Cloud Computing

6/9/2020 Data Communications Labs Tony Shen

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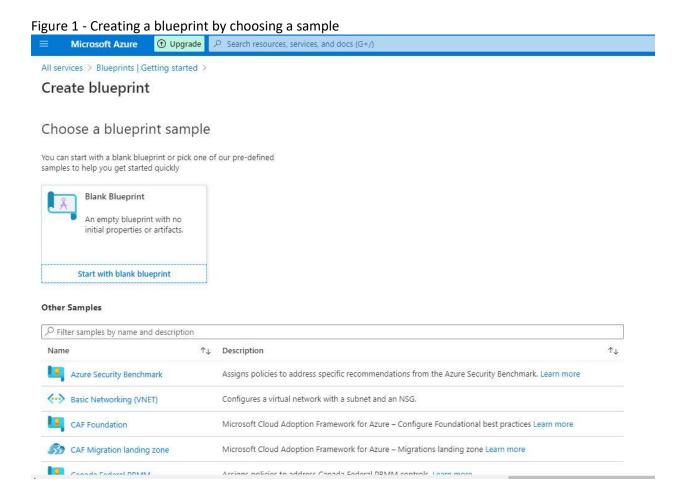
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Introduction

Azure Landing Zone (ALZ) is a new feature in Azure cloud designed to facilitate resource creation and configuration standardization. ALZ uses blueprints to do its work. This write-up provides a walk-through of creating resources by using a blueprint to illustrate how it works. The walk-through includes basic steps of creating, drafting, publishing and assigning a blueprint. Desired resources are created by assigning a published blueprint to targeted areas. A blueprint cannot be published until it is carefully drafted. When drafting a blueprint, built-in guard-rails are in place to prevent non-conforming practices from taking place. The entire process from drafting, publishing, and assigning blueprints ensures an enterprise-grade standardization, consistency, and best practices across board.

Walk-through

Drafting a blueprint



In this walk-through, Basic Networking (VNET) was chosen

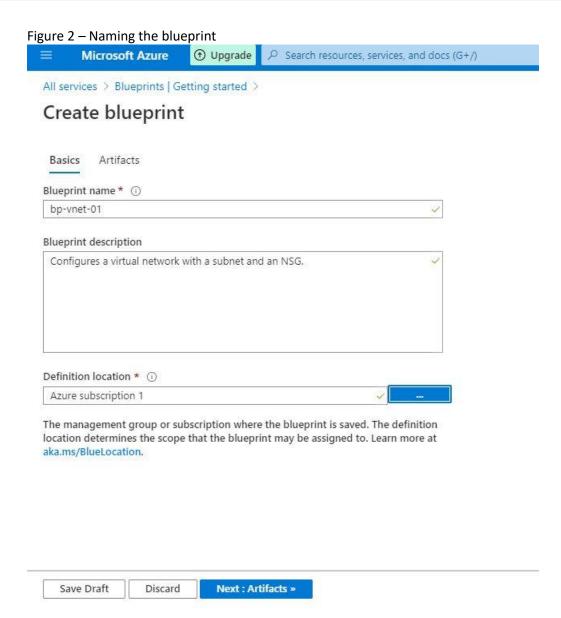


Figure 3 – NSG (Network Security Group) and Subnet are added

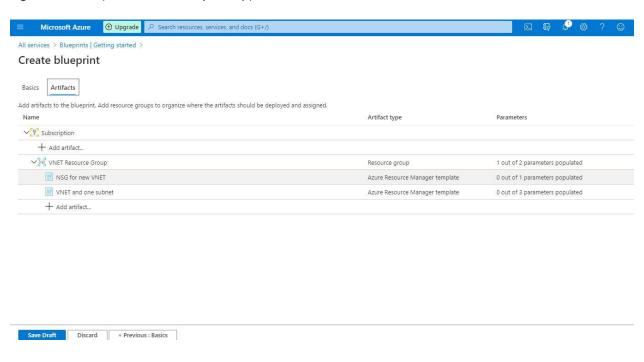


Figure 4 – Naming NSG

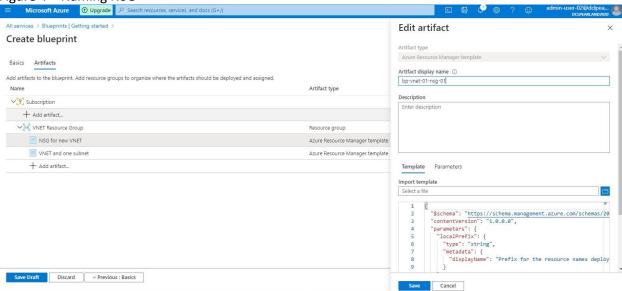


Figure 5 – Naming VNET

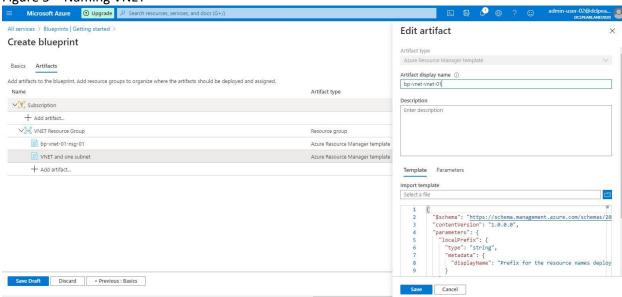


Figure 6 – Adding a policy

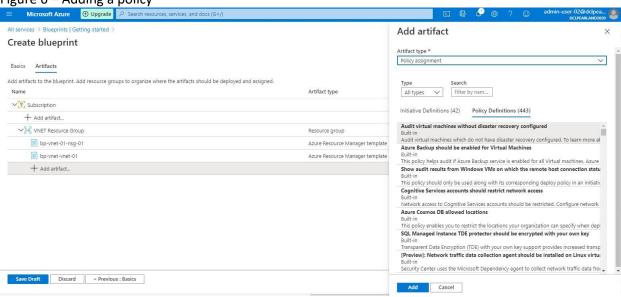


Figure 7 – Adding a role Add artifact Create blueprint Artifact type * Role assignment Basics Artifacts Add artifacts to the blueprint. Add resource groups to organize where the artifacts should be deployed and assigned. You can choose to fill these parameters in now or when assigning the bluepr Artifact type **▽[Ŷ]** Subscription + Add artifact... ✓ [№] VNET Resource Group Resource group pp-vnet-01-nsg-01 Azure Resource Manager template ✓ This value should be specified when the blueprint is assigned. Audit virtual machines without disaster recovery configured + Add artifact... Save Draft Discard « Previous : Basics Add Cancel

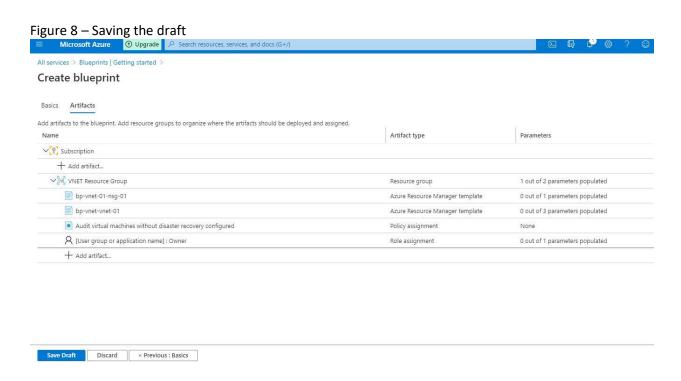


Figure 9 – The draft blueprint is saved in Blueprint definitions

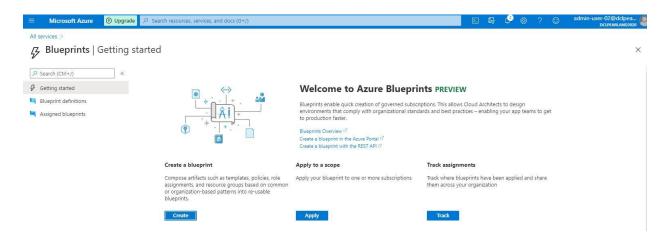
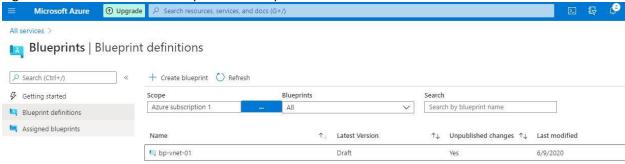


Figure 10 – The saved draft blueprint shows up



Publishing blueprint

Figure 11 – Naming a version before publishing the draft blueprint

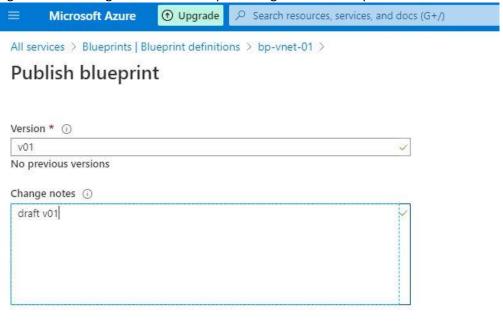
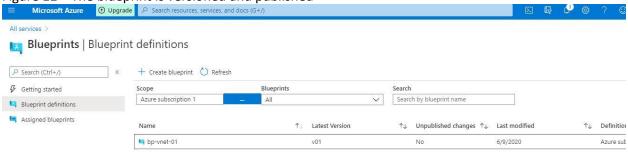
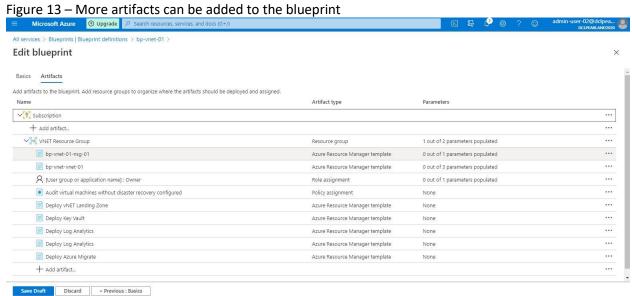




Figure 12 – The blueprint is versioned and published





Assigning blueprint

Figure 14 – Assigning the blueprint (using the blueprint to create resources)

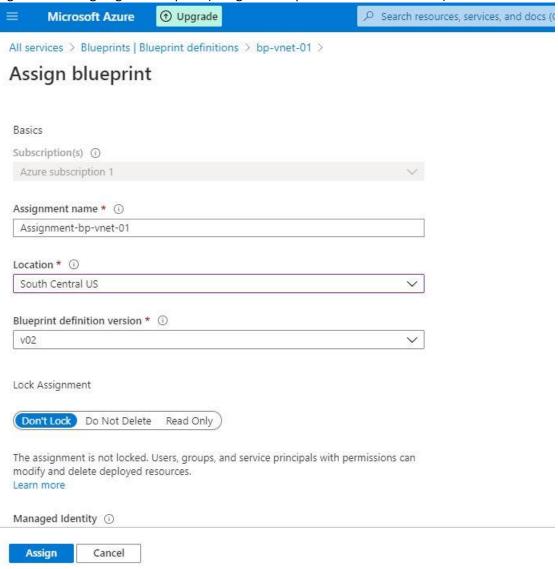


Figure 15 – Specifying RG (Resource Group)

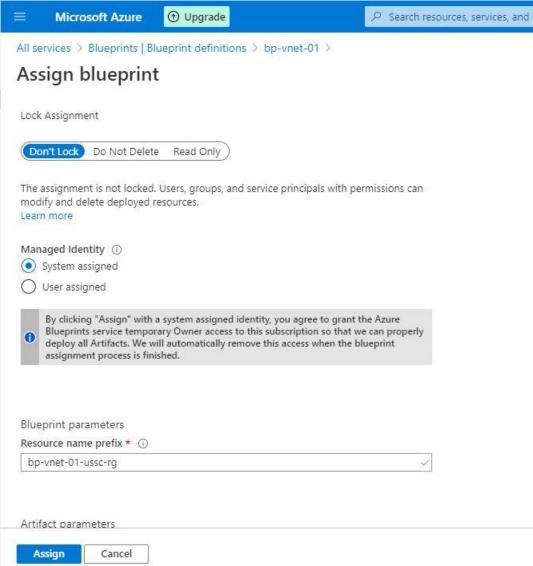


Figure 16 – Populating blueprint parameters

All services > Blueprints | Blueprint definitions > bp-vnet-01 >

Assign blueprint

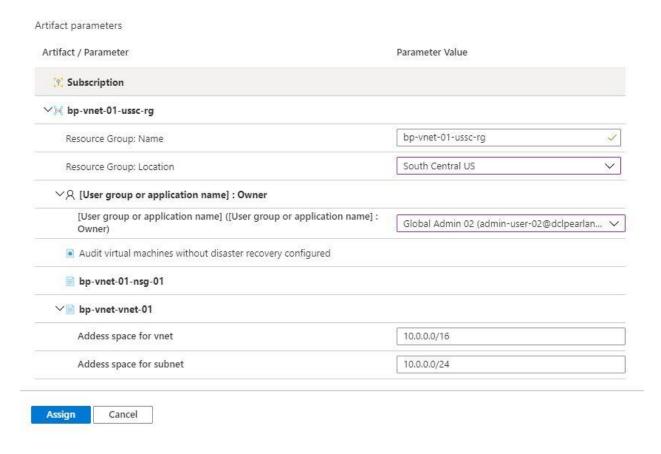
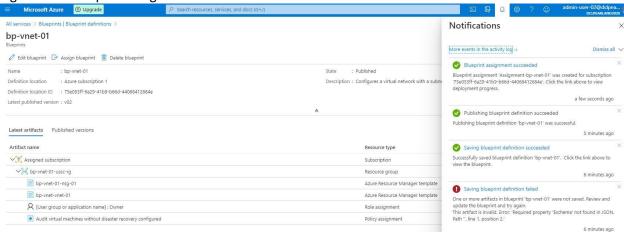
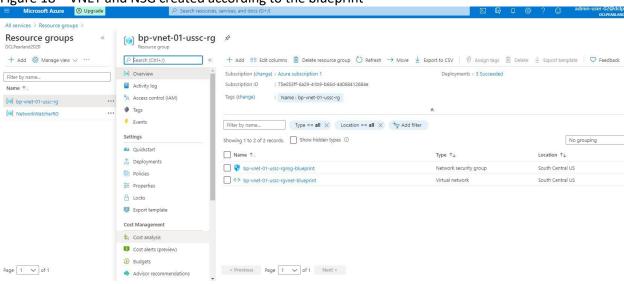


Figure 17 - Blueprint assignment succeeded



Checking resources created by blueprint

Figure 18 - VNET and NSG created according to the blueprint





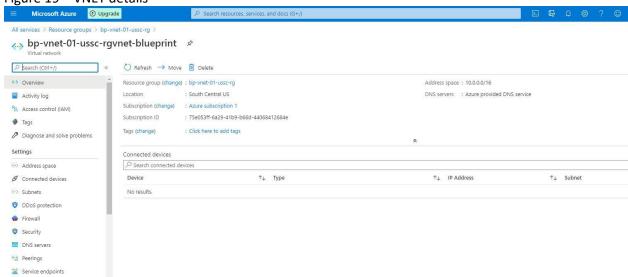






Figure 21 – NSG details

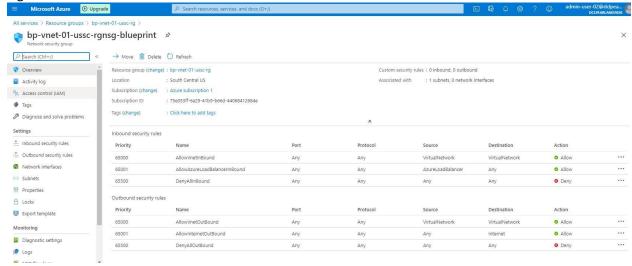
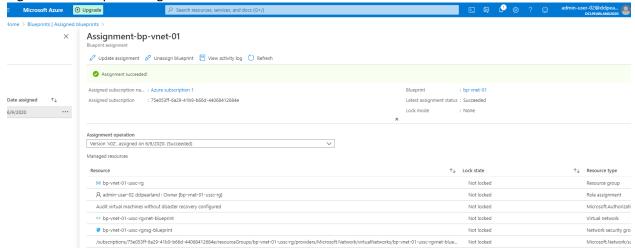


Figure 22 - Blueprint assignment details



Azure CLI Blueprint Extension

Blueprints can be created and managed by Azure CLI for automation

To add blueprint extension, install Azure CLI 2.7.0, the current version

azdls1admin@ubun1802:~/scripts/azure\$ az --version

azure-cli 2.7.0

...

To check if blueprint is among available extensions

azdls1admin@ubun1802:~/scripts/azure\$ az extension list-available --output table | grep blue

blueprint 0.1.0 Microsoft Azure Command-Line Tools Blueprint Extension

False True False

Note: Older version may not have blueprint as an available extension

To add blueprint extension

azdls1admin@ubun1802:~/scripts/azure\$ az extension add --name blueprint

The installed extension 'blueprint' is experimental and not covered by customer support. Please use with discretion.

To show help with blueprint

azdls1admin@ubun1802:~/scripts/azure\$ az blueprint -h

Group

az blueprint : Commands to manage blueprint.

This command group is experimental and not covered by customer support. Please use with discretion.

Subgroups:

artifact : Commands to manage blueprint artifact.

assignment : Commands to manage blueprint assignment.

resource-group: Commands to manage blueprint resource group artifact.

version : Commands to manage published blueprint versions.

Commands:

create : Create a blueprint definition. delete : Delete a blueprint definition.

import : Import a blueprint definition and artifacts from a director of json files.

list : List blueprint definitions.

publish : Publish a new version of the blueprint definition with the latest artifacts.

Published blueprint definitions are immutable.

show : Get a blueprint definition. update : Update a blueprint definition.

For more specific examples, use: az find "az blueprint"

Please let us know how we are doing: https://aka.ms/clihats

To list existing blueprints

```
azdls1admin@ubun1802:~/scripts/azure$ az blueprint list
Command group 'blueprint' is experimental and not covered by customer support. Please use with
discretion.
  "description": "Configures a virtual network with a subnet and an NSG.",
  "displayName": "Basic Networking (VNET)",
  "id": "/subscriptions/75e053ff-6a29-41b9-b66d-
44068412684e/providers/Microsoft.Blueprint/blueprints/bp-vnet-01",
  "layout": null,
  "name": "bp-vnet-01",
  "parameters": {
   "[Usergrouporapplicationname]:Owner RoleAssignmentName": {
    "allowedValues": null,
    "defaultValue": null,
    "description": null,
    "displayName": "[User group or application name] ([User group or application name] : Owner)",
    "strongType": "PrincipalId",
    "type": "array"
   },
   "addressSpaceForSubnet": {
    "allowedValues": [],
    "defaultValue": "10.0.0.0/24",
    "description": null,
    "displayName": "Addess space for subnet",
    "strongType": null,
    "type": "string"
   "addressSpaceForVnet": {
    "allowedValues": [],
    "defaultValue": "10.0.0.0/16",
    "description": null,
    "displayName": "Addess space for vnet",
    "strongType": null,
    "type": "string"
   "resourceNamePrefix": {
    "allowedValues": null,
    "defaultValue": null,
    "description": "Resource group and resource name prefix",
    "displayName": "Resource name prefix",
    "strongType": null,
    "type": "string"
  },
  "resourceGroups": {
   "SingleRG": {
```

```
"dependsOn": [],
    "description": null,
    "displayName": "bp-vnet-01-ussc-rg",
    "location": null,
    "name": null,
    "strongType": null,
    "tags": {
     "Name": "bp-vnet-01-ussc-rg"
    }
  }
  "status": {
   "lastModified": "2020-06-09T22:44:48.875216+00:00",
   "timeCreated": "2020-06-09T21:51:07+00:00"
  "targetScope": "subscription",
  "type": "Microsoft.Blueprint/blueprints",
  "versions": null
}
awsdls1admin@ubun1802:~/scripts/azure$
```

For more details of how to use Azure CLI blueprint extension, visit with Azure CLI documentation at

https://docs.microsoft.com/en-us/azure/governance/blueprints/create-blueprint-azurecli

Conclusion

Landing Zone is an environment created using blueprints. Blueprints can be viewed as elevated Azure Resource Manager (ARM) templates. Blueprints can be edited, expanded by having more artifacts or simplified by removing unwanted artifacts. Blueprints can be versioned, used, revised, and re-used in resource provisioning. Blueprints offer a new way of formulating a consistent and standardized environment across tenants and directories that is called Landing Zone.