



MuleSoft Quickstart for Developers (SP-MCD101)

Course ID #: 7000-490-ZZ-Z

Hours: 35

Course Content

Course Description:

This class was developed to teach students about APIs and integrations using Mule 3, Mule 4, and Anypoint Studio and to help students prepare for the MuleSoft Certified Developer exam. This class is an alternative to the Anypoint Platform Development: Fundamentals class offered by MuleSoft. A student in this class will learn about creating applications using both Mule 3 and Mule 4, deploying APIs, flows and connectors, Dataweave, API discoverability, manipulating and navigating Anypoint Studio, and more.

At Course Completion:

Students will learn:

- Designing APIs
- Building APIs
- Test-Driven Development (Munit)
- Consuming Web Services
- Controlling Event Flow
- Error Handling
- Data Transformation (Dataweave)
- Environment Properties
- API Management and Auto-Discovery
- Deploying APIs
- Managing APIs
- Deploying the Application Network
- Batch Processing

Target Student:

People with general technology experience and a general understanding of Java.



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Topics:

1. Introduction
2. Key Concepts
 - a. APIs
 - b. Application Networks
 - c. API-led Connectivity
 - d. C4E Team
 - e. Data Products vs Data Projects
 - f. Anypoint Platform Introduction
 - i. Exchange
 - ii. Design Center
 - iii. Runtime Manager
 - iv. API Manager
 - v. User Management
 - g. API Management
 - h. API Discoverability
3. Designing APIs
 - a. Designing Application Networks
 - i. The Firm Foundation: Process APIs
 - b. API Design with RAML
 - i. API Discoverability
 1. Exchange
 2. Public API Portals
 3. Demonstrating APIs (API Notebook)
4. Building APIs
 - a. Building API Interfaces with the API Kit
 - b. Mule Events
 - c. Debugging
5. Test-Driven Development (MUnit)
 - a. MUnit Sub modules & MUnit Utils
 - b. How to create tests & use processors
 - c. How to Run tests
 - d. View test results and Coverage Report
6. Consuming Web Services
 - a. Restful Web Services
 - b. SOAP Web Services
 - c. Metadata and Web Services
7. Controlling Event Flow
 - a. Choice Router
 - b. Scatter Gather
 - c. Validator
8. Error Handling
 - a. On Error Continue
 - b. On Error Propagate
 - c. Flow Level, Processor Level Exception Handling
 - d. Error Propagation
 - e. Mule Flows Success Response vs. Error Response



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9. Data Transformation (Dataweave)

- a. Basic Transformations using Metadata
- b. Complex Transformations of Arrays
 - i. Map Operator
 - ii. Functions, Variable, Using
 - iii. Lookup Operator
- c. Organizing and Reusing Code
 - i. DWL files
 - ii. Global Functions
 - iii. Operators

10. Environment Properties

- a. Properties and YAML files

11. API Management and Auto-Discovery

- a. Managing APIs using the API Manager
- b. Installing Auto Discovery

12. Deploying APIs

- a. Deploying to the Cloud (Cloudhub)
- b. Deploying to a Customer-hosted Mule Runtime
- c. Deploying a Mule Domain
- d. Installing HTTPS
- e. Creating an API Proxy

13. Managing APIs

- a. Security Policies
- b. SLAs
- c. Contracts
- d. Alerts
- e. Analytics

14. Deploying the Application Network

- a. Deploying System APIs
- b. Deploying Process APIs

15. Batch Processing

- a. For Each Scope
- b. Batch Scope
- c. Selective Batch Step Processing
- d. Batch Step Aggregation

16. Course Conclusion