdateTriggers adds or removes Lambda triggers for a user pool. When a trigger is
 specified with a `nil` value,
// it is removed from the user pool.
func (actor CognitoActions) UpdateTriggers(ctx context.Context, userPoolId string,
 triggers ...TriggerInfo) error {
 output, err := actor.CognitoClient.DescribeUserPool(ctx,
 &cognitoidentityprovider.DescribeUserPoolInput{
  UserPoolId: aws.String(userPoolId),
 })
 if err != nil {
  log.Printf("Couldn't get info about user pool %v. Here's why: %v\n", userPoolId,
 err)
  return err
 }
 lambdaConfig := output.UserPool.LambdaConfig
 for _, trigger := range triggers {
  switch trigger.Trigger {
  case PreSignUp:
   lambdaConfig.PreSignUp = trigger.HandlerArn
  case UserMigration:
   lambdaConfig.UserMigration = trigger.HandlerArn
  case PostAuthentication:
```

```
   lambdaConfig.PostAuthentication = trigger.HandlerArn
  }
 }
 _, err = actor.CognitoClient.UpdateUserPool(ctx,
 &cognitoidentityprovider.UpdateUserPoolInput{
  UserPoolId:   aws.String(userPoolId),
  LambdaConfig: lambdaConfig,
 })
 if err != nil {
  log.Printf("Couldn't update user pool %v. Here's why: %v\n", userPoolId, err)
 }
 return err
}



// SignUp signs up a user with Amazon Cognito.
func (actor CognitoActions) SignUp(ctx context.Context, clientId string, userName
 string, password string, userEmail string) (bool, error) {
 confirmed := false
 output, err := actor.CognitoClient.SignUp(ctx,
 &cognitoidentityprovider.SignUpInput{
  ClientId: aws.String(clientId),
  Password: aws.String(password),
  Username: aws.String(userName),
  UserAttributes: []types.AttributeType{
   {Name: aws.String("email"), Value: aws.String(userEmail)},
  },
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't sign up user %v. Here's why: %v\n", userName, err)
  }
 } else {
  confirmed = output.UserConfirmed
 }
 return confirmed, err
}
```

```
// SignIn signs in a user to Amazon Cognito using a username and password
 authentication flow.
func (actor CognitoActions) SignIn(ctx context.Context, clientId string, userName
 string, password string) (*types.AuthenticationResultType, error) {
 var authResult *types.AuthenticationResultType
 output, err := actor.CognitoClient.InitiateAuth(ctx,
 &cognitoidentityprovider.InitiateAuthInput{
  AuthFlow:       "USER_PASSWORD_AUTH",
  ClientId:       aws.String(clientId),
  AuthParameters: map[string]string{"USERNAME": userName, "PASSWORD": password},
 })
 if err != nil {
  var resetRequired *types.PasswordResetRequiredException
  if errors.As(err, &resetRequired) {
   log.Println(*resetRequired.Message)
  } else {
   log.Printf("Couldn't sign in user %v. Here's why: %v\n", userName, err)
  }
 } else {
  authResult = output.AuthenticationResult
 }
 return authResult, err
}



// ForgotPassword starts a password recovery flow for a user. This flow typically
 sends a confirmation code
// to the user's configured notification destination, such as email.
func (actor CognitoActions) ForgotPassword(ctx context.Context, clientId string,
 userName string) (*types.CodeDeliveryDetailsType, error) {
 output, err := actor.CognitoClient.ForgotPassword(ctx,
 &cognitoidentityprovider.ForgotPasswordInput{
  ClientId: aws.String(clientId),
  Username: aws.String(userName),
 })
 if err != nil {
  log.Printf("Couldn't start password reset for user '%v'. Here;s why: %v\n",
 userName, err)
 }
 return output.CodeDeliveryDetails, err
}
```

```
// ConfirmForgotPassword confirms a user with a confirmation code and a new
 password.
func (actor CognitoActions) ConfirmForgotPassword(ctx context.Context, clientId
 string, code string, userName string, password string) error {
 _, err := actor.CognitoClient.ConfirmForgotPassword(ctx,
 &cognitoidentityprovider.ConfirmForgotPasswordInput{
  ClientId:         aws.String(clientId),
  ConfirmationCode: aws.String(code),
  Password:         aws.String(password),
  Username:         aws.String(userName),
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't confirm user %v. Here's why: %v", userName, err)
  }
 }
 return err
}



// DeleteUser removes a user from the user pool.
func (actor CognitoActions) DeleteUser(ctx context.Context, userAccessToken string)
 error {
 _, err := actor.CognitoClient.DeleteUser(ctx,
 &cognitoidentityprovider.DeleteUserInput{
  AccessToken: aws.String(userAccessToken),
 })
 if err != nil {
  log.Printf("Couldn't delete user. Here's why: %v\n", err)
 }
 return err
}



// AdminCreateUser uses administrator credentials to add a user to a user pool. This
 method leaves the user
// in a state that requires they enter a new password next time they sign in.
```

```
func (actor CognitoActions) AdminCreateUser(ctx context.Context, userPoolId string,
 userName string, userEmail string) error {
 _, err := actor.CognitoClient.AdminCreateUser(ctx,
 &cognitoidentityprovider.AdminCreateUserInput{
  UserPoolId:     aws.String(userPoolId),
  Username:       aws.String(userName),
  MessageAction:  types.MessageActionTypeSuppress,
  UserAttributes: []types.AttributeType{{Name: aws.String("email"), Value:
 aws.String(userEmail)}},
 })
 if err != nil {
  var userExists *types.UsernameExistsException
  if errors.As(err, &userExists) {
   log.Printf("User %v already exists in the user pool.", userName)
   err = nil
  } else {
   log.Printf("Couldn't create user %v. Here's why: %v\n", userName, err)
  }
 }
 return err
}



// AdminSetUserPassword uses administrator credentials to set a password for a user
 without requiring a
// temporary password.
func (actor CognitoActions) AdminSetUserPassword(ctx context.Context, userPoolId
 string, userName string, password string) error {
 _, err := actor.CognitoClient.AdminSetUserPassword(ctx,
 &cognitoidentityprovider.AdminSetUserPasswordInput{
  Password:   aws.String(password),
  UserPoolId: aws.String(userPoolId),
  Username:   aws.String(userName),
  Permanent:  true,
 })
 if err != nil {
  var invalidPassword *types.InvalidPasswordException
  if errors.As(err, &invalidPassword) {
   log.Println(*invalidPassword.Message)
  } else {
   log.Printf("Couldn't set password for user %v. Here's why: %v\n", userName, err)
  }
 }
```

```
 return err
}
```

Create a struct that wraps DynamoDB actions.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/dynamodb/attributevalue"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb"
 "github.com/aws/aws-sdk-go-v2/service/dynamodb/types"
)

// DynamoActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type DynamoActions struct {
 DynamoClient *dynamodb.Client
}

// User defines structured user data.
type User struct {
 UserName  string
 UserEmail string
 LastLogin *LoginInfo `dynamodbav:",omitempty"`
}

// LoginInfo defines structured custom login data.
type LoginInfo struct {
 UserPoolId string
 ClientId   string
 Time       string
}

// UserList defines a list of users.
type UserList struct {
 Users []User
```

```
}

// UserNameList returns the usernames contained in a UserList as a list of strings.
func (users *UserList) UserNameList() []string {
 names := make([]string, len(users.Users))
 for i := 0; i < len(users.Users); i++ {
  names[i] = users.Users[i].UserName
 }
 return names
}

// PopulateTable adds a set of test users to the table.
func (actor DynamoActions) PopulateTable(ctx context.Context, tableName string)
 error {
 var err error
 var item map[string]types.AttributeValue
 var writeReqs []types.WriteRequest
 for i := 1; i < 4; i++ {
  item, err = attributevalue.MarshalMap(User{UserName: fmt.Sprintf("test_user_%v",
 i), UserEmail: fmt.Sprintf("test_email_%v@example.com", i)})
  if err != nil {
   log.Printf("Couldn't marshall user into DynamoDB format. Here's why: %v\n", err)
   return err
  }
  writeReqs = append(writeReqs, types.WriteRequest{PutRequest:
 &types.PutRequest{Item: item}})
 }
 _, err = actor.DynamoClient.BatchWriteItem(ctx, &dynamodb.BatchWriteItemInput{
  RequestItems: map[string][]types.WriteRequest{tableName: writeReqs},
 })
 if err != nil {
  log.Printf("Couldn't populate table %v with users. Here's why: %v\n", tableName,
 err)
 }
 return err
}

// Scan scans the table for all items.
func (actor DynamoActions) Scan(ctx context.Context, tableName string) (UserList,
 error) {
 var userList UserList
 output, err := actor.DynamoClient.Scan(ctx, &dynamodb.ScanInput{
  TableName: aws.String(tableName),
 })
```

```
 if err != nil {
  log.Printf("Couldn't scan table %v for items. Here's why: %v\n", tableName, err)
 } else {
  err = attributevalue.UnmarshalListOfMaps(output.Items, &userList.Users)
  if err != nil {
   log.Printf("Couldn't unmarshal items into users. Here's why: %v\n", err)
  }
 }
 return userList, err
}

// AddUser adds a user item to a table.
func (actor DynamoActions) AddUser(ctx context.Context, tableName string, user User)
 error {
 userItem, err := attributevalue.MarshalMap(user)
 if err != nil {
  log.Printf("Couldn't marshall user to item. Here's why: %v\n", err)
 }
 _, err = actor.DynamoClient.PutItem(ctx, &dynamodb.PutItemInput{
  Item:      userItem,
  TableName: aws.String(tableName),
 })
 if err != nil {
  log.Printf("Couldn't put item in table %v. Here's why: %v", tableName, err)
 }
 return err
}
```

Create a struct that wraps CloudWatch Logs actions.

```
import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs"
 "github.com/aws/aws-sdk-go-v2/service/cloudwatchlogs/types"
)
```

```
type CloudWatchLogsActions struct {
 CwlClient *cloudwatchlogs.Client
}

// GetLatestLogStream gets the most recent log stream for a Lambda function.
func (actor CloudWatchLogsActions) GetLatestLogStream(ctx context.Context,
 functionName string) (types.LogStream, error) {
 var logStream types.LogStream
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.DescribeLogStreams(ctx,
 &cloudwatchlogs.DescribeLogStreamsInput{
  Descending:   aws.Bool(true),
  Limit:        aws.Int32(1),
  LogGroupName: aws.String(logGroupName),
  OrderBy:      types.OrderByLastEventTime,
 })
 if err != nil {
  log.Printf("Couldn't get log streams for log group %v. Here's why: %v\n",
 logGroupName, err)
 } else {
  logStream = output.LogStreams[0]
 }
 return logStream, err
}

// GetLogEvents gets the most recent eventCount events from the specified log
 stream.
func (actor CloudWatchLogsActions) GetLogEvents(ctx context.Context, functionName
 string, logStreamName string, eventCount int32) (
 []types.OutputLogEvent, error) {
 var events []types.OutputLogEvent
 logGroupName := fmt.Sprintf("/aws/lambda/%s", functionName)
 output, err := actor.CwlClient.GetLogEvents(ctx, &cloudwatchlogs.GetLogEventsInput{
  LogStreamName: aws.String(logStreamName),
  Limit:         aws.Int32(eventCount),
  LogGroupName:  aws.String(logGroupName),
 })
 if err != nil {
  log.Printf("Couldn't get log event for log stream %v. Here's why: %v\n",
 logStreamName, err)
 } else {
  events = output.Events
 }
 return events, err
```

```
}
```

Create a struct that wraps AWS CloudFormation actions.

```
import (
 "context"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/cloudformation"
)

// StackOutputs defines a map of outputs from a specific stack.
type StackOutputs map[string]string

type CloudFormationActions struct {
 CfnClient *cloudformation.Client
}

// GetOutputs gets the outputs from a CloudFormation stack and puts them into a
 structured format.
func (actor CloudFormationActions) GetOutputs(ctx context.Context, stackName string)
 StackOutputs {
 output, err := actor.CfnClient.DescribeStacks(ctx,
 &cloudformation.DescribeStacksInput{
  StackName: aws.String(stackName),
 })
 if err != nil || len(output.Stacks) == 0 {
  log.Panicf("Couldn't find a CloudFormation stack named %v. Here's why: %v\n",
 stackName, err)
 }
 stackOutputs := StackOutputs{}
 for _, out := range output.Stacks[0].Outputs {
  stackOutputs[*out.OutputKey] = *out.OutputValue
 }
 return stackOutputs
}
```

Clean up resources.

```
import (
 "context"
 "log"
 "user_pools_and_lambda_triggers/actions"

 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// Resources keeps track of AWS resources created during an example and handles
// cleanup when the example finishes.
type Resources struct {
 userPoolId       string
 userAccessTokens []string
 triggers         []actions.Trigger

 cognitoActor *actions.CognitoActions
 questioner   demotools.IQuestioner
}

func (resources *Resources) init(cognitoActor *actions.CognitoActions, questioner
 demotools.IQuestioner) {
 resources.userAccessTokens = []string{}
 resources.triggers = []actions.Trigger{}
 resources.cognitoActor = cognitoActor
 resources.questioner = questioner
}

// Cleanup deletes all AWS resources created during an example.
func (resources *Resources) Cleanup(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   log.Printf("Something went wrong during cleanup.\n%v\n", r)
   log.Println("Use the AWS Management Console to remove any remaining resources \n"
 +
    "that were created for this scenario.")
  }
 }()

 wantDelete := resources.questioner.AskBool("Do you want to remove all of the AWS
 resources that were created "+
  "during this demo (y/n)?", "y")
```

```
 if wantDelete {
  for _, accessToken := range resources.userAccessTokens {
   err := resources.cognitoActor.DeleteUser(ctx, accessToken)
   if err != nil {
    log.Println("Couldn't delete user during cleanup.")
    panic(err)
   }
   log.Println("Deleted user.")
  }
  triggerList := make([]actions.TriggerInfo, len(resources.triggers))
  for i := 0; i < len(resources.triggers); i++ {
   triggerList[i] = actions.TriggerInfo{Trigger: resources.triggers[i], HandlerArn:
 nil}
  }
  err := resources.cognitoActor.UpdateTriggers(ctx, resources.userPoolId,
 triggerList...)
  if err != nil {
   log.Println("Couldn't update Cognito triggers during cleanup.")
   panic(err)
  }
  log.Println("Removed Cognito triggers from user pool.")
 } else {
  log.Println("Be sure to remove resources when you're done with them to avoid
 unexpected charges!")
 }
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - AdminCreateUser
  - AdminSetUserPassword
  - DeleteUser
  - InitiateAuth
  - UpdateUserPool

Serverless examples

Connecting to an Amazon RDS database in a Lambda function

The following code example shows how to implement a Lambda function that connects to an RDS database. The function makes a simple database request and returns the result.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Connecting to an Amazon RDS database in a Lambda function using Go.

```
/*
Golang v2 code here.
*/

package main

import (
 "context"
 "database/sql"
 "encoding/json"
 "fmt"
 "os"

 "github.com/aws/aws-lambda-go/lambda"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/feature/rds/auth"
 _ "github.com/go-sql-driver/mysql"
)

type MyEvent struct {
 Name string `json:"name"`
}

func HandleRequest(event *MyEvent) (map[string]interface{}, error) {
```

```
var dbName string = os.Getenv("DatabaseName")
var dbUser string = os.Getenv("DatabaseUser")
var dbHost string = os.Getenv("DBHost") // Add hostname without https
var dbPort int = os.Getenv("Port")      // Add port number
var dbEndpoint string = fmt.Sprintf("%s:%d", dbHost, dbPort)
var region string = os.Getenv("AWS_REGION")

cfg, err := config.LoadDefaultConfig(context.TODO())
if err != nil {
 panic("configuration error: " + err.Error())
}

authenticationToken, err := auth.BuildAuthToken(
 context.TODO(), dbEndpoint, region, dbUser, cfg.Credentials)
if err != nil {
 panic("failed to create authentication token: " + err.Error())
}

dsn := fmt.Sprintf("%s:%s@tcp(%s)/%s?tls=true&allowCleartextPasswords=true",
 dbUser, authenticationToken, dbEndpoint, dbName,
)

db, err := sql.Open("mysql", dsn)
if err != nil {
 panic(err)
}

defer db.Close()

var sum int
err = db.QueryRow("SELECT ?+? AS sum", 3, 2).Scan(&sum)
if err != nil {
 panic(err)
}
s := fmt.Sprint(sum)
message := fmt.Sprintf("The selected sum is: %s", s)

messageBytes, err := json.Marshal(message)
if err != nil {
 return nil, err
}

messageString := string(messageBytes)
return map[string]interface{}{
```

```
  "statusCode": 200,
  "headers":    map[string]string{"Content-Type": "application/json"},
  "body":       messageString,
 }, nil
}

func main() {
 lambda.Start(HandleRequest)
}
```

Invoke a Lambda function from a Kinesis trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving records from a Kinesis stream. The function retrieves the Kinesis payload, decodes from Base64, and logs the record contents.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming a Kinesis event with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
 "context"
 "log"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

func handler(ctx context.Context, kinesisEvent events.KinesisEvent) error {
 if len(kinesisEvent.Records) == 0 {
```

```
  log.Printf("empty Kinesis event received")
  return nil
 }

 for _, record := range kinesisEvent.Records {
  log.Printf("processed Kinesis event with EventId: %v", record.EventID)
  recordDataBytes := record.Kinesis.Data
  recordDataText := string(recordDataBytes)
  log.Printf("record data: %v", recordDataText)
  // TODO: Do interesting work based on the new data
 }
 log.Printf("successfully processed %v records", len(kinesisEvent.Records))
 return nil
}

func main() {
 lambda.Start(handler)
}
```

Invoke a Lambda function from a DynamoDB trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving records from a DynamoDB stream. The function retrieves the DynamoDB payload and logs the record contents.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming a DynamoDB event with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
```

```
 "context"
 "github.com/aws/aws-lambda-go/lambda"
 "github.com/aws/aws-lambda-go/events"
 "fmt"
)

func HandleRequest(ctx context.Context, event events.DynamoDBEvent) (*string, error)
 {
 if len(event.Records) == 0 {
  return nil, fmt.Errorf("received empty event")
 }

 for _, record := range event.Records {
   LogDynamoDBRecord(record)
 }

 message := fmt.Sprintf("Records processed: %d", len(event.Records))
 return &message, nil
}

func main() {
 lambda.Start(HandleRequest)
}

func LogDynamoDBRecord(record events.DynamoDBEventRecord){
 fmt.Println(record.EventID)
 fmt.Println(record.EventName)
 fmt.Printf("%+v\n", record.Change)
}
```

Invoke a Lambda function from a Amazon DocumentDB trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving records from a DocumentDB change stream. The function retrieves the DocumentDB payload and logs the record contents.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming a Amazon DocumentDB event with Lambda using Go.

```
package main

import (
 "context"
 "encoding/json"
 "fmt"

 "github.com/aws/aws-lambda-go/lambda"
)

type Event struct {
 Events []Record `json:"events"`
}

type Record struct {
 Event struct {
  OperationType string `json:"operationType"`
  NS            struct {
   DB   string `json:"db"`
   Coll string `json:"coll"`
  } `json:"ns"`
  FullDocument interface{} `json:"fullDocument"`
 } `json:"event"`
}

func main() {
 lambda.Start(handler)
}

func handler(ctx context.Context, event Event) (string, error) {
 fmt.Println("Loading function")
 for _, record := range event.Events {
```

```
  logDocumentDBEvent(record)
 }

 return "OK", nil
}

func logDocumentDBEvent(record Record) {
 fmt.Printf("Operation type: %s\n", record.Event.OperationType)
 fmt.Printf("db: %s\n", record.Event.NS.DB)
 fmt.Printf("collection: %s\n", record.Event.NS.Coll)
 docBytes, _ := json.MarshalIndent(record.Event.FullDocument, "", "  ")
 fmt.Printf("Full document: %s\n", string(docBytes))
}
```

Invoke a Lambda function from an Amazon MSK trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving records from an Amazon MSK cluster. The function retrieves the MSK payload and logs the record contents.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming an Amazon MSK event with Lambda using Go.

```
package main

import (
 "encoding/base64"
 "fmt"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)
```

```
func handler(event events.KafkaEvent) {
 for key, records := range event.Records {
  fmt.Println("Key:", key)

  for _, record := range records {
   fmt.Println("Record:", record)

   decodedValue, _ := base64.StdEncoding.DecodeString(record.Value)
   message := string(decodedValue)
   fmt.Println("Message:", message)
  }
 }
}

func main() {
 lambda.Start(handler)
}
```

Invoke a Lambda function from an Amazon S3 trigger

The following code example shows how to implement a Lambda function that receives an event triggered by uploading an object to an S3 bucket. The function retrieves the S3 bucket name and object key from the event parameter and calls the Amazon S3 API to retrieve and log the content type of the object.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming an S3 event with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
```

```
 "context"
 "log"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/s3"
)

func handler(ctx context.Context, s3Event events.S3Event) error {
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  log.Printf("failed to load default config: %s", err)
  return err
 }
 s3Client := s3.NewFromConfig(sdkConfig)

 for _, record := range s3Event.Records {
  bucket := record.S3.Bucket.Name
  key := record.S3.Object.URLDecodedKey
  headOutput, err := s3Client.HeadObject(ctx, &s3.HeadObjectInput{
   Bucket: &bucket,
   Key:    &key,
  })
  if err != nil {
   log.Printf("error getting head of object %s/%s: %s", bucket, key, err)
   return err
  }
  log.Printf("successfully retrieved %s/%s of type %s", bucket, key,
 *headOutput.ContentType)
 }

 return nil
}

func main() {
 lambda.Start(handler)
}
```

Invoke a Lambda function from an Amazon SNS trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving messages from an SNS topic. The function retrieves the messages from the event parameter and logs the content of each message.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming an SNS event with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
 "context"
 "fmt"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

func handler(ctx context.Context, snsEvent events.SNSEvent) {
 for _, record := range snsEvent.Records {
  processMessage(record)
 }
 fmt.Println("done")
}

func processMessage(record events.SNSEventRecord) {
 message := record.SNS.Message
 fmt.Printf("Processed message: %s\n", message)
 // TODO: Process your record here
}

func main() {
```

```
 lambda.Start(handler)
}
```

Invoke a Lambda function from an Amazon SQS trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving messages from an SQS queue. The function retrieves the messages from the event parameter and logs the content of each message.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming an SQS event with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package integration_sqs_to_lambda

import (
 "fmt"
 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

func handler(event events.SQSEvent) error {
 for _, record := range event.Records {
  err := processMessage(record)
  if err != nil {
   return err
  }
 }
 fmt.Println("done")
 return nil
}
```

```
func processMessage(record events.SQSMessage) error {
 fmt.Printf("Processed message %s\n", record.Body)
 // TODO: Do interesting work based on the new message
 return nil
}

func main() {
 lambda.Start(handler)
}
```

Reporting batch item failures for Lambda functions with a Kinesis trigger

The following code example shows how to implement partial batch response for Lambda functions that receive events from a Kinesis stream. The function reports the batch item failures in the response, signaling to Lambda to retry those messages later.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Reporting Kinesis batch item failures with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
 "context"
 "fmt"
 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

func handler(ctx context.Context, kinesisEvent events.KinesisEvent)
 (map[string]interface{}, error) {
 batchItemFailures := []map[string]interface{}{}
```

```
 for _, record := range kinesisEvent.Records {
  curRecordSequenceNumber := ""

  // Process your record
  if /* Your record processing condition here */ {
   curRecordSequenceNumber = record.Kinesis.SequenceNumber
  }

  // Add a condition to check if the record processing failed
  if curRecordSequenceNumber != "" {
   batchItemFailures = append(batchItemFailures, map[string]interface{}
{"itemIdentifier": curRecordSequenceNumber})
  }
 }

 kinesisBatchResponse := map[string]interface{}{
  "batchItemFailures": batchItemFailures,
 }
 return kinesisBatchResponse, nil
}

func main() {
 lambda.Start(handler)
}
```

Reporting batch item failures for Lambda functions with a DynamoDB trigger

The following code example shows how to implement partial batch response for Lambda functions that receive events from a DynamoDB stream. The function reports the batch item failures in the response, signaling to Lambda to retry those messages later.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Reporting DynamoDB batch item failures with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
 "context"
 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

type BatchItemFailure struct {
 ItemIdentifier string `json:"ItemIdentifier"`
}

type BatchResult struct {
 BatchItemFailures []BatchItemFailure `json:"BatchItemFailures"`
}

func HandleRequest(ctx context.Context, event events.DynamoDBEvent) (*BatchResult,
 error) {
 var batchItemFailures []BatchItemFailure
 curRecordSequenceNumber := ""

 for _, record := range event.Records {
  // Process your record
  curRecordSequenceNumber = record.Change.SequenceNumber
 }

 if curRecordSequenceNumber != "" {
  batchItemFailures = append(batchItemFailures, BatchItemFailure{ItemIdentifier:
 curRecordSequenceNumber})
 }

 batchResult := BatchResult{
  BatchItemFailures: batchItemFailures,
 }

 return &batchResult, nil
}

func main() {
 lambda.Start(HandleRequest)
```

```
}
```

Reporting batch item failures for Lambda functions with an Amazon SQS trigger

The following code example shows how to implement partial batch response for Lambda functions that receive events from an SQS queue. The function reports the batch item failures in the response, signaling to Lambda to retry those messages later.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Reporting SQS batch item failures with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
 "context"
 "encoding/json"
 "fmt"
 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

func handler(ctx context.Context, sqsEvent events.SQSEvent) (map[string]interface{},
 error) {
 batchItemFailures := []map[string]interface{}{}

 for _, message := range sqsEvent.Records {

  if /* Your message processing condition here */ {
   batchItemFailures = append(batchItemFailures, map[string]interface{}
{"itemIdentifier": message.MessageId})
  }
```

```
 }

 sqsBatchResponse := map[string]interface{}{
  "batchItemFailures": batchItemFailures,
 }
 return sqsBatchResponse, nil
}

func main() {
 lambda.Start(handler)
}
```

Amazon MSK examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Amazon MSK.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Topics

- Serverless examples

Serverless examples

Invoke a Lambda function from an Amazon MSK trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving records from an Amazon MSK cluster. The function retrieves the MSK payload and logs the record contents.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming an Amazon MSK event with Lambda using Go.

```
package main

import (
 "encoding/base64"
 "fmt"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

func handler(event events.KafkaEvent) {
 for key, records := range event.Records {
  fmt.Println("Key:", key)

  for _, record := range records {
   fmt.Println("Record:", record)

   decodedValue, _ := base64.StdEncoding.DecodeString(record.Value)
   message := string(decodedValue)
   fmt.Println("Message:", message)
  }
 }
}

func main() {
 lambda.Start(handler)
}
```

Amazon RDS examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Amazon RDS.

Basics are code examples that show you how to perform the essential operations within a service.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Get started

Hello Amazon RDS

The following code examples show how to get started using Amazon RDS.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/rds"
)

// main uses the AWS SDK for Go V2 to create an Amazon Relational Database Service
 (Amazon RDS)
// client and list up to 20 DB instances in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
  fmt.Println(err)
  return
 }
```

```
 rdsClient := rds.NewFromConfig(sdkConfig)
 const maxInstances = 20
 fmt.Printf("Let's list up to %v DB instances.\n", maxInstances)
 output, err := rdsClient.DescribeDBInstances(ctx,
  &rds.DescribeDBInstancesInput{MaxRecords: aws.Int32(maxInstances)})
 if err != nil {
  fmt.Printf("Couldn't list DB instances: %v\n", err)
  return
 }
 if len(output.DBInstances) == 0 {
  fmt.Println("No DB instances found.")
 } else {
  for _, instance := range output.DBInstances {
   fmt.Printf("DB instance %v has database %v.\n", *instance.DBInstanceIdentifier,
    *instance.DBName)
  }
 }
}
```

- For API details, see DescribeDBInstances in *AWS SDK for Go API Reference*.

Topics

- Basics
- Actions
- Serverless examples

Basics

Learn the basics

The following code example shows how to:

- Create a custom DB parameter group and set parameter values.
- Create a DB instance that's configured to use the parameter group. The DB instance also contains a database.
- Take a snapshot of the instance.
- Delete the instance and parameter group.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario at a command prompt.

```
import (
 "context"
 "fmt"
 "log"
 "sort"
 "strconv"
 "strings"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/rds/actions"
 "github.com/google/uuid"
)

// GetStartedInstances is an interactive example that shows you how to use the AWS
 SDK for Go
// with Amazon Relation Database Service (Amazon RDS) to do the following:
//
//  1. Create a custom DB parameter group and set parameter values.
//  2. Create a DB instance that is configured to use the parameter group. The DB
 instance
//     also contains a database.
//  3. Take a snapshot of the DB instance.
//  4. Delete the DB instance and parameter group.
type GetStartedInstances struct {
 sdkConfig  aws.Config
 instances  actions.DbInstances
 questioner demotools.IQuestioner
 helper     IScenarioHelper
```

```
 isTestRun  bool
}

// NewGetStartedInstances constructs a GetStartedInstances instance from a
 configuration.
// It uses the specified config to get an Amazon RDS
// client and create wrappers for the actions used in the scenario.
func NewGetStartedInstances(sdkConfig aws.Config, questioner demotools.IQuestioner,
 helper IScenarioHelper) GetStartedInstances {
 rdsClient := rds.NewFromConfig(sdkConfig)
 return GetStartedInstances{
  sdkConfig:  sdkConfig,
  instances:  actions.DbInstances{RdsClient: rdsClient},
  questioner: questioner,
  helper:     helper,
 }
}

// Run runs the interactive scenario.
func (scenario GetStartedInstances) Run(ctx context.Context, dbEngine string,
 parameterGroupName string,
 instanceName string, dbName string) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Println("Welcome to the Amazon Relational Database Service (Amazon RDS) DB
 Instance demo.")
 log.Println(strings.Repeat("-", 88))

 parameterGroup := scenario.CreateParameterGroup(ctx, dbEngine, parameterGroupName)
 scenario.SetUserParameters(ctx, parameterGroupName)
 instance := scenario.CreateInstance(ctx, instanceName, dbEngine, dbName,
 parameterGroup)
 scenario.DisplayConnection(instance)
 scenario.CreateSnapshot(ctx, instance)
 scenario.Cleanup(ctx, instance, parameterGroup)

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
```

```
}

// CreateParameterGroup shows how to get available engine versions for a specified
// database engine and create a DB parameter group that is compatible with a
// selected engine family.
func (scenario GetStartedInstances) CreateParameterGroup(ctx context.Context,
 dbEngine string,
 parameterGroupName string) *types.DBParameterGroup {

 log.Printf("Checking for an existing DB parameter group named %v.\n",
  parameterGroupName)
 parameterGroup, err := scenario.instances.GetParameterGroup(ctx,
 parameterGroupName)
 if err != nil {
  panic(err)
 }
 if parameterGroup == nil {
  log.Printf("Getting available database engine versions for %v.\n", dbEngine)
  engineVersions, err := scenario.instances.GetEngineVersions(ctx, dbEngine, "")
  if err != nil {
   panic(err)
  }

  familySet := map[string]struct{}{}
  for _, family := range engineVersions {
   familySet[*family.DBParameterGroupFamily] = struct{}{}
  }
  var families []string
  for family := range familySet {
   families = append(families, family)
  }
  sort.Strings(families)
  familyIndex := scenario.questioner.AskChoice("Which family do you want to use?\n",
 families)
  log.Println("Creating a DB parameter group.")
  _, err = scenario.instances.CreateParameterGroup(
   ctx, parameterGroupName, families[familyIndex], "Example parameter group.")
  if err != nil {
   panic(err)
  }
  parameterGroup, err = scenario.instances.GetParameterGroup(ctx,
 parameterGroupName)
  if err != nil {
   panic(err)
```

```
  }
 }
 log.Printf("Parameter group %v:\n", *parameterGroup.DBParameterGroupFamily)
 log.Printf("\tName: %v\n", *parameterGroup.DBParameterGroupName)
 log.Printf("\tARN: %v\n", *parameterGroup.DBParameterGroupArn)
 log.Printf("\tFamily: %v\n", *parameterGroup.DBParameterGroupFamily)
 log.Printf("\tDescription: %v\n", *parameterGroup.Description)
 log.Println(strings.Repeat("-", 88))
 return parameterGroup
}

// SetUserParameters shows how to get the parameters contained in a custom parameter
// group and update some of the parameter values in the group.
func (scenario GetStartedInstances) SetUserParameters(ctx context.Context,
 parameterGroupName string) {
 log.Println("Let's set some parameter values in your parameter group.")
 dbParameters, err := scenario.instances.GetParameters(ctx, parameterGroupName, "")
 if err != nil {
  panic(err)
 }
 var updateParams []types.Parameter
 for _, dbParam := range dbParameters {
  if strings.HasPrefix(*dbParam.ParameterName, "auto_increment") &&
   *dbParam.IsModifiable && *dbParam.DataType == "integer" {
   log.Printf("The %v parameter is described as:\n\t%v",
    *dbParam.ParameterName, *dbParam.Description)
   rangeSplit := strings.Split(*dbParam.AllowedValues, "-")
   lower, _ := strconv.Atoi(rangeSplit[0])
   upper, _ := strconv.Atoi(rangeSplit[1])
   newValue := scenario.questioner.AskInt(
    fmt.Sprintf("Enter a value between %v and %v:", lower, upper),
    demotools.InIntRange{Lower: lower, Upper: upper})
   dbParam.ParameterValue = aws.String(strconv.Itoa(newValue))
   updateParams = append(updateParams, dbParam)
  }
 }
 err = scenario.instances.UpdateParameters(ctx, parameterGroupName, updateParams)
 if err != nil {
  panic(err)
 }
 log.Println("To get a list of parameters that you set previously, specify a source
 of 'user'.")
 userParameters, err := scenario.instances.GetParameters(ctx, parameterGroupName,
 "user")
```

```
 if err != nil {
  panic(err)
 }
 log.Println("Here are the parameters you set:")
 for _, param := range userParameters {
  log.Printf("\t%v: %v\n", *param.ParameterName, *param.ParameterValue)
 }
 log.Println(strings.Repeat("-", 88))
}

// CreateInstance shows how to create a DB instance that contains a database of a
// specified type. The database is also configured to use a custom DB parameter
 group.
func (scenario GetStartedInstances) CreateInstance(ctx context.Context, instanceName
 string, dbEngine string,
 dbName string, parameterGroup *types.DBParameterGroup) *types.DBInstance {

 log.Println("Checking for an existing DB instance.")
 instance, err := scenario.instances.GetInstance(ctx, instanceName)
 if err != nil {
  panic(err)
 }
 if instance == nil {
  adminUsername := scenario.questioner.Ask(
   "Enter an administrator username for the database: ", demotools.NotEmpty{})
  adminPassword := scenario.questioner.AskPassword(
   "Enter a password for the administrator (at least 8 characters): ", 7)
  engineVersions, err := scenario.instances.GetEngineVersions(ctx, dbEngine,
   *parameterGroup.DBParameterGroupFamily)
  if err != nil {
   panic(err)
  }
  var engineChoices []string
  for _, engine := range engineVersions {
   engineChoices = append(engineChoices, *engine.EngineVersion)
  }
  engineIndex := scenario.questioner.AskChoice(
   "The available engines for your parameter group are:\n", engineChoices)
  engineSelection := engineVersions[engineIndex]
  instOpts, err := scenario.instances.GetOrderableInstances(ctx,
 *engineSelection.Engine,
   *engineSelection.EngineVersion)
  if err != nil {
   panic(err)
```

```
 }
 optSet := map[string]struct{}{}
 for _, opt := range instOpts {
  if strings.Contains(*opt.DBInstanceClass, "micro") {
   optSet[*opt.DBInstanceClass] = struct{}{}
  }
 }
 var optChoices []string
 for opt := range optSet {
  optChoices = append(optChoices, opt)
 }
 sort.Strings(optChoices)
 optIndex := scenario.questioner.AskChoice(
  "The available micro DB instance classes for your database engine are:\n",
optChoices)
 storageType := "standard"
 allocatedStorage := int32(5)
 log.Printf("Creating a DB instance named %v and database %v.\n"+
  "The DB instance is configured to use your custom parameter group %v,\n"+
  "selected engine %v,\n"+
  "selected DB instance class %v,"+
  "and %v GiB of %v storage.\n"+
  "This typically takes several minutes.",
  instanceName, dbName, *parameterGroup.DBParameterGroupName,
*engineSelection.EngineVersion,
  optChoices[optIndex], allocatedStorage, storageType)
 instance, err = scenario.instances.CreateInstance(
  ctx, instanceName, dbName, *engineSelection.Engine,
*engineSelection.EngineVersion,
  *parameterGroup.DBParameterGroupName, optChoices[optIndex], storageType,
  allocatedStorage, adminUsername, adminPassword)
 if err != nil {
  panic(err)
 }
 for *instance.DBInstanceStatus != "available" {
  scenario.helper.Pause(30)
  instance, err = scenario.instances.GetInstance(ctx, instanceName)
  if err != nil {
   panic(err)
  }
 }
 log.Println("Instance created and available.")
}
log.Println("Instance data:")
```

```
 log.Printf("\tDBInstanceIdentifier: %v\n", *instance.DBInstanceIdentifier)
 log.Printf("\tARN: %v\n", *instance.DBInstanceArn)
 log.Printf("\tStatus: %v\n", *instance.DBInstanceStatus)
 log.Printf("\tEngine: %v\n", *instance.Engine)
 log.Printf("\tEngine version: %v\n", *instance.EngineVersion)
 log.Println(strings.Repeat("-", 88))
 return instance
}

// DisplayConnection displays connection information about a DB instance and tips
// on how to connect to it.
func (scenario GetStartedInstances) DisplayConnection(instance *types.DBInstance) {
 log.Println(
  "You can now connect to your database by using your favorite MySQL client.\n" +
   "One way to connect is by using the 'mysql' shell on an Amazon EC2 instance\n" +
   "that is running in the same VPC as your DB instance. Pass the endpoint,\n" +
   "port, and administrator username to 'mysql'. Then, enter your password\n" +
   "when prompted:")
 log.Printf("\n\tmysql -h %v -P %v -u %v -p\n",
  *instance.Endpoint.Address, instance.Endpoint.Port, *instance.MasterUsername)
 log.Println("For more information, see the User Guide for RDS:\n" +
  "\thttps://docs.aws.amazon.com/AmazonRDS/latest/UserGuide/
CHAP_GettingStarted.CreatingConnecting.MySQL.html#CHAP_GettingStarted.Connecting.MySQL")
 log.Println(strings.Repeat("-", 88))
}

// CreateSnapshot shows how to create a DB instance snapshot and wait until it's
 available.
func (scenario GetStartedInstances) CreateSnapshot(ctx context.Context, instance
 *types.DBInstance) {
 if scenario.questioner.AskBool(
  "Do you want to create a snapshot of your DB instance (y/n)? ", "y") {
  snapshotId := fmt.Sprintf("%v-%v", *instance.DBInstanceIdentifier,
 scenario.helper.UniqueId())
  log.Printf("Creating a snapshot named %v. This typically takes a few minutes.\n",
 snapshotId)
  snapshot, err := scenario.instances.CreateSnapshot(ctx,
 *instance.DBInstanceIdentifier, snapshotId)
  if err != nil {
   panic(err)
  }
  for *snapshot.Status != "available" {
   scenario.helper.Pause(30)
   snapshot, err = scenario.instances.GetSnapshot(ctx, snapshotId)
```

```
   if err != nil {
    panic(err)
   }
  }
  log.Println("Snapshot data:")
  log.Printf("\tDBSnapshotIdentifier: %v\n", *snapshot.DBSnapshotIdentifier)
  log.Printf("\tARN: %v\n", *snapshot.DBSnapshotArn)
  log.Printf("\tStatus: %v\n", *snapshot.Status)
  log.Printf("\tEngine: %v\n", *snapshot.Engine)
  log.Printf("\tEngine version: %v\n", *snapshot.EngineVersion)
  log.Printf("\tDBInstanceIdentifier: %v\n", *snapshot.DBInstanceIdentifier)
  log.Printf("\tSnapshotCreateTime: %v\n", *snapshot.SnapshotCreateTime)
  log.Println(strings.Repeat("-", 88))
 }
}

// Cleanup shows how to clean up a DB instance and DB parameter group.
// Before the DB parameter group can be deleted, all associated DB instances must
 first be deleted.
func (scenario GetStartedInstances) Cleanup(
 ctx context.Context, instance *types.DBInstance, parameterGroup
 *types.DBParameterGroup) {

 if scenario.questioner.AskBool(
  "\nDo you want to delete the database instance and parameter group (y/n)? ", "y")
 {
  log.Printf("Deleting database instance %v.\n", *instance.DBInstanceIdentifier)
  err := scenario.instances.DeleteInstance(ctx, *instance.DBInstanceIdentifier)
  if err != nil {
   panic(err)
  }
  log.Println(
   "Waiting for the DB instance to delete. This typically takes several minutes.")
  for instance != nil {
   scenario.helper.Pause(30)
   instance, err = scenario.instances.GetInstance(ctx,
 *instance.DBInstanceIdentifier)
   if err != nil {
    panic(err)
   }
  }
  log.Printf("Deleting parameter group %v.", *parameterGroup.DBParameterGroupName)
  err = scenario.instances.DeleteParameterGroup(ctx,
 *parameterGroup.DBParameterGroupName)
```

```
  if err != nil {
   panic(err)
  }
 }
}

// IScenarioHelper abstracts the function from a scenario so that it
// can be mocked for unit testing.
type IScenarioHelper interface {
 Pause(secs int)
 UniqueId() string
}
type ScenarioHelper struct{}

// Pause waits for the specified number of seconds.
func (helper ScenarioHelper) Pause(secs int) {
 time.Sleep(time.Duration(secs) * time.Second)
}

// UniqueId returns a new UUID.
func (helper ScenarioHelper) UniqueId() string {
 return uuid.New().String()
}
```

Define functions that are called by the scenario to manage Amazon RDS actions.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
}
```

```
// GetParameterGroup gets a DB parameter group by name.
func (instances *DbInstances) GetParameterGroup(ctx context.Context,
 parameterGroupName string) (
 *types.DBParameterGroup, error) {
 output, err := instances.RdsClient.DescribeDBParameterGroups(
  ctx, &rds.DescribeDBParameterGroupsInput{
   DBParameterGroupName: aws.String(parameterGroupName),
  })
 if err != nil {
  var notFoundError *types.DBParameterGroupNotFoundFault
  if errors.As(err, &notFoundError) {
   log.Printf("Parameter group %v does not exist.\n", parameterGroupName)
   err = nil
  } else {
   log.Printf("Error getting parameter group %v: %v\n", parameterGroupName, err)
  }
  return nil, err
 } else {
  return &output.DBParameterGroups[0], err
 }
}



// CreateParameterGroup creates a DB parameter group that is based on the specified
// parameter group family.
func (instances *DbInstances) CreateParameterGroup(
 ctx context.Context, parameterGroupName string, parameterGroupFamily string,
 description string) (
 *types.DBParameterGroup, error) {

 output, err := instances.RdsClient.CreateDBParameterGroup(ctx,
  &rds.CreateDBParameterGroupInput{
   DBParameterGroupName:   aws.String(parameterGroupName),
   DBParameterGroupFamily: aws.String(parameterGroupFamily),
   Description:            aws.String(description),
  })
 if err != nil {
  log.Printf("Couldn't create parameter group %v: %v\n", parameterGroupName, err)
  return nil, err
 } else {
  return output.DBParameterGroup, err
 }
```

```
}



// DeleteParameterGroup deletes the named DB parameter group.
func (instances *DbInstances) DeleteParameterGroup(ctx context.Context,
 parameterGroupName string) error {
 _, err := instances.RdsClient.DeleteDBParameterGroup(ctx,
  &rds.DeleteDBParameterGroupInput{
   DBParameterGroupName: aws.String(parameterGroupName),
  })
 if err != nil {
  log.Printf("Couldn't delete parameter group %v: %v\n", parameterGroupName, err)
  return err
 } else {
  return nil
 }
}



// GetParameters gets the parameters that are contained in a DB parameter group.
func (instances *DbInstances) GetParameters(ctx context.Context, parameterGroupName
 string, source string) (
 []types.Parameter, error) {

 var output *rds.DescribeDBParametersOutput
 var params []types.Parameter
 var err error
 parameterPaginator := rds.NewDescribeDBParametersPaginator(instances.RdsClient,
  &rds.DescribeDBParametersInput{
   DBParameterGroupName: aws.String(parameterGroupName),
   Source:               aws.String(source),
  })
 for parameterPaginator.HasMorePages() {
  output, err = parameterPaginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get parameters for %v: %v\n", parameterGroupName, err)
   break
  } else {
   params = append(params, output.Parameters...)
  }
 }
 return params, err
```

```
}



// UpdateParameters updates parameters in a named DB parameter group.
func (instances *DbInstances) UpdateParameters(ctx context.Context,
 parameterGroupName string, params []types.Parameter) error {
 _, err := instances.RdsClient.ModifyDBParameterGroup(ctx,
  &rds.ModifyDBParameterGroupInput{
   DBParameterGroupName: aws.String(parameterGroupName),
   Parameters:           params,
  })
 if err != nil {
  log.Printf("Couldn't update parameters in %v: %v\n", parameterGroupName, err)
  return err
 } else {
  return nil
 }
}



// CreateSnapshot creates a snapshot of a DB instance.
func (instances *DbInstances) CreateSnapshot(ctx context.Context, instanceName
 string, snapshotName string) (
 *types.DBSnapshot, error) {
 output, err := instances.RdsClient.CreateDBSnapshot(ctx,
 &rds.CreateDBSnapshotInput{
  DBInstanceIdentifier: aws.String(instanceName),
  DBSnapshotIdentifier: aws.String(snapshotName),
 })
 if err != nil {
  log.Printf("Couldn't create snapshot %v: %v\n", snapshotName, err)
  return nil, err
 } else {
  return output.DBSnapshot, nil
 }
}



// GetSnapshot gets a DB instance snapshot.
func (instances *DbInstances) GetSnapshot(ctx context.Context, snapshotName string)
 (*types.DBSnapshot, error) {
```

```
 output, err := instances.RdsClient.DescribeDBSnapshots(ctx,
  &rds.DescribeDBSnapshotsInput{
   DBSnapshotIdentifier: aws.String(snapshotName),
  })
 if err != nil {
  log.Printf("Couldn't get snapshot %v: %v\n", snapshotName, err)
  return nil, err
 } else {
  return &output.DBSnapshots[0], nil
 }
}



// CreateInstance creates a DB instance.
func (instances *DbInstances) CreateInstance(ctx context.Context, instanceName
 string, dbName string,
 dbEngine string, dbEngineVersion string, parameterGroupName string, dbInstanceClass
 string,
 storageType string, allocatedStorage int32, adminName string, adminPassword string)
 (
 *types.DBInstance, error) {
 output, err := instances.RdsClient.CreateDBInstance(ctx,
 &rds.CreateDBInstanceInput{
  DBInstanceIdentifier: aws.String(instanceName),
  DBName:               aws.String(dbName),
  DBParameterGroupName: aws.String(parameterGroupName),
  Engine:               aws.String(dbEngine),
  EngineVersion:        aws.String(dbEngineVersion),
  DBInstanceClass:      aws.String(dbInstanceClass),
  StorageType:          aws.String(storageType),
  AllocatedStorage:     aws.Int32(allocatedStorage),
  MasterUsername:       aws.String(adminName),
  MasterUserPassword:   aws.String(adminPassword),
 })
 if err != nil {
  log.Printf("Couldn't create instance %v: %v\n", instanceName, err)
  return nil, err
 } else {
  return output.DBInstance, nil
 }
}
```

```
// GetInstance gets data about a DB instance.
func (instances *DbInstances) GetInstance(ctx context.Context, instanceName string)
 (
 *types.DBInstance, error) {
 output, err := instances.RdsClient.DescribeDBInstances(ctx,
  &rds.DescribeDBInstancesInput{
   DBInstanceIdentifier: aws.String(instanceName),
  })
 if err != nil {
  var notFoundError *types.DBInstanceNotFoundFault
  if errors.As(err, &notFoundError) {
   log.Printf("DB instance %v does not exist.\n", instanceName)
   err = nil
  } else {
   log.Printf("Couldn't get instance %v: %v\n", instanceName, err)
  }
  return nil, err
 } else {
  return &output.DBInstances[0], nil
 }
}



// DeleteInstance deletes a DB instance.
func (instances *DbInstances) DeleteInstance(ctx context.Context, instanceName
 string) error {
 _, err := instances.RdsClient.DeleteDBInstance(ctx, &rds.DeleteDBInstanceInput{
  DBInstanceIdentifier:   aws.String(instanceName),
  SkipFinalSnapshot:      aws.Bool(true),
  DeleteAutomatedBackups: aws.Bool(true),
 })
 if err != nil {
  log.Printf("Couldn't delete instance %v: %v\n", instanceName, err)
  return err
 } else {
  return nil
 }
}
```

```
// GetEngineVersions gets database engine versions that are available for the
 specified engine
// and parameter group family.
func (instances *DbInstances) GetEngineVersions(ctx context.Context, engine string,
 parameterGroupFamily string) (
 []types.DBEngineVersion, error) {
 output, err := instances.RdsClient.DescribeDBEngineVersions(ctx,
  &rds.DescribeDBEngineVersionsInput{
   Engine:                 aws.String(engine),
   DBParameterGroupFamily: aws.String(parameterGroupFamily),
  })
 if err != nil {
  log.Printf("Couldn't get engine versions for %v: %v\n", engine, err)
  return nil, err
 } else {
  return output.DBEngineVersions, nil
 }
}



// GetOrderableInstances uses a paginator to get DB instance options that can be
 used to create DB instances that are
// compatible with a set of specifications.
func (instances *DbInstances) GetOrderableInstances(ctx context.Context, engine
 string, engineVersion string) (
 []types.OrderableDBInstanceOption, error) {

 var output *rds.DescribeOrderableDBInstanceOptionsOutput
 var instanceOptions []types.OrderableDBInstanceOption
 var err error
 orderablePaginator :=
 rds.NewDescribeOrderableDBInstanceOptionsPaginator(instances.RdsClient,
  &rds.DescribeOrderableDBInstanceOptionsInput{
   Engine:        aws.String(engine),
   EngineVersion: aws.String(engineVersion),
  })
 for orderablePaginator.HasMorePages() {
  output, err = orderablePaginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get orderable DB instance options: %v\n", err)
   break
  } else {
   instanceOptions = append(instanceOptions, output.OrderableDBInstanceOptions...)
```

```
  }
 }
 return instanceOptions, err
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - CreateDBInstance
  - CreateDBParameterGroup
  - CreateDBSnapshot
  - DeleteDBInstance
  - DeleteDBParameterGroup
  - DescribeDBEngineVersions
  - DescribeDBInstances
  - DescribeDBParameterGroups
  - DescribeDBParameters
  - DescribeDBSnapshots
  - DescribeOrderableDBInstanceOptions
  - ModifyDBParameterGroup

Actions

`CreateDBInstance`

The following code example shows how to use `CreateDBInstance`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
}



// CreateInstance creates a DB instance.
func (instances *DbInstances) CreateInstance(ctx context.Context, instanceName
 string, dbName string,
 dbEngine string, dbEngineVersion string, parameterGroupName string, dbInstanceClass
 string,
 storageType string, allocatedStorage int32, adminName string, adminPassword string)
 (
 *types.DBInstance, error) {
 output, err := instances.RdsClient.CreateDBInstance(ctx,
 &rds.CreateDBInstanceInput{
  DBInstanceIdentifier: aws.String(instanceName),
  DBName:               aws.String(dbName),
  DBParameterGroupName: aws.String(parameterGroupName),
  Engine:               aws.String(dbEngine),
  EngineVersion:        aws.String(dbEngineVersion),
  DBInstanceClass:      aws.String(dbInstanceClass),
  StorageType:          aws.String(storageType),
  AllocatedStorage:     aws.Int32(allocatedStorage),
  MasterUsername:       aws.String(adminName),
  MasterUserPassword:   aws.String(adminPassword),
 })
 if err != nil {
  log.Printf("Couldn't create instance %v: %v\n", instanceName, err)
  return nil, err
 } else {
  return output.DBInstance, nil
 }
}
```

- For API details, see CreateDBInstance in *AWS SDK for Go API Reference*.

`CreateDBParameterGroup`

The following code example shows how to use `CreateDBParameterGroup`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
}



// CreateParameterGroup creates a DB parameter group that is based on the specified
// parameter group family.
func (instances *DbInstances) CreateParameterGroup(
 ctx context.Context, parameterGroupName string, parameterGroupFamily string,
 description string) (
 *types.DBParameterGroup, error) {

 output, err := instances.RdsClient.CreateDBParameterGroup(ctx,
```

```
  &rds.CreateDBParameterGroupInput{
   DBParameterGroupName:   aws.String(parameterGroupName),
   DBParameterGroupFamily: aws.String(parameterGroupFamily),
   Description:            aws.String(description),
  })
 if err != nil {
  log.Printf("Couldn't create parameter group %v: %v\n", parameterGroupName, err)
  return nil, err
 } else {
  return output.DBParameterGroup, err
 }
}
```

- For API details, see CreateDBParameterGroup in *AWS SDK for Go API Reference*.

`CreateDBSnapshot`

The following code example shows how to use `CreateDBSnapshot`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
```

```
}



// CreateSnapshot creates a snapshot of a DB instance.
func (instances *DbInstances) CreateSnapshot(ctx context.Context, instanceName
 string, snapshotName string) (
 *types.DBSnapshot, error) {
 output, err := instances.RdsClient.CreateDBSnapshot(ctx,
 &rds.CreateDBSnapshotInput{
  DBInstanceIdentifier: aws.String(instanceName),
  DBSnapshotIdentifier: aws.String(snapshotName),
 })
 if err != nil {
  log.Printf("Couldn't create snapshot %v: %v\n", snapshotName, err)
  return nil, err
 } else {
  return output.DBSnapshot, nil
 }
}
```

- For API details, see CreateDBSnapshot in *AWS SDK for Go API Reference*.

`DeleteDBInstance`

The following code example shows how to use `DeleteDBInstance`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
```

```
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
}



// DeleteInstance deletes a DB instance.
func (instances *DbInstances) DeleteInstance(ctx context.Context, instanceName
 string) error {
 _, err := instances.RdsClient.DeleteDBInstance(ctx, &rds.DeleteDBInstanceInput{
  DBInstanceIdentifier:   aws.String(instanceName),
  SkipFinalSnapshot:      aws.Bool(true),
  DeleteAutomatedBackups: aws.Bool(true),
 })
 if err != nil {
  log.Printf("Couldn't delete instance %v: %v\n", instanceName, err)
  return err
 } else {
  return nil
 }
}
```

- For API details, see DeleteDBInstance in *AWS SDK for Go API Reference*.

`DeleteDBParameterGroup`

The following code example shows how to use `DeleteDBParameterGroup`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
}



// DeleteParameterGroup deletes the named DB parameter group.
func (instances *DbInstances) DeleteParameterGroup(ctx context.Context,
 parameterGroupName string) error {
 _, err := instances.RdsClient.DeleteDBParameterGroup(ctx,
  &rds.DeleteDBParameterGroupInput{
   DBParameterGroupName: aws.String(parameterGroupName),
  })
 if err != nil {
  log.Printf("Couldn't delete parameter group %v: %v\n", parameterGroupName, err)
  return err
 } else {
  return nil
 }
}
```

- For API details, see DeleteDBParameterGroup in *AWS SDK for Go API Reference*.

`DescribeDBEngineVersions`

The following code example shows how to use `DescribeDBEngineVersions`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
}



// GetEngineVersions gets database engine versions that are available for the
 specified engine
// and parameter group family.
func (instances *DbInstances) GetEngineVersions(ctx context.Context, engine string,
 parameterGroupFamily string) (
 []types.DBEngineVersion, error) {
 output, err := instances.RdsClient.DescribeDBEngineVersions(ctx,
  &rds.DescribeDBEngineVersionsInput{
   Engine:                 aws.String(engine),
   DBParameterGroupFamily: aws.String(parameterGroupFamily),
  })
 if err != nil {
  log.Printf("Couldn't get engine versions for %v: %v\n", engine, err)
  return nil, err
 } else {
  return output.DBEngineVersions, nil
 }
```

```
}
```

- For API details, see DescribeDBEngineVersions in *AWS SDK for Go API Reference*.

`DescribeDBInstances`

The following code example shows how to use `DescribeDBInstances`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
}



// GetInstance gets data about a DB instance.
func (instances *DbInstances) GetInstance(ctx context.Context, instanceName string)
 (
 *types.DBInstance, error) {
 output, err := instances.RdsClient.DescribeDBInstances(ctx,
  &rds.DescribeDBInstancesInput{
   DBInstanceIdentifier: aws.String(instanceName),
```

```
  })
 if err != nil {
  var notFoundError *types.DBInstanceNotFoundFault
  if errors.As(err, &notFoundError) {
   log.Printf("DB instance %v does not exist.\n", instanceName)
   err = nil
  } else {
   log.Printf("Couldn't get instance %v: %v\n", instanceName, err)
  }
  return nil, err
 } else {
  return &output.DBInstances[0], nil
 }
}
```

- For API details, see DescribeDBInstances in *AWS SDK for Go API Reference*.

`DescribeDBParameterGroups`

The following code example shows how to use `DescribeDBParameterGroups`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)
```

```
type DbInstances struct {
 RdsClient *rds.Client
}



// GetParameterGroup gets a DB parameter group by name.
func (instances *DbInstances) GetParameterGroup(ctx context.Context,
 parameterGroupName string) (
 *types.DBParameterGroup, error) {
 output, err := instances.RdsClient.DescribeDBParameterGroups(
  ctx, &rds.DescribeDBParameterGroupsInput{
   DBParameterGroupName: aws.String(parameterGroupName),
  })
 if err != nil {
  var notFoundError *types.DBParameterGroupNotFoundFault
  if errors.As(err, &notFoundError) {
   log.Printf("Parameter group %v does not exist.\n", parameterGroupName)
   err = nil
  } else {
   log.Printf("Error getting parameter group %v: %v\n", parameterGroupName, err)
  }
  return nil, err
 } else {
  return &output.DBParameterGroups[0], err
 }
}
```

- For API details, see DescribeDBParameterGroups in *AWS SDK for Go API Reference*.

`DescribeDBParameters`

The following code example shows how to use `DescribeDBParameters`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
}



// GetParameters gets the parameters that are contained in a DB parameter group.
func (instances *DbInstances) GetParameters(ctx context.Context, parameterGroupName
 string, source string) (
 []types.Parameter, error) {

 var output *rds.DescribeDBParametersOutput
 var params []types.Parameter
 var err error
 parameterPaginator := rds.NewDescribeDBParametersPaginator(instances.RdsClient,
  &rds.DescribeDBParametersInput{
   DBParameterGroupName: aws.String(parameterGroupName),
   Source:               aws.String(source),
  })
 for parameterPaginator.HasMorePages() {
  output, err = parameterPaginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get parameters for %v: %v\n", parameterGroupName, err)
   break
  } else {
   params = append(params, output.Parameters...)
  }
 }
 return params, err
}
```

- For API details, see DescribeDBParameters in *AWS SDK for Go API Reference*.

`DescribeDBSnapshots`

The following code example shows how to use `DescribeDBSnapshots`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
}



// GetSnapshot gets a DB instance snapshot.
func (instances *DbInstances) GetSnapshot(ctx context.Context, snapshotName string)
 (*types.DBSnapshot, error) {
 output, err := instances.RdsClient.DescribeDBSnapshots(ctx,
  &rds.DescribeDBSnapshotsInput{
   DBSnapshotIdentifier: aws.String(snapshotName),
  })
 if err != nil {
  log.Printf("Couldn't get snapshot %v: %v\n", snapshotName, err)
  return nil, err
 } else {
```

```
  return &output.DBSnapshots[0], nil
 }
}
```

- For API details, see DescribeDBSnapshots in *AWS SDK for Go API Reference*.

`DescribeOrderableDBInstanceOptions`

The following code example shows how to use `DescribeOrderableDBInstanceOptions`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
}



// GetOrderableInstances uses a paginator to get DB instance options that can be
 used to create DB instances that are
// compatible with a set of specifications.
func (instances *DbInstances) GetOrderableInstances(ctx context.Context, engine
 string, engineVersion string) (
```

```
 []types.OrderableDBInstanceOption, error) {

 var output *rds.DescribeOrderableDBInstanceOptionsOutput
 var instanceOptions []types.OrderableDBInstanceOption
 var err error
 orderablePaginator :=
 rds.NewDescribeOrderableDBInstanceOptionsPaginator(instances.RdsClient,
  &rds.DescribeOrderableDBInstanceOptionsInput{
   Engine:        aws.String(engine),
   EngineVersion: aws.String(engineVersion),
  })
 for orderablePaginator.HasMorePages() {
  output, err = orderablePaginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get orderable DB instance options: %v\n", err)
   break
  } else {
   instanceOptions = append(instanceOptions, output.OrderableDBInstanceOptions...)
  }
 }
 return instanceOptions, err
}
```

- For API details, see DescribeOrderableDBInstanceOptions in *AWS SDK for Go API Reference*.

`ModifyDBParameterGroup`

The following code example shows how to use `ModifyDBParameterGroup`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
```

```
 "context"
 "errors"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/rds"
 "github.com/aws/aws-sdk-go-v2/service/rds/types"
)

type DbInstances struct {
 RdsClient *rds.Client
}



// UpdateParameters updates parameters in a named DB parameter group.
func (instances *DbInstances) UpdateParameters(ctx context.Context,
 parameterGroupName string, params []types.Parameter) error {
 _, err := instances.RdsClient.ModifyDBParameterGroup(ctx,
  &rds.ModifyDBParameterGroupInput{
   DBParameterGroupName: aws.String(parameterGroupName),
   Parameters:           params,
  })
 if err != nil {
  log.Printf("Couldn't update parameters in %v: %v\n", parameterGroupName, err)
  return err
 } else {
  return nil
 }
}
```

- For API details, see [ModifyDBParameterGroup](#) in *AWS SDK for Go API Reference*.

Serverless examples

Connecting to an Amazon RDS database in a Lambda function

The following code example shows how to implement a Lambda function that connects to an RDS database. The function makes a simple database request and returns the result.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Connecting to an Amazon RDS database in a Lambda function using Go.

```
/*
Golang v2 code here.
*/

package main

import (
 "context"
 "database/sql"
 "encoding/json"
 "fmt"
 "os"

 "github.com/aws/aws-lambda-go/lambda"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/feature/rds/auth"
 _ "github.com/go-sql-driver/mysql"
)

type MyEvent struct {
 Name string `json:"name"`
}

func HandleRequest(event *MyEvent) (map[string]interface{}, error) {

 var dbName string = os.Getenv("DatabaseName")
 var dbUser string = os.Getenv("DatabaseUser")
 var dbHost string = os.Getenv("DBHost") // Add hostname without https
 var dbPort int = os.Getenv("Port")      // Add port number
 var dbEndpoint string = fmt.Sprintf("%s:%d", dbHost, dbPort)
 var region string = os.Getenv("AWS_REGION")

 cfg, err := config.LoadDefaultConfig(context.TODO())
```

```
 if err != nil {
  panic("configuration error: " + err.Error())
 }

 authenticationToken, err := auth.BuildAuthToken(
  context.TODO(), dbEndpoint, region, dbUser, cfg.Credentials)
 if err != nil {
  panic("failed to create authentication token: " + err.Error())
 }

 dsn := fmt.Sprintf("%s:%s@tcp(%s)/%s?tls=true&allowCleartextPasswords=true",
  dbUser, authenticationToken, dbEndpoint, dbName,
 )

 db, err := sql.Open("mysql", dsn)
 if err != nil {
  panic(err)
 }

 defer db.Close()

 var sum int
 err = db.QueryRow("SELECT ?+? AS sum", 3, 2).Scan(&sum)
 if err != nil {
  panic(err)
 }
 s := fmt.Sprint(sum)
 message := fmt.Sprintf("The selected sum is: %s", s)

 messageBytes, err := json.Marshal(message)
 if err != nil {
  return nil, err
 }

 messageString := string(messageBytes)
 return map[string]interface{}{
  "statusCode": 200,
  "headers":    map[string]string{"Content-Type": "application/json"},
  "body":       messageString,
 }, nil
}

func main() {
 lambda.Start(HandleRequest)
```

```
}
```

Amazon Redshift examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Amazon Redshift.

Basics are code examples that show you how to perform the essential operations within a service.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Get started

Hello Amazon Redshift

The following code examples show how to get started using Amazon Redshift.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/redshift"
```

```
)

// main uses the AWS SDK for Go V2 to create a Redshift client
// and list up to 10 clusters in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
  fmt.Println(err)
  return
 }
 redshiftClient := redshift.NewFromConfig(sdkConfig)
 count := 20
 fmt.Printf("Let's list up to %v clusters for your account.\n", count)
 result, err := redshiftClient.DescribeClusters(ctx,
 &redshift.DescribeClustersInput{
  MaxRecords: aws.Int32(int32(count)),
 })
 if err != nil {
  fmt.Printf("Couldn't list clusters for your account. Here's why: %v\n", err)
  return
 }
 if len(result.Clusters) == 0 {
  fmt.Println("You don't have any clusters!")
  return
 }
 for _, cluster := range result.Clusters {
  fmt.Printf("\t%v : %v\n", *cluster.ClusterIdentifier, *cluster.ClusterStatus)
 }
}
```

- For API details, see DescribeClusters in *AWS SDK for Go API Reference*.

Topics

- Basics
- Actions

Basics

Learn the basics

The following code example shows how to learn core operations for Amazon Redshift using an AWS SDK.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package scenarios

import (
 "context"
 "encoding/json"
 "errors"
 "fmt"
 "log"
 "math/rand"
 "strings"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 redshift_types "github.com/aws/aws-sdk-go-v2/service/redshift/types"
 redshiftdata_types "github.com/aws/aws-sdk-go-v2/service/redshiftdata/types"
 "github.com/aws/aws-sdk-go-v2/service/secretsmanager"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/redshift/actions"

 "github.com/aws/aws-sdk-go-v2/service/redshift"
 "github.com/aws/aws-sdk-go-v2/service/redshiftdata"
)

// IScenarioHelper abstracts input and wait functions from a scenario so that they
// can be mocked for unit testing.
type IScenarioHelper interface {
```

```
 GetName() string
}

const rMax = 100000

type ScenarioHelper struct {
 Prefix string
 Random *rand.Rand
}

// GetName returns a unique name formed of a prefix and a random number.
func (helper ScenarioHelper) GetName() string {
 return fmt.Sprintf("%v%v", helper.Prefix, helper.Random.Intn(rMax))
}

// RedshiftBasicsScenario separates the steps of this scenario into individual
 functions so that
// they are simpler to read and understand.
type RedshiftBasicsScenario struct {
 sdkConfig         aws.Config
 helper            IScenarioHelper
 questioner        demotools.IQuestioner
 pauser            demotools.IPausable
 filesystem        demotools.IFileSystem
 redshiftActor     *actions.RedshiftActions
 redshiftDataActor *actions.RedshiftDataActions
 secretsmanager    *SecretsManager
}

// SecretsManager is used to retrieve username and password information from a
 secure service.
type SecretsManager struct {
 SecretsManagerClient *secretsmanager.Client
}

// RedshiftBasics constructs a new Redshift Basics runner.
func RedshiftBasics(sdkConfig aws.Config, questioner demotools.IQuestioner, pauser
 demotools.IPausable, filesystem demotools.IFileSystem, helper IScenarioHelper)
 RedshiftBasicsScenario {
 scenario := RedshiftBasicsScenario{
  sdkConfig:         sdkConfig,
  helper:            helper,
  questioner:        questioner,
  pauser:            pauser,
```

```
  filesystem:        filesystem,
  secretsmanager:    &SecretsManager{SecretsManagerClient:
 secretsmanager.NewFromConfig(sdkConfig)},
  redshiftActor:     &actions.RedshiftActions{RedshiftClient:
 redshift.NewFromConfig(sdkConfig)},
  redshiftDataActor: &actions.RedshiftDataActions{RedshiftDataClient:
 redshiftdata.NewFromConfig(sdkConfig)},
 }
 return scenario
}


// Movie makes it easier to use Movie objects given in json format.
type Movie struct {
 ID    int    `json:"id"`
 Title string `json:"title"`
 Year  int    `json:"year"`
}


// User makes it easier to get the User data back from SecretsManager and use it
 later.
type User struct {
 Username string `json:"userName"`
 Password string `json:"userPassword"`
}

// Run runs the RedshiftBasics interactive example that shows you how to use Amazon
// Redshift and how to interact with its common endpoints.
//
// 0. Retrieve username and password information to access Redshift.
// 1. Create a cluster.
// 2. Wait for the cluster to become available.
// 3. List the available databases in the region.
// 4. Create a table named "Movies" in the "dev" database.
// 5. Populate the movies table from the "movies.json" file.
// 6. Query the movies table by year.
// 7. Modify the cluster's maintenance window.
// 8. Optionally clean up all resources created during this demo.
//
// This example creates an Amazon Redshift service client from the specified
 sdkConfig so that
// you can replace it with a mocked or stubbed config for unit testing.
//
```

```
// It uses a questioner from the `demotools` package to get input during the
 example.
// This package can be found in the ..\..\demotools folder of this repo.
func (runner *RedshiftBasicsScenario) Run(ctx context.Context) {

 user := User{}
 secretId := "s3express/basics/secrets"
 clusterId := "demo-cluster-1"
 maintenanceWindow := "wed:07:30-wed:08:00"
 databaseName := "dev"
 tableName := "Movies"
 fileName := "Movies.json"
 nodeType := "ra3.xlplus"
 clusterType := "single-node"

 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
   _, isMock := runner.questioner.(*demotools.MockQuestioner)
   if isMock || runner.questioner.AskBool("Do you want to see the full error message
(y/n)?", "y") {
    log.Println(r)
   }
   runner.cleanUpResources(ctx, clusterId, databaseName, tableName, user.Username,
runner.questioner)
  }
 }()

 // Retrieve the userName and userPassword from SecretsManager
 output, err := runner.secretsmanager.SecretsManagerClient.GetSecretValue(ctx,
 &secretsmanager.GetSecretValueInput{
  SecretId: aws.String(secretId),
 })
 if err != nil {
  log.Printf("There was a problem getting the secret value: %s", err)
  log.Printf("Please make sure to create a secret named 's3express/basics/secrets'
 with keys of 'userName' and 'userPassword'.")
  panic(err)
 }

 err = json.Unmarshal([]byte(*output.SecretString), &user)
 if err != nil {
  log.Printf("There was a problem parsing the secret value from JSON: %s", err)
  panic(err)
```

```
}

// Create the Redshift cluster
_, err = runner.redshiftActor.CreateCluster(ctx, clusterId, user.Username,
user.Password, nodeType, clusterType, true)
if err != nil {
 var clusterAlreadyExistsFault *redshift_types.ClusterAlreadyExistsFault
 if errors.As(err, &clusterAlreadyExistsFault) {
  log.Println("Cluster already exists. Continuing.")
 } else {
  log.Println("Error creating cluster.")
  panic(err)
 }
}

// Wait for the cluster to become available
waiter := redshift.NewClusterAvailableWaiter(runner.redshiftActor.RedshiftClient)
err = waiter.Wait(ctx, &redshift.DescribeClustersInput{
 ClusterIdentifier: aws.String(clusterId),
}, 5*time.Minute)
if err != nil {
 log.Println("An error occurred waiting for the cluster.")
 panic(err)
}

// Get some info about the cluster
describeOutput, err := runner.redshiftActor.DescribeClusters(ctx, clusterId)
if err != nil {
 log.Println("Something went wrong trying to get information about the cluster.")
 panic(err)
}
log.Println("Here's some information about the cluster.")
log.Printf("The cluster's status is %s", *describeOutput.Clusters[0].ClusterStatus)
log.Printf("The cluster was created at %s",
*describeOutput.Clusters[0].ClusterCreateTime)

// List databases
log.Println("List databases in", clusterId)
runner.questioner.Ask("Press Enter to continue...")
err = runner.redshiftDataActor.ListDatabases(ctx, clusterId, databaseName,
user.Username)
if err != nil {
 log.Printf("Failed to list databases: %v\n", err)
 panic(err)
```

```
}

// Create the "Movies" table
log.Println("Now you will create a table named " + tableName + ".")
runner.questioner.Ask("Press Enter to continue...")
err = nil
result, err := runner.redshiftDataActor.CreateTable(ctx, clusterId, databaseName,
tableName, user.Username, runner.pauser, []string{"title VARCHAR(256)", "year
INT"})
if err != nil {
 log.Printf("Failed to create table: %v\n", err)
 panic(err)
}

describeInput := redshiftdata.DescribeStatementInput{
 Id: result.Id,
}
query := actions.RedshiftQuery{
 Context: ctx,
 Input:   describeInput,
 Result:  result,
}
err = runner.redshiftDataActor.WaitForQueryStatus(query, runner.pauser, true)
if err != nil {
 log.Printf("Failed to execute query: %v\n", err)
 panic(err)
}
log.Printf("Successfully executed query\n")

// Populate the "Movies" table
runner.PopulateMoviesTable(ctx, clusterId, databaseName, tableName, user.Username,
fileName)

// Query the "Movies" table by year
log.Println("Query the Movies table by year.")
year := runner.questioner.AskInt(
 fmt.Sprintf("Enter a value between %v and %v:", 2012, 2014),
 demotools.InIntRange{Lower: 2012, Upper: 2014})
runner.QueryMoviesByYear(ctx, clusterId, databaseName, tableName, user.Username,
year)

// Modify the cluster's maintenance window
runner.redshiftActor.ModifyCluster(ctx, clusterId, maintenanceWindow)
```

```
 // Delete the Redshift cluster if confirmed
 runner.cleanUpResources(ctx, clusterId, databaseName, tableName, user.Username,
 runner.questioner)

 log.Println("Thanks for watching!")
}

// cleanUpResources asks the user if they would like to delete each resource created
 during the scenario, from most
// impactful to least impactful. If any choice to delete is made, further deletion
 attempts are skipped.
func (runner *RedshiftBasicsScenario) cleanUpResources(ctx context.Context,
 clusterId string, databaseName string, tableName string, userName string,
 questioner demotools.IQuestioner) {
 deleted := false
 var err error = nil
 if questioner.AskBool("Do you want to delete the entire cluster? This will clean up
 all resources. (y/n)", "y") {
  deleted, err = runner.redshiftActor.DeleteCluster(ctx, clusterId)
  if err != nil {
   log.Printf("Error deleting cluster: %v", err)
  }
 }
 if !deleted && questioner.AskBool("Do you want to delete the dev table? This will
 clean up all inserted records but keep your cluster intact. (y/n)", "y") {
  deleted, err = runner.redshiftDataActor.DeleteTable(ctx, clusterId, databaseName,
 tableName, userName)
  if err != nil {
   log.Printf("Error deleting movies table: %v", err)
  }
 }
 if !deleted && questioner.AskBool("Do you want to delete all rows in the Movies
 table? This will clean up all inserted records but keep your cluster and table
 intact. (y/n)", "y") {
  deleted, err = runner.redshiftDataActor.DeleteDataRows(ctx, clusterId,
 databaseName, tableName, userName, runner.pauser)
  if err != nil {
   log.Printf("Error deleting data rows: %v", err)
  }
 }
 if !deleted {
  log.Print("Please manually delete any unwanted resources.")
 }
}
```

```
// loadMoviesFromJSON takes the <fileName> file and populates a slice of Movie
 objects.
func (runner *RedshiftBasicsScenario) loadMoviesFromJSON(fileName string, filesystem
 demotools.IFileSystem) ([]Movie, error) {
 file, err := filesystem.OpenFile("../../resources/sample_files/" + fileName)
 if err != nil {
  return nil, err
 }
 defer filesystem.CloseFile(file)

 var movies []Movie
 err = json.NewDecoder(file).Decode(&movies)
 if err != nil {
  return nil, err
 }

 return movies, nil
}



// PopulateMoviesTable reads data from the <fileName> file and inserts records into
 the "Movies" table.
func (runner *RedshiftBasicsScenario) PopulateMoviesTable(ctx context.Context,
 clusterId string, databaseName string, tableName string, userName string, fileName
 string) {
 log.Println("Populate the " + tableName + " table using the " + fileName + "
 file.")
 numRecords := runner.questioner.AskInt(
  fmt.Sprintf("Enter a value between %v and %v:", 10, 100),
  demotools.InIntRange{Lower: 10, Upper: 100})

 movies, err := runner.loadMoviesFromJSON(fileName, runner.filesystem)
 if err != nil {
  log.Printf("Failed to load movies from JSON: %v\n", err)
  panic(err)
 }

 var sqlStatements []string

 for i, movie := range movies {
  if i >= numRecords {
```

```
   break
  }

  sqlStatement := fmt.Sprintf(`INSERT INTO %s (title, year) VALUES ('%s', %d);`,
   tableName,
   strings.Replace(movie.Title, "'", "''", -1), // Double any single quotes to
 escape them
   movie.Year)

  sqlStatements = append(sqlStatements, sqlStatement)
 }

 input := &redshiftdata.BatchExecuteStatementInput{
  ClusterIdentifier: aws.String(clusterId),
  Database:          aws.String(databaseName),
  DbUser:            aws.String(userName),
  Sqls:              sqlStatements,
 }

 result, err := runner.redshiftDataActor.ExecuteBatchStatement(ctx, *input)
 if err != nil {
  log.Printf("Failed to execute batch statement: %v\n", err)
  panic(err)
 }

 describeInput := redshiftdata.DescribeStatementInput{
  Id: result.Id,
 }

 query := actions.RedshiftQuery{
  Context: ctx,
  Result:  result,
  Input:   describeInput,
 }
 err = runner.redshiftDataActor.WaitForQueryStatus(query, runner.pauser, true)
 if err != nil {
  log.Printf("Failed to execute batch insert query: %v\n", err)
  return
 }
 log.Printf("Successfully executed batch statement\n")

 log.Printf("%d records were added to the Movies table.\n", numRecords)
}
```

```
// QueryMoviesByYear retrieves only movies from the "Movies" table which match the
 given year.
func (runner *RedshiftBasicsScenario) QueryMoviesByYear(ctx context.Context,
 clusterId string, databaseName string, tableName string, userName string, year int)
 {

 sqlStatement := fmt.Sprintf(`SELECT title FROM %s WHERE year = %d;`, tableName,
 year)

 input := &redshiftdata.ExecuteStatementInput{
  ClusterIdentifier: aws.String(clusterId),
  Database:          aws.String(databaseName),
  DbUser:            aws.String(userName),
  Sql:               aws.String(sqlStatement),
 }

 result, err := runner.redshiftDataActor.ExecuteStatement(ctx, *input)
 if err != nil {
  log.Printf("Failed to query movies: %v\n", err)
  panic(err)
 }

 log.Println("The identifier of the statement is ", *result.Id)

 describeInput := redshiftdata.DescribeStatementInput{
  Id: result.Id,
 }

 query := actions.RedshiftQuery{
  Context: ctx,
  Input:   describeInput,
  Result:  result,
 }
 err = runner.redshiftDataActor.WaitForQueryStatus(query, runner.pauser, true)
 if err != nil {
  log.Printf("Failed to execute query: %v\n", err)
  panic(err)
 }
 log.Printf("Successfully executed query\n")

 getResultOutput, err := runner.redshiftDataActor.GetStatementResult(ctx,
 *result.Id)
```

```
 if err != nil {
  log.Printf("Failed to query movies: %v\n", err)
  panic(err)
 }
 for _, row := range getResultOutput.Records {
  for _, col := range row {
   title, ok := col.(*redshiftdata_types.FieldMemberStringValue)
   if !ok {
    log.Println("Failed to parse the field")
   } else {
    log.Printf("The Movie title field is %s\n", title.Value)
   }
  }
 }
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - CreateCluster
  - DescribeClusters
  - DescribeStatement
  - ExecuteStatement
  - GetStatementResult
  - ListDatabasesPaginator
  - ModifyCluster

Actions

`CreateCluster`

The following code example shows how to use `CreateCluster`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/redshift"
 "github.com/aws/aws-sdk-go-v2/service/redshift/types"
)



// RedshiftActions wraps Redshift service actions.
type RedshiftActions struct {
 RedshiftClient *redshift.Client
}



// CreateCluster sends a request to create a cluster with the given clusterId using
 the provided credentials.
func (actor RedshiftActions) CreateCluster(ctx context.Context, clusterId string,
 userName string, userPassword string, nodeType string, clusterType string,
 publiclyAccessible bool) (*redshift.CreateClusterOutput, error) {
 // Create a new Redshift cluster
 input := &redshift.CreateClusterInput{
  ClusterIdentifier:  aws.String(clusterId),
  MasterUserPassword: aws.String(userPassword),
  MasterUsername:     aws.String(userName),
  NodeType:           aws.String(nodeType),
  ClusterType:        aws.String(clusterType),
  PubliclyAccessible: aws.Bool(publiclyAccessible),
```

```
 }
 var opErr *types.ClusterAlreadyExistsFault
 output, err := actor.RedshiftClient.CreateCluster(ctx, input)
 if err != nil && errors.As(err, &opErr) {
  log.Println("Cluster already exists")
  return nil, nil
 } else if err != nil {
  log.Printf("Failed to create Redshift cluster: %v\n", err)
  return nil, err
 }

 log.Printf("Created cluster %s\n", *output.Cluster.ClusterIdentifier)
 return output, nil
}
```

- For API details, see CreateCluster in *AWS SDK for Go API Reference*.

`DeleteCluster`

The following code example shows how to use `DeleteCluster`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/redshift"
 "github.com/aws/aws-sdk-go-v2/service/redshift/types"
```

```
)



// RedshiftActions wraps Redshift service actions.
type RedshiftActions struct {
 RedshiftClient *redshift.Client
}



// DeleteCluster deletes the given cluster.
func (actor RedshiftActions) DeleteCluster(ctx context.Context, clusterId string)
 (bool, error) {
 input := redshift.DeleteClusterInput{
  ClusterIdentifier:        aws.String(clusterId),
  SkipFinalClusterSnapshot: aws.Bool(true),
 }
 _, err := actor.RedshiftClient.DeleteCluster(ctx, &input)
 var opErr *types.ClusterNotFoundFault
 if err != nil && errors.As(err, &opErr) {
  log.Println("Cluster was not found. Where could it be?")
  return false, err
 } else if err != nil {
  log.Printf("Failed to delete Redshift cluster: %v\n", err)
  return false, err
 }
 waiter := redshift.NewClusterDeletedWaiter(actor.RedshiftClient)
 err = waiter.Wait(ctx, &redshift.DescribeClustersInput{
  ClusterIdentifier: aws.String(clusterId),
 }, 5*time.Minute)
 if err != nil {
  log.Printf("Wait time exceeded for deleting cluster, continuing: %v\n", err)
 }
 log.Printf("The cluster %s was deleted\n", clusterId)
 return true, nil
}
```

- For API details, see DeleteCluster in *AWS SDK for Go API Reference*.

`DescribeClusters`

The following code example shows how to use `DescribeClusters`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/redshift"
 "github.com/aws/aws-sdk-go-v2/service/redshift/types"
)



// RedshiftActions wraps Redshift service actions.
type RedshiftActions struct {
 RedshiftClient *redshift.Client
}



// DescribeClusters returns information about the given cluster.
func (actor RedshiftActions) DescribeClusters(ctx context.Context, clusterId string)
 (*redshift.DescribeClustersOutput, error) {
 input, err := actor.RedshiftClient.DescribeClusters(ctx,
 &redshift.DescribeClustersInput{
  ClusterIdentifier: aws.String(clusterId),
 })
 var opErr *types.AccessToClusterDeniedFault
 if errors.As(err, &opErr) {
  println("Access to cluster denied.")
```

```
  panic(err)
 } else if err != nil {
  println("Failed to describe Redshift clusters.")
  return nil, err
 }
 return input, nil
}
```

- For API details, see DescribeClusters in *AWS SDK for Go API Reference*.

`ModifyCluster`

The following code example shows how to use `ModifyCluster`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "errors"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/redshift"
 "github.com/aws/aws-sdk-go-v2/service/redshift/types"
)



// RedshiftActions wraps Redshift service actions.
type RedshiftActions struct {
 RedshiftClient *redshift.Client
```

```
}



// ModifyCluster sets the preferred maintenance window for the given cluster.
func (actor RedshiftActions) ModifyCluster(ctx context.Context, clusterId string,
 maintenanceWindow string) *redshift.ModifyClusterOutput {
 // Modify the cluster's maintenance window
 input := &redshift.ModifyClusterInput{
  ClusterIdentifier:          aws.String(clusterId),
  PreferredMaintenanceWindow: aws.String(maintenanceWindow),
 }

 var opErr *types.InvalidClusterStateFault
 output, err := actor.RedshiftClient.ModifyCluster(ctx, input)
 if err != nil && errors.As(err, &opErr) {
  log.Println("Cluster is in an invalid state.")
  panic(err)
 } else if err != nil {
  log.Printf("Failed to modify Redshift cluster: %v\n", err)
  panic(err)
 }

 log.Printf("The cluster was successfully modified and now has %s as the maintenance
 window\n", *output.Cluster.PreferredMaintenanceWindow)
 return output
}
```

- For API details, see ModifyCluster in *AWS SDK for Go API Reference*.

Amazon S3 examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Amazon S3.

Basics are code examples that show you how to perform the essential operations within a service.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Scenarios are code examples that show you how to accomplish specific tasks by calling multiple functions within a service or combined with other AWS services.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Get started

Hello Amazon S3

The following code examples show how to get started using Amazon S3.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "errors"
 "fmt"

 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/smithy-go"
)

// main uses the AWS SDK for Go V2 to create an Amazon Simple Storage Service
// (Amazon S3) client and list up to 10 buckets in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
```

```
 fmt.Println(err)
 return
}
s3Client := s3.NewFromConfig(sdkConfig)
count := 10
fmt.Printf("Let's list up to %v buckets for your account.\n", count)
result, err := s3Client.ListBuckets(ctx, &s3.ListBucketsInput{})
if err != nil {
 var ae smithy.APIError
 if errors.As(err, &ae) && ae.ErrorCode() == "AccessDenied" {
  fmt.Println("You don't have permission to list buckets for this account.")
 } else {
  fmt.Printf("Couldn't list buckets for your account. Here's why: %v\n", err)
 }
 return
}
if len(result.Buckets) == 0 {
 fmt.Println("You don't have any buckets!")
} else {
 if count > len(result.Buckets) {
  count = len(result.Buckets)
 }
 for _, bucket := range result.Buckets[:count] {
  fmt.Printf("\t%v\n", *bucket.Name)
 }
}
}
```

- For API details, see ListBuckets in *AWS SDK for Go API Reference*.

Topics

- Basics
- Actions
- Scenarios
- Serverless examples

Basics

Learn the basics

The following code example shows how to:

- Create a bucket and upload a file to it.
- Download an object from a bucket.
- Copy an object to a subfolder in a bucket.
- List the objects in a bucket.
- Delete the bucket objects and the bucket.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Define a struct that wraps bucket and object actions used by the scenario.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "io"
 "log"
 "os"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)
```

```
// BucketBasics encapsulates the Amazon Simple Storage Service (Amazon S3) actions
// used in the examples.
// It contains S3Client, an Amazon S3 service client that is used to perform bucket
// and object actions.
type BucketBasics struct {
 S3Client *s3.Client
}



// ListBuckets lists the buckets in the current account.
func (basics BucketBasics) ListBuckets(ctx context.Context) ([]types.Bucket, error)
 {
 var err error
 var output *s3.ListBucketsOutput
 var buckets []types.Bucket
 bucketPaginator := s3.NewListBucketsPaginator(basics.S3Client,
 &s3.ListBucketsInput{})
 for bucketPaginator.HasMorePages() {
  output, err = bucketPaginator.NextPage(ctx)
  if err != nil {
   var apiErr smithy.APIError
   if errors.As(err, &apiErr) && apiErr.ErrorCode() == "AccessDenied" {
    fmt.Println("You don't have permission to list buckets for this account.")
    err = apiErr
   } else {
    log.Printf("Couldn't list buckets for your account. Here's why: %v\n", err)
   }
   break
  } else {
   buckets = append(buckets, output.Buckets...)
  }
 }
 return buckets, err
}



// BucketExists checks whether a bucket exists in the current account.
func (basics BucketBasics) BucketExists(ctx context.Context, bucketName string)
 (bool, error) {
 _, err := basics.S3Client.HeadBucket(ctx, &s3.HeadBucketInput{
  Bucket: aws.String(bucketName),
 })
```

```
 exists := true
 if err != nil {
  var apiError smithy.APIError
  if errors.As(err, &apiError) {
   switch apiError.(type) {
   case *types.NotFound:
    log.Printf("Bucket %v is available.\n", bucketName)
    exists = false
    err = nil
   default:
    log.Printf("Either you don't have access to bucket %v or another error occurred.
 "+
     "Here's what happened: %v\n", bucketName, err)
   }
  }
 } else {
  log.Printf("Bucket %v exists and you already own it.", bucketName)
 }

 return exists, err
}



// CreateBucket creates a bucket with the specified name in the specified Region.
func (basics BucketBasics) CreateBucket(ctx context.Context, name string, region
 string) error {
 _, err := basics.S3Client.CreateBucket(ctx, &s3.CreateBucketInput{
  Bucket: aws.String(name),
  CreateBucketConfiguration: &types.CreateBucketConfiguration{
   LocationConstraint: types.BucketLocationConstraint(region),
  },
 })
 if err != nil {
  var owned *types.BucketAlreadyOwnedByYou
  var exists *types.BucketAlreadyExists
  if errors.As(err, &owned) {
   log.Printf("You already own bucket %s.\n", name)
   err = owned
  } else if errors.As(err, &exists) {
   log.Printf("Bucket %s already exists.\n", name)
   err = exists
  }
 } else {
```

```
  err = s3.NewBucketExistsWaiter(basics.S3Client).Wait(
   ctx, &s3.HeadBucketInput{Bucket: aws.String(name)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for bucket %s to exist.\n", name)
  }
 }
 return err
}



// UploadFile reads from a file and puts the data into an object in a bucket.
func (basics BucketBasics) UploadFile(ctx context.Context, bucketName string,
 objectKey string, fileName string) error {
 file, err := os.Open(fileName)
 if err != nil {
  log.Printf("Couldn't open file %v to upload. Here's why: %v\n", fileName, err)
 } else {
  defer file.Close()
  _, err = basics.S3Client.PutObject(ctx, &s3.PutObjectInput{
   Bucket: aws.String(bucketName),
   Key:    aws.String(objectKey),
   Body:   file,
  })
  if err != nil {
   var apiErr smithy.APIError
   if errors.As(err, &apiErr) && apiErr.ErrorCode() == "EntityTooLarge" {
    log.Printf("Error while uploading object to %s. The object is too large.\n"+
     "To upload objects larger than 5GB, use the S3 console (160GB max)\n"+
     "or the multipart upload API (5TB max).", bucketName)
   } else {
    log.Printf("Couldn't upload file %v to %v:%v. Here's why: %v\n",
     fileName, bucketName, objectKey, err)
   }
  } else {
   err = s3.NewObjectExistsWaiter(basics.S3Client).Wait(
    ctx, &s3.HeadObjectInput{Bucket: aws.String(bucketName), Key:
 aws.String(objectKey)}, time.Minute)
   if err != nil {
    log.Printf("Failed attempt to wait for object %s to exist.\n", objectKey)
   }
  }
 }
 return err
```

```
}



// UploadLargeObject uses an upload manager to upload data to an object in a bucket.
// The upload manager breaks large data into parts and uploads the parts
 concurrently.
func (basics BucketBasics) UploadLargeObject(ctx context.Context, bucketName string,
 objectKey string, largeObject []byte) error {
 largeBuffer := bytes.NewReader(largeObject)
 var partMiBs int64 = 10
 uploader := manager.NewUploader(basics.S3Client, func(u *manager.Uploader) {
  u.PartSize = partMiBs * 1024 * 1024
 })
 _, err := uploader.Upload(ctx, &s3.PutObjectInput{
  Bucket: aws.String(bucketName),
  Key:    aws.String(objectKey),
  Body:   largeBuffer,
 })
 if err != nil {
  var apiErr smithy.APIError
  if errors.As(err, &apiErr) && apiErr.ErrorCode() == "EntityTooLarge" {
   log.Printf("Error while uploading object to %s. The object is too large.\n"+
    "The maximum size for a multipart upload is 5TB.", bucketName)
  } else {
   log.Printf("Couldn't upload large object to %v:%v. Here's why: %v\n",
    bucketName, objectKey, err)
  }
 } else {
  err = s3.NewObjectExistsWaiter(basics.S3Client).Wait(
   ctx, &s3.HeadObjectInput{Bucket: aws.String(bucketName), Key:
 aws.String(objectKey)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for object %s to exist.\n", objectKey)
  }
 }

 return err
}



// DownloadFile gets an object from a bucket and stores it in a local file.
```

```
func (basics BucketBasics) DownloadFile(ctx context.Context, bucketName string,
 objectKey string, fileName string) error {
 result, err := basics.S3Client.GetObject(ctx, &s3.GetObjectInput{
  Bucket: aws.String(bucketName),
  Key:    aws.String(objectKey),
 })
 if err != nil {
  var noKey *types.NoSuchKey
  if errors.As(err, &noKey) {
   log.Printf("Can't get object %s from bucket %s. No such key exists.\n",
 objectKey, bucketName)
   err = noKey
  } else {
   log.Printf("Couldn't get object %v:%v. Here's why: %v\n", bucketName, objectKey,
 err)
  }
  return err
 }
 defer result.Body.Close()
 file, err := os.Create(fileName)
 if err != nil {
  log.Printf("Couldn't create file %v. Here's why: %v\n", fileName, err)
  return err
 }
 defer file.Close()
 body, err := io.ReadAll(result.Body)
 if err != nil {
  log.Printf("Couldn't read object body from %v. Here's why: %v\n", objectKey, err)
 }
 _, err = file.Write(body)
 return err
}



// DownloadLargeObject uses a download manager to download an object from a bucket.
// The download manager gets the data in parts and writes them to a buffer until all
 of
// the data has been downloaded.
func (basics BucketBasics) DownloadLargeObject(ctx context.Context, bucketName
 string, objectKey string) ([]byte, error) {
 var partMiBs int64 = 10
 downloader := manager.NewDownloader(basics.S3Client, func(d *manager.Downloader) {
  d.PartSize = partMiBs * 1024 * 1024
```

```
 })
 buffer := manager.NewWriteAtBuffer([]byte{})
 _, err := downloader.Download(ctx, buffer, &s3.GetObjectInput{
  Bucket: aws.String(bucketName),
  Key:    aws.String(objectKey),
 })
 if err != nil {
  log.Printf("Couldn't download large object from %v:%v. Here's why: %v\n",
   bucketName, objectKey, err)
 }
 return buffer.Bytes(), err
}



// CopyToFolder copies an object in a bucket to a subfolder in the same bucket.
func (basics BucketBasics) CopyToFolder(ctx context.Context, bucketName string,
 objectKey string, folderName string) error {
 objectDest := fmt.Sprintf("%v/%v", folderName, objectKey)
 _, err := basics.S3Client.CopyObject(ctx, &s3.CopyObjectInput{
  Bucket:     aws.String(bucketName),
  CopySource: aws.String(fmt.Sprintf("%v/%v", bucketName, objectKey)),
  Key:        aws.String(objectDest),
 })
 if err != nil {
  var notActive *types.ObjectNotInActiveTierError
  if errors.As(err, &notActive) {
   log.Printf("Couldn't copy object %s from %s because the object isn't in the
 active tier.\n",
    objectKey, bucketName)
   err = notActive
  }
 } else {
  err = s3.NewObjectExistsWaiter(basics.S3Client).Wait(
   ctx, &s3.HeadObjectInput{Bucket: aws.String(bucketName), Key:
 aws.String(objectDest)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for object %s to exist.\n", objectDest)
  }
 }
 return err
}
```

```
// CopyToBucket copies an object in a bucket to another bucket.
func (basics BucketBasics) CopyToBucket(ctx context.Context, sourceBucket string,
 destinationBucket string, objectKey string) error {
 _, err := basics.S3Client.CopyObject(ctx, &s3.CopyObjectInput{
  Bucket:     aws.String(destinationBucket),
  CopySource: aws.String(fmt.Sprintf("%v/%v", sourceBucket, objectKey)),
  Key:        aws.String(objectKey),
 })
 if err != nil {
  var notActive *types.ObjectNotInActiveTierError
  if errors.As(err, &notActive) {
   log.Printf("Couldn't copy object %s from %s because the object isn't in the
 active tier.\n",
    objectKey, sourceBucket)
   err = notActive
  }
 } else {
  err = s3.NewObjectExistsWaiter(basics.S3Client).Wait(
   ctx, &s3.HeadObjectInput{Bucket: aws.String(destinationBucket), Key:
 aws.String(objectKey)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for object %s to exist.\n", objectKey)
  }
 }
 return err
}



// ListObjects lists the objects in a bucket.
func (basics BucketBasics) ListObjects(ctx context.Context, bucketName string)
 ([]types.Object, error) {
 var err error
 var output *s3.ListObjectsV2Output
 input := &s3.ListObjectsV2Input{
  Bucket: aws.String(bucketName),
 }
 var objects []types.Object
 objectPaginator := s3.NewListObjectsV2Paginator(basics.S3Client, input)
 for objectPaginator.HasMorePages() {
  output, err = objectPaginator.NextPage(ctx)
  if err != nil {
   var noBucket *types.NoSuchBucket
```

```
   if errors.As(err, &noBucket) {
    log.Printf("Bucket %s does not exist.\n", bucketName)
    err = noBucket
   }
   break
  } else {
   objects = append(objects, output.Contents...)
  }
 }
 return objects, err
}



// DeleteObjects deletes a list of objects from a bucket.
func (basics BucketBasics) DeleteObjects(ctx context.Context, bucketName string,
 objectKeys []string) error {
 var objectIds []types.ObjectIdentifier
 for _, key := range objectKeys {
  objectIds = append(objectIds, types.ObjectIdentifier{Key: aws.String(key)})
 }
 output, err := basics.S3Client.DeleteObjects(ctx, &s3.DeleteObjectsInput{
  Bucket: aws.String(bucketName),
  Delete: &types.Delete{Objects: objectIds, Quiet: aws.Bool(true)},
 })
 if err != nil || len(output.Errors) > 0 {
  log.Printf("Error deleting objects from bucket %s.\n", bucketName)
  if err != nil {
   var noBucket *types.NoSuchBucket
   if errors.As(err, &noBucket) {
    log.Printf("Bucket %s does not exist.\n", bucketName)
    err = noBucket
   }
  } else if len(output.Errors) > 0 {
   for _, outErr := range output.Errors {
    log.Printf("%s: %s\n", *outErr.Key, *outErr.Message)
   }
   err = fmt.Errorf("%s", *output.Errors[0].Message)
  }
 } else {
  for _, delObjs := range output.Deleted {
   err = s3.NewObjectNotExistsWaiter(basics.S3Client).Wait(
    ctx, &s3.HeadObjectInput{Bucket: aws.String(bucketName), Key: delObjs.Key},
 time.Minute)
```

```
   if err != nil {
    log.Printf("Failed attempt to wait for object %s to be deleted.\n",
 *delObjs.Key)
   } else {
    log.Printf("Deleted %s.\n", *delObjs.Key)
   }
  }
 }
 return err
}



// DeleteBucket deletes a bucket. The bucket must be empty or an error is returned.
func (basics BucketBasics) DeleteBucket(ctx context.Context, bucketName string)
 error {
 _, err := basics.S3Client.DeleteBucket(ctx, &s3.DeleteBucketInput{
  Bucket: aws.String(bucketName)})
 if err != nil {
  var noBucket *types.NoSuchBucket
  if errors.As(err, &noBucket) {
   log.Printf("Bucket %s does not exist.\n", bucketName)
   err = noBucket
  } else {
   log.Printf("Couldn't delete bucket %v. Here's why: %v\n", bucketName, err)
  }
 } else {
  err = s3.NewBucketNotExistsWaiter(basics.S3Client).Wait(
   ctx, &s3.HeadBucketInput{Bucket: aws.String(bucketName)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for bucket %s to be deleted.\n", bucketName)
  } else {
   log.Printf("Deleted %s.\n", bucketName)
  }
 }
 return err
}
```

Run an interactive scenario that shows you how to work with S3 buckets and objects.

```
import (
 "context"
 "fmt"
 "log"
 "os"
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/s3/actions"
)

// RunGetStartedScenario is an interactive example that shows you how to use Amazon
// Simple Storage Service (Amazon S3) to create an S3 bucket and use it to store
 objects.
//
// 1. Create a bucket.
// 2. Upload a local file to the bucket.
// 3. Download an object to a local file.
// 4. Copy an object to a different folder in the bucket.
// 5. List objects in the bucket.
// 6. Delete all objects in the bucket.
// 7. Delete the bucket.
//
// This example creates an Amazon S3 service client from the specified sdkConfig so
 that
// you can replace it with a mocked or stubbed config for unit testing.
//
// It uses a questioner from the `demotools` package to get input during the
 example.
// This package can be found in the ..\..\demotools folder of this repo.
func RunGetStartedScenario(ctx context.Context, sdkConfig aws.Config, questioner
 demotools.IQuestioner) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
   _, isMock := questioner.(*demotools.MockQuestioner)
   if isMock || questioner.AskBool("Do you want to see the full error message (y/
n)?", "y") {
    log.Println(r)
   }
  }
 }()
```

```
log.Println(strings.Repeat("-", 88))
log.Println("Welcome to the Amazon S3 getting started demo.")
log.Println(strings.Repeat("-", 88))

s3Client := s3.NewFromConfig(sdkConfig)
bucketBasics := actions.BucketBasics{S3Client: s3Client}

count := 10
log.Printf("Let's list up to %v buckets for your account:", count)
buckets, err := bucketBasics.ListBuckets(ctx)
if err != nil {
 panic(err)
}
if len(buckets) == 0 {
 log.Println("You don't have any buckets!")
} else {
 if count > len(buckets) {
  count = len(buckets)
 }
 for _, bucket := range buckets[:count] {
  log.Printf("\t%v\n", *bucket.Name)
 }
}

bucketName := questioner.Ask("Let's create a bucket. Enter a name for your
bucket:",
 demotools.NotEmpty{})
bucketExists, err := bucketBasics.BucketExists(ctx, bucketName)
if err != nil {
 panic(err)
}
if !bucketExists {
 err = bucketBasics.CreateBucket(ctx, bucketName, sdkConfig.Region)
 if err != nil {
  panic(err)
 } else {
  log.Println("Bucket created.")
 }
}
log.Println(strings.Repeat("-", 88))

fmt.Println("Let's upload a file to your bucket.")
smallFile := questioner.Ask("Enter the path to a file you want to upload:",
```

```
 demotools.NotEmpty{})
const smallKey = "doc-example-key"
err = bucketBasics.UploadFile(ctx, bucketName, smallKey, smallFile)
if err != nil {
 panic(err)
}
log.Printf("Uploaded %v as %v.\n", smallFile, smallKey)
log.Println(strings.Repeat("-", 88))

log.Printf("Let's download %v to a file.", smallKey)
downloadFileName := questioner.Ask("Enter a name for the downloaded file:",
demotools.NotEmpty{})
err = bucketBasics.DownloadFile(ctx, bucketName, smallKey, downloadFileName)
if err != nil {
 panic(err)
}
log.Printf("File %v downloaded.", downloadFileName)
log.Println(strings.Repeat("-", 88))

log.Printf("Let's copy %v to a folder in the same bucket.", smallKey)
folderName := questioner.Ask("Enter a folder name: ", demotools.NotEmpty{})
err = bucketBasics.CopyToFolder(ctx, bucketName, smallKey, folderName)
if err != nil {
 panic(err)
}
log.Printf("Copied %v to %v/%v.\n", smallKey, folderName, smallKey)
log.Println(strings.Repeat("-", 88))

log.Println("Let's list the objects in your bucket.")
questioner.Ask("Press Enter when you're ready.")
objects, err := bucketBasics.ListObjects(ctx, bucketName)
if err != nil {
 panic(err)
}
log.Printf("Found %v objects.\n", len(objects))
var objKeys []string
for _, object := range objects {
 objKeys = append(objKeys, *object.Key)
 log.Printf("\t%v\n", *object.Key)
}
log.Println(strings.Repeat("-", 88))

if questioner.AskBool("Do you want to delete your bucket and all of its "+
 "contents? (y/n)", "y") {
```

```
  log.Println("Deleting objects.")
  err = bucketBasics.DeleteObjects(ctx, bucketName, objKeys)
  if err != nil {
   panic(err)
  }
  log.Println("Deleting bucket.")
  err = bucketBasics.DeleteBucket(ctx, bucketName)
  if err != nil {
   panic(err)
  }
  log.Printf("Deleting downloaded file %v.\n", downloadFileName)
  err = os.Remove(downloadFileName)
  if err != nil {
   panic(err)
  }
 } else {
  log.Println("Okay. Don't forget to delete objects from your bucket to avoid
 charges.")
 }
 log.Println(strings.Repeat("-", 88))

 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - CopyObject
  - CreateBucket
  - DeleteBucket
  - DeleteObjects
  - GetObject
  - ListObjectsV2
  - PutObject

Actions

`CopyObject`

The following code example shows how to use `CopyObject`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "io"
 "log"
 "os"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// BucketBasics encapsulates the Amazon Simple Storage Service (Amazon S3) actions
// used in the examples.
// It contains S3Client, an Amazon S3 service client that is used to perform bucket
// and object actions.
type BucketBasics struct {
 S3Client *s3.Client
}
```

```
// CopyToBucket copies an object in a bucket to another bucket.
func (basics BucketBasics) CopyToBucket(ctx context.Context, sourceBucket string,
 destinationBucket string, objectKey string) error {
 _, err := basics.S3Client.CopyObject(ctx, &s3.CopyObjectInput{
  Bucket:     aws.String(destinationBucket),
  CopySource: aws.String(fmt.Sprintf("%v/%v", sourceBucket, objectKey)),
  Key:        aws.String(objectKey),
 })
 if err != nil {
  var notActive *types.ObjectNotInActiveTierError
  if errors.As(err, &notActive) {
   log.Printf("Couldn't copy object %s from %s because the object isn't in the
 active tier.\n",
    objectKey, sourceBucket)
   err = notActive
  }
 } else {
  err = s3.NewObjectExistsWaiter(basics.S3Client).Wait(
   ctx, &s3.HeadObjectInput{Bucket: aws.String(destinationBucket), Key:
 aws.String(objectKey)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for object %s to exist.\n", objectKey)
  }
 }
 return err
}
```

- For API details, see CopyObject in *AWS SDK for Go API Reference*.

`CreateBucket`

The following code example shows how to use `CreateBucket`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Create a bucket with default configuration.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "io"
 "log"
 "os"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// BucketBasics encapsulates the Amazon Simple Storage Service (Amazon S3) actions
// used in the examples.
// It contains S3Client, an Amazon S3 service client that is used to perform bucket
// and object actions.
type BucketBasics struct {
 S3Client *s3.Client
}



// CreateBucket creates a bucket with the specified name in the specified Region.
func (basics BucketBasics) CreateBucket(ctx context.Context, name string, region
 string) error {
 _, err := basics.S3Client.CreateBucket(ctx, &s3.CreateBucketInput{
  Bucket: aws.String(name),
  CreateBucketConfiguration: &types.CreateBucketConfiguration{
   LocationConstraint: types.BucketLocationConstraint(region),
  },
 })
 if err != nil {
  var owned *types.BucketAlreadyOwnedByYou
  var exists *types.BucketAlreadyExists
  if errors.As(err, &owned) {
   log.Printf("You already own bucket %s.\n", name)
```

```
   err = owned
  } else if errors.As(err, &exists) {
   log.Printf("Bucket %s already exists.\n", name)
   err = exists
  }
 } else {
  err = s3.NewBucketExistsWaiter(basics.S3Client).Wait(
   ctx, &s3.HeadBucketInput{Bucket: aws.String(name)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for bucket %s to exist.\n", name)
  }
 }
 return err
}
```

Create a bucket with object locking and wait for it to exist.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}
```

```
// CreateBucketWithLock creates a new S3 bucket with optional object locking enabled
// and waits for the bucket to exist before returning.
func (actor S3Actions) CreateBucketWithLock(ctx context.Context, bucket string,
 region string, enableObjectLock bool) (string, error) {
 input := &s3.CreateBucketInput{
  Bucket: aws.String(bucket),
  CreateBucketConfiguration: &types.CreateBucketConfiguration{
   LocationConstraint: types.BucketLocationConstraint(region),
  },
 }

 if enableObjectLock {
  input.ObjectLockEnabledForBucket = aws.Bool(true)
 }

 _, err := actor.S3Client.CreateBucket(ctx, input)
 if err != nil {
  var owned *types.BucketAlreadyOwnedByYou
  var exists *types.BucketAlreadyExists
  if errors.As(err, &owned) {
   log.Printf("You already own bucket %s.\n", bucket)
   err = owned
  } else if errors.As(err, &exists) {
   log.Printf("Bucket %s already exists.\n", bucket)
   err = exists
  }
 } else {
  err = s3.NewBucketExistsWaiter(actor.S3Client).Wait(
   ctx, &s3.HeadBucketInput{Bucket: aws.String(bucket)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for bucket %s to exist.\n", bucket)
  }
 }

 return bucket, err
}
```

- For API details, see CreateBucket in *AWS SDK for Go API Reference*.

`DeleteBucket`

The following code example shows how to use `DeleteBucket`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "io"
 "log"
 "os"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// BucketBasics encapsulates the Amazon Simple Storage Service (Amazon S3) actions
// used in the examples.
// It contains S3Client, an Amazon S3 service client that is used to perform bucket
// and object actions.
type BucketBasics struct {
 S3Client *s3.Client
}



// DeleteBucket deletes a bucket. The bucket must be empty or an error is returned.
func (basics BucketBasics) DeleteBucket(ctx context.Context, bucketName string)
 error {
```

```
 _, err := basics.S3Client.DeleteBucket(ctx, &s3.DeleteBucketInput{
  Bucket: aws.String(bucketName)})
 if err != nil {
  var noBucket *types.NoSuchBucket
  if errors.As(err, &noBucket) {
   log.Printf("Bucket %s does not exist.\n", bucketName)
   err = noBucket
  } else {
   log.Printf("Couldn't delete bucket %v. Here's why: %v\n", bucketName, err)
  }
 } else {
  err = s3.NewBucketNotExistsWaiter(basics.S3Client).Wait(
   ctx, &s3.HeadBucketInput{Bucket: aws.String(bucketName)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for bucket %s to be deleted.\n", bucketName)
  } else {
   log.Printf("Deleted %s.\n", bucketName)
  }
 }
 return err
}
```

- For API details, see DeleteBucket in *AWS SDK for Go API Reference*.

`DeleteObject`

The following code example shows how to use `DeleteObject`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
```

```
 "errors"
 "fmt"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}



// DeleteObject deletes an object from a bucket.
func (actor S3Actions) DeleteObject(ctx context.Context, bucket string, key string,
 versionId string, bypassGovernance bool) (bool, error) {
 deleted := false
 input := &s3.DeleteObjectInput{
  Bucket: aws.String(bucket),
  Key:    aws.String(key),
 }
 if versionId != "" {
  input.VersionId = aws.String(versionId)
 }
 if bypassGovernance {
  input.BypassGovernanceRetention = aws.Bool(true)
 }
 _, err := actor.S3Client.DeleteObject(ctx, input)
 if err != nil {
  var noKey *types.NoSuchKey
  var apiErr *smithy.GenericAPIError
  if errors.As(err, &noKey) {
   log.Printf("Object %s does not exist in %s.\n", key, bucket)
   err = noKey
  } else if errors.As(err, &apiErr) {
   switch apiErr.ErrorCode() {
   case "AccessDenied":
```

```
    log.Printf("Access denied: cannot delete object %s from %s.\n", key, bucket)
    err = nil
   case "InvalidArgument":
    if bypassGovernance {
     log.Printf("You cannot specify bypass governance on a bucket without lock
 enabled.")
     err = nil
    }
   }
  }
 } else {
  err = s3.NewObjectNotExistsWaiter(actor.S3Client).Wait(
   ctx, &s3.HeadObjectInput{Bucket: aws.String(bucket), Key: aws.String(key)},
 time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for object %s in bucket %s to be deleted.\n",
 key, bucket)
  } else {
   deleted = true
  }
 }
 return deleted, err
}
```

- For API details, see DeleteObject in *AWS SDK for Go API Reference*.

`DeleteObjects`

The following code example shows how to use `DeleteObjects`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
```

```
 "bytes"
 "context"
 "errors"
 "fmt"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}



// DeleteObjects deletes a list of objects from a bucket.
func (actor S3Actions) DeleteObjects(ctx context.Context, bucket string, objects
 []types.ObjectIdentifier, bypassGovernance bool) error {
 if len(objects) == 0 {
  return nil
 }

 input := s3.DeleteObjectsInput{
  Bucket: aws.String(bucket),
  Delete: &types.Delete{
   Objects: objects,
   Quiet:   aws.Bool(true),
  },
 }
 if bypassGovernance {
  input.BypassGovernanceRetention = aws.Bool(true)
 }
 delOut, err := actor.S3Client.DeleteObjects(ctx, &input)
 if err != nil || len(delOut.Errors) > 0 {
  log.Printf("Error deleting objects from bucket %s.\n", bucket)
  if err != nil {
   var noBucket *types.NoSuchBucket
```

```
    if errors.As(err, &noBucket) {
     log.Printf("Bucket %s does not exist.\n", bucket)
     err = noBucket
    }
   } else if len(delOut.Errors) > 0 {
    for _, outErr := range delOut.Errors {
     log.Printf("%s: %s\n", *outErr.Key, *outErr.Message)
    }
    err = fmt.Errorf("%s", *delOut.Errors[0].Message)
   }
  } else {
   for _, delObjs := range delOut.Deleted {
    err = s3.NewObjectNotExistsWaiter(actor.S3Client).Wait(
     ctx, &s3.HeadObjectInput{Bucket: aws.String(bucket), Key: delObjs.Key},
  time.Minute)
    if err != nil {
     log.Printf("Failed attempt to wait for object %s to be deleted.\n",
  *delObjs.Key)
    } else {
     log.Printf("Deleted %s.\n", *delObjs.Key)
    }
   }
  }
  return err
}
```

- For API details, see DeleteObjects in *AWS SDK for Go API Reference*.

`GetObject`

The following code example shows how to use `GetObject`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "io"
 "log"
 "os"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// BucketBasics encapsulates the Amazon Simple Storage Service (Amazon S3) actions
// used in the examples.
// It contains S3Client, an Amazon S3 service client that is used to perform bucket
// and object actions.
type BucketBasics struct {
 S3Client *s3.Client
}



// DownloadFile gets an object from a bucket and stores it in a local file.
func (basics BucketBasics) DownloadFile(ctx context.Context, bucketName string,
 objectKey string, fileName string) error {
 result, err := basics.S3Client.GetObject(ctx, &s3.GetObjectInput{
  Bucket: aws.String(bucketName),
  Key:    aws.String(objectKey),
 })
 if err != nil {
  var noKey *types.NoSuchKey
  if errors.As(err, &noKey) {
   log.Printf("Can't get object %s from bucket %s. No such key exists.\n",
 objectKey, bucketName)
   err = noKey
  } else {
```

```
    log.Printf("Couldn't get object %v:%v. Here's why: %v\n", bucketName, objectKey,
 err)
  }
  return err
 }
 defer result.Body.Close()
 file, err := os.Create(fileName)
 if err != nil {
  log.Printf("Couldn't create file %v. Here's why: %v\n", fileName, err)
  return err
 }
 defer file.Close()
 body, err := io.ReadAll(result.Body)
 if err != nil {
  log.Printf("Couldn't read object body from %v. Here's why: %v\n", objectKey, err)
 }
 _, err = file.Write(body)
 return err
}
```

- For API details, see GetObject in *AWS SDK for Go API Reference*.

`GetObjectLegalHold`

The following code example shows how to use `GetObjectLegalHold`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
```

```
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}



// GetObjectLegalHold retrieves the legal hold status for an S3 object.
func (actor S3Actions) GetObjectLegalHold(ctx context.Context, bucket string, key
 string, versionId string) (*types.ObjectLockLegalHoldStatus, error) {
 var status *types.ObjectLockLegalHoldStatus
 input := &s3.GetObjectLegalHoldInput{
  Bucket:    aws.String(bucket),
  Key:       aws.String(key),
  VersionId: aws.String(versionId),
 }

 output, err := actor.S3Client.GetObjectLegalHold(ctx, input)
 if err != nil {
  var noSuchKeyErr *types.NoSuchKey
  var apiErr *smithy.GenericAPIError
  if errors.As(err, &noSuchKeyErr) {
   log.Printf("Object %s does not exist in bucket %s.\n", key, bucket)
   err = noSuchKeyErr
  } else if errors.As(err, &apiErr) {
   switch apiErr.ErrorCode() {
   case "NoSuchObjectLockConfiguration":
    log.Printf("Object %s does not have an object lock configuration.\n", key)
    err = nil
   case "InvalidRequest":
    log.Printf("Bucket %s does not have an object lock configuration.\n", bucket)
    err = nil
   }
```

```
  }
 } else {
  status = &output.LegalHold.Status
 }

 return status, err
}
```

- For API details, see GetObjectLegalHold in *AWS SDK for Go API Reference*.

`GetObjectLockConfiguration`

The following code example shows how to use `GetObjectLockConfiguration`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
```

```
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}



// GetObjectLockConfiguration retrieves the object lock configuration for an S3
 bucket.
func (actor S3Actions) GetObjectLockConfiguration(ctx context.Context, bucket
 string) (*types.ObjectLockConfiguration, error) {
 var lockConfig *types.ObjectLockConfiguration
 input := &s3.GetObjectLockConfigurationInput{
  Bucket: aws.String(bucket),
 }

 output, err := actor.S3Client.GetObjectLockConfiguration(ctx, input)
 if err != nil {
  var noBucket *types.NoSuchBucket
  var apiErr *smithy.GenericAPIError
  if errors.As(err, &noBucket) {
   log.Printf("Bucket %s does not exist.\n", bucket)
   err = noBucket
  } else if errors.As(err, &apiErr) && apiErr.ErrorCode() ==
 "ObjectLockConfigurationNotFoundError" {
   log.Printf("Bucket %s does not have an object lock configuration.\n", bucket)
   err = nil
  }
 } else {
  lockConfig = output.ObjectLockConfiguration
 }

 return lockConfig, err
}
```

- For API details, see GetObjectLockConfiguration in *AWS SDK for Go API Reference*.

`GetObjectRetention`

The following code example shows how to use `GetObjectRetention`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}



// GetObjectRetention retrieves the object retention configuration for an S3 object.
func (actor S3Actions) GetObjectRetention(ctx context.Context, bucket string, key
 string) (*types.ObjectLockRetention, error) {
 var retention *types.ObjectLockRetention
 input := &s3.GetObjectRetentionInput{
  Bucket: aws.String(bucket),
  Key:    aws.String(key),
 }

 output, err := actor.S3Client.GetObjectRetention(ctx, input)
```

```
 if err != nil {
  var noKey *types.NoSuchKey
  var apiErr *smithy.GenericAPIError
  if errors.As(err, &noKey) {
   log.Printf("Object %s does not exist in bucket %s.\n", key, bucket)
   err = noKey
  } else if errors.As(err, &apiErr) {
   switch apiErr.ErrorCode() {
   case "NoSuchObjectLockConfiguration":
    err = nil
   case "InvalidRequest":
    log.Printf("Bucket %s does not have locking enabled.", bucket)
    err = nil
   }
  }
 } else {
  retention = output.Retention
 }

 return retention, err
}
```

- For API details, see GetObjectRetention in *AWS SDK for Go API Reference*.

`HeadBucket`

The following code example shows how to use `HeadBucket`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
```

```
 "errors"
 "fmt"
 "io"
 "log"
 "os"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// BucketBasics encapsulates the Amazon Simple Storage Service (Amazon S3) actions
// used in the examples.
// It contains S3Client, an Amazon S3 service client that is used to perform bucket
// and object actions.
type BucketBasics struct {
 S3Client *s3.Client
}



// BucketExists checks whether a bucket exists in the current account.
func (basics BucketBasics) BucketExists(ctx context.Context, bucketName string)
 (bool, error) {
 _, err := basics.S3Client.HeadBucket(ctx, &s3.HeadBucketInput{
  Bucket: aws.String(bucketName),
 })
 exists := true
 if err != nil {
  var apiError smithy.APIError
  if errors.As(err, &apiError) {
   switch apiError.(type) {
   case *types.NotFound:
    log.Printf("Bucket %v is available.\n", bucketName)
    exists = false
    err = nil
   default:
    log.Printf("Either you don't have access to bucket %v or another error occurred.
 "+
     "Here's what happened: %v\n", bucketName, err)
   }
```

```
  }
 } else {
  log.Printf("Bucket %v exists and you already own it.", bucketName)
 }

 return exists, err
}
```

- For API details, see HeadBucket in *AWS SDK for Go API Reference*.

`ListBuckets`

The following code example shows how to use `ListBuckets`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "io"
 "log"
 "os"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)
```

```
// BucketBasics encapsulates the Amazon Simple Storage Service (Amazon S3) actions
// used in the examples.
// It contains S3Client, an Amazon S3 service client that is used to perform bucket
// and object actions.
type BucketBasics struct {
 S3Client *s3.Client
}



// ListBuckets lists the buckets in the current account.
func (basics BucketBasics) ListBuckets(ctx context.Context) ([]types.Bucket, error)
 {
 var err error
 var output *s3.ListBucketsOutput
 var buckets []types.Bucket
 bucketPaginator := s3.NewListBucketsPaginator(basics.S3Client,
 &s3.ListBucketsInput{})
 for bucketPaginator.HasMorePages() {
  output, err = bucketPaginator.NextPage(ctx)
  if err != nil {
   var apiErr smithy.APIError
   if errors.As(err, &apiErr) && apiErr.ErrorCode() == "AccessDenied" {
    fmt.Println("You don't have permission to list buckets for this account.")
    err = apiErr
   } else {
    log.Printf("Couldn't list buckets for your account. Here's why: %v\n", err)
   }
   break
  } else {
   buckets = append(buckets, output.Buckets...)
  }
 }
 return buckets, err
}
```

- For API details, see ListBuckets in *AWS SDK for Go API Reference*.

`ListObjectVersions`

The following code example shows how to use `ListObjectVersions`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}



// ListObjectVersions lists all versions of all objects in a bucket.
func (actor S3Actions) ListObjectVersions(ctx context.Context, bucket string)
 ([]types.ObjectVersion, error) {
 var err error
 var output *s3.ListObjectVersionsOutput
 var versions []types.ObjectVersion
 input := &s3.ListObjectVersionsInput{Bucket: aws.String(bucket)}
 versionPaginator := s3.NewListObjectVersionsPaginator(actor.S3Client, input)
 for versionPaginator.HasMorePages() {
  output, err = versionPaginator.NextPage(ctx)
```

```
  if err != nil {
   var noBucket *types.NoSuchBucket
   if errors.As(err, &noBucket) {
    log.Printf("Bucket %s does not exist.\n", bucket)
    err = noBucket
   }
   break
  } else {
   versions = append(versions, output.Versions...)
  }
 }
 return versions, err
}
```

- For API details, see ListObjectVersions in *AWS SDK for Go API Reference*.

`ListObjectsV2`

The following code example shows how to use `ListObjectsV2`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "io"
 "log"
 "os"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
```

```
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// BucketBasics encapsulates the Amazon Simple Storage Service (Amazon S3) actions
// used in the examples.
// It contains S3Client, an Amazon S3 service client that is used to perform bucket
// and object actions.
type BucketBasics struct {
 S3Client *s3.Client
}



// ListObjects lists the objects in a bucket.
func (basics BucketBasics) ListObjects(ctx context.Context, bucketName string)
 ([]types.Object, error) {
 var err error
 var output *s3.ListObjectsV2Output
 input := &s3.ListObjectsV2Input{
  Bucket: aws.String(bucketName),
 }
 var objects []types.Object
 objectPaginator := s3.NewListObjectsV2Paginator(basics.S3Client, input)
 for objectPaginator.HasMorePages() {
  output, err = objectPaginator.NextPage(ctx)
  if err != nil {
   var noBucket *types.NoSuchBucket
   if errors.As(err, &noBucket) {
    log.Printf("Bucket %s does not exist.\n", bucketName)
    err = noBucket
   }
   break
  } else {
   objects = append(objects, output.Contents...)
  }
 }
 return objects, err
}
```

- For API details, see ListObjectsV2 in *AWS SDK for Go API Reference*.

`PutObject`

The following code example shows how to use `PutObject`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Put an object in a bucket by using the low-level API.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "io"
 "log"
 "os"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// BucketBasics encapsulates the Amazon Simple Storage Service (Amazon S3) actions
// used in the examples.
// It contains S3Client, an Amazon S3 service client that is used to perform bucket
// and object actions.
type BucketBasics struct {
 S3Client *s3.Client
}
```

```
// UploadFile reads from a file and puts the data into an object in a bucket.
func (basics BucketBasics) UploadFile(ctx context.Context, bucketName string,
 objectKey string, fileName string) error {
 file, err := os.Open(fileName)
 if err != nil {
  log.Printf("Couldn't open file %v to upload. Here's why: %v\n", fileName, err)
 } else {
  defer file.Close()
  _, err = basics.S3Client.PutObject(ctx, &s3.PutObjectInput{
   Bucket: aws.String(bucketName),
   Key:    aws.String(objectKey),
   Body:   file,
  })
  if err != nil {
   var apiErr smithy.APIError
   if errors.As(err, &apiErr) && apiErr.ErrorCode() == "EntityTooLarge" {
    log.Printf("Error while uploading object to %s. The object is too large.\n"+
     "To upload objects larger than 5GB, use the S3 console (160GB max)\n"+
     "or the multipart upload API (5TB max).", bucketName)
   } else {
    log.Printf("Couldn't upload file %v to %v:%v. Here's why: %v\n",
     fileName, bucketName, objectKey, err)
   }
  } else {
   err = s3.NewObjectExistsWaiter(basics.S3Client).Wait(
    ctx, &s3.HeadObjectInput{Bucket: aws.String(bucketName), Key:
 aws.String(objectKey)}, time.Minute)
   if err != nil {
    log.Printf("Failed attempt to wait for object %s to exist.\n", objectKey)
   }
  }
 }
 return err
}
```

Upload an object to a bucket by using a transfer manager.

```
import (
```

```
 "bytes"
 "context"
 "errors"
 "fmt"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}



// UploadObject uses the S3 upload manager to upload an object to a bucket.
func (actor S3Actions) UploadObject(ctx context.Context, bucket string, key string,
 contents string) (string, error) {
 var outKey string
 input := &s3.PutObjectInput{
  Bucket:            aws.String(bucket),
  Key:               aws.String(key),
  Body:              bytes.NewReader([]byte(contents)),
  ChecksumAlgorithm: types.ChecksumAlgorithmSha256,
 }
 output, err := actor.S3Manager.Upload(ctx, input)
 if err != nil {
  var noBucket *types.NoSuchBucket
  if errors.As(err, &noBucket) {
   log.Printf("Bucket %s does not exist.\n", bucket)
   err = noBucket
  }
 } else {
  err := s3.NewObjectExistsWaiter(actor.S3Client).Wait(ctx, &s3.HeadObjectInput{
   Bucket: aws.String(bucket),
   Key:    aws.String(key),
  }, time.Minute)
```

```
  if err != nil {
   log.Printf("Failed attempt to wait for object %s to exist in %s.\n", key, bucket)
  } else {
   outKey = *output.Key
  }
 }
 return outKey, err
}
```

- For API details, see PutObject in *AWS SDK for Go API Reference*.

`PutObjectLegalHold`

The following code example shows how to use `PutObjectLegalHold`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)
```

```
// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}



// PutObjectLegalHold sets the legal hold configuration for an S3 object.
func (actor S3Actions) PutObjectLegalHold(ctx context.Context, bucket string, key
 string, versionId string, legalHoldStatus types.ObjectLockLegalHoldStatus) error {
 input := &s3.PutObjectLegalHoldInput{
  Bucket: aws.String(bucket),
  Key:    aws.String(key),
  LegalHold: &types.ObjectLockLegalHold{
   Status: legalHoldStatus,
  },
 }
 if versionId != "" {
  input.VersionId = aws.String(versionId)
 }

 _, err := actor.S3Client.PutObjectLegalHold(ctx, input)
 if err != nil {
  var noKey *types.NoSuchKey
  if errors.As(err, &noKey) {
   log.Printf("Object %s does not exist in bucket %s.\n", key, bucket)
   err = noKey
  }
 }

 return err
}
```

- For API details, see PutObjectLegalHold in *AWS SDK for Go API Reference*.

`PutObjectLockConfiguration`

The following code example shows how to use `PutObjectLockConfiguration`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Set the object lock configuration of a bucket.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}



// EnableObjectLockOnBucket enables object locking on an existing bucket.
func (actor S3Actions) EnableObjectLockOnBucket(ctx context.Context, bucket string)
 error {
 // Versioning must be enabled on the bucket before object locking is enabled.
 verInput := &s3.PutBucketVersioningInput{
  Bucket: aws.String(bucket),
  VersioningConfiguration: &types.VersioningConfiguration{
   MFADelete: types.MFADeleteDisabled,
   Status:    types.BucketVersioningStatusEnabled,
```

```
  },
 }
 _, err := actor.S3Client.PutBucketVersioning(ctx, verInput)
 if err != nil {
  var noBucket *types.NoSuchBucket
  if errors.As(err, &noBucket) {
   log.Printf("Bucket %s does not exist.\n", bucket)
   err = noBucket
  }
  return err
 }

 input := &s3.PutObjectLockConfigurationInput{
  Bucket: aws.String(bucket),
  ObjectLockConfiguration: &types.ObjectLockConfiguration{
   ObjectLockEnabled: types.ObjectLockEnabledEnabled,
  },
 }
 _, err = actor.S3Client.PutObjectLockConfiguration(ctx, input)
 if err != nil {
  var noBucket *types.NoSuchBucket
  if errors.As(err, &noBucket) {
   log.Printf("Bucket %s does not exist.\n", bucket)
   err = noBucket
  }
 }

 return err
}
```

Set the default retention period of a bucket.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "log"
 "time"
```

```
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}



// ModifyDefaultBucketRetention modifies the default retention period of an existing
 bucket.
func (actor S3Actions) ModifyDefaultBucketRetention(
 ctx context.Context, bucket string, lockMode types.ObjectLockEnabled,
 retentionPeriod int32, retentionMode types.ObjectLockRetentionMode) error {

 input := &s3.PutObjectLockConfigurationInput{
  Bucket: aws.String(bucket),
  ObjectLockConfiguration: &types.ObjectLockConfiguration{
   ObjectLockEnabled: lockMode,
   Rule: &types.ObjectLockRule{
    DefaultRetention: &types.DefaultRetention{
     Days: aws.Int32(retentionPeriod),
     Mode: retentionMode,
    },
   },
  },
 }
 _, err := actor.S3Client.PutObjectLockConfiguration(ctx, input)
 if err != nil {
  var noBucket *types.NoSuchBucket
  if errors.As(err, &noBucket) {
   log.Printf("Bucket %s does not exist.\n", bucket)
   err = noBucket
  }
 }

 return err
}
```

- For API details, see PutObjectLockConfiguration in *AWS SDK for Go API Reference*.

`PutObjectRetention`

The following code example shows how to use `PutObjectRetention`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}
```

```
// PutObjectRetention sets the object retention configuration for an S3 object.
func (actor S3Actions) PutObjectRetention(ctx context.Context, bucket string, key
 string, retentionMode types.ObjectLockRetentionMode, retentionPeriodDays int32)
 error {
 input := &s3.PutObjectRetentionInput{
  Bucket: aws.String(bucket),
  Key:    aws.String(key),
  Retention: &types.ObjectLockRetention{
   Mode:            retentionMode,
   RetainUntilDate: aws.Time(time.Now().AddDate(0, 0, int(retentionPeriodDays))),
  },
  BypassGovernanceRetention: aws.Bool(true),
 }

 _, err := actor.S3Client.PutObjectRetention(ctx, input)
 if err != nil {
  var noKey *types.NoSuchKey
  if errors.As(err, &noKey) {
   log.Printf("Object %s does not exist in bucket %s.\n", key, bucket)
   err = noKey
  }
 }

 return err
}
```

- For API details, see PutObjectRetention in *AWS SDK for Go API Reference*.

Scenarios

Create a presigned URL

The following code example shows how to create a presigned URL for Amazon S3 and upload an object.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Create functions that wrap S3 presigning actions.

```
import (
 "context"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 v4 "github.com/aws/aws-sdk-go-v2/aws/signer/v4"
 "github.com/aws/aws-sdk-go-v2/service/s3"
)

// Presigner encapsulates the Amazon Simple Storage Service (Amazon S3) presign
 actions
// used in the examples.
// It contains PresignClient, a client that is used to presign requests to Amazon
 S3.
// Presigned requests contain temporary credentials and can be made from any HTTP
 client.
type Presigner struct {
 PresignClient *s3.PresignClient
}



// GetObject makes a presigned request that can be used to get an object from a
 bucket.
// The presigned request is valid for the specified number of seconds.
func (presigner Presigner) GetObject(
 ctx context.Context, bucketName string, objectKey string, lifetimeSecs int64)
 (*v4.PresignedHTTPRequest, error) {
 request, err := presigner.PresignClient.PresignGetObject(ctx, &s3.GetObjectInput{
  Bucket: aws.String(bucketName),
  Key:    aws.String(objectKey),
```

```
 }, func(opts *s3.PresignOptions) {
  opts.Expires = time.Duration(lifetimeSecs * int64(time.Second))
 })
 if err != nil {
  log.Printf("Couldn't get a presigned request to get %v:%v. Here's why: %v\n",
   bucketName, objectKey, err)
 }
 return request, err
}



// PutObject makes a presigned request that can be used to put an object in a
 bucket.
// The presigned request is valid for the specified number of seconds.
func (presigner Presigner) PutObject(
 ctx context.Context, bucketName string, objectKey string, lifetimeSecs int64)
 (*v4.PresignedHTTPRequest, error) {
 request, err := presigner.PresignClient.PresignPutObject(ctx, &s3.PutObjectInput{
  Bucket: aws.String(bucketName),
  Key:    aws.String(objectKey),
 }, func(opts *s3.PresignOptions) {
  opts.Expires = time.Duration(lifetimeSecs * int64(time.Second))
 })
 if err != nil {
  log.Printf("Couldn't get a presigned request to put %v:%v. Here's why: %v\n",
   bucketName, objectKey, err)
 }
 return request, err
}



// DeleteObject makes a presigned request that can be used to delete an object from
 a bucket.
func (presigner Presigner) DeleteObject(ctx context.Context, bucketName string,
 objectKey string) (*v4.PresignedHTTPRequest, error) {
 request, err := presigner.PresignClient.PresignDeleteObject(ctx,
 &s3.DeleteObjectInput{
  Bucket: aws.String(bucketName),
  Key:    aws.String(objectKey),
 })
 if err != nil {
```

```
  log.Printf("Couldn't get a presigned request to delete object %v. Here's why: %v
\n", objectKey, err)
 }
 return request, err
}



func (presigner Presigner) PresignPostObject(ctx context.Context, bucketName string,
 objectKey string, lifetimeSecs int64) (*s3.PresignedPostRequest, error) {
 request, err := presigner.PresignClient.PresignPostObject(ctx, &s3.PutObjectInput{
  Bucket: aws.String(bucketName),
  Key:    aws.String(objectKey),
 }, func(options *s3.PresignPostOptions) {
  options.Expires = time.Duration(lifetimeSecs) * time.Second
 })
 if err != nil {
  log.Printf("Couldn't get a presigned post request to put %v:%v. Here's why: %v\n",
 bucketName, objectKey, err)
 }
 return request, nil
}
```

Run an interactive example that generates and uses presigned URLs to upload, download, and delete an S3 object.

```
import (
 "bytes"
 "context"
 "io"
 "log"
 "mime/multipart"
 "net/http"
 "os"
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
```

```
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/s3/actions"
)



// RunPresigningScenario is an interactive example that shows you how to get
 presigned
// HTTP requests that you can use to move data into and out of Amazon Simple Storage
// Service (Amazon S3). The presigned requests contain temporary credentials and can
// be used by an HTTP client.
//
// 1. Get a presigned request to put an object in a bucket.
// 2. Use the net/http package to use the presigned request to upload a local file
 to the bucket.
// 3. Get a presigned request to get an object from a bucket.
// 4. Use the net/http package to use the presigned request to download the object
 to a local file.
// 5. Get a presigned request to delete an object from a bucket.
// 6. Use the net/http package to use the presigned request to delete the object.
//
// This example creates an Amazon S3 presign client from the specified sdkConfig so
 that
// you can replace it with a mocked or stubbed config for unit testing.
//
// It uses a questioner from the `demotools` package to get input during the
 example.
// This package can be found in the ..\..\demotools folder of this repo.
//
// It uses an IHttpRequester interface to abstract HTTP requests so they can be
 mocked
// during testing.
func RunPresigningScenario(ctx context.Context, sdkConfig aws.Config, questioner
 demotools.IQuestioner, httpRequester IHttpRequester) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
   _, isMock := questioner.(*demotools.MockQuestioner)
   if isMock || questioner.AskBool("Do you want to see the full error message (y/
n)?", "y") {
    log.Println(r)
   }
  }
 }()
```

```
log.Println(strings.Repeat("-", 88))
log.Println("Welcome to the Amazon S3 presigning demo.")
log.Println(strings.Repeat("-", 88))

s3Client := s3.NewFromConfig(sdkConfig)
bucketBasics := actions.BucketBasics{S3Client: s3Client}
presignClient := s3.NewPresignClient(s3Client)
presigner := actions.Presigner{PresignClient: presignClient}

bucketName := questioner.Ask("We'll need a bucket. Enter a name for a bucket "+
 "you own or one you want to create:", demotools.NotEmpty{})
bucketExists, err := bucketBasics.BucketExists(ctx, bucketName)
if err != nil {
 panic(err)
}
if !bucketExists {
 err = bucketBasics.CreateBucket(ctx, bucketName, sdkConfig.Region)
 if err != nil {
  panic(err)
 } else {
  log.Println("Bucket created.")
 }
}
log.Println(strings.Repeat("-", 88))

log.Printf("Let's presign a request to upload a file to your bucket.")
uploadFilename := questioner.Ask("Enter the path to a file you want to upload:",
 demotools.NotEmpty{})
uploadKey := questioner.Ask("What would you like to name the uploaded object?",
 demotools.NotEmpty{})
uploadFile, err := os.Open(uploadFilename)
if err != nil {
 panic(err)
}
defer uploadFile.Close()
presignedPutRequest, err := presigner.PutObject(ctx, bucketName, uploadKey, 60)
if err != nil {
 panic(err)
}
log.Printf("Got a presigned %v request to URL:\n\t%v\n",
presignedPutRequest.Method,
 presignedPutRequest.URL)
log.Println("Using net/http to send the request...")
info, err := uploadFile.Stat()
```

```
if err != nil {
 panic(err)
}
putResponse, err := httpRequester.Put(presignedPutRequest.URL, info.Size(),
uploadFile)
if err != nil {
 panic(err)
}
log.Printf("%v object %v with presigned URL returned %v.",
presignedPutRequest.Method,
 uploadKey, putResponse.StatusCode)
log.Println(strings.Repeat("-", 88))

log.Printf("Let's presign a request to download the object.")
questioner.Ask("Press Enter when you're ready.")
presignedGetRequest, err := presigner.GetObject(ctx, bucketName, uploadKey, 60)
if err != nil {
 panic(err)
}
log.Printf("Got a presigned %v request to URL:\n\t%v\n",
presignedGetRequest.Method,
 presignedGetRequest.URL)
log.Println("Using net/http to send the request...")
getResponse, err := httpRequester.Get(presignedGetRequest.URL)
if err != nil {
 panic(err)
}
log.Printf("%v object %v with presigned URL returned %v.",
presignedGetRequest.Method,
 uploadKey, getResponse.StatusCode)
defer getResponse.Body.Close()
downloadBody, err := io.ReadAll(getResponse.Body)
if err != nil {
 panic(err)
}
log.Printf("Downloaded %v bytes. Here are the first 100 of them:\n",
len(downloadBody))
log.Println(strings.Repeat("-", 88))
log.Println(string(downloadBody[:100]))
log.Println(strings.Repeat("-", 88))

log.Println("Now we'll create a new request to put the same object using a
presigned post request")
questioner.Ask("Press Enter when you're ready.")
```

```
 presignPostRequest, err := presigner.PresignPostObject(ctx, bucketName, uploadKey,
 60)
 if err != nil {
  panic(err)
 }
 log.Printf("Got a presigned post request to url %v with values %v\n",
 presignPostRequest.URL, presignPostRequest.Values)
 log.Println("Using net/http multipart to send the request...")
 uploadFile, err = os.Open(uploadFilename)
 if err != nil {
  panic(err)
 }
 defer uploadFile.Close()
 multiPartResponse, err := sendMultipartRequest(presignPostRequest.URL,
 presignPostRequest.Values, uploadFile, uploadKey, httpRequester)
 if err != nil {
  panic(err)
 }
 log.Printf("Presign post object %v with presigned URL returned %v.", uploadKey,
 multiPartResponse.StatusCode)

 log.Println("Let's presign a request to delete the object.")
 questioner.Ask("Press Enter when you're ready.")
 presignedDelRequest, err := presigner.DeleteObject(ctx, bucketName, uploadKey)
 if err != nil {
  panic(err)
 }
 log.Printf("Got a presigned %v request to URL:\n\t%v\n",
 presignedDelRequest.Method,
  presignedDelRequest.URL)
 log.Println("Using net/http to send the request...")
 delResponse, err := httpRequester.Delete(presignedDelRequest.URL)
 if err != nil {
  panic(err)
 }
 log.Printf("%v object %v with presigned URL returned %v.\n",
 presignedDelRequest.Method,
  uploadKey, delResponse.StatusCode)
 log.Println(strings.Repeat("-", 88))

 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Define an HTTP request wrapper used by the example to make HTTP requests.

```
// IHttpRequester abstracts HTTP requests into an interface so it can be mocked
 during
// unit testing.
type IHttpRequester interface {
 Get(url string) (resp *http.Response, err error)
 Post(url, contentType string, body io.Reader) (resp *http.Response, err error)
 Put(url string, contentLength int64, body io.Reader) (resp *http.Response, err
 error)
 Delete(url string) (resp *http.Response, err error)
}

// HttpRequester uses the net/http package to make HTTP requests during the
 scenario.
type HttpRequester struct{}

func (httpReq HttpRequester) Get(url string) (resp *http.Response, err error) {
 return http.Get(url)
}
func (httpReq HttpRequester) Post(url, contentType string, body io.Reader) (resp
 *http.Response, err error) {
 postRequest, err := http.NewRequest("POST", url, body)
 if err != nil {
  return nil, err
 }
 postRequest.Header.Set("Content-Type", contentType)
 return http.DefaultClient.Do(postRequest)
}

func (httpReq HttpRequester) Put(url string, contentLength int64, body io.Reader)
 (resp *http.Response, err error) {
 putRequest, err := http.NewRequest("PUT", url, body)
 if err != nil {
  return nil, err
 }
 putRequest.ContentLength = contentLength
 return http.DefaultClient.Do(putRequest)
}
func (httpReq HttpRequester) Delete(url string) (resp *http.Response, err error) {
```

```
 delRequest, err := http.NewRequest("DELETE", url, nil)
 if err != nil {
  return nil, err
 }
 return http.DefaultClient.Do(delRequest)
}
```

Lock Amazon S3 objects

The following code example shows how to work with S3 object lock features.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario demonstrating Amazon S3 object lock features.

```
import (
 "context"
 "fmt"
 "log"
 "strings"

 "s3_object_lock/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// ObjectLockScenario contains the steps to run the S3 Object Lock workflow.
type ObjectLockScenario struct {
 questioner demotools.IQuestioner
```

```
 resources  Resources
 s3Actions  *actions.S3Actions
 sdkConfig  aws.Config
}

// NewObjectLockScenario constructs a new ObjectLockScenario instance.
func NewObjectLockScenario(sdkConfig aws.Config, questioner demotools.IQuestioner)
 ObjectLockScenario {
 scenario := ObjectLockScenario{
  questioner: questioner,
  resources:  Resources{},
  s3Actions:  &actions.S3Actions{S3Client: s3.NewFromConfig(sdkConfig)},
  sdkConfig:  sdkConfig,
 }
 scenario.s3Actions.S3Manager = manager.NewUploader(scenario.s3Actions.S3Client)
 scenario.resources.init(scenario.s3Actions, questioner)
 return scenario
}

type nameLocked struct {
 name   string
 locked bool
}

var createInfo = []nameLocked{
 {"standard-bucket", false},
 {"lock-bucket", true},
 {"retention-bucket", false},
}

// CreateBuckets creates the S3 buckets required for the workflow.
func (scenario *ObjectLockScenario) CreateBuckets(ctx context.Context) {
 log.Println("Let's create some S3 buckets to use for this workflow.")
 success := false
 for !success {
  prefix := scenario.questioner.Ask(
   "This example creates three buckets. Enter a prefix to name your buckets
 (remember bucket names must be globally unique):")

  for _, info := range createInfo {
   log.Println(fmt.Sprintf("%s.%s", prefix, info.name))
   bucketName, err := scenario.s3Actions.CreateBucketWithLock(ctx, fmt.Sprintf("%s.
%s", prefix, info.name), scenario.sdkConfig.Region, info.locked)
   if err != nil {
```

```
    switch err.(type) {
    case *types.BucketAlreadyExists, *types.BucketAlreadyOwnedByYou:
     log.Printf("Couldn't create bucket %s.\n", bucketName)
    default:
     panic(err)
    }
    break
   }
   scenario.resources.demoBuckets[info.name] = &DemoBucket{
    name:       bucketName,
    objectKeys: []string{},
   }
   log.Printf("Created bucket %s.\n", bucketName)
  }

  if len(scenario.resources.demoBuckets) < len(createInfo) {
   scenario.resources.deleteBuckets(ctx)
  } else {
   success = true
  }
 }

 log.Println("S3 buckets created.")
 log.Println(strings.Repeat("-", 88))
}

// EnableLockOnBucket enables object locking on an existing bucket.
func (scenario *ObjectLockScenario) EnableLockOnBucket(ctx context.Context) {
 log.Println("\nA bucket can be configured to use object locking.")
 scenario.questioner.Ask("Press Enter to continue.")

 var err error
 bucket := scenario.resources.demoBuckets["retention-bucket"]
 err = scenario.s3Actions.EnableObjectLockOnBucket(ctx, bucket.name)
 if err != nil {
  switch err.(type) {
  case *types.NoSuchBucket:
   log.Printf("Couldn't enable object locking on bucket %s.\n", bucket.name)
  default:
   panic(err)
  }
 } else {
  log.Printf("Object locking enabled on bucket %s.", bucket.name)
 }
```

```
 log.Println(strings.Repeat("-", 88))
}

// SetDefaultRetentionPolicy sets a default retention governance policy on a bucket.
func (scenario *ObjectLockScenario) SetDefaultRetentionPolicy(ctx context.Context) {
 log.Println("\nA bucket can be configured to use object locking with a default
 retention period.")

 bucket := scenario.resources.demoBuckets["retention-bucket"]
 retentionPeriod := scenario.questioner.AskInt("Enter the default retention period
 in days: ")
 err := scenario.s3Actions.ModifyDefaultBucketRetention(ctx,
 bucket.name, types.ObjectLockEnabledEnabled, int32(retentionPeriod),
 types.ObjectLockRetentionModeGovernance)
 if err != nil {
  switch err.(type) {
  case *types.NoSuchBucket:
   log.Printf("Couldn't configure a default retention period on bucket %s.\n",
 bucket.name)
  default:
   panic(err)
  }
 } else {
  log.Printf("Default retention policy set on bucket %s with %d day retention
 period.", bucket.name, retentionPeriod)
  bucket.retentionEnabled = true
 }

 log.Println(strings.Repeat("-", 88))
}

// UploadTestObjects uploads test objects to the S3 buckets.
func (scenario *ObjectLockScenario) UploadTestObjects(ctx context.Context) {
 log.Println("Uploading test objects to S3 buckets.")

 for _, info := range createInfo {
  bucket := scenario.resources.demoBuckets[info.name]
  for i := 0; i < 2; i++ {
   key, err := scenario.s3Actions.UploadObject(ctx, bucket.name,
 fmt.Sprintf("example-%d", i),
    fmt.Sprintf("Example object content #%d in bucket %s.", i, bucket.name))
   if err != nil {
    switch err.(type) {
```

```
    case *types.NoSuchBucket:
     log.Printf("Couldn't upload %s to bucket %s.\n", key, bucket.name)
    default:
     panic(err)
    }
   } else {
    log.Printf("Uploaded %s to bucket %s.\n", key, bucket.name)
    bucket.objectKeys = append(bucket.objectKeys, key)
   }
  }
 }

 scenario.questioner.Ask("Test objects uploaded. Press Enter to continue.")
 log.Println(strings.Repeat("-", 88))
}

// SetObjectLockConfigurations sets object lock configurations on the test objects.
func (scenario *ObjectLockScenario) SetObjectLockConfigurations(ctx context.Context)
 {
 log.Println("Now let's set object lock configurations on individual objects.")

 buckets := []*DemoBucket{scenario.resources.demoBuckets["lock-bucket"],
 scenario.resources.demoBuckets["retention-bucket"]}
 for _, bucket := range buckets {
  for index, objKey := range bucket.objectKeys {
   switch index {
   case 0:
    if scenario.questioner.AskBool(fmt.Sprintf("\nDo you want to add a legal hold to
 %s in %s (y/n)? ", objKey, bucket.name), "y") {
     err := scenario.s3Actions.PutObjectLegalHold(ctx, bucket.name, objKey, "",
 types.ObjectLockLegalHoldStatusOn)
     if err != nil {
      switch err.(type) {
      case *types.NoSuchKey:
       log.Printf("Couldn't set legal hold on %s.\n", objKey)
      default:
       panic(err)
      }
     } else {
      log.Printf("Legal hold set on %s.\n", objKey)
     }
    }
   case 1:
```

```
    q := fmt.Sprintf("\nDo you want to add a 1 day Governance retention period to %s
 in %s?\n"+
     "Reminder: Only a user with the s3:BypassGovernanceRetention permission is able
 to delete this object\n"+
     "or its bucket until the retention period has expired. (y/n) ", objKey,
 bucket.name)
    if scenario.questioner.AskBool(q, "y") {
     err := scenario.s3Actions.PutObjectRetention(ctx, bucket.name, objKey,
 types.ObjectLockRetentionModeGovernance, 1)
     if err != nil {
      switch err.(type) {
      case *types.NoSuchKey:
       log.Printf("Couldn't set retention period on %s in %s.\n", objKey,
 bucket.name)
      default:
       panic(err)
      }
     } else {
      log.Printf("Retention period set to 1 for %s.", objKey)
      bucket.retentionEnabled = true
     }
    }
   }
  }
 }
 log.Println(strings.Repeat("-", 88))
}

const (
 ListAll = iota
 DeleteObject
 DeleteRetentionObject
 OverwriteObject
 ViewRetention
 ViewLegalHold
 Finish
)

// InteractWithObjects allows the user to interact with the objects and test the
 object lock configurations.
func (scenario *ObjectLockScenario) InteractWithObjects(ctx context.Context) {
 log.Println("Now you can interact with the objects to explore the object lock
 configurations.")
 interactiveChoices := []string{
```

```
 "List all objects and buckets.",
 "Attempt to delete an object.",
 "Attempt to delete an object with retention period bypass.",
 "Attempt to overwrite a file.",
 "View the retention settings for an object.",
 "View the legal hold settings for an object.",
 "Finish the workflow."}

choice := ListAll
for choice != Finish {
 objList := scenario.GetAllObjects(ctx)
 objChoices := scenario.makeObjectChoiceList(objList)
 choice = scenario.questioner.AskChoice("Choose an action from the menu:\n",
interactiveChoices)
 switch choice {
 case ListAll:
  log.Println("The current objects in the example buckets are:")
  for _, objChoice := range objChoices {
   log.Println("\t", objChoice)
  }
 case DeleteObject, DeleteRetentionObject:
  objChoice := scenario.questioner.AskChoice("Enter the number of the object to
delete:\n", objChoices)
  obj := objList[objChoice]
  deleted, err := scenario.s3Actions.DeleteObject(ctx, obj.bucket, obj.key,
obj.versionId, choice == DeleteRetentionObject)
  if err != nil {
   switch err.(type) {
   case *types.NoSuchKey:
    log.Println("Nothing to delete.")
   default:
    panic(err)
   }
  } else if deleted {
   log.Printf("Object %s deleted.\n", obj.key)
  }
 case OverwriteObject:
  objChoice := scenario.questioner.AskChoice("Enter the number of the object to
overwrite:\n", objChoices)
  obj := objList[objChoice]
  _, err := scenario.s3Actions.UploadObject(ctx, obj.bucket, obj.key,
fmt.Sprintf("New content in object %s.", obj.key))
  if err != nil {
   switch err.(type) {
```

```
    case *types.NoSuchBucket:
     log.Println("Couldn't upload to nonexistent bucket.")
    default:
     panic(err)
    }
   } else {
    log.Printf("Uploaded new content to object %s.\n", obj.key)
   }
  case ViewRetention:
   objChoice := scenario.questioner.AskChoice("Enter the number of the object to
view:\n", objChoices)
   obj := objList[objChoice]
   retention, err := scenario.s3Actions.GetObjectRetention(ctx, obj.bucket, obj.key)
   if err != nil {
    switch err.(type) {
    case *types.NoSuchKey:
     log.Printf("Can't get retention configuration for %s.\n", obj.key)
    default:
     panic(err)
    }
   } else if retention != nil {
    log.Printf("Object %s has retention mode %s until %v.\n", obj.key,
retention.Mode, retention.RetainUntilDate)
   } else {
    log.Printf("Object %s does not have object retention configured.\n", obj.key)
   }
  case ViewLegalHold:
   objChoice := scenario.questioner.AskChoice("Enter the number of the object to
view:\n", objChoices)
   obj := objList[objChoice]
   legalHold, err := scenario.s3Actions.GetObjectLegalHold(ctx, obj.bucket, obj.key,
obj.versionId)
   if err != nil {
    switch err.(type) {
    case *types.NoSuchKey:
     log.Printf("Can't get legal hold configuration for %s.\n", obj.key)
    default:
     panic(err)
    }
   } else if legalHold != nil {
    log.Printf("Object %s has legal hold %v.", obj.key, *legalHold)
   } else {
    log.Printf("Object %s does not have legal hold configured.", obj.key)
   }
```

```
  case Finish:
   log.Println("Let's clean up.")
  }
  log.Println(strings.Repeat("-", 88))
 }
}

type BucketKeyVersionId struct {
 bucket    string
 key       string
 versionId string
}

// GetAllObjects gets the object versions in the example S3 buckets and returns them
 in a flattened list.
func (scenario *ObjectLockScenario) GetAllObjects(ctx context.Context)
 []BucketKeyVersionId {
 var objectList []BucketKeyVersionId
 for _, info := range createInfo {
  bucket := scenario.resources.demoBuckets[info.name]
  versions, err := scenario.s3Actions.ListObjectVersions(ctx, bucket.name)
  if err != nil {
   switch err.(type) {
   case *types.NoSuchBucket:
    log.Printf("Couldn't get object versions for %s.\n", bucket.name)
   default:
    panic(err)
   }
  } else {
   for _, version := range versions {
    objectList = append(objectList,
     BucketKeyVersionId{bucket: bucket.name, key: *version.Key, versionId:
 *version.VersionId})
   }
  }
 }
 return objectList
}

// makeObjectChoiceList makes the object version list into a list of strings that
 are displayed
// as choices.
func (scenario *ObjectLockScenario) makeObjectChoiceList(bucketObjects
 []BucketKeyVersionId) []string {
```

```
 choices := make([]string, len(bucketObjects))
 for i := 0; i < len(bucketObjects); i++ {
  choices[i] = fmt.Sprintf("%s in %s with VersionId %s.",
   bucketObjects[i].key, bucketObjects[i].bucket, bucketObjects[i].versionId)
 }
 return choices
}

// Run runs the S3 Object Lock workflow scenario.
func (scenario *ObjectLockScenario) Run(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
   _, isMock := scenario.questioner.(*demotools.MockQuestioner)
   if isMock || scenario.questioner.AskBool("Do you want to see the full error
 message (y/n)?", "y") {
    log.Println(r)
   }
   scenario.resources.Cleanup(ctx)
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Println("Welcome to the Amazon S3 Object Lock Workflow Scenario.")
 log.Println(strings.Repeat("-", 88))

 scenario.CreateBuckets(ctx)
 scenario.EnableLockOnBucket(ctx)
 scenario.SetDefaultRetentionPolicy(ctx)
 scenario.UploadTestObjects(ctx)
 scenario.SetObjectLockConfigurations(ctx)
 scenario.InteractWithObjects(ctx)

 scenario.resources.Cleanup(ctx)

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Define a struct that wraps S3 actions used in this example.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "log"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// S3Actions wraps S3 service actions.
type S3Actions struct {
 S3Client  *s3.Client
 S3Manager *manager.Uploader
}



// CreateBucketWithLock creates a new S3 bucket with optional object locking enabled
// and waits for the bucket to exist before returning.
func (actor S3Actions) CreateBucketWithLock(ctx context.Context, bucket string,
 region string, enableObjectLock bool) (string, error) {
 input := &s3.CreateBucketInput{
  Bucket: aws.String(bucket),
  CreateBucketConfiguration: &types.CreateBucketConfiguration{
   LocationConstraint: types.BucketLocationConstraint(region),
  },
 }

 if enableObjectLock {
  input.ObjectLockEnabledForBucket = aws.Bool(true)
 }

 _, err := actor.S3Client.CreateBucket(ctx, input)
 if err != nil {
  var owned *types.BucketAlreadyOwnedByYou
  var exists *types.BucketAlreadyExists
```

```
  if errors.As(err, &owned) {
   log.Printf("You already own bucket %s.\n", bucket)
   err = owned
  } else if errors.As(err, &exists) {
   log.Printf("Bucket %s already exists.\n", bucket)
   err = exists
  }
 } else {
  err = s3.NewBucketExistsWaiter(actor.S3Client).Wait(
   ctx, &s3.HeadBucketInput{Bucket: aws.String(bucket)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for bucket %s to exist.\n", bucket)
  }
 }

 return bucket, err
}



// GetObjectLegalHold retrieves the legal hold status for an S3 object.
func (actor S3Actions) GetObjectLegalHold(ctx context.Context, bucket string, key
 string, versionId string) (*types.ObjectLockLegalHoldStatus, error) {
 var status *types.ObjectLockLegalHoldStatus
 input := &s3.GetObjectLegalHoldInput{
  Bucket:    aws.String(bucket),
  Key:       aws.String(key),
  VersionId: aws.String(versionId),
 }

 output, err := actor.S3Client.GetObjectLegalHold(ctx, input)
 if err != nil {
  var noSuchKeyErr *types.NoSuchKey
  var apiErr *smithy.GenericAPIError
  if errors.As(err, &noSuchKeyErr) {
   log.Printf("Object %s does not exist in bucket %s.\n", key, bucket)
   err = noSuchKeyErr
  } else if errors.As(err, &apiErr) {
   switch apiErr.ErrorCode() {
   case "NoSuchObjectLockConfiguration":
    log.Printf("Object %s does not have an object lock configuration.\n", key)
    err = nil
   case "InvalidRequest":
    log.Printf("Bucket %s does not have an object lock configuration.\n", bucket)
```

```
    err = nil
   }
  }
 } else {
  status = &output.LegalHold.Status
 }

 return status, err
}



// GetObjectLockConfiguration retrieves the object lock configuration for an S3
 bucket.
func (actor S3Actions) GetObjectLockConfiguration(ctx context.Context, bucket
 string) (*types.ObjectLockConfiguration, error) {
 var lockConfig *types.ObjectLockConfiguration
 input := &s3.GetObjectLockConfigurationInput{
  Bucket: aws.String(bucket),
 }

 output, err := actor.S3Client.GetObjectLockConfiguration(ctx, input)
 if err != nil {
  var noBucket *types.NoSuchBucket
  var apiErr *smithy.GenericAPIError
  if errors.As(err, &noBucket) {
   log.Printf("Bucket %s does not exist.\n", bucket)
   err = noBucket
  } else if errors.As(err, &apiErr) && apiErr.ErrorCode() ==
 "ObjectLockConfigurationNotFoundError" {
   log.Printf("Bucket %s does not have an object lock configuration.\n", bucket)
   err = nil
  }
 } else {
  lockConfig = output.ObjectLockConfiguration
 }

 return lockConfig, err
}



// GetObjectRetention retrieves the object retention configuration for an S3 object.
```

```
func (actor S3Actions) GetObjectRetention(ctx context.Context, bucket string, key
 string) (*types.ObjectLockRetention, error) {
 var retention *types.ObjectLockRetention
 input := &s3.GetObjectRetentionInput{
  Bucket: aws.String(bucket),
  Key:    aws.String(key),
 }

 output, err := actor.S3Client.GetObjectRetention(ctx, input)
 if err != nil {
  var noKey *types.NoSuchKey
  var apiErr *smithy.GenericAPIError
  if errors.As(err, &noKey) {
   log.Printf("Object %s does not exist in bucket %s.\n", key, bucket)
   err = noKey
  } else if errors.As(err, &apiErr) {
   switch apiErr.ErrorCode() {
   case "NoSuchObjectLockConfiguration":
    err = nil
   case "InvalidRequest":
    log.Printf("Bucket %s does not have locking enabled.", bucket)
    err = nil
   }
  }
 } else {
  retention = output.Retention
 }

 return retention, err
}



// PutObjectLegalHold sets the legal hold configuration for an S3 object.
func (actor S3Actions) PutObjectLegalHold(ctx context.Context, bucket string, key
 string, versionId string, legalHoldStatus types.ObjectLockLegalHoldStatus) error {
 input := &s3.PutObjectLegalHoldInput{
  Bucket: aws.String(bucket),
  Key:    aws.String(key),
  LegalHold: &types.ObjectLockLegalHold{
   Status: legalHoldStatus,
  },
 }
 if versionId != "" {
```

```
  input.VersionId = aws.String(versionId)
 }

 _, err := actor.S3Client.PutObjectLegalHold(ctx, input)
 if err != nil {
  var noKey *types.NoSuchKey
  if errors.As(err, &noKey) {
   log.Printf("Object %s does not exist in bucket %s.\n", key, bucket)
   err = noKey
  }
 }

 return err
}



// ModifyDefaultBucketRetention modifies the default retention period of an existing
 bucket.
func (actor S3Actions) ModifyDefaultBucketRetention(
 ctx context.Context, bucket string, lockMode types.ObjectLockEnabled,
 retentionPeriod int32, retentionMode types.ObjectLockRetentionMode) error {

 input := &s3.PutObjectLockConfigurationInput{
  Bucket: aws.String(bucket),
  ObjectLockConfiguration: &types.ObjectLockConfiguration{
   ObjectLockEnabled: lockMode,
   Rule: &types.ObjectLockRule{
    DefaultRetention: &types.DefaultRetention{
     Days: aws.Int32(retentionPeriod),
     Mode: retentionMode,
    },
   },
  },
 }
 _, err := actor.S3Client.PutObjectLockConfiguration(ctx, input)
 if err != nil {
  var noBucket *types.NoSuchBucket
  if errors.As(err, &noBucket) {
   log.Printf("Bucket %s does not exist.\n", bucket)
   err = noBucket
  }
 }
```

```
 return err
}



// EnableObjectLockOnBucket enables object locking on an existing bucket.
func (actor S3Actions) EnableObjectLockOnBucket(ctx context.Context, bucket string)
 error {
 // Versioning must be enabled on the bucket before object locking is enabled.
 verInput := &s3.PutBucketVersioningInput{
  Bucket: aws.String(bucket),
  VersioningConfiguration: &types.VersioningConfiguration{
   MFADelete: types.MFADeleteDisabled,
   Status:    types.BucketVersioningStatusEnabled,
  },
 }
 _, err := actor.S3Client.PutBucketVersioning(ctx, verInput)
 if err != nil {
  var noBucket *types.NoSuchBucket
  if errors.As(err, &noBucket) {
   log.Printf("Bucket %s does not exist.\n", bucket)
   err = noBucket
  }
  return err
 }

 input := &s3.PutObjectLockConfigurationInput{
  Bucket: aws.String(bucket),
  ObjectLockConfiguration: &types.ObjectLockConfiguration{
   ObjectLockEnabled: types.ObjectLockEnabledEnabled,
  },
 }
 _, err = actor.S3Client.PutObjectLockConfiguration(ctx, input)
 if err != nil {
  var noBucket *types.NoSuchBucket
  if errors.As(err, &noBucket) {
   log.Printf("Bucket %s does not exist.\n", bucket)
   err = noBucket
  }
 }

 return err
}
```

```
// PutObjectRetention sets the object retention configuration for an S3 object.
func (actor S3Actions) PutObjectRetention(ctx context.Context, bucket string, key
 string, retentionMode types.ObjectLockRetentionMode, retentionPeriodDays int32)
 error {
 input := &s3.PutObjectRetentionInput{
  Bucket: aws.String(bucket),
  Key:    aws.String(key),
  Retention: &types.ObjectLockRetention{
   Mode:            retentionMode,
   RetainUntilDate: aws.Time(time.Now().AddDate(0, 0, int(retentionPeriodDays))),
  },
  BypassGovernanceRetention: aws.Bool(true),
 }

 _, err := actor.S3Client.PutObjectRetention(ctx, input)
 if err != nil {
  var noKey *types.NoSuchKey
  if errors.As(err, &noKey) {
   log.Printf("Object %s does not exist in bucket %s.\n", key, bucket)
   err = noKey
  }
 }

 return err
}



// UploadObject uses the S3 upload manager to upload an object to a bucket.
func (actor S3Actions) UploadObject(ctx context.Context, bucket string, key string,
 contents string) (string, error) {
 var outKey string
 input := &s3.PutObjectInput{
  Bucket:            aws.String(bucket),
  Key:               aws.String(key),
  Body:              bytes.NewReader([]byte(contents)),
  ChecksumAlgorithm: types.ChecksumAlgorithmSha256,
 }
 output, err := actor.S3Manager.Upload(ctx, input)
 if err != nil {
  var noBucket *types.NoSuchBucket
  if errors.As(err, &noBucket) {
```

```
   log.Printf("Bucket %s does not exist.\n", bucket)
   err = noBucket
  }
 } else {
  err := s3.NewObjectExistsWaiter(actor.S3Client).Wait(ctx, &s3.HeadObjectInput{
   Bucket: aws.String(bucket),
   Key:    aws.String(key),
  }, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for object %s to exist in %s.\n", key, bucket)
  } else {
   outKey = *output.Key
  }
 }
 return outKey, err
}



// ListObjectVersions lists all versions of all objects in a bucket.
func (actor S3Actions) ListObjectVersions(ctx context.Context, bucket string)
 ([]types.ObjectVersion, error) {
 var err error
 var output *s3.ListObjectVersionsOutput
 var versions []types.ObjectVersion
 input := &s3.ListObjectVersionsInput{Bucket: aws.String(bucket)}
 versionPaginator := s3.NewListObjectVersionsPaginator(actor.S3Client, input)
 for versionPaginator.HasMorePages() {
  output, err = versionPaginator.NextPage(ctx)
  if err != nil {
   var noBucket *types.NoSuchBucket
   if errors.As(err, &noBucket) {
    log.Printf("Bucket %s does not exist.\n", bucket)
    err = noBucket
   }
   break
  } else {
   versions = append(versions, output.Versions...)
  }
 }
 return versions, err
}
```

```
// DeleteObject deletes an object from a bucket.
func (actor S3Actions) DeleteObject(ctx context.Context, bucket string, key string,
 versionId string, bypassGovernance bool) (bool, error) {
 deleted := false
 input := &s3.DeleteObjectInput{
  Bucket: aws.String(bucket),
  Key:    aws.String(key),
 }
 if versionId != "" {
  input.VersionId = aws.String(versionId)
 }
 if bypassGovernance {
  input.BypassGovernanceRetention = aws.Bool(true)
 }
 _, err := actor.S3Client.DeleteObject(ctx, input)
 if err != nil {
  var noKey *types.NoSuchKey
  var apiErr *smithy.GenericAPIError
  if errors.As(err, &noKey) {
   log.Printf("Object %s does not exist in %s.\n", key, bucket)
   err = noKey
  } else if errors.As(err, &apiErr) {
   switch apiErr.ErrorCode() {
   case "AccessDenied":
    log.Printf("Access denied: cannot delete object %s from %s.\n", key, bucket)
    err = nil
   case "InvalidArgument":
    if bypassGovernance {
     log.Printf("You cannot specify bypass governance on a bucket without lock
enabled.")
     err = nil
    }
   }
  }
 } else {
  err = s3.NewObjectNotExistsWaiter(actor.S3Client).Wait(
   ctx, &s3.HeadObjectInput{Bucket: aws.String(bucket), Key: aws.String(key)},
time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for object %s in bucket %s to be deleted.\n",
key, bucket)
  } else {
   deleted = true
```

```
  }
 }
 return deleted, err
}



// DeleteObjects deletes a list of objects from a bucket.
func (actor S3Actions) DeleteObjects(ctx context.Context, bucket string, objects
 []types.ObjectIdentifier, bypassGovernance bool) error {
 if len(objects) == 0 {
  return nil
 }

 input := s3.DeleteObjectsInput{
  Bucket: aws.String(bucket),
  Delete: &types.Delete{
   Objects: objects,
   Quiet:   aws.Bool(true),
  },
 }
 if bypassGovernance {
  input.BypassGovernanceRetention = aws.Bool(true)
 }
 delOut, err := actor.S3Client.DeleteObjects(ctx, &input)
 if err != nil || len(delOut.Errors) > 0 {
  log.Printf("Error deleting objects from bucket %s.\n", bucket)
  if err != nil {
   var noBucket *types.NoSuchBucket
   if errors.As(err, &noBucket) {
    log.Printf("Bucket %s does not exist.\n", bucket)
    err = noBucket
   }
  } else if len(delOut.Errors) > 0 {
   for _, outErr := range delOut.Errors {
    log.Printf("%s: %s\n", *outErr.Key, *outErr.Message)
   }
   err = fmt.Errorf("%s", *delOut.Errors[0].Message)
  }
 } else {
  for _, delObjs := range delOut.Deleted {
   err = s3.NewObjectNotExistsWaiter(actor.S3Client).Wait(
    ctx, &s3.HeadObjectInput{Bucket: aws.String(bucket), Key: delObjs.Key},
 time.Minute)
```

```
   if err != nil {
    log.Printf("Failed attempt to wait for object %s to be deleted.\n",
 *delObjs.Key)
   } else {
    log.Printf("Deleted %s.\n", *delObjs.Key)
   }
  }
 }
 return err
}
```

Clean up resources.

```
import (
 "context"
 "log"
 "s3_object_lock/actions"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

// DemoBucket contains metadata for buckets used in this example.
type DemoBucket struct {
 name             string
 retentionEnabled bool
 objectKeys       []string
}

// Resources keeps track of AWS resources created during the ObjectLockScenario and
 handles
// cleanup when the scenario finishes.
type Resources struct {
 demoBuckets map[string]*DemoBucket

 s3Actions  *actions.S3Actions
```

```
 questioner demotools.IQuestioner
}

// init initializes objects in the Resources struct.
func (resources *Resources) init(s3Actions *actions.S3Actions, questioner
 demotools.IQuestioner) {
 resources.s3Actions = s3Actions
 resources.questioner = questioner
 resources.demoBuckets = map[string]*DemoBucket{}
}

// Cleanup deletes all AWS resources created during the ObjectLockScenario.
func (resources *Resources) Cleanup(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   log.Printf("Something went wrong during cleanup.\n%v\n", r)
   log.Println("Use the AWS Management Console to remove any remaining resources " +
    "that were created for this scenario.")
  }
 }()

 wantDelete := resources.questioner.AskBool("Do you want to remove all of the AWS
 resources that were created "+
  "during this demo (y/n)?", "y")
 if !wantDelete {
  log.Println("Be sure to remove resources when you're done with them to avoid
 unexpected charges!")
  return
 }

 log.Println("Removing objects from S3 buckets and deleting buckets...")
 resources.deleteBuckets(ctx)
 //resources.deleteRetentionObjects(resources.retentionBucket,
 resources.retentionObjects)

 log.Println("Cleanup complete.")
}

// deleteBuckets empties and then deletes all buckets created during the
 ObjectLockScenario.
func (resources *Resources) deleteBuckets(ctx context.Context) {
 for _, info := range createInfo {
  bucket := resources.demoBuckets[info.name]
  resources.deleteObjects(ctx, bucket)
```

```
  _, err := resources.s3Actions.S3Client.DeleteBucket(ctx, &s3.DeleteBucketInput{
   Bucket: aws.String(bucket.name),
  })
  if err != nil {
   panic(err)
  }
 }
 for _, info := range createInfo {
  bucket := resources.demoBuckets[info.name]
  err := s3.NewBucketNotExistsWaiter(resources.s3Actions.S3Client).Wait(
   ctx, &s3.HeadBucketInput{Bucket: aws.String(bucket.name)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for bucket %s to be deleted.\n", bucket.name)
  } else {
   log.Printf("Deleted %s.\n", bucket.name)
  }
 }
 resources.demoBuckets = map[string]*DemoBucket{}
}

// deleteObjects deletes all objects in the specified bucket.
func (resources *Resources) deleteObjects(ctx context.Context, bucket *DemoBucket) {
 lockConfig, err := resources.s3Actions.GetObjectLockConfiguration(ctx, bucket.name)
 if err != nil {
  panic(err)
 }
 versions, err := resources.s3Actions.ListObjectVersions(ctx, bucket.name)
 if err != nil {
  switch err.(type) {
  case *types.NoSuchBucket:
   log.Printf("No objects to get from %s.\n", bucket.name)
  default:
   panic(err)
  }
 }
 delObjects := make([]types.ObjectIdentifier, len(versions))
 for i, version := range versions {
  if lockConfig != nil && lockConfig.ObjectLockEnabled ==
 types.ObjectLockEnabledEnabled {
   status, err := resources.s3Actions.GetObjectLegalHold(ctx, bucket.name,
 *version.Key, *version.VersionId)
   if err != nil {
    switch err.(type) {
    case *types.NoSuchKey:
```

```
    log.Printf("Couldn't determine legal hold status for %s in %s.\n",
 *version.Key, bucket.name)
   default:
    panic(err)
   }
  } else if status != nil && *status == types.ObjectLockLegalHoldStatusOn {
   err = resources.s3Actions.PutObjectLegalHold(ctx, bucket.name, *version.Key,
 *version.VersionId, types.ObjectLockLegalHoldStatusOff)
   if err != nil {
    switch err.(type) {
    case *types.NoSuchKey:
     log.Printf("Couldn't turn off legal hold for %s in %s.\n", *version.Key,
 bucket.name)
    default:
     panic(err)
    }
   }
  }
 }
 delObjects[i] = types.ObjectIdentifier{Key: version.Key, VersionId:
 version.VersionId}
 }
 err = resources.s3Actions.DeleteObjects(ctx, bucket.name, delObjects,
 bucket.retentionEnabled)
 if err != nil {
  switch err.(type) {
  case *types.NoSuchBucket:
   log.Println("Nothing to delete.")
  default:
   panic(err)
  }
 }
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - GetObjectLegalHold
  - GetObjectLockConfiguration
  - GetObjectRetention
  - PutObjectLegalHold

- PutObjectLockConfiguration
- PutObjectRetention

Upload or download large files

The following code example shows how to upload or download large files to and from Amazon S3.

For more information, see Uploading an object using multipart upload.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Create functions that use upload and download managers to break the data into parts and transfer them concurrently.

```
import (
 "bytes"
 "context"
 "errors"
 "fmt"
 "io"
 "log"
 "os"
 "time"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/feature/s3/manager"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/aws/aws-sdk-go-v2/service/s3/types"
 "github.com/aws/smithy-go"
)

// BucketBasics encapsulates the Amazon Simple Storage Service (Amazon S3) actions
// used in the examples.
// It contains S3Client, an Amazon S3 service client that is used to perform bucket
```

```
// and object actions.
type BucketBasics struct {
 S3Client *s3.Client
}



// UploadLargeObject uses an upload manager to upload data to an object in a bucket.
// The upload manager breaks large data into parts and uploads the parts
 concurrently.
func (basics BucketBasics) UploadLargeObject(ctx context.Context, bucketName string,
 objectKey string, largeObject []byte) error {
 largeBuffer := bytes.NewReader(largeObject)
 var partMiBs int64 = 10
 uploader := manager.NewUploader(basics.S3Client, func(u *manager.Uploader) {
  u.PartSize = partMiBs * 1024 * 1024
 })
 _, err := uploader.Upload(ctx, &s3.PutObjectInput{
  Bucket: aws.String(bucketName),
  Key:    aws.String(objectKey),
  Body:   largeBuffer,
 })
 if err != nil {
  var apiErr smithy.APIError
  if errors.As(err, &apiErr) && apiErr.ErrorCode() == "EntityTooLarge" {
   log.Printf("Error while uploading object to %s. The object is too large.\n"+
    "The maximum size for a multipart upload is 5TB.", bucketName)
  } else {
   log.Printf("Couldn't upload large object to %v:%v. Here's why: %v\n",
    bucketName, objectKey, err)
  }
 } else {
  err = s3.NewObjectExistsWaiter(basics.S3Client).Wait(
   ctx, &s3.HeadObjectInput{Bucket: aws.String(bucketName), Key:
 aws.String(objectKey)}, time.Minute)
  if err != nil {
   log.Printf("Failed attempt to wait for object %s to exist.\n", objectKey)
  }
 }

 return err
}
```

```
// DownloadLargeObject uses a download manager to download an object from a bucket.
// The download manager gets the data in parts and writes them to a buffer until all
 of
// the data has been downloaded.
func (basics BucketBasics) DownloadLargeObject(ctx context.Context, bucketName
 string, objectKey string) ([]byte, error) {
 var partMiBs int64 = 10
 downloader := manager.NewDownloader(basics.S3Client, func(d *manager.Downloader) {
  d.PartSize = partMiBs * 1024 * 1024
 })
 buffer := manager.NewWriteAtBuffer([]byte{})
 _, err := downloader.Download(ctx, buffer, &s3.GetObjectInput{
  Bucket: aws.String(bucketName),
  Key:    aws.String(objectKey),
 })
 if err != nil {
  log.Printf("Couldn't download large object from %v:%v. Here's why: %v\n",
   bucketName, objectKey, err)
 }
 return buffer.Bytes(), err
}
```

Run an interactive scenario that shows you how to use the upload and download managers in context.

```
import (
 "context"
 "crypto/rand"
 "log"
 "strings"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/s3"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/s3/actions"
)

// RunLargeObjectScenario is an interactive example that shows you how to use Amazon
// Simple Storage Service (Amazon S3) to upload and download large objects.
```

```
//
// 1. Create a bucket.
// 3. Upload a large object to the bucket by using an upload manager.
// 5. Download a large object by using a download manager.
// 8. Delete all objects in the bucket.
// 9. Delete the bucket.
//
// This example creates an Amazon S3 service client from the specified sdkConfig so
 that
// you can replace it with a mocked or stubbed config for unit testing.
//
// It uses a questioner from the `demotools` package to get input during the
 example.
// This package can be found in the ..\..\demotools folder of this repo.
func RunLargeObjectScenario(ctx context.Context, sdkConfig aws.Config, questioner
 demotools.IQuestioner) {
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.")
   _, isMock := questioner.(*demotools.MockQuestioner)
   if isMock || questioner.AskBool("Do you want to see the full error message (y/
n)?", "y") {
    log.Println(r)
   }
  }
 }()

 log.Println(strings.Repeat("-", 88))
 log.Println("Welcome to the Amazon S3 large object demo.")
 log.Println(strings.Repeat("-", 88))

 s3Client := s3.NewFromConfig(sdkConfig)
 bucketBasics := actions.BucketBasics{S3Client: s3Client}

 bucketName := questioner.Ask("Let's create a bucket. Enter a name for your
 bucket:",
  demotools.NotEmpty{})
 bucketExists, err := bucketBasics.BucketExists(ctx, bucketName)
 if err != nil {
  panic(err)
 }
 if !bucketExists {
  err = bucketBasics.CreateBucket(ctx, bucketName, sdkConfig.Region)
  if err != nil {
```

```
  panic(err)
 } else {
  log.Println("Bucket created.")
 }
}
log.Println(strings.Repeat("-", 88))

mibs := 30
log.Printf("Let's create a slice of %v MiB of random bytes and upload it to your
bucket. ", mibs)
questioner.Ask("Press Enter when you're ready.")
largeBytes := make([]byte, 1024*1024*mibs)
_, _ = rand.Read(largeBytes)
largeKey := "doc-example-large"
log.Println("Uploading...")
err = bucketBasics.UploadLargeObject(ctx, bucketName, largeKey, largeBytes)
if err != nil {
 panic(err)
}
log.Printf("Uploaded %v MiB object as %v", mibs, largeKey)
log.Println(strings.Repeat("-", 88))

log.Printf("Let's download the %v MiB object.", mibs)
questioner.Ask("Press Enter when you're ready.")
log.Println("Downloading...")
largeDownload, err := bucketBasics.DownloadLargeObject(ctx, bucketName, largeKey)
if err != nil {
 panic(err)
}
log.Printf("Downloaded %v bytes.", len(largeDownload))
log.Println(strings.Repeat("-", 88))

if questioner.AskBool("Do you want to delete your bucket and all of its "+
 "contents? (y/n)", "y") {
 log.Println("Deleting object.")
 err = bucketBasics.DeleteObjects(ctx, bucketName, []string{largeKey})
 if err != nil {
  panic(err)
 }
 log.Println("Deleting bucket.")
 err = bucketBasics.DeleteBucket(ctx, bucketName)
 if err != nil {
  panic(err)
 }
```

```
 } else {
  log.Println("Okay. Don't forget to delete objects from your bucket to avoid
 charges.")
 }
 log.Println(strings.Repeat("-", 88))

 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Serverless examples

Invoke a Lambda function from an Amazon S3 trigger

The following code example shows how to implement a Lambda function that receives an event triggered by uploading an object to an S3 bucket. The function retrieves the S3 bucket name and object key from the event parameter and calls the Amazon S3 API to retrieve and log the content type of the object.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming an S3 event with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
 "context"
 "log"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
```

```
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/s3"
)

func handler(ctx context.Context, s3Event events.S3Event) error {
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  log.Printf("failed to load default config: %s", err)
  return err
 }
 s3Client := s3.NewFromConfig(sdkConfig)

 for _, record := range s3Event.Records {
  bucket := record.S3.Bucket.Name
  key := record.S3.Object.URLDecodedKey
  headOutput, err := s3Client.HeadObject(ctx, &s3.HeadObjectInput{
   Bucket: &bucket,
   Key:    &key,
  })
  if err != nil {
   log.Printf("error getting head of object %s/%s: %s", bucket, key, err)
   return err
  }
  log.Printf("successfully retrieved %s/%s of type %s", bucket, key,
 *headOutput.ContentType)
 }

 return nil
}

func main() {
 lambda.Start(handler)
}
```

Amazon SNS examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Amazon SNS.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Scenarios are code examples that show you how to accomplish specific tasks by calling multiple functions within a service or combined with other AWS services.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Get started

Hello Amazon SNS

The following code examples show how to get started using Amazon SNS.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/sns"
 "github.com/aws/aws-sdk-go-v2/service/sns/types"
)

// main uses the AWS SDK for Go V2 to create an Amazon Simple Notification Service
// (Amazon SNS) client and list the topics in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
```

```
  fmt.Println(err)
  return
 }
 snsClient := sns.NewFromConfig(sdkConfig)
 fmt.Println("Let's list the topics for your account.")
 var topics []types.Topic
 paginator := sns.NewListTopicsPaginator(snsClient, &sns.ListTopicsInput{})
 for paginator.HasMorePages() {
  output, err := paginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get topics. Here's why: %v\n", err)
   break
  } else {
   topics = append(topics, output.Topics...)
  }
 }
 if len(topics) == 0 {
  fmt.Println("You don't have any topics!")
 } else {
  for _, topic := range topics {
   fmt.Printf("\t%v\n", *topic.TopicArn)
  }
 }
}
```

- For API details, see ListTopics in *AWS SDK for Go API Reference*.

Topics

- Actions
- Scenarios
- Serverless examples

Actions

`CreateTopic`

The following code example shows how to use `CreateTopic`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sns"
 "github.com/aws/aws-sdk-go-v2/service/sns/types"
)

// SnsActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type SnsActions struct {
 SnsClient *sns.Client
}



// CreateTopic creates an Amazon SNS topic with the specified name. You can
 optionally
// specify that the topic is created as a FIFO topic and whether it uses content-
based
// deduplication instead of ID-based deduplication.
func (actor SnsActions) CreateTopic(ctx context.Context, topicName string,
 isFifoTopic bool, contentBasedDeduplication bool) (string, error) {
 var topicArn string
 topicAttributes := map[string]string{}
 if isFifoTopic {
  topicAttributes["FifoTopic"] = "true"
 }
 if contentBasedDeduplication {
  topicAttributes["ContentBasedDeduplication"] = "true"
```

```
 }
 topic, err := actor.SnsClient.CreateTopic(ctx, &sns.CreateTopicInput{
  Name:       aws.String(topicName),
  Attributes: topicAttributes,
 })
 if err != nil {
  log.Printf("Couldn't create topic %v. Here's why: %v\n", topicName, err)
 } else {
  topicArn = *topic.TopicArn
 }

 return topicArn, err
}
```

- For API details, see CreateTopic in *AWS SDK for Go API Reference*.

`DeleteTopic`

The following code example shows how to use `DeleteTopic`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sns"
 "github.com/aws/aws-sdk-go-v2/service/sns/types"
)
```

```
// SnsActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type SnsActions struct {
 SnsClient *sns.Client
}



// DeleteTopic delete an Amazon SNS topic.
func (actor SnsActions) DeleteTopic(ctx context.Context, topicArn string) error {
 _, err := actor.SnsClient.DeleteTopic(ctx, &sns.DeleteTopicInput{
  TopicArn: aws.String(topicArn)})
 if err != nil {
  log.Printf("Couldn't delete topic %v. Here's why: %v\n", topicArn, err)
 }
 return err
}
```

- For API details, see DeleteTopic in *AWS SDK for Go API Reference*.

`ListTopics`

The following code example shows how to use `ListTopics`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"
 "log"
```

```
 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/sns"
 "github.com/aws/aws-sdk-go-v2/service/sns/types"
)

// main uses the AWS SDK for Go V2 to create an Amazon Simple Notification Service
// (Amazon SNS) client and list the topics in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
  fmt.Println(err)
  return
 }
 snsClient := sns.NewFromConfig(sdkConfig)
 fmt.Println("Let's list the topics for your account.")
 var topics []types.Topic
 paginator := sns.NewListTopicsPaginator(snsClient, &sns.ListTopicsInput{})
 for paginator.HasMorePages() {
  output, err := paginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get topics. Here's why: %v\n", err)
   break
  } else {
   topics = append(topics, output.Topics...)
  }
 }
 if len(topics) == 0 {
  fmt.Println("You don't have any topics!")
 } else {
  for _, topic := range topics {
   fmt.Printf("\t%v\n", *topic.TopicArn)
  }
 }
}
```

- For API details, see ListTopics in *AWS SDK for Go API Reference*.

`Publish`

The following code example shows how to use `Publish`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sns"
 "github.com/aws/aws-sdk-go-v2/service/sns/types"
)

// SnsActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type SnsActions struct {
 SnsClient *sns.Client
}



// Publish publishes a message to an Amazon SNS topic. The message is then sent to
 all
// subscribers. When the topic is a FIFO topic, the message must also contain a
 group ID
// and, when ID-based deduplication is used, a deduplication ID. An optional key-
value
// filter attribute can be specified so that the message can be filtered according
 to
// a filter policy.
```

```
func (actor SnsActions) Publish(ctx context.Context, topicArn string, message
 string, groupId string, dedupId string, filterKey string, filterValue string) error
 {
 publishInput := sns.PublishInput{TopicArn: aws.String(topicArn), Message:
 aws.String(message)}
 if groupId != "" {
  publishInput.MessageGroupId = aws.String(groupId)
 }
 if dedupId != "" {
  publishInput.MessageDeduplicationId = aws.String(dedupId)
 }
 if filterKey != "" && filterValue != "" {
  publishInput.MessageAttributes = map[string]types.MessageAttributeValue{
   filterKey: {DataType: aws.String("String"), StringValue:
 aws.String(filterValue)},
  }
 }
 _, err := actor.SnsClient.Publish(ctx, &publishInput)
 if err != nil {
  log.Printf("Couldn't publish message to topic %v. Here's why: %v", topicArn, err)
 }
 return err
}
```

- For API details, see Publish in *AWS SDK for Go API Reference*.

`Subscribe`

The following code example shows how to use `Subscribe`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Subscribe a queue to a topic with optional filters.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sns"
 "github.com/aws/aws-sdk-go-v2/service/sns/types"
)

// SnsActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type SnsActions struct {
 SnsClient *sns.Client
}



// SubscribeQueue subscribes an Amazon Simple Queue Service (Amazon SQS) queue to an
// Amazon SNS topic. When filterMap is not nil, it is used to specify a filter
 policy
// so that messages are only sent to the queue when the message has the specified
 attributes.
func (actor SnsActions) SubscribeQueue(ctx context.Context, topicArn string,
 queueArn string, filterMap map[string][]string) (string, error) {
 var subscriptionArn string
 var attributes map[string]string
 if filterMap != nil {
  filterBytes, err := json.Marshal(filterMap)
  if err != nil {
   log.Printf("Couldn't create filter policy, here's why: %v\n", err)
   return "", err
  }
  attributes = map[string]string{"FilterPolicy": string(filterBytes)}
 }
 output, err := actor.SnsClient.Subscribe(ctx, &sns.SubscribeInput{
  Protocol:              aws.String("sqs"),
  TopicArn:              aws.String(topicArn),
  Attributes:            attributes,
  Endpoint:              aws.String(queueArn),
  ReturnSubscriptionArn: true,
```

```
 })
 if err != nil {
  log.Printf("Couldn't susbscribe queue %v to topic %v. Here's why: %v\n",
   queueArn, topicArn, err)
 } else {
  subscriptionArn = *output.SubscriptionArn
 }

 return subscriptionArn, err
}
```

- For API details, see Subscribe in *AWS SDK for Go API Reference*.

Scenarios

Publish messages to queues

The following code example shows how to:

- Create topic (FIFO or non-FIFO).
- Subscribe several queues to the topic with an option to apply a filter.
- Publish messages to the topic.
- Poll the queues for messages received.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario at a command prompt.

```
import (
 "context"
 "encoding/json"
```

```
 "fmt"
 "log"
 "strings"
 "topics_and_queues/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sns"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
 "github.com/aws/aws-sdk-go-v2/service/sqs/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

const FIFO_SUFFIX = ".fifo"
const TONE_KEY = "tone"

var ToneChoices = []string{"cheerful", "funny", "serious", "sincere"}

// MessageBody is used to deserialize the body of a message from a JSON string.
type MessageBody struct {
 Message string
}

// ScenarioRunner separates the steps of this scenario into individual functions so
 that
// they are simpler to read and understand.
type ScenarioRunner struct {
 questioner demotools.IQuestioner
 snsActor   *actions.SnsActions
 sqsActor   *actions.SqsActions
}

func (runner ScenarioRunner) CreateTopic(ctx context.Context) (string, string, bool,
 bool) {
 log.Println("SNS topics can be configured as FIFO (First-In-First-Out) or standard.
\n" +
  "FIFO topics deliver messages in order and support deduplication and message
 filtering.")
 isFifoTopic := runner.questioner.AskBool("\nWould you like to work with FIFO
 topics? (y/n) ", "y")

 contentBasedDeduplication := false
 if isFifoTopic {
  log.Println(strings.Repeat("-", 88))
```

```
  log.Println("Because you have chosen a FIFO topic, deduplication is supported.\n"
 +
   "Deduplication IDs are either set in the message or are automatically generated
\n" +
   "from content using a hash function. If a message is successfully published to\n"
 +
   "an SNS FIFO topic, any message published and determined to have the same\n" +
   "deduplication ID, within the five-minute deduplication interval, is accepted\n"
 +
   "but not delivered. For more information about deduplication, see:\n" +
   "\thttps://docs.aws.amazon.com/sns/latest/dg/fifo-message-dedup.html.")
  contentBasedDeduplication = runner.questioner.AskBool(
   "\nDo you want to use content-based deduplication instead of entering a
 deduplication ID? (y/n) ", "y")
 }
 log.Println(strings.Repeat("-", 88))

 topicName := runner.questioner.Ask("Enter a name for your SNS topic. ")
 if isFifoTopic {
  topicName = fmt.Sprintf("%v%v", topicName, FIFO_SUFFIX)
  log.Printf("Because you have selected a FIFO topic, '%v' must be appended to\n"+
   "the topic name.", FIFO_SUFFIX)
 }

 topicArn, err := runner.snsActor.CreateTopic(ctx, topicName, isFifoTopic,
 contentBasedDeduplication)
 if err != nil {
  panic(err)
 }
 log.Printf("Your new topic with the name '%v' and Amazon Resource Name (ARN) \n"+
  "'%v' has been created.", topicName, topicArn)

 return topicName, topicArn, isFifoTopic, contentBasedDeduplication
}

func (runner ScenarioRunner) CreateQueue(ctx context.Context, ordinal string,
 isFifoTopic bool) (string, string) {
 queueName := runner.questioner.Ask(fmt.Sprintf("Enter a name for the %v SQS queue.
 ", ordinal))
 if isFifoTopic {
  queueName = fmt.Sprintf("%v%v", queueName, FIFO_SUFFIX)
  if ordinal == "first" {
   log.Printf("Because you are creating a FIFO SQS queue, '%v' must "+
    "be appended to the queue name.\n", FIFO_SUFFIX)
```

```
  }
 }
 queueUrl, err := runner.sqsActor.CreateQueue(ctx, queueName, isFifoTopic)
 if err != nil {
  panic(err)
 }
 log.Printf("Your new SQS queue with the name '%v' and the queue URL "+
  "'%v' has been created.", queueName, queueUrl)

 return queueName, queueUrl
}

func (runner ScenarioRunner) SubscribeQueueToTopic(
 ctx context.Context, queueName string, queueUrl string, topicName string, topicArn
 string, ordinal string,
 isFifoTopic bool) (string, bool) {

 queueArn, err := runner.sqsActor.GetQueueArn(ctx, queueUrl)
 if err != nil {
  panic(err)
 }
 log.Printf("The ARN of your queue is: %v.\n", queueArn)

 err = runner.sqsActor.AttachSendMessagePolicy(ctx, queueUrl, queueArn, topicArn)
 if err != nil {
  panic(err)
 }
 log.Println("Attached an IAM policy to the queue so the SNS topic can send " +
  "messages to it.")
 log.Println(strings.Repeat("-", 88))

 var filterPolicy map[string][]string
 if isFifoTopic {
  if ordinal == "first" {
   log.Println("Subscriptions to a FIFO topic can have filters.\n" +
    "If you add a filter to this subscription, then only the filtered messages\n" +
    "will be received in the queue.\n" +
    "For information about message filtering, see\n" +
    "\thttps://docs.aws.amazon.com/sns/latest/dg/sns-message-filtering.html\n" +
    "For this example, you can filter messages by a \"tone\" attribute.")
  }

  wantFiltering := runner.questioner.AskBool(
   fmt.Sprintf("Do you want to filter messages that are sent to \"%v\"\n"+
```

```
    "from the %v topic? (y/n) ", queueName, topicName), "y")
  if wantFiltering {
   log.Println("You can filter messages by one or more of the following \"tone\"
 attributes.")

   var toneSelections []string
   askAboutTones := true
   for askAboutTones {
    toneIndex := runner.questioner.AskChoice(
     "Enter the number of the tone you want to filter by:\n", ToneChoices)
    toneSelections = append(toneSelections, ToneChoices[toneIndex])
    askAboutTones = runner.questioner.AskBool("Do you want to add another tone to
 the filter? (y/n) ", "y")
   }
   log.Printf("Your subscription will be filtered to only pass the following tones:
 %v\n", toneSelections)
   filterPolicy = map[string][]string{TONE_KEY: toneSelections}
  }
 }

 subscriptionArn, err := runner.snsActor.SubscribeQueue(ctx, topicArn, queueArn,
 filterPolicy)
 if err != nil {
  panic(err)
 }
 log.Printf("The queue %v is now subscribed to the topic %v with the subscription
 ARN %v.\n",
  queueName, topicName, subscriptionArn)

 return subscriptionArn, filterPolicy != nil
}

func (runner ScenarioRunner) PublishMessages(ctx context.Context, topicArn string,
 isFifoTopic bool, contentBasedDeduplication bool, usingFilters bool) {
 var message string
 var groupId string
 var dedupId string
 var toneSelection string
 publishMore := true
 for publishMore {
  groupId = ""
  dedupId = ""
  toneSelection = ""
  message = runner.questioner.Ask("Enter a message to publish: ")
```

```
  if isFifoTopic {
   log.Println("Because you are using a FIFO topic, you must set a message group ID.
\n" +
    "All messages within the same group will be received in the order they were
 published.")
   groupId = runner.questioner.Ask("Enter a message group ID: ")
   if !contentBasedDeduplication {
    log.Println("Because you are not using content-based deduplication,\n" +
     "you must enter a deduplication ID.")
    dedupId = runner.questioner.Ask("Enter a deduplication ID: ")
   }
  }
  if usingFilters {
   if runner.questioner.AskBool("Add a tone attribute so this message can be
 filtered? (y/n) ", "y") {
    toneIndex := runner.questioner.AskChoice(
     "Enter the number of the tone you want to filter by:\n", ToneChoices)
    toneSelection = ToneChoices[toneIndex]
   }
  }

  err := runner.snsActor.Publish(ctx, topicArn, message, groupId, dedupId, TONE_KEY,
 toneSelection)
  if err != nil {
   panic(err)
  }
  log.Println(("Your message was published."))

  publishMore = runner.questioner.AskBool("Do you want to publish another messsage?
 (y/n) ", "y")
 }
}

func (runner ScenarioRunner) PollForMessages(ctx context.Context, queueUrls
 []string) {
 log.Println("Polling queues for messages...")
 for _, queueUrl := range queueUrls {
  var messages []types.Message
  for {
   currentMsgs, err := runner.sqsActor.GetMessages(ctx, queueUrl, 10, 1)
   if err != nil {
    panic(err)
   }
   if len(currentMsgs) == 0 {
```

```
    break
   }
   messages = append(messages, currentMsgs...)
  }
  if len(messages) == 0 {
   log.Printf("No messages were received by queue %v.\n", queueUrl)
  } else if len(messages) == 1 {
   log.Printf("One message was received by queue %v:\n", queueUrl)

  } else {
   log.Printf("%v messages were received by queue %v:\n", len(messages), queueUrl)
  }
  for msgIndex, message := range messages {
   messageBody := MessageBody{}
   err := json.Unmarshal([]byte(*message.Body), &messageBody)
   if err != nil {
    panic(err)
   }
   log.Printf("Message %v: %v\n", msgIndex+1, messageBody.Message)
  }

  if len(messages) > 0 {
   log.Printf("Deleting %v messages from queue %v.\n", len(messages), queueUrl)
   err := runner.sqsActor.DeleteMessages(ctx, queueUrl, messages)
   if err != nil {
    panic(err)
   }
  }
 }
}

// RunTopicsAndQueuesScenario is an interactive example that shows you how to use
 the
// AWS SDK for Go to create and use Amazon SNS topics and Amazon SQS queues.
//
// 1. Create a topic (FIFO or non-FIFO).
// 2. Subscribe several queues to the topic with an option to apply a filter.
// 3. Publish messages to the topic.
// 4. Poll the queues for messages received.
// 5. Delete the topic and the queues.
//
// This example creates service clients from the specified sdkConfig so that
// you can replace it with a mocked or stubbed config for unit testing.
//
```

```
// It uses a questioner from the `demotools` package to get input during the
 example.
// This package can be found in the ..\..\demotools folder of this repo.
func RunTopicsAndQueuesScenario(
 ctx context.Context, sdkConfig aws.Config, questioner demotools.IQuestioner) {
 resources := Resources{}
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.\n" +
    "Cleaning up any resources that were created...")
   resources.Cleanup(ctx)
  }
 }()
 queueCount := 2

 log.Println(strings.Repeat("-", 88))
 log.Printf("Welcome to messaging with topics and queues.\n\n"+
  "In this workflow, you will create an SNS topic and subscribe %v SQS queues to the
\n"+
  "topic. You can select from several options for configuring the topic and the\n"+
  "subscriptions for the queues. You can then post to the topic and see the results
\n"+
  "in the queues.\n", queueCount)

 log.Println(strings.Repeat("-", 88))

 runner := ScenarioRunner{
  questioner: questioner,
  snsActor:   &actions.SnsActions{SnsClient: sns.NewFromConfig(sdkConfig)},
  sqsActor:   &actions.SqsActions{SqsClient: sqs.NewFromConfig(sdkConfig)},
 }
 resources.snsActor = runner.snsActor
 resources.sqsActor = runner.sqsActor

 topicName, topicArn, isFifoTopic, contentBasedDeduplication :=
 runner.CreateTopic(ctx)
 resources.topicArn = topicArn
 log.Println(strings.Repeat("-", 88))

 log.Printf("Now you will create %v SQS queues and subscribe them to the topic.\n",
 queueCount)
 ordinals := []string{"first", "next"}
 usingFilters := false
 for _, ordinal := range ordinals {
```

```
  queueName, queueUrl := runner.CreateQueue(ctx, ordinal, isFifoTopic)
  resources.queueUrls = append(resources.queueUrls, queueUrl)

  _, filtering := runner.SubscribeQueueToTopic(ctx, queueName, queueUrl, topicName,
 topicArn, ordinal, isFifoTopic)
  usingFilters = usingFilters || filtering
 }

 log.Println(strings.Repeat("-", 88))
 runner.PublishMessages(ctx, topicArn, isFifoTopic, contentBasedDeduplication,
 usingFilters)
 log.Println(strings.Repeat("-", 88))
 runner.PollForMessages(ctx, resources.queueUrls)

 log.Println(strings.Repeat("-", 88))

 wantCleanup := questioner.AskBool("Do you want to remove all AWS resources created
 for this scenario? (y/n) ", "y")
 if wantCleanup {
  log.Println("Cleaning up resources...")
  resources.Cleanup(ctx)
 }

 log.Println(strings.Repeat("-", 88))
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Define a struct that wraps Amazon SNS actions used in this example.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sns"
 "github.com/aws/aws-sdk-go-v2/service/sns/types"
)
```

```
// SnsActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type SnsActions struct {
 SnsClient *sns.Client
}



// CreateTopic creates an Amazon SNS topic with the specified name. You can
 optionally
// specify that the topic is created as a FIFO topic and whether it uses content-
based
// deduplication instead of ID-based deduplication.
func (actor SnsActions) CreateTopic(ctx context.Context, topicName string,
 isFifoTopic bool, contentBasedDeduplication bool) (string, error) {
 var topicArn string
 topicAttributes := map[string]string{}
 if isFifoTopic {
  topicAttributes["FifoTopic"] = "true"
 }
 if contentBasedDeduplication {
  topicAttributes["ContentBasedDeduplication"] = "true"
 }
 topic, err := actor.SnsClient.CreateTopic(ctx, &sns.CreateTopicInput{
  Name:       aws.String(topicName),
  Attributes: topicAttributes,
 })
 if err != nil {
  log.Printf("Couldn't create topic %v. Here's why: %v\n", topicName, err)
 } else {
  topicArn = *topic.TopicArn
 }

 return topicArn, err
}



// DeleteTopic delete an Amazon SNS topic.
func (actor SnsActions) DeleteTopic(ctx context.Context, topicArn string) error {
 _, err := actor.SnsClient.DeleteTopic(ctx, &sns.DeleteTopicInput{
  TopicArn: aws.String(topicArn)})
 if err != nil {
```

```
  log.Printf("Couldn't delete topic %v. Here's why: %v\n", topicArn, err)
 }
 return err
}



// SubscribeQueue subscribes an Amazon Simple Queue Service (Amazon SQS) queue to an
// Amazon SNS topic. When filterMap is not nil, it is used to specify a filter
 policy
// so that messages are only sent to the queue when the message has the specified
 attributes.
func (actor SnsActions) SubscribeQueue(ctx context.Context, topicArn string,
 queueArn string, filterMap map[string][]string) (string, error) {
 var subscriptionArn string
 var attributes map[string]string
 if filterMap != nil {
  filterBytes, err := json.Marshal(filterMap)
  if err != nil {
   log.Printf("Couldn't create filter policy, here's why: %v\n", err)
   return "", err
  }
  attributes = map[string]string{"FilterPolicy": string(filterBytes)}
 }
 output, err := actor.SnsClient.Subscribe(ctx, &sns.SubscribeInput{
  Protocol:              aws.String("sqs"),
  TopicArn:              aws.String(topicArn),
  Attributes:            attributes,
  Endpoint:              aws.String(queueArn),
  ReturnSubscriptionArn: true,
 })
 if err != nil {
  log.Printf("Couldn't susbscribe queue %v to topic %v. Here's why: %v\n",
   queueArn, topicArn, err)
 } else {
  subscriptionArn = *output.SubscriptionArn
 }

 return subscriptionArn, err
}
```

```
// Publish publishes a message to an Amazon SNS topic. The message is then sent to
 all
// subscribers. When the topic is a FIFO topic, the message must also contain a
 group ID
// and, when ID-based deduplication is used, a deduplication ID. An optional key-
value
// filter attribute can be specified so that the message can be filtered according
 to
// a filter policy.
func (actor SnsActions) Publish(ctx context.Context, topicArn string, message
 string, groupId string, dedupId string, filterKey string, filterValue string) error
 {
 publishInput := sns.PublishInput{TopicArn: aws.String(topicArn), Message:
 aws.String(message)}
 if groupId != "" {
  publishInput.MessageGroupId = aws.String(groupId)
 }
 if dedupId != "" {
  publishInput.MessageDeduplicationId = aws.String(dedupId)
 }
 if filterKey != "" && filterValue != "" {
  publishInput.MessageAttributes = map[string]types.MessageAttributeValue{
   filterKey: {DataType: aws.String("String"), StringValue:
 aws.String(filterValue)},
  }
 }
 _, err := actor.SnsClient.Publish(ctx, &publishInput)
 if err != nil {
  log.Printf("Couldn't publish message to topic %v. Here's why: %v", topicArn, err)
 }
 return err
}
```

Define a struct that wraps Amazon SQS actions used in this example.

```
import (
 "context"
 "encoding/json"
 "fmt"
 "log"
```

```
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
 "github.com/aws/aws-sdk-go-v2/service/sqs/types"
)

// SqsActions encapsulates the Amazon Simple Queue Service (Amazon SQS) actions
// used in the examples.
type SqsActions struct {
 SqsClient *sqs.Client
}



// CreateQueue creates an Amazon SQS queue with the specified name. You can specify
// whether the queue is created as a FIFO queue.
func (actor SqsActions) CreateQueue(ctx context.Context, queueName string,
 isFifoQueue bool) (string, error) {
 var queueUrl string
 queueAttributes := map[string]string{}
 if isFifoQueue {
  queueAttributes["FifoQueue"] = "true"
 }
 queue, err := actor.SqsClient.CreateQueue(ctx, &sqs.CreateQueueInput{
  QueueName:  aws.String(queueName),
  Attributes: queueAttributes,
 })
 if err != nil {
  log.Printf("Couldn't create queue %v. Here's why: %v\n", queueName, err)
 } else {
  queueUrl = *queue.QueueUrl
 }

 return queueUrl, err
}



// GetQueueArn uses the GetQueueAttributes action to get the Amazon Resource Name
 (ARN)
// of an Amazon SQS queue.
func (actor SqsActions) GetQueueArn(ctx context.Context, queueUrl string) (string,
 error) {
 var queueArn string
```

```
 arnAttributeName := types.QueueAttributeNameQueueArn
 attribute, err := actor.SqsClient.GetQueueAttributes(ctx,
 &sqs.GetQueueAttributesInput{
  QueueUrl:       aws.String(queueUrl),
  AttributeNames: []types.QueueAttributeName{arnAttributeName},
 })
 if err != nil {
  log.Printf("Couldn't get ARN for queue %v. Here's why: %v\n", queueUrl, err)
 } else {
  queueArn = attribute.Attributes[string(arnAttributeName)]
 }
 return queueArn, err
}



// AttachSendMessagePolicy uses the SetQueueAttributes action to attach a policy to
 an
// Amazon SQS queue that allows the specified Amazon SNS topic to send messages to
 the
// queue.
func (actor SqsActions) AttachSendMessagePolicy(ctx context.Context, queueUrl
 string, queueArn string, topicArn string) error {
 policyDoc := PolicyDocument{
  Version: "2012-10-17",
  Statement: []PolicyStatement{{
   Effect:    "Allow",
   Action:    "sqs:SendMessage",
   Principal: map[string]string{"Service": "sns.amazonaws.com"},
   Resource:  aws.String(queueArn),
   Condition: PolicyCondition{"ArnEquals": map[string]string{"aws:SourceArn":
 topicArn}},
  }},
 }
 policyBytes, err := json.Marshal(policyDoc)
 if err != nil {
  log.Printf("Couldn't create policy document. Here's why: %v\n", err)
  return err
 }
 _, err = actor.SqsClient.SetQueueAttributes(ctx, &sqs.SetQueueAttributesInput{
  Attributes: map[string]string{
   string(types.QueueAttributeNamePolicy): string(policyBytes),
  },
  QueueUrl: aws.String(queueUrl),
```

```
 })
 if err != nil {
  log.Printf("Couldn't set send message policy on queue %v. Here's why: %v\n",
 queueUrl, err)
 }
 return err
}

// PolicyDocument defines a policy document as a Go struct that can be serialized
// to JSON.
type PolicyDocument struct {
 Version   string
 Statement []PolicyStatement
}

// PolicyStatement defines a statement in a policy document.
type PolicyStatement struct {
 Effect    string
 Action    string
 Principal map[string]string `json:",omitempty"`
 Resource  *string           `json:",omitempty"`
 Condition PolicyCondition   `json:",omitempty"`
}

// PolicyCondition defines a condition in a policy.
type PolicyCondition map[string]map[string]string



// GetMessages uses the ReceiveMessage action to get messages from an Amazon SQS
 queue.
func (actor SqsActions) GetMessages(ctx context.Context, queueUrl string,
 maxMessages int32, waitTime int32) ([]types.Message, error) {
 var messages []types.Message
 result, err := actor.SqsClient.ReceiveMessage(ctx, &sqs.ReceiveMessageInput{
  QueueUrl:            aws.String(queueUrl),
  MaxNumberOfMessages: maxMessages,
  WaitTimeSeconds:     waitTime,
 })
 if err != nil {
  log.Printf("Couldn't get messages from queue %v. Here's why: %v\n", queueUrl, err)
 } else {
  messages = result.Messages
 }
```

```
 return messages, err
}



// DeleteMessages uses the DeleteMessageBatch action to delete a batch of messages
 from
// an Amazon SQS queue.
func (actor SqsActions) DeleteMessages(ctx context.Context, queueUrl string,
 messages []types.Message) error {
 entries := make([]types.DeleteMessageBatchRequestEntry, len(messages))
 for msgIndex := range messages {
  entries[msgIndex].Id = aws.String(fmt.Sprintf("%v", msgIndex))
  entries[msgIndex].ReceiptHandle = messages[msgIndex].ReceiptHandle
 }
 _, err := actor.SqsClient.DeleteMessageBatch(ctx, &sqs.DeleteMessageBatchInput{
  Entries:  entries,
  QueueUrl: aws.String(queueUrl),
 })
 if err != nil {
  log.Printf("Couldn't delete messages from queue %v. Here's why: %v\n", queueUrl,
 err)
 }
 return err
}



// DeleteQueue deletes an Amazon SQS queue.
func (actor SqsActions) DeleteQueue(ctx context.Context, queueUrl string) error {
 _, err := actor.SqsClient.DeleteQueue(ctx, &sqs.DeleteQueueInput{
  QueueUrl: aws.String(queueUrl)})
 if err != nil {
  log.Printf("Couldn't delete queue %v. Here's why: %v\n", queueUrl, err)
 }
 return err
}
```

Clean up resources.

```
import (
 "context"
 "fmt"
 "log"
 "topics_and_queues/actions"
)

// Resources keeps track of AWS resources created during an example and handles
// cleanup when the example finishes.
type Resources struct {
 topicArn  string
 queueUrls []string
 snsActor  *actions.SnsActions
 sqsActor  *actions.SqsActions
}

// Cleanup deletes all AWS resources created during an example.
func (resources Resources) Cleanup(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   fmt.Println("Something went wrong during cleanup. Use the AWS Management Console
\n" +
    "to remove any remaining resources that were created for this scenario.")
  }
 }()

 var err error
 if resources.topicArn != "" {
  log.Printf("Deleting topic %v.\n", resources.topicArn)
  err = resources.snsActor.DeleteTopic(ctx, resources.topicArn)
  if err != nil {
   panic(err)
  }
 }

 for _, queueUrl := range resources.queueUrls {
  log.Printf("Deleting queue %v.\n", queueUrl)
  err = resources.sqsActor.DeleteQueue(ctx, queueUrl)
  if err != nil {
   panic(err)
  }
 }
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - CreateQueue
  - CreateTopic
  - DeleteMessageBatch
  - DeleteQueue
  - DeleteTopic
  - GetQueueAttributes
  - Publish
  - ReceiveMessage
  - SetQueueAttributes
  - Subscribe
  - Unsubscribe

Serverless examples

Invoke a Lambda function from an Amazon SNS trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving messages from an SNS topic. The function retrieves the messages from the event parameter and logs the content of each message.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming an SNS event with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main
```

```
import (
 "context"
 "fmt"

 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

func handler(ctx context.Context, snsEvent events.SNSEvent) {
 for _, record := range snsEvent.Records {
  processMessage(record)
 }
 fmt.Println("done")
}

func processMessage(record events.SNSEventRecord) {
 message := record.SNS.Message
 fmt.Printf("Processed message: %s\n", message)
 // TODO: Process your record here
}

func main() {
 lambda.Start(handler)
}
```

Amazon SQS examples using SDK for Go V2

The following code examples show you how to perform actions and implement common scenarios by using the AWS SDK for Go V2 with Amazon SQS.

Actions are code excerpts from larger programs and must be run in context. While actions show you how to call individual service functions, you can see actions in context in their related scenarios.

Scenarios are code examples that show you how to accomplish specific tasks by calling multiple functions within a service or combined with other AWS services.

Each example includes a link to the complete source code, where you can find instructions on how to set up and run the code in context.

Get started

Hello Amazon SQS

The following code examples show how to get started using Amazon SQS.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
)

// main uses the AWS SDK for Go V2 to create an Amazon Simple Queue Service
// (Amazon SQS) client and list the queues in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
  fmt.Println(err)
  return
 }
 sqsClient := sqs.NewFromConfig(sdkConfig)
 fmt.Println("Let's list the queues for your account.")
 var queueUrls []string
 paginator := sqs.NewListQueuesPaginator(sqsClient, &sqs.ListQueuesInput{})
 for paginator.HasMorePages() {
  output, err := paginator.NextPage(ctx)
```

```
  if err != nil {
   log.Printf("Couldn't get queues. Here's why: %v\n", err)
   break
  } else {
   queueUrls = append(queueUrls, output.QueueUrls...)
  }
 }
 if len(queueUrls) == 0 {
  fmt.Println("You don't have any queues!")
 } else {
  for _, queueUrl := range queueUrls {
   fmt.Printf("\t%v\n", queueUrl)
  }
 }
}
```

- For API details, see ListQueues in *AWS SDK for Go API Reference*.

Topics

- Actions
- Scenarios
- Serverless examples

Actions

`CreateQueue`

The following code example shows how to use `CreateQueue`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
 "github.com/aws/aws-sdk-go-v2/service/sqs/types"
)

// SqsActions encapsulates the Amazon Simple Queue Service (Amazon SQS) actions
// used in the examples.
type SqsActions struct {
 SqsClient *sqs.Client
}



// CreateQueue creates an Amazon SQS queue with the specified name. You can specify
// whether the queue is created as a FIFO queue.
func (actor SqsActions) CreateQueue(ctx context.Context, queueName string,
 isFifoQueue bool) (string, error) {
 var queueUrl string
 queueAttributes := map[string]string{}
 if isFifoQueue {
  queueAttributes["FifoQueue"] = "true"
 }
 queue, err := actor.SqsClient.CreateQueue(ctx, &sqs.CreateQueueInput{
  QueueName:  aws.String(queueName),
  Attributes: queueAttributes,
 })
 if err != nil {
  log.Printf("Couldn't create queue %v. Here's why: %v\n", queueName, err)
 } else {
  queueUrl = *queue.QueueUrl
 }

 return queueUrl, err
}
```

- For API details, see CreateQueue in *AWS SDK for Go API Reference*.

`DeleteMessageBatch`

The following code example shows how to use `DeleteMessageBatch`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
 "github.com/aws/aws-sdk-go-v2/service/sqs/types"
)

// SqsActions encapsulates the Amazon Simple Queue Service (Amazon SQS) actions
// used in the examples.
type SqsActions struct {
 SqsClient *sqs.Client
}



// DeleteMessages uses the DeleteMessageBatch action to delete a batch of messages
 from
// an Amazon SQS queue.
func (actor SqsActions) DeleteMessages(ctx context.Context, queueUrl string,
 messages []types.Message) error {
 entries := make([]types.DeleteMessageBatchRequestEntry, len(messages))
 for msgIndex := range messages {
  entries[msgIndex].Id = aws.String(fmt.Sprintf("%v", msgIndex))
```

```
  entries[msgIndex].ReceiptHandle = messages[msgIndex].ReceiptHandle
 }
 _, err := actor.SqsClient.DeleteMessageBatch(ctx, &sqs.DeleteMessageBatchInput{
  Entries:  entries,
  QueueUrl: aws.String(queueUrl),
 })
 if err != nil {
  log.Printf("Couldn't delete messages from queue %v. Here's why: %v\n", queueUrl,
 err)
 }
 return err
}
```

- For API details, see DeleteMessageBatch in *AWS SDK for Go API Reference*.

`DeleteQueue`

The following code example shows how to use `DeleteQueue`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
 "github.com/aws/aws-sdk-go-v2/service/sqs/types"
)
```

```
// SqsActions encapsulates the Amazon Simple Queue Service (Amazon SQS) actions
// used in the examples.
type SqsActions struct {
 SqsClient *sqs.Client
}



// DeleteQueue deletes an Amazon SQS queue.
func (actor SqsActions) DeleteQueue(ctx context.Context, queueUrl string) error {
 _, err := actor.SqsClient.DeleteQueue(ctx, &sqs.DeleteQueueInput{
  QueueUrl: aws.String(queueUrl)})
 if err != nil {
  log.Printf("Couldn't delete queue %v. Here's why: %v\n", queueUrl, err)
 }
 return err
}
```

- For API details, see DeleteQueue in *AWS SDK for Go API Reference*.

`GetQueueAttributes`

The following code example shows how to use `GetQueueAttributes`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "fmt"
 "log"
```

```
 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
 "github.com/aws/aws-sdk-go-v2/service/sqs/types"
)

// SqsActions encapsulates the Amazon Simple Queue Service (Amazon SQS) actions
// used in the examples.
type SqsActions struct {
 SqsClient *sqs.Client
}



// GetQueueArn uses the GetQueueAttributes action to get the Amazon Resource Name
 (ARN)
// of an Amazon SQS queue.
func (actor SqsActions) GetQueueArn(ctx context.Context, queueUrl string) (string,
 error) {
 var queueArn string
 arnAttributeName := types.QueueAttributeNameQueueArn
 attribute, err := actor.SqsClient.GetQueueAttributes(ctx,
 &sqs.GetQueueAttributesInput{
  QueueUrl:       aws.String(queueUrl),
  AttributeNames: []types.QueueAttributeName{arnAttributeName},
 })
 if err != nil {
  log.Printf("Couldn't get ARN for queue %v. Here's why: %v\n", queueUrl, err)
 } else {
  queueArn = attribute.Attributes[string(arnAttributeName)]
 }
 return queueArn, err
}
```

- For API details, see GetQueueAttributes in *AWS SDK for Go API Reference*.

`ListQueues`

The following code example shows how to use `ListQueues`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
package main

import (
 "context"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/config"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
)

// main uses the AWS SDK for Go V2 to create an Amazon Simple Queue Service
// (Amazon SQS) client and list the queues in your account.
// This example uses the default settings specified in your shared credentials
// and config files.
func main() {
 ctx := context.Background()
 sdkConfig, err := config.LoadDefaultConfig(ctx)
 if err != nil {
  fmt.Println("Couldn't load default configuration. Have you set up your AWS
 account?")
  fmt.Println(err)
  return
 }
 sqsClient := sqs.NewFromConfig(sdkConfig)
 fmt.Println("Let's list the queues for your account.")
 var queueUrls []string
 paginator := sqs.NewListQueuesPaginator(sqsClient, &sqs.ListQueuesInput{})
 for paginator.HasMorePages() {
  output, err := paginator.NextPage(ctx)
  if err != nil {
   log.Printf("Couldn't get queues. Here's why: %v\n", err)
   break
```

```
  } else {
   queueUrls = append(queueUrls, output.QueueUrls...)
  }
 }
 if len(queueUrls) == 0 {
  fmt.Println("You don't have any queues!")
 } else {
  for _, queueUrl := range queueUrls {
   fmt.Printf("\t%v\n", queueUrl)
  }
 }
}
```

- For API details, see ListQueues in *AWS SDK for Go API Reference*.

`ReceiveMessage`

The following code example shows how to use `ReceiveMessage`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
 "github.com/aws/aws-sdk-go-v2/service/sqs/types"
)

// SqsActions encapsulates the Amazon Simple Queue Service (Amazon SQS) actions
```

```
// used in the examples.
type SqsActions struct {
 SqsClient *sqs.Client
}



// GetMessages uses the ReceiveMessage action to get messages from an Amazon SQS
 queue.
func (actor SqsActions) GetMessages(ctx context.Context, queueUrl string,
 maxMessages int32, waitTime int32) ([]types.Message, error) {
 var messages []types.Message
 result, err := actor.SqsClient.ReceiveMessage(ctx, &sqs.ReceiveMessageInput{
  QueueUrl:            aws.String(queueUrl),
  MaxNumberOfMessages: maxMessages,
  WaitTimeSeconds:     waitTime,
 })
 if err != nil {
  log.Printf("Couldn't get messages from queue %v. Here's why: %v\n", queueUrl, err)
 } else {
  messages = result.Messages
 }
 return messages, err
}
```

- For API details, see ReceiveMessage in *AWS SDK for Go API Reference*.

`SetQueueAttributes`

The following code example shows how to use `SetQueueAttributes`.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

```
import (
 "context"
 "encoding/json"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
 "github.com/aws/aws-sdk-go-v2/service/sqs/types"
)

// SqsActions encapsulates the Amazon Simple Queue Service (Amazon SQS) actions
// used in the examples.
type SqsActions struct {
 SqsClient *sqs.Client
}



// AttachSendMessagePolicy uses the SetQueueAttributes action to attach a policy to
 an
// Amazon SQS queue that allows the specified Amazon SNS topic to send messages to
 the
// queue.
func (actor SqsActions) AttachSendMessagePolicy(ctx context.Context, queueUrl
 string, queueArn string, topicArn string) error {
 policyDoc := PolicyDocument{
  Version: "2012-10-17",
  Statement: []PolicyStatement{{
   Effect:    "Allow",
   Action:    "sqs:SendMessage",
   Principal: map[string]string{"Service": "sns.amazonaws.com"},
   Resource:  aws.String(queueArn),
   Condition: PolicyCondition{"ArnEquals": map[string]string{"aws:SourceArn":
 topicArn}},
  }},
 }
 policyBytes, err := json.Marshal(policyDoc)
 if err != nil {
  log.Printf("Couldn't create policy document. Here's why: %v\n", err)
  return err
 }
 _, err = actor.SqsClient.SetQueueAttributes(ctx, &sqs.SetQueueAttributesInput{
  Attributes: map[string]string{
```

```
    string(types.QueueAttributeNamePolicy): string(policyBytes),
   },
   QueueUrl: aws.String(queueUrl),
  })
  if err != nil {
   log.Printf("Couldn't set send message policy on queue %v. Here's why: %v\n",
  queueUrl, err)
  }
  return err
}

// PolicyDocument defines a policy document as a Go struct that can be serialized
// to JSON.
type PolicyDocument struct {
 Version   string
 Statement []PolicyStatement
}

// PolicyStatement defines a statement in a policy document.
type PolicyStatement struct {
 Effect    string
 Action    string
 Principal map[string]string `json:",omitempty"`
 Resource  *string           `json:",omitempty"`
 Condition PolicyCondition   `json:",omitempty"`
}

// PolicyCondition defines a condition in a policy.
type PolicyCondition map[string]map[string]string
```

- For API details, see SetQueueAttributes in *AWS SDK for Go API Reference*.

Scenarios

Publish messages to queues

The following code example shows how to:

- Create topic (FIFO or non-FIFO).
- Subscribe several queues to the topic with an option to apply a filter.

- Publish messages to the topic.
- Poll the queues for messages received.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the AWS Code Examples Repository.

Run an interactive scenario at a command prompt.

```
import (
 "context"
 "encoding/json"
 "fmt"
 "log"
 "strings"
 "topics_and_queues/actions"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sns"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
 "github.com/aws/aws-sdk-go-v2/service/sqs/types"
 "github.com/awsdocs/aws-doc-sdk-examples/gov2/demotools"
)

const FIFO_SUFFIX = ".fifo"
const TONE_KEY = "tone"

var ToneChoices = []string{"cheerful", "funny", "serious", "sincere"}

// MessageBody is used to deserialize the body of a message from a JSON string.
type MessageBody struct {
 Message string
}

// ScenarioRunner separates the steps of this scenario into individual functions so
 that
```

```
// they are simpler to read and understand.
type ScenarioRunner struct {
 questioner demotools.IQuestioner
 snsActor   *actions.SnsActions
 sqsActor   *actions.SqsActions
}

func (runner ScenarioRunner) CreateTopic(ctx context.Context) (string, string, bool,
 bool) {
 log.Println("SNS topics can be configured as FIFO (First-In-First-Out) or standard.
\n" +
  "FIFO topics deliver messages in order and support deduplication and message
 filtering.")
 isFifoTopic := runner.questioner.AskBool("\nWould you like to work with FIFO
 topics? (y/n) ", "y")

 contentBasedDeduplication := false
 if isFifoTopic {
  log.Println(strings.Repeat("-", 88))
  log.Println("Because you have chosen a FIFO topic, deduplication is supported.\n"
 +
   "Deduplication IDs are either set in the message or are automatically generated
\n" +
   "from content using a hash function. If a message is successfully published to\n"
 +
   "an SNS FIFO topic, any message published and determined to have the same\n" +
   "deduplication ID, within the five-minute deduplication interval, is accepted\n"
 +
   "but not delivered. For more information about deduplication, see:\n" +
   "\thttps://docs.aws.amazon.com/sns/latest/dg/fifo-message-dedup.html.")
  contentBasedDeduplication = runner.questioner.AskBool(
   "\nDo you want to use content-based deduplication instead of entering a
 deduplication ID? (y/n) ", "y")
 }
 log.Println(strings.Repeat("-", 88))

 topicName := runner.questioner.Ask("Enter a name for your SNS topic. ")
 if isFifoTopic {
  topicName = fmt.Sprintf("%v%v", topicName, FIFO_SUFFIX)
  log.Printf("Because you have selected a FIFO topic, '%v' must be appended to\n"+
   "the topic name.", FIFO_SUFFIX)
 }
```

```
 topicArn, err := runner.snsActor.CreateTopic(ctx, topicName, isFifoTopic,
 contentBasedDeduplication)
 if err != nil {
  panic(err)
 }
 log.Printf("Your new topic with the name '%v' and Amazon Resource Name (ARN) \n"+
  "'%v' has been created.", topicName, topicArn)

 return topicName, topicArn, isFifoTopic, contentBasedDeduplication
}

func (runner ScenarioRunner) CreateQueue(ctx context.Context, ordinal string,
 isFifoTopic bool) (string, string) {
 queueName := runner.questioner.Ask(fmt.Sprintf("Enter a name for the %v SQS queue.
 ", ordinal))
 if isFifoTopic {
  queueName = fmt.Sprintf("%v%v", queueName, FIFO_SUFFIX)
  if ordinal == "first" {
   log.Printf("Because you are creating a FIFO SQS queue, '%v' must "+
    "be appended to the queue name.\n", FIFO_SUFFIX)
  }
 }
 queueUrl, err := runner.sqsActor.CreateQueue(ctx, queueName, isFifoTopic)
 if err != nil {
  panic(err)
 }
 log.Printf("Your new SQS queue with the name '%v' and the queue URL "+
  "'%v' has been created.", queueName, queueUrl)

 return queueName, queueUrl
}

func (runner ScenarioRunner) SubscribeQueueToTopic(
 ctx context.Context, queueName string, queueUrl string, topicName string, topicArn
 string, ordinal string,
 isFifoTopic bool) (string, bool) {

 queueArn, err := runner.sqsActor.GetQueueArn(ctx, queueUrl)
 if err != nil {
  panic(err)
 }
 log.Printf("The ARN of your queue is: %v.\n", queueArn)

 err = runner.sqsActor.AttachSendMessagePolicy(ctx, queueUrl, queueArn, topicArn)
```

```
if err != nil {
 panic(err)
}
log.Println("Attached an IAM policy to the queue so the SNS topic can send " +
 "messages to it.")
log.Println(strings.Repeat("-", 88))

var filterPolicy map[string][]string
if isFifoTopic {
 if ordinal == "first" {
  log.Println("Subscriptions to a FIFO topic can have filters.\n" +
   "If you add a filter to this subscription, then only the filtered messages\n" +
   "will be received in the queue.\n" +
   "For information about message filtering, see\n" +
   "\thttps://docs.aws.amazon.com/sns/latest/dg/sns-message-filtering.html\n" +
   "For this example, you can filter messages by a \"tone\" attribute.")
 }

 wantFiltering := runner.questioner.AskBool(
  fmt.Sprintf("Do you want to filter messages that are sent to \"%v\"\n"+
   "from the %v topic? (y/n) ", queueName, topicName), "y")
 if wantFiltering {
  log.Println("You can filter messages by one or more of the following \"tone\"
attributes.")

  var toneSelections []string
  askAboutTones := true
  for askAboutTones {
   toneIndex := runner.questioner.AskChoice(
    "Enter the number of the tone you want to filter by:\n", ToneChoices)
   toneSelections = append(toneSelections, ToneChoices[toneIndex])
   askAboutTones = runner.questioner.AskBool("Do you want to add another tone to
the filter? (y/n) ", "y")
  }
  log.Printf("Your subscription will be filtered to only pass the following tones:
%v\n", toneSelections)
  filterPolicy = map[string][]string{TONE_KEY: toneSelections}
 }
}

subscriptionArn, err := runner.snsActor.SubscribeQueue(ctx, topicArn, queueArn,
filterPolicy)
if err != nil {
 panic(err)
```

```
 }
 log.Printf("The queue %v is now subscribed to the topic %v with the subscription
 ARN %v.\n",
  queueName, topicName, subscriptionArn)

 return subscriptionArn, filterPolicy != nil
}

func (runner ScenarioRunner) PublishMessages(ctx context.Context, topicArn string,
 isFifoTopic bool, contentBasedDeduplication bool, usingFilters bool) {
 var message string
 var groupId string
 var dedupId string
 var toneSelection string
 publishMore := true
 for publishMore {
  groupId = ""
  dedupId = ""
  toneSelection = ""
  message = runner.questioner.Ask("Enter a message to publish: ")
  if isFifoTopic {
   log.Println("Because you are using a FIFO topic, you must set a message group ID.
\n" +
    "All messages within the same group will be received in the order they were
 published.")
   groupId = runner.questioner.Ask("Enter a message group ID: ")
   if !contentBasedDeduplication {
    log.Println("Because you are not using content-based deduplication,\n" +
     "you must enter a deduplication ID.")
    dedupId = runner.questioner.Ask("Enter a deduplication ID: ")
   }
  }
  if usingFilters {
   if runner.questioner.AskBool("Add a tone attribute so this message can be
 filtered? (y/n) ", "y") {
    toneIndex := runner.questioner.AskChoice(
     "Enter the number of the tone you want to filter by:\n", ToneChoices)
    toneSelection = ToneChoices[toneIndex]
   }
  }

  err := runner.snsActor.Publish(ctx, topicArn, message, groupId, dedupId, TONE_KEY,
 toneSelection)
  if err != nil {
```

```
   panic(err)
  }
  log.Println(("Your message was published."))

  publishMore = runner.questioner.AskBool("Do you want to publish another messsage?
 (y/n) ", "y")
 }
}

func (runner ScenarioRunner) PollForMessages(ctx context.Context, queueUrls
 []string) {
 log.Println("Polling queues for messages...")
 for _, queueUrl := range queueUrls {
  var messages []types.Message
  for {
   currentMsgs, err := runner.sqsActor.GetMessages(ctx, queueUrl, 10, 1)
   if err != nil {
    panic(err)
   }
   if len(currentMsgs) == 0 {
    break
   }
   messages = append(messages, currentMsgs...)
  }
  if len(messages) == 0 {
   log.Printf("No messages were received by queue %v.\n", queueUrl)
  } else if len(messages) == 1 {
   log.Printf("One message was received by queue %v:\n", queueUrl)

  } else {
   log.Printf("%v messages were received by queue %v:\n", len(messages), queueUrl)
  }
  for msgIndex, message := range messages {
   messageBody := MessageBody{}
   err := json.Unmarshal([]byte(*message.Body), &messageBody)
   if err != nil {
    panic(err)
   }
   log.Printf("Message %v: %v\n", msgIndex+1, messageBody.Message)
  }

  if len(messages) > 0 {
   log.Printf("Deleting %v messages from queue %v.\n", len(messages), queueUrl)
   err := runner.sqsActor.DeleteMessages(ctx, queueUrl, messages)
```

```
   if err != nil {
    panic(err)
   }
  }
 }
}

// RunTopicsAndQueuesScenario is an interactive example that shows you how to use
 the
// AWS SDK for Go to create and use Amazon SNS topics and Amazon SQS queues.
//
// 1. Create a topic (FIFO or non-FIFO).
// 2. Subscribe several queues to the topic with an option to apply a filter.
// 3. Publish messages to the topic.
// 4. Poll the queues for messages received.
// 5. Delete the topic and the queues.
//
// This example creates service clients from the specified sdkConfig so that
// you can replace it with a mocked or stubbed config for unit testing.
//
// It uses a questioner from the `demotools` package to get input during the
 example.
// This package can be found in the ..\..\demotools folder of this repo.
func RunTopicsAndQueuesScenario(
 ctx context.Context, sdkConfig aws.Config, questioner demotools.IQuestioner) {
 resources := Resources{}
 defer func() {
  if r := recover(); r != nil {
   log.Println("Something went wrong with the demo.\n" +
    "Cleaning up any resources that were created...")
   resources.Cleanup(ctx)
  }
 }()
 queueCount := 2

 log.Println(strings.Repeat("-", 88))
 log.Printf("Welcome to messaging with topics and queues.\n\n"+
  "In this workflow, you will create an SNS topic and subscribe %v SQS queues to the
\n"+
  "topic. You can select from several options for configuring the topic and the\n"+
  "subscriptions for the queues. You can then post to the topic and see the results
\n"+
  "in the queues.\n", queueCount)
```

```
log.Println(strings.Repeat("-", 88))

runner := ScenarioRunner{
 questioner: questioner,
 snsActor:   &actions.SnsActions{SnsClient: sns.NewFromConfig(sdkConfig)},
 sqsActor:   &actions.SqsActions{SqsClient: sqs.NewFromConfig(sdkConfig)},
}
resources.snsActor = runner.snsActor
resources.sqsActor = runner.sqsActor

topicName, topicArn, isFifoTopic, contentBasedDeduplication :=
runner.CreateTopic(ctx)
resources.topicArn = topicArn
log.Println(strings.Repeat("-", 88))

log.Printf("Now you will create %v SQS queues and subscribe them to the topic.\n",
queueCount)
ordinals := []string{"first", "next"}
usingFilters := false
for _, ordinal := range ordinals {
 queueName, queueUrl := runner.CreateQueue(ctx, ordinal, isFifoTopic)
 resources.queueUrls = append(resources.queueUrls, queueUrl)

 _, filtering := runner.SubscribeQueueToTopic(ctx, queueName, queueUrl, topicName,
topicArn, ordinal, isFifoTopic)
 usingFilters = usingFilters || filtering
}

log.Println(strings.Repeat("-", 88))
runner.PublishMessages(ctx, topicArn, isFifoTopic, contentBasedDeduplication,
usingFilters)
log.Println(strings.Repeat("-", 88))
runner.PollForMessages(ctx, resources.queueUrls)

log.Println(strings.Repeat("-", 88))

wantCleanup := questioner.AskBool("Do you want to remove all AWS resources created
for this scenario? (y/n) ", "y")
if wantCleanup {
 log.Println("Cleaning up resources...")
 resources.Cleanup(ctx)
}

log.Println(strings.Repeat("-", 88))
```

```
 log.Println("Thanks for watching!")
 log.Println(strings.Repeat("-", 88))
}
```

Define a struct that wraps Amazon SNS actions used in this example.

```
import (
 "context"
 "encoding/json"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sns"
 "github.com/aws/aws-sdk-go-v2/service/sns/types"
)

// SnsActions encapsulates the Amazon Simple Notification Service (Amazon SNS)
 actions
// used in the examples.
type SnsActions struct {
 SnsClient *sns.Client
}



// CreateTopic creates an Amazon SNS topic with the specified name. You can
 optionally
// specify that the topic is created as a FIFO topic and whether it uses content-
based
// deduplication instead of ID-based deduplication.
func (actor SnsActions) CreateTopic(ctx context.Context, topicName string,
 isFifoTopic bool, contentBasedDeduplication bool) (string, error) {
 var topicArn string
 topicAttributes := map[string]string{}
 if isFifoTopic {
  topicAttributes["FifoTopic"] = "true"
 }
 if contentBasedDeduplication {
  topicAttributes["ContentBasedDeduplication"] = "true"
 }
```

```
 topic, err := actor.SnsClient.CreateTopic(ctx, &sns.CreateTopicInput{
  Name:       aws.String(topicName),
  Attributes: topicAttributes,
 })
 if err != nil {
  log.Printf("Couldn't create topic %v. Here's why: %v\n", topicName, err)
 } else {
  topicArn = *topic.TopicArn
 }

 return topicArn, err
}



// DeleteTopic delete an Amazon SNS topic.
func (actor SnsActions) DeleteTopic(ctx context.Context, topicArn string) error {
 _, err := actor.SnsClient.DeleteTopic(ctx, &sns.DeleteTopicInput{
  TopicArn: aws.String(topicArn)})
 if err != nil {
  log.Printf("Couldn't delete topic %v. Here's why: %v\n", topicArn, err)
 }
 return err
}



// SubscribeQueue subscribes an Amazon Simple Queue Service (Amazon SQS) queue to an
// Amazon SNS topic. When filterMap is not nil, it is used to specify a filter
 policy
// so that messages are only sent to the queue when the message has the specified
 attributes.
func (actor SnsActions) SubscribeQueue(ctx context.Context, topicArn string,
 queueArn string, filterMap map[string][]string) (string, error) {
 var subscriptionArn string
 var attributes map[string]string
 if filterMap != nil {
  filterBytes, err := json.Marshal(filterMap)
  if err != nil {
   log.Printf("Couldn't create filter policy, here's why: %v\n", err)
   return "", err
  }
  attributes = map[string]string{"FilterPolicy": string(filterBytes)}
 }
```

```
 output, err := actor.SnsClient.Subscribe(ctx, &sns.SubscribeInput{
  Protocol:              aws.String("sqs"),
  TopicArn:              aws.String(topicArn),
  Attributes:            attributes,
  Endpoint:              aws.String(queueArn),
  ReturnSubscriptionArn: true,
 })
 if err != nil {
  log.Printf("Couldn't susbscribe queue %v to topic %v. Here's why: %v\n",
   queueArn, topicArn, err)
 } else {
  subscriptionArn = *output.SubscriptionArn
 }

 return subscriptionArn, err
}



// Publish publishes a message to an Amazon SNS topic. The message is then sent to
 all
// subscribers. When the topic is a FIFO topic, the message must also contain a
 group ID
// and, when ID-based deduplication is used, a deduplication ID. An optional key-
value
// filter attribute can be specified so that the message can be filtered according
 to
// a filter policy.
func (actor SnsActions) Publish(ctx context.Context, topicArn string, message
 string, groupId string, dedupId string, filterKey string, filterValue string) error
 {
 publishInput := sns.PublishInput{TopicArn: aws.String(topicArn), Message:
 aws.String(message)}
 if groupId != "" {
  publishInput.MessageGroupId = aws.String(groupId)
 }
 if dedupId != "" {
  publishInput.MessageDeduplicationId = aws.String(dedupId)
 }
 if filterKey != "" && filterValue != "" {
  publishInput.MessageAttributes = map[string]types.MessageAttributeValue{
   filterKey: {DataType: aws.String("String"), StringValue:
 aws.String(filterValue)},
  }
```

```
 }
 _, err := actor.SnsClient.Publish(ctx, &publishInput)
 if err != nil {
  log.Printf("Couldn't publish message to topic %v. Here's why: %v", topicArn, err)
 }
 return err
}
```

Define a struct that wraps Amazon SQS actions used in this example.

```
import (
 "context"
 "encoding/json"
 "fmt"
 "log"

 "github.com/aws/aws-sdk-go-v2/aws"
 "github.com/aws/aws-sdk-go-v2/service/sqs"
 "github.com/aws/aws-sdk-go-v2/service/sqs/types"
)

// SqsActions encapsulates the Amazon Simple Queue Service (Amazon SQS) actions
// used in the examples.
type SqsActions struct {
 SqsClient *sqs.Client
}



// CreateQueue creates an Amazon SQS queue with the specified name. You can specify
// whether the queue is created as a FIFO queue.
func (actor SqsActions) CreateQueue(ctx context.Context, queueName string,
 isFifoQueue bool) (string, error) {
 var queueUrl string
 queueAttributes := map[string]string{}
 if isFifoQueue {
  queueAttributes["FifoQueue"] = "true"
 }
 queue, err := actor.SqsClient.CreateQueue(ctx, &sqs.CreateQueueInput{
  QueueName:  aws.String(queueName),
```

```
  Attributes: queueAttributes,
 })
 if err != nil {
  log.Printf("Couldn't create queue %v. Here's why: %v\n", queueName, err)
 } else {
  queueUrl = *queue.QueueUrl
 }

 return queueUrl, err
}



// GetQueueArn uses the GetQueueAttributes action to get the Amazon Resource Name
 (ARN)
// of an Amazon SQS queue.
func (actor SqsActions) GetQueueArn(ctx context.Context, queueUrl string) (string,
 error) {
 var queueArn string
 arnAttributeName := types.QueueAttributeNameQueueArn
 attribute, err := actor.SqsClient.GetQueueAttributes(ctx,
 &sqs.GetQueueAttributesInput{
  QueueUrl:       aws.String(queueUrl),
  AttributeNames: []types.QueueAttributeName{arnAttributeName},
 })
 if err != nil {
  log.Printf("Couldn't get ARN for queue %v. Here's why: %v\n", queueUrl, err)
 } else {
  queueArn = attribute.Attributes[string(arnAttributeName)]
 }
 return queueArn, err
}



// AttachSendMessagePolicy uses the SetQueueAttributes action to attach a policy to
 an
// Amazon SQS queue that allows the specified Amazon SNS topic to send messages to
 the
// queue.
func (actor SqsActions) AttachSendMessagePolicy(ctx context.Context, queueUrl
 string, queueArn string, topicArn string) error {
 policyDoc := PolicyDocument{
  Version: "2012-10-17",
```

```
  Statement: []PolicyStatement{{
   Effect:    "Allow",
   Action:    "sqs:SendMessage",
   Principal: map[string]string{"Service": "sns.amazonaws.com"},
   Resource:  aws.String(queueArn),
   Condition: PolicyCondition{"ArnEquals": map[string]string{"aws:SourceArn":
 topicArn}},
  }},
 }
 policyBytes, err := json.Marshal(policyDoc)
 if err != nil {
  log.Printf("Couldn't create policy document. Here's why: %v\n", err)
  return err
 }
 _, err = actor.SqsClient.SetQueueAttributes(ctx, &sqs.SetQueueAttributesInput{
  Attributes: map[string]string{
   string(types.QueueAttributeNamePolicy): string(policyBytes),
  },
  QueueUrl: aws.String(queueUrl),
 })
 if err != nil {
  log.Printf("Couldn't set send message policy on queue %v. Here's why: %v\n",
 queueUrl, err)
 }
 return err
}

// PolicyDocument defines a policy document as a Go struct that can be serialized
// to JSON.
type PolicyDocument struct {
 Version   string
 Statement []PolicyStatement
}

// PolicyStatement defines a statement in a policy document.
type PolicyStatement struct {
 Effect    string
 Action    string
 Principal map[string]string `json:",omitempty"`
 Resource  *string           `json:",omitempty"`
 Condition PolicyCondition   `json:",omitempty"`
}

// PolicyCondition defines a condition in a policy.
```

```
type PolicyCondition map[string]map[string]string



// GetMessages uses the ReceiveMessage action to get messages from an Amazon SQS
 queue.
func (actor SqsActions) GetMessages(ctx context.Context, queueUrl string,
 maxMessages int32, waitTime int32) ([]types.Message, error) {
 var messages []types.Message
 result, err := actor.SqsClient.ReceiveMessage(ctx, &sqs.ReceiveMessageInput{
  QueueUrl:            aws.String(queueUrl),
  MaxNumberOfMessages: maxMessages,
  WaitTimeSeconds:     waitTime,
 })
 if err != nil {
  log.Printf("Couldn't get messages from queue %v. Here's why: %v\n", queueUrl, err)
 } else {
  messages = result.Messages
 }
 return messages, err
}



// DeleteMessages uses the DeleteMessageBatch action to delete a batch of messages
 from
// an Amazon SQS queue.
func (actor SqsActions) DeleteMessages(ctx context.Context, queueUrl string,
 messages []types.Message) error {
 entries := make([]types.DeleteMessageBatchRequestEntry, len(messages))
 for msgIndex := range messages {
  entries[msgIndex].Id = aws.String(fmt.Sprintf("%v", msgIndex))
  entries[msgIndex].ReceiptHandle = messages[msgIndex].ReceiptHandle
 }
 _, err := actor.SqsClient.DeleteMessageBatch(ctx, &sqs.DeleteMessageBatchInput{
  Entries:  entries,
  QueueUrl: aws.String(queueUrl),
 })
 if err != nil {
  log.Printf("Couldn't delete messages from queue %v. Here's why: %v\n", queueUrl,
 err)
 }
 return err
}
```

```
// DeleteQueue deletes an Amazon SQS queue.
func (actor SqsActions) DeleteQueue(ctx context.Context, queueUrl string) error {
 _, err := actor.SqsClient.DeleteQueue(ctx, &sqs.DeleteQueueInput{
  QueueUrl: aws.String(queueUrl)})
 if err != nil {
  log.Printf("Couldn't delete queue %v. Here's why: %v\n", queueUrl, err)
 }
 return err
}
```

Clean up resources.

```
import (
 "context"
 "fmt"
 "log"
 "topics_and_queues/actions"
)

// Resources keeps track of AWS resources created during an example and handles
// cleanup when the example finishes.
type Resources struct {
 topicArn  string
 queueUrls []string
 snsActor  *actions.SnsActions
 sqsActor  *actions.SqsActions
}

// Cleanup deletes all AWS resources created during an example.
func (resources Resources) Cleanup(ctx context.Context) {
 defer func() {
  if r := recover(); r != nil {
   fmt.Println("Something went wrong during cleanup. Use the AWS Management Console
\n" +
    "to remove any remaining resources that were created for this scenario.")
  }
 }()
```

```
 var err error
 if resources.topicArn != "" {
  log.Printf("Deleting topic %v.\n", resources.topicArn)
  err = resources.snsActor.DeleteTopic(ctx, resources.topicArn)
  if err != nil {
   panic(err)
  }
 }

 for _, queueUrl := range resources.queueUrls {
  log.Printf("Deleting queue %v.\n", queueUrl)
  err = resources.sqsActor.DeleteQueue(ctx, queueUrl)
  if err != nil {
   panic(err)
  }
 }
}
```

- For API details, see the following topics in *AWS SDK for Go API Reference*.
  - CreateQueue
  - CreateTopic
  - DeleteMessageBatch
  - DeleteQueue
  - DeleteTopic
  - GetQueueAttributes
  - Publish
  - ReceiveMessage
  - SetQueueAttributes
  - Subscribe
  - Unsubscribe

Serverless examples

Invoke a Lambda function from an Amazon SQS trigger

The following code example shows how to implement a Lambda function that receives an event triggered by receiving messages from an SQS queue. The function retrieves the messages from the event parameter and logs the content of each message.

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> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Consuming an SQS event with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package integration_sqs_to_lambda

import (
 "fmt"
 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

func handler(event events.SQSEvent) error {
 for _, record := range event.Records {
  err := processMessage(record)
  if err != nil {
   return err
  }
 }
 fmt.Println("done")
 return nil
}

func processMessage(record events.SQSMessage) error {
 fmt.Printf("Processed message %s\n", record.Body)
 // TODO: Do interesting work based on the new message
```

```
 return nil
}

func main() {
 lambda.Start(handler)
}
```

Reporting batch item failures for Lambda functions with an Amazon SQS trigger

The following code example shows how to implement partial batch response for Lambda functions that receive events from an SQS queue. The function reports the batch item failures in the response, signaling to Lambda to retry those messages later.

SDK for Go V2

> **Note**
>
> There's more on GitHub. Find the complete example and learn how to set up and run in the Serverless examples repository.

Reporting SQS batch item failures with Lambda using Go.

```
// Copyright Amazon.com, Inc. or its affiliates. All Rights Reserved.
// SPDX-License-Identifier: Apache-2.0
package main

import (
 "context"
 "encoding/json"
 "fmt"
 "github.com/aws/aws-lambda-go/events"
 "github.com/aws/aws-lambda-go/lambda"
)

func handler(ctx context.Context, sqsEvent events.SQSEvent) (map[string]interface{},
 error) {
 batchItemFailures := []map[string]interface{}{}

 for _, message := range sqsEvent.Records {
```

```
  if /* Your message processing condition here */ {
   batchItemFailures = append(batchItemFailures, map[string]interface{}
{"itemIdentifier": message.MessageId})
  }
 }

 sqsBatchResponse := map[string]interface{}{
  "batchItemFailures": batchItemFailures,
 }
 return sqsBatchResponse, nil
}

func main() {
 lambda.Start(handler)
}
```

Document history for the AWS SDK for Go V2 Code Examples guide.

The following table describes the documentation releases for AWS SDK for Go code examples.

Change	Description	Date
Initial release	Initial release of the AWS SDK for Go Code Examples guide	February 22, 2024