

# **Mule ESB Cookbook**

Dr. Zakir Laliwala Abdul Samad Azaz Desai Uchit Vyas



Chapter No. 2
"Working with Components and Patterns"

## In this package, you will find:

A Biography of the authors of the book

A preview chapter from the book, Chapter NO.2 "Working with Components and Patterns"

A synopsis of the book's content

Information on where to buy this book

# About the Authors

**Dr. Zakir Laliwala** is an entrepreneur, open source specialist, and hands-on CTO of Attune Infocom. Attune Infocom provides enterprise-level open source solutions, and services for SOA, BPM, ESB, Portal, Cloud computing, and ECM. At Attune Infocom, he is responsible for solutions and services delivery and product development. He is exploring new enterprise-level open source solutions, and defining architecture, roadmap, and best practices. He has provided consulting and training on various open source technologies to corporates around the world on Mule ESB, Activiti BPM, JBoss' jBPM and Drools, Liferay Portal, Alfresco ECM, Jboss SOA, and Cloud computing.

Dr. Zakir pursued Ph.D. in Information and Communication Technology from Dhirubhai Ambani Institute of Information and Communication Technology. He was the Adjunct Faculty at Dhirubhai Ambani Institute of Information and Communication Technology (DA-IICT) and CEPT University, where he now teaches students pursuing Master's.

He has published many research papers in IEEE and ACM international conferences on web services, SOA, Grid computing, and Semantic Web. He also serves as a reviewer at various international conferences and journals. He has contributed chapters on open source technologies and writes books on open source technologies.

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**Abdul Samad** has more than seven years' hands-on experience in leading and implementing Java, J2EE, Portal, and ECM open source solutions. He has successfully migrated IBM WebSphere portal to Liferay Portal for a client based in the U.K. He has delivered successful training with his experience and expertise on Liferay Portal and jBPM to Sambaash, AT&T, Cognizant, Urja Technologies, and Protea Technologies. He was part of an enterprise-level, open source portal application implementation for media and publication houses, portal customization projects, and led a team of developers to achieve the client's requirements on time.

He has expertise in implementing J2EE technologies (JSP, Servlet, MVC Frameworks, BPM, ESB, and Portlet frameworks) to develop enterprise web applications. He has worked with various frameworks such as Mule ESB, jBPM, Liferay, Alfresco, and Oracle WebLogic portal on his journey.

**Azaz Desai** has more than three years' experience in Mule ESB, JBPM, and Liferay technologies. He is an Oracle Certified Java Programmer (OCJP). He is responsible for implementing, deploying, integrating, and optimizing services and business processes using ESB and BPM tools. He is a lead writer of *Mule ESB Cookbook*, *Packt Publishing*, as well playing a vital role of trainer on ESB to global clients at Attune Infocom.

He is very enthusiastic and active in understanding client-specific requirements on web service integration. He has done various integration of web services, such as Mule ESB with Liferay, Alfresco, jBPM, and Drools. He was a part of a key project on Mule ESB integration as a messaging system. He has worked on various web service standards and frameworks, such as CXF, AXIS, SOAP, and REST.

**Uchit Vyas** a B.Tech. graduate in Computer Science with a research interest in ESB and Cloud, is a certified Cloud Architect (AWS), Cisco (CCNA), VMware (VSP), and Red Hat Linux (RHCE) professional. He has an energetic strength to work on multiple platforms at a time and the ability to integrate open source technologies. He works as a Sr. Consultant and looks after AWS – Cloud, Mule ESB, Alfresco, Liferay and deploying Portal, and ECM system. He was previously working with TCS as an Assistant System Engineer.

With over three years' hands-on experience on open source technologies, he manages to guide the team and deliver projects and training sessions meeting client expectations. He has provided more than 13 training sessions on Cloud computing, Alfresco, and Liferay in a couple of months. In the last few years, he has moved over 80 percent of Attune Infocom business processes to the Cloud by implementing agile SDLC methodology on Amazon, Rackspace, and private Clouds such as Eucalyptus and OpenStack. His skills are not limited to designing and managing Cloud environment/infrastructure, server architecture. He is also active in Shell scripting, autodeployment, supporting hundreds of Linux and Windows physical and virtual servers hosting databases, and applications with continuous delivery using Jenkins/CruiseControl with Puppet/Chef scripting.

## **Mule ESB Cookbook**

Mule ESB is a lightweight Java-based enterprise service bus (ESB) and integration platform that allows developers to connect applications together quickly and easily, enabling them to efficiently exchange data. You can therefore use Mule ESB to allow different applications to communicate with each other via a transit system to carry data between applications within your enterprise or across the Internet. It is also useful if you use more than one type of communication protocol while integrating three or more applications/services.

Mule ESB Cookbook takes readers through the practical approach of using Mule ESB 3.3. This book solves numerous issues faced by developers working on Mule ESB in real time and provides use cases on how to integrate Mule with other technologies. It also focuses on development and delivery using Mule ESB through integrating, migrating, and upgrading advanced technological tools.

This book gives the reader a strong overview of the Mule framework using practical and easy-to-follow examples. It has three sections: problems, approaches, and solutions. The key aim of this book is to show you how to allow different applications to communicate with each other by creating a transit system to carry data between applications within your enterprise or across the Internet. Mule ESB enables easy integration of existing systems, regardless of the different technologies that the applications use, including JMS, web services, JDBC, HTTP, and more.

*Mule ESB Cookbook* will teach you everything to communicate between applications that are built on different platforms, as well as how to migrate them into your application across multiple platforms or on the Cloud.

#### **What This Book Covers**

This book contains recipes related to deployment, scripting, and the API discussing core concepts of standard components, performance tuning, and Cloud integration through practical task-oriented recipes. This book will provide you practical knowledge of the Mule ESB architecture and its configuration. Core concepts and components required to understand how Mule ESB works are also explained.

Chapter 1, Getting Started with Mule ESB, discusses Mule core concepts and terminology. It also provides an environment setup for Mule ESB and Mule Studio. By the end of this chapter, you will be familiar with Mule IDE integration with Eclipse, and how to create a Hello World project and flow in Mule Studio. At the end of this chapter, you will learn how to configure Mule elements and deploy applications on the Mule server.

Chapter 2, Working with Components and Patterns, describes what a component is and its types, such as Echo, Logger, REST, SOAP, HTTP, and Java. You will also know how to configure a component, how to use it in a workflow, and what patterns are in Mule ESB.

Chapter 3, Using Message Property, Processors, and Sources, helps you understand what message sources, processors, and properties are. By the end of this chapter, you will be able to use processors in a workflow, and use message processors to control the message flow, and message property scopes.

Chapter 4, Endpoints, explains what an Endpoint is. Endpoints send and receive data and are responsible for connecting to external resources and delivering messages. The two types of Endpoints available in Mule Studio are: Inbound Endpoint and Outbound Endpoint. Inbound Endpoint is used for receive messages and Outbound Endpoint is used for sending messages.

*Chapter 5*, *Transformers*, explains what a transformer is. By the end of this chapter, you will be able to configure the JSON-to-Object and Object-to-XML transformers and DataMapper.

Chapter 6, Configuring Filters, explains what a filter is and how to configure the Logic filter. By the end of this chapter, you will be able to create a custom filter and configure the Message filter.

Chapter 7, Handling Exceptions and Testing, explains what an exception is. By the end of this chapter, you will be able to configure the Catch Exception Strategies, Rollback Exception Strategies, and JUnit testing.

Chapter 8, Introducing Web Services, explains what a web service is. By the end of this chapter, you will be able to create a JAX-WS web service and integrate external web services.

Chapter 9, Understanding Flows, Routers, and Services, explains what a Router is, and how to configure the Router and the Splitter Flow Control.

Chapter 10, Configuring Cloud Connectors, explains what a cloud connector is and how to integrate Twitter and Dropbox connectors.

# Working with Components and Patterns

In this chapter, we will cover:

- Configuring the component
- Using the Echo component to display the message payload
- ▶ Using a Flow Reference component to synchronously execute another flow
- ▶ Publishing a RESTful web service using the REST component
- ▶ Publishing a SOAP-based web service using the SOAP component

## Introduction

Mule has the ability of routing, filtering, transforming, and processing with components. Each of those abilities are assigned a good number of fine-grained processors. The configuration file of a Mule application that combines those elements can end up being large. The different types of configuration patterns provided by Mule are simple service pattern, bridge, validator, HTTP proxy, and WS proxy.

# Configuring the component

In this recipe, you will see how to configure a component in Mule Studio. We will have a look at how to use different components throughout this chapter.

#### Getting ready

Mule uses HTTP Endpoints to send and receive requests over the HTTP protocol. Configured as either **Inbound** (also known as **message sources**) or **Outbound**, HTTP Endpoints use one of these two message exchange patterns: **request-response** or **one-way**.



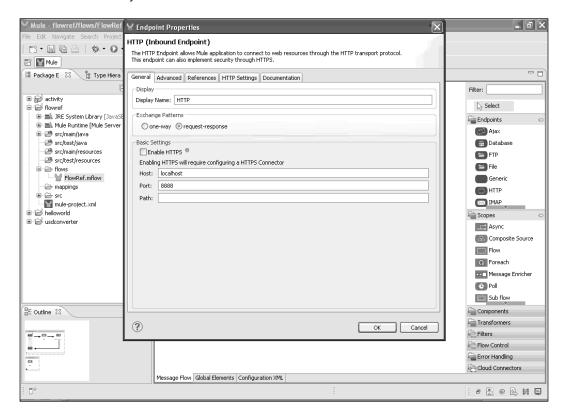
The arrows in the preceding screenshot indicate the request-response type of message exchange.



The arrow in this screenshot indicates the one-way type of message exchange.

#### How to do it...

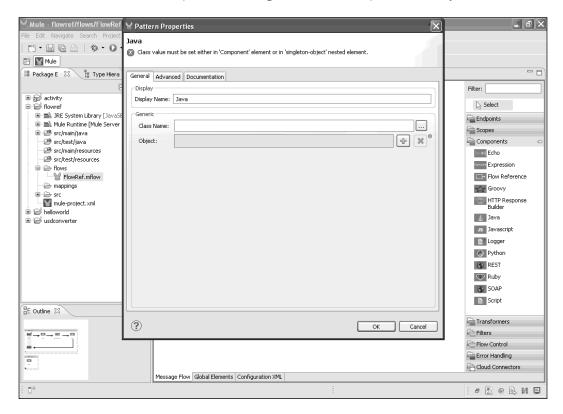
Double-click on the **HTTP** Endpoint to configure it. You will see a screen similar to the following screenshot on your window. You have to enter the **Host** and **Port** values. By default, the port number is **8081**; you can change the values of the **Host** and **Port** fields. However, these two fields are mandatory.



Working with Components and Patterns -

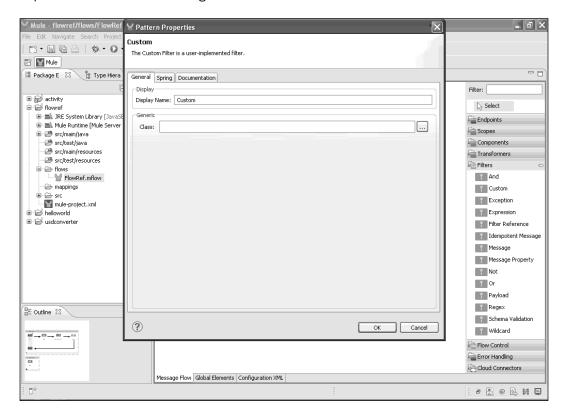
#### The Java component

Double-click on the Java component to configure it. You can import the class you had created.



#### Custom filters

Filters specify conditions that must be met for a message to be routed to a service. If the condition is met, the message will go to another component. You can also create your own filter. To create a filter, implement the Filter interface, which has a single method. You can import a custom filter class using the extended Filter interface.



#### How it works...

Components generally execute whenever a message is received; the logic embedded into components cannot be modified. Components such as **Logger**, **Echo**, **Java**, **Flow Ref**, and **Expression** all come under this category.

In the process of scripting a component, you have to develop your own business logic by writing a script, or you can import a script file written in scripting languages such as Ruby, Python, and Groovy. The Java component allows you to reference a Java class.

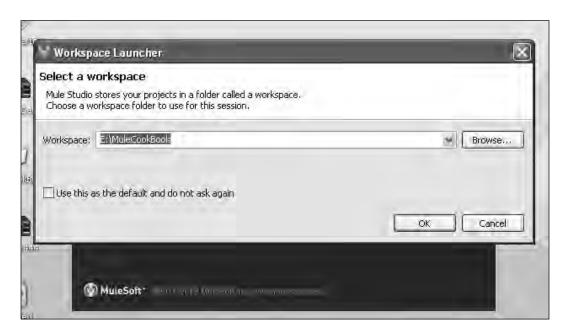
# Using the Echo component to display the message payload

The **Echo** component is used to display the message payload. The Echo component is used for displaying message payloads, which receives the end user HTTP request and returns the payload message to the HTTP response, which is then sent to the end user. In this recipe, you will see how to use and configure the Echo component in Mule Studio.

#### Getting ready

In this example, we'll use the following components: HTTP, Logger, and Echo.

1. Open Mule Studio and enter the workspace name as shown in the following screenshot:

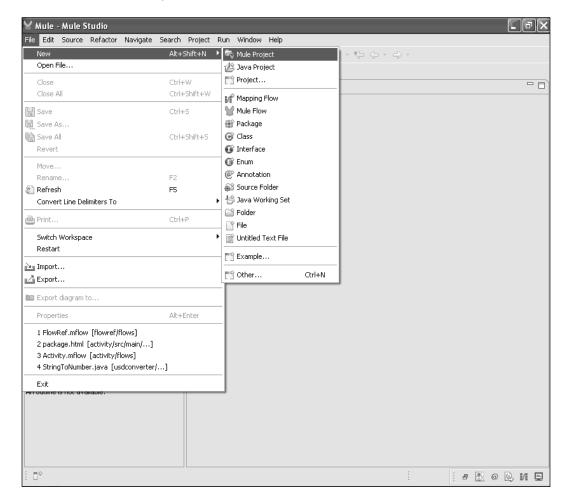


48

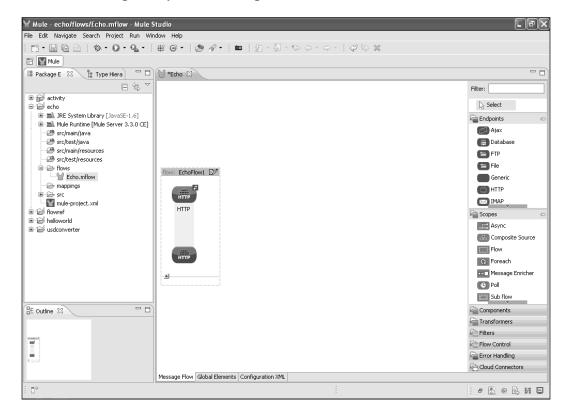
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2. To create a new project, go to **File | New | Mule Project**. Enter the project name, Echo, and click on **Next** and then on **Finish**. Your new project is created. You can now start the implementation.



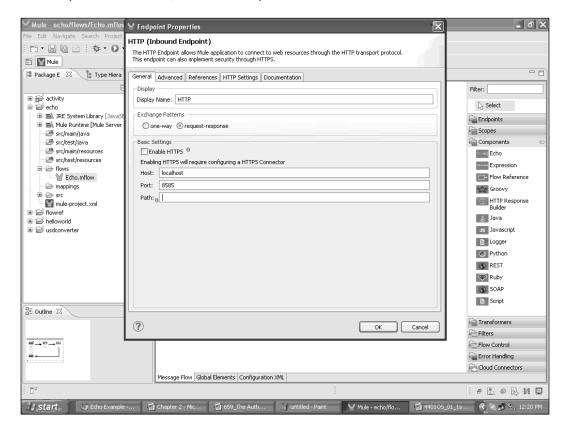
3. To create a flow, go to the Echo.mflow file, drag the **HTTP** Endpoint onto the canvas, and configure it by double-clicking on it.



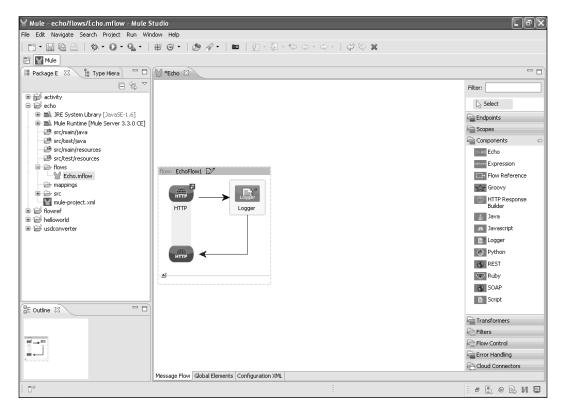
#### How to do it...

In this section, we will see how we can use the Logger and Echo components in a flow.

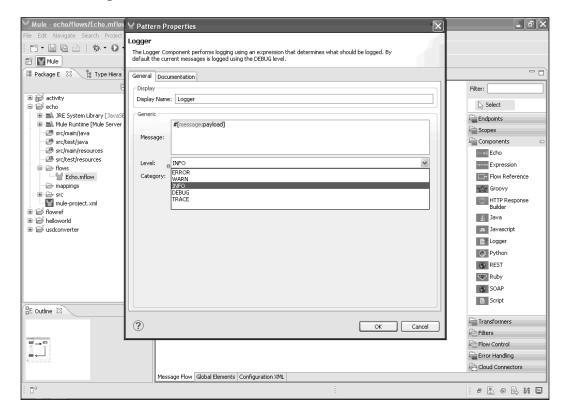
1. Double-click on the **HTTP** Endpoint to configure it. You can change the hostname and port number. Here, we have used port number 8585.



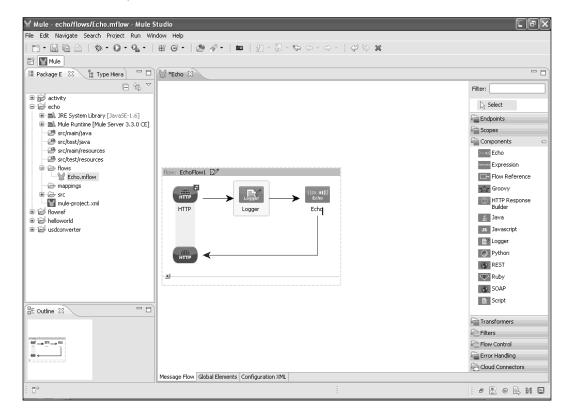
 To display messages on the console, drag the Logger component onto the canvas and configure it. The Logger component uses an expression to determine what information in the message should be displayed on the console. Mule Expression Language (MEL) is the primary language used for formulating such expressions throughout the Mule ESB.



3. Double-click on the **Logger** component to configure it. You can see different types of levels. The Logger component level is used for displaying error messages or exceptions. We have selected the **INFO** level here. In the message box, you should use the expression #[message:payload]. This expression is used for displaying messages on the console.



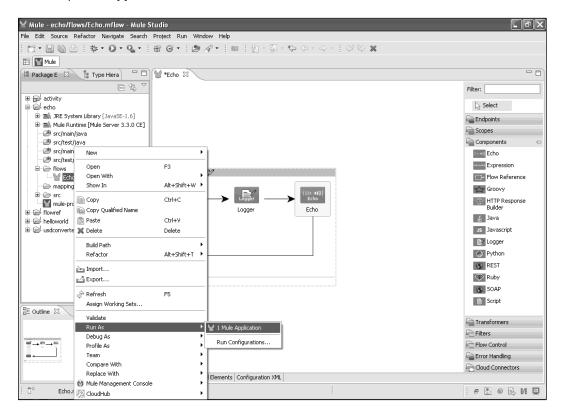
4. Drag the **Echo** component onto the canvas; there is no need to configure it. Messages sent to an **Echo** component simply return the message payload as the response to an end user.



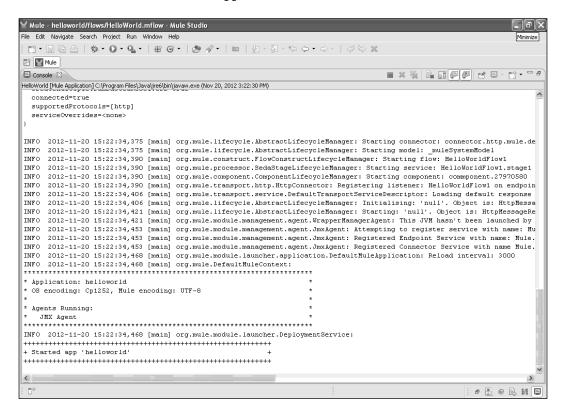
#### How it works...

In this section, you will see how to deploy the application and how to run the application on the browser.

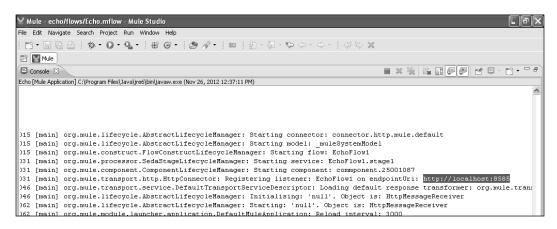
 Now we are ready for the deployment. If you haven't saved your application code, do save it. After saving your project, right-click on the Echo.mflow file and go to Run As | Mule Application.



2. If your application code is successfully deployed, you will see the following message on the console: Started app 'helloworld'.



3. Copy the URL http://localhost:8585 and paste it in your browser.

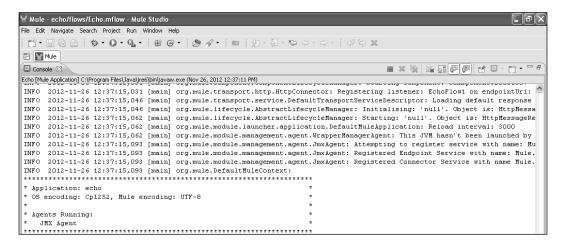


56

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4. To see the output on the console, paste the URL in your browser and type in /EchoExample. When a user types http://localhost:8585/EchoExample in the browser, Mule returns a message in the browser that reads /EchoExample, as shown in the following screenshot:



#### Using the command prompt

To run a Mule application, enter the following command on the command prompt:

#### mule [-config <your-config.xml>]

Here, <your-config.xml> is the Mule configuration file you want to use. If you don't specify the configuration file, Mule looks for mule-config.xml, which is a generic name that does not exist in the default configuration file. If you have only one configuration file, you can name it mule-config.xml so that you can run Mule with it just by typing in mule. To stop Mule, press Ctrl + C.

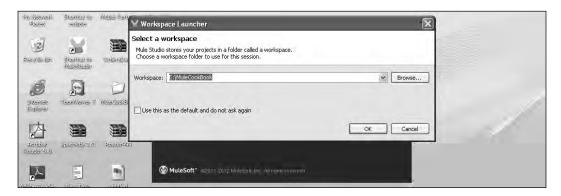
# Using a Flow Reference component to synchronously execute another flow

**Flow Reference** is used to synchronously execute another flow that is external to the current flow. If a message reaches the Flow Reference component, Mule invokes the external flow referenced by it. Once the referenced flow completes, the control passes back to the initiating flow only after the external process is completed.

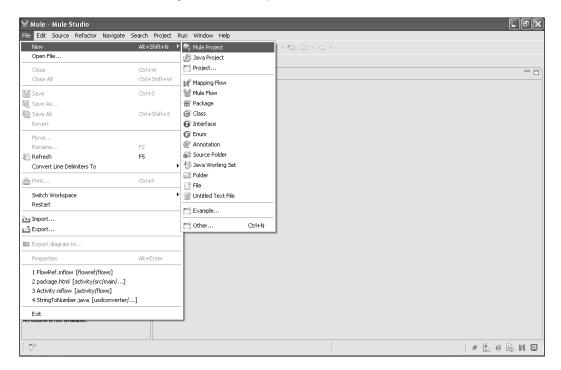
#### Getting ready

To demonstrate this example, we'll use the following four components: HTTP, Logger, Java, and Flow Ref.

1. Open Mule Studio and enter the workspace name as shown in the following screenshot:



2. To create a new project, go to **File | New | Mule Project**. Enter the project name, FlowRef, and click on **Next** and then on **Finish**. Your new project has been created now; so we are ready to start the implementation.



58

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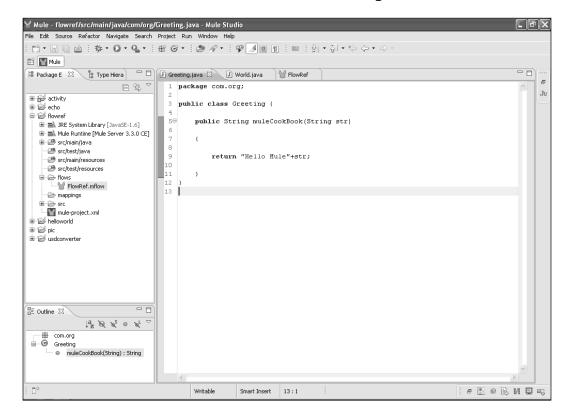
#### How to do it...

In this section, you will see how to configure the Java component and the Flow Ref component. Here you are creating a class, and the output will be displayed on the browser through this class.

To create a class, go to src/main/java, right-click on it, and go to New | Class.
 Create a class named Greeting under the package com.org; here, we create the muleCookBook method and its return type is set to String:

```
public String muleCookBook(String str)
{
   return "HelloMule"+str;
}
```

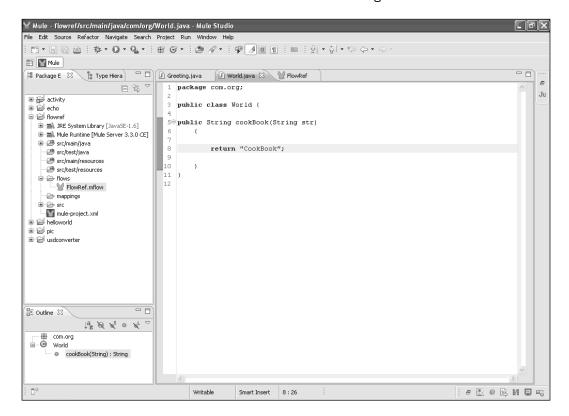
You can see the creation of this method in the following screenshot:



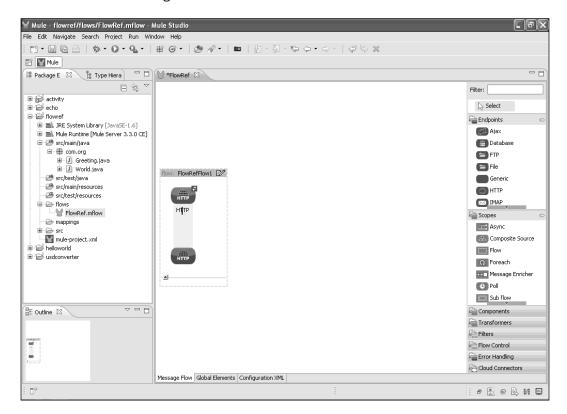
2. To create a class, right-click on the package. Create one more class, World, under the same package. Here, we create the method cookbook and its return type is set to String:

```
public String cookBook(String str)
{
   return "CookBook";
}
```

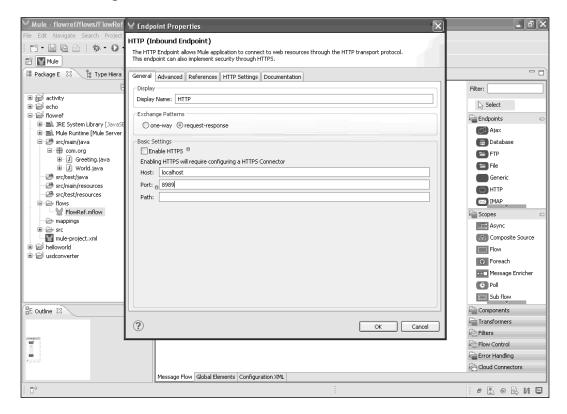
You can see the creation of this method in the following screenshot:



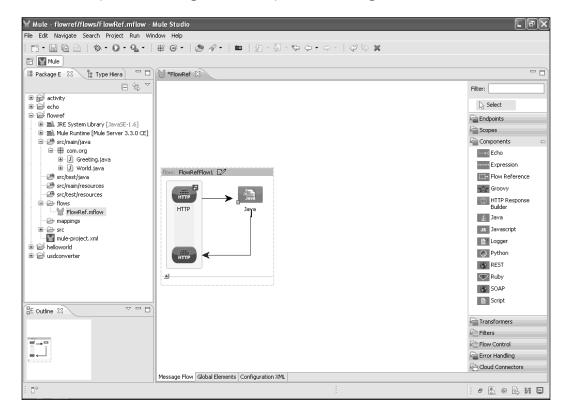
3. To create a flow, go to the FlowRef.Mflow file. Drag the **HTTP** Endpoint onto the canvas and configure it.



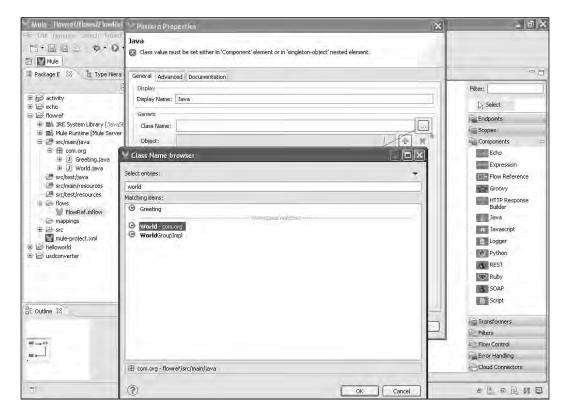
4. Double-click on the HTTP Endpoint to configure it. You can change the hostname and port number. We have used the port number 8989 here. Click on the OK button. By default, the request-response method is selected, as shown in the following screenshot:



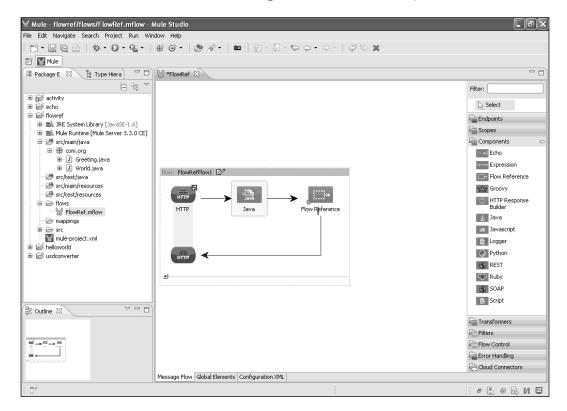
5. To import a class, drag the Java component and configure it.



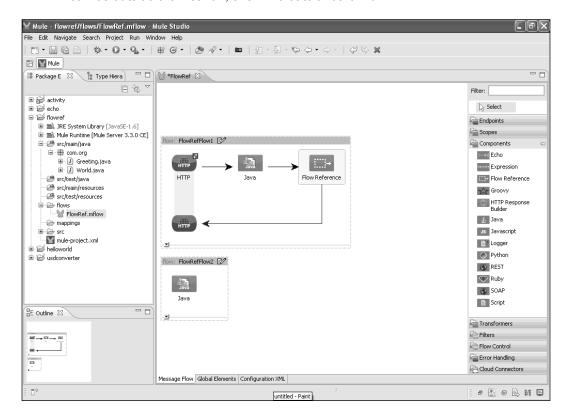
6. Double-click on the **Java** component to configure it. Just click on the **Browse** button and a new window, **Class name browser**, will open. Here you can import the World. java class, which was created before, and click on the **OK** button.



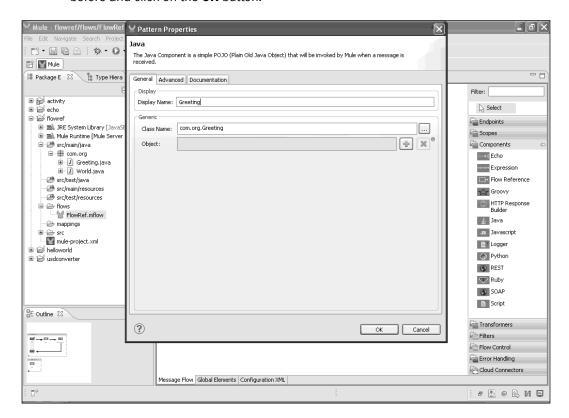
7. To reference another flow name, drag the **Flow Reference** component onto the canvas.



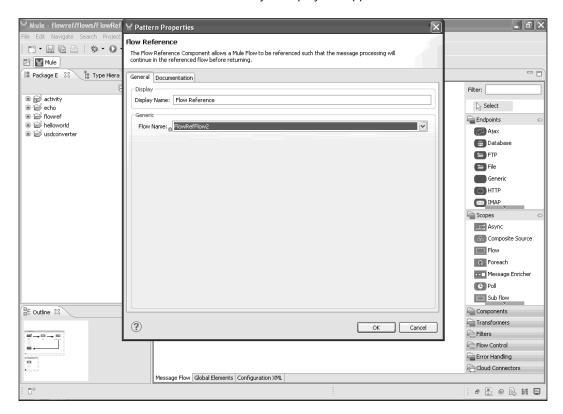
8. Before configuring the **Flow Reference** component, you have to drag the **Java** component onto another flow (you can see this in the following screenshot). Configure that **Java** component. If you create another flow, just drag the component onto the canvas outside the first flow; this will create another flow.



9. Double-click on the **Java** component to configure it; change the display name so you can identify the class name. Import the Greeting. java class that was created before and click on the **OK** button.



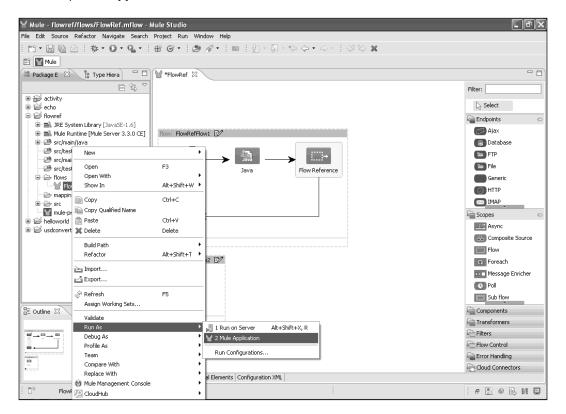
10. Now double-click on the **Flow Ref** component to configure it. Assign another Flow Reference name. Now we are ready to deploy our application.



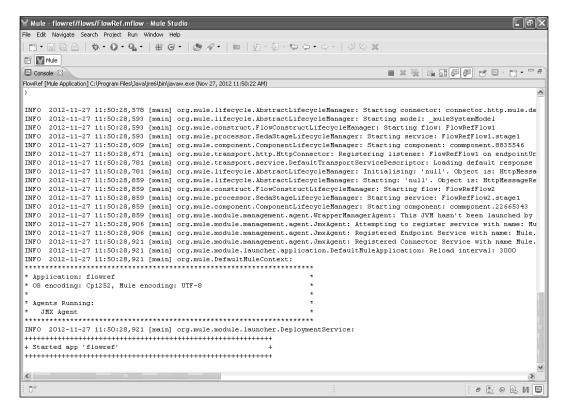
#### How it works...

In this section, you will see how to deploy the application and how to run the application in the browser.

 Now we are ready for the deployment. If you haven't saved your application code, do save it. After saving your project, right-click on the Echo.mflow file and go to Run As | Mule Application.

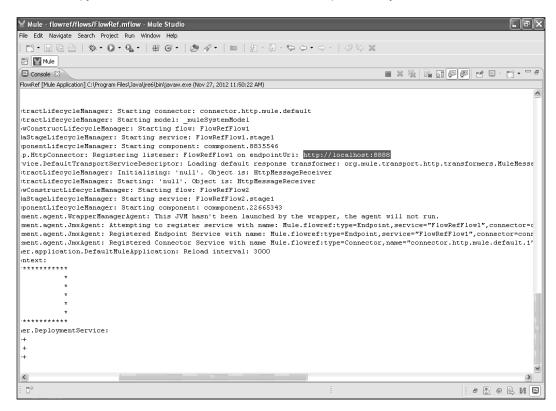


2. If your application code is successfully deployed, you will see the message Started app 'helloworld' on the console.

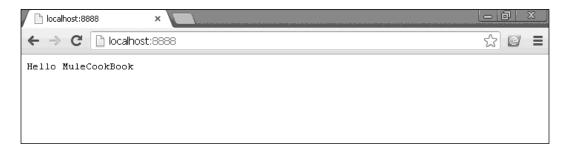


71

3. Copy the URL http://localhost:8989 and paste it in your browser.



4. To see the output, paste the URL onto your browser. You will see the output as shown in the following screenshot. Here, Hello Mule is called from the Greeting class through the **Flow Reference** component, and CookBook is called from the World class:



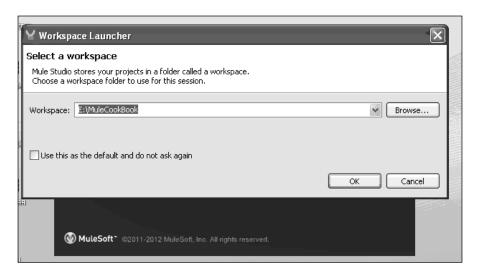
# Publishing a RESTful web service using the REST component

**REST** stands for **Representational State Transfer**. REST exposes a much simpler interface than SOAP. REST components are bound with HTTP. So, if you are designing an application to be used exclusively on the Web, REST is a very good option. RESTful applications simply rely on the built-in HTTP security. A REST design is good for database-driven applications and also when a client wants quick integration.

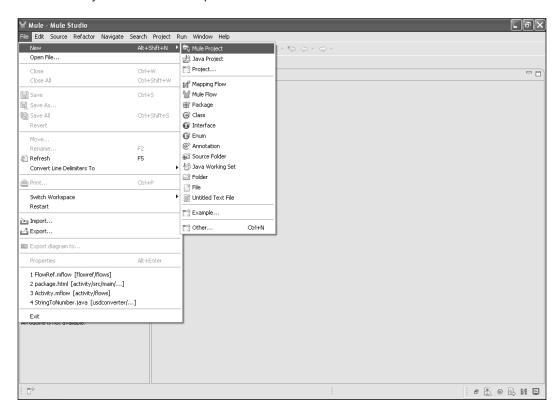
#### Getting ready

In this example, we'll use three components: HTTP, Logger, and REST.

1. Open Mule Studio and enter the workspace name as shown in following screenshot:



 To create a new project, go to File | New | Mule Project. Enter the project name, REST, and click on Next and then on Finish. Your new project has been created; now you can start the implementation.



## How to do it...

Here we will create a RESTful web service using the annotation. We will create a method named getwelcomeMsg().

1. To create a class, go to src/main/java and right-click on it. Create a class named HelloWorldResource to print a message. Enter the package name and click on Next and then on Finish. Here we have used the JAX-WS annotation. For details on the JAX-WS annotation, you can refer to this URL: http://publib.boulder.ibm.com/infocenter/radhelp/v7r0m0/index.jsp?topic=/com.ibm.ws.jaxws.emitter.doc/topics/rwsandoc002.html.

```
package com.org;
import javax.ws.rs.GET;
import javax.ws.rs.Path;
@Path("/myrest")
```

73

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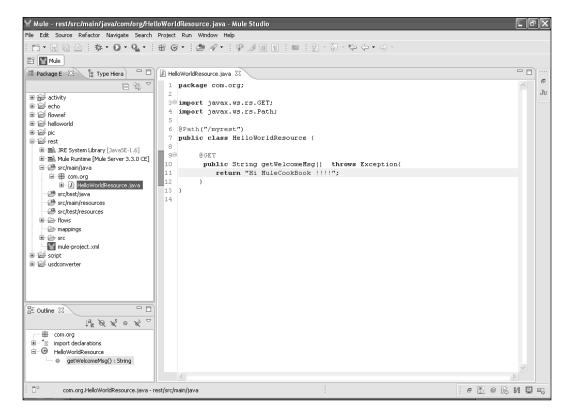
```
public class HelloWorldResource {
    @GET
    public String getWelcomeMsg () throws Exception {
        return "Hi MuleCookBook!!!!";
    }
}
```



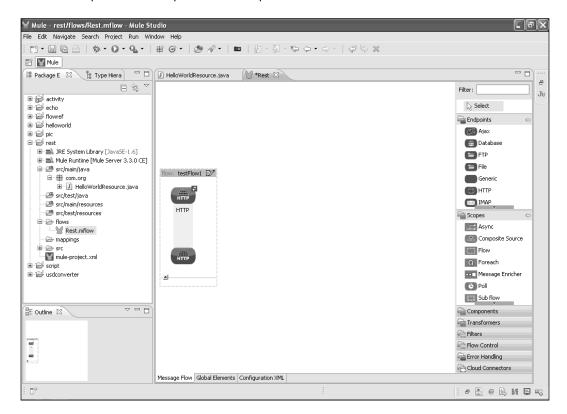
The  $@\mbox{\sc Get}$  annotation indicates that the annotated method responds to an HTTP GET request.

The @Path annotation is used to map a given URL.

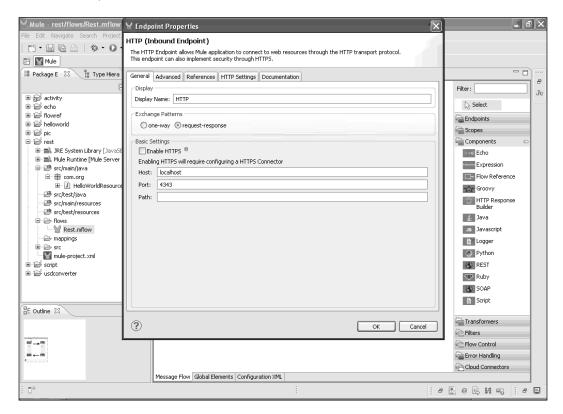
You can see the creation of this method in the following screenshot:



2. To create a flow, go to the Rest.mflow file. First of all, you have to drag the **HTTP** Endpoint from the palette and drop it on the canvas area.

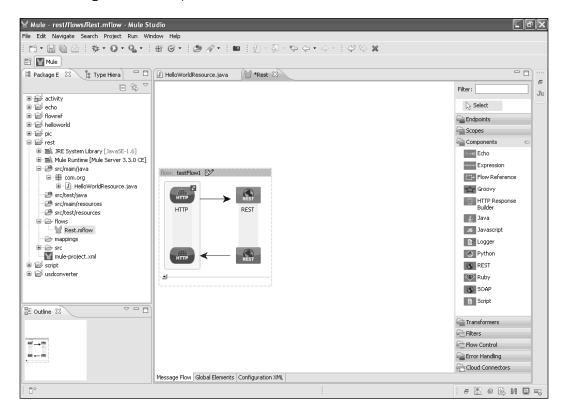


 Double-click on the HTTP Endpoint to configure it. You will see the hostname and port number. You can change the Host and Port field values. These two fields are mandatory. By default, port number 8081 will be taken by the Mule server. We have used port number 4343 here.

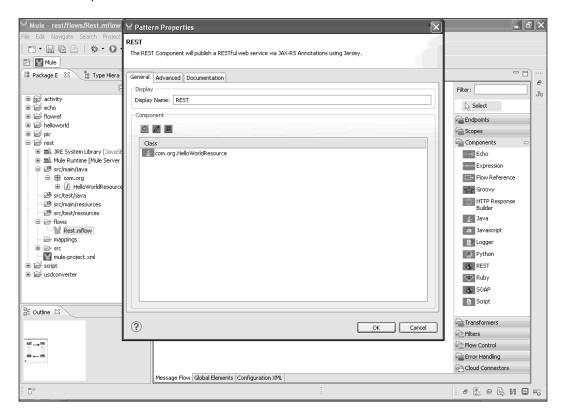


4. To create a RESTful web service, drag the **REST** component from the palette and drop it on the canvas area. This **REST** component is used to make a REST service available via **Jersey**. Jersey is an open source, production-quality, JAX-RS (JSR 311) reference implementation for building RESTful web services.

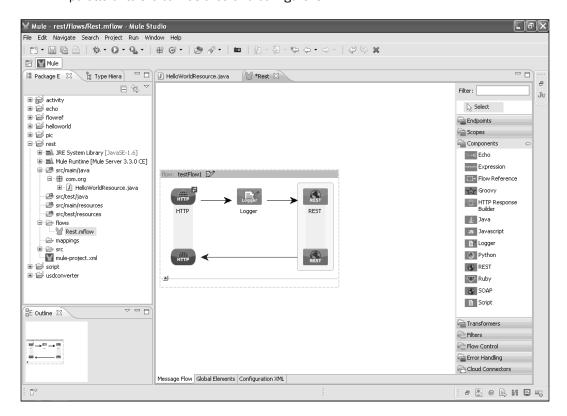
REST is the formalized architecture of HTTP and is based on concepts of resources, links, and a uniform interface. It uses the HTTP protocol. We can create a web service using the **REST** component.



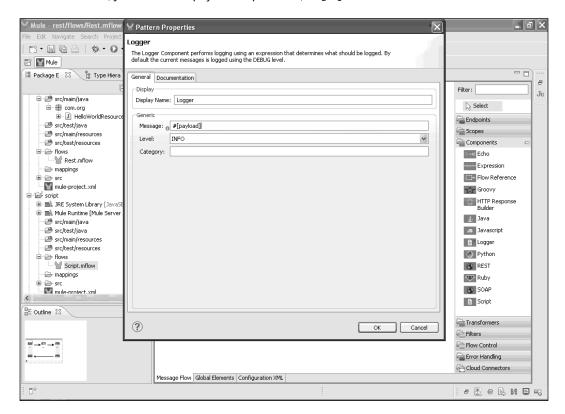
5. Double-click on the **REST** component to configure it. Here you can add a **Java** component that was created before.



6. To display messages on the console, drag-and-drop the **Logger** component from the palette onto the canvas area and configure it.



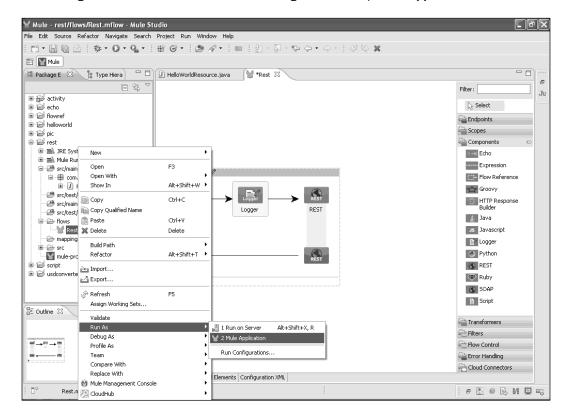
7. To configure the **Logger** component, double-click on it. You will see the **Message:** textbox; just enter the payload expression, #[payload].



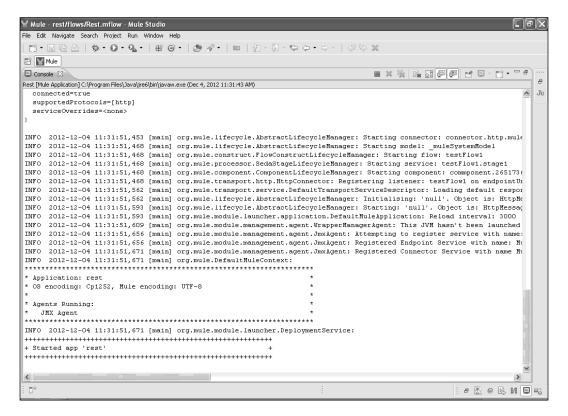
# How it works...

To deploy your application go through the following steps:

1. If you haven't saved your application code, do save it. After saving your project, right-click on the Echo.mflow file and go to **Run As | Mule Application**.

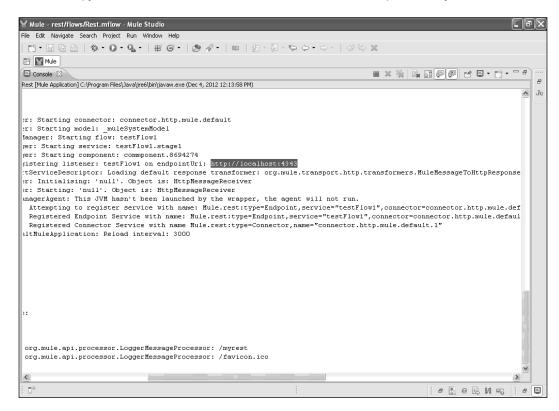


2. If your application code is successfully deployed, you will see the message Started app 'helloworld' on the console.



83

3. Copy the URL http://localhost:4343/myrest and paste it in your browser.



4. To see the output, paste the URL on your browser and type /myrest; this is required because we have used the @Path annotation in the custom Java class.



# Publishing a SOAP-based web service using the SOAP component

The Mule **SOAP** component is used for publishing, consuming, and proxying of SOAP web services within a Mule flow. Using the SOAP component, you can also enable Web Service Security. Apache CXF is an open source services framework. CXF helps you build services using frontend programming APIs such as JAX-WS and JAX-RS.

You can create a CXF web service by configuring a SOAP component in your Mule flow to perform any of the following CXF web service operations:

- Publish a simple service
- Publish a JAX-WS service
- Proxy a published service
- Consume a service using a simple client
- Consume a service using the JAX-WS client
- Proxy to a service

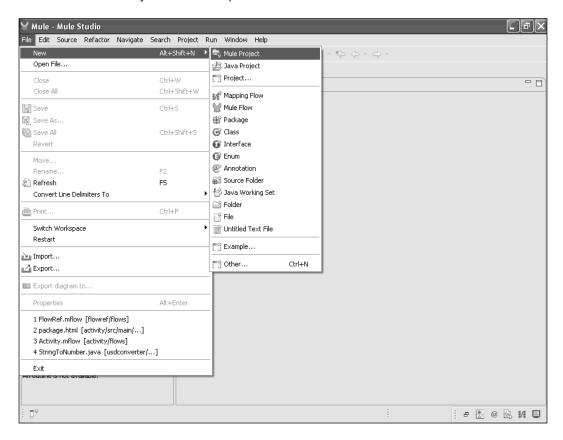
### Getting ready

In this example, we will see how to create a SOAP-based web service using the SOAP component. To create a SOAP web service, we'll use three components: HTTP, Java, and SOAP.

1. Open Mule Studio and enter the workspace name as shown in the following screenshot:



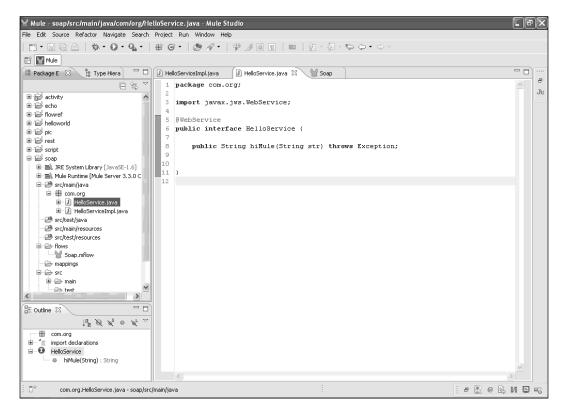
2. To create a new project, go to **File | New | Mule Project**. Enter the project name, SOAP, and click on **Next** and then on **Finish**. Your new project is created and you are now ready to start the implementation.



3. To create a class, go to src/main/java, right-click on it, and go to New | Interface. Create an interface named HelloService under the package com. org. Here, we create the hiMule method and set its return type to String.

```
package com.org;
import javax.jws.WebService;
@WebService
public interface HelloService {
   public String hiMule(String str) throws Exception;
}
```

You can see the creation of this class in the following screenshot:



## How to do it...

In this section, you will refer to the JAX-WS annotation and create the method hiMule(). We will use this method to generate the output using a browser.

1. Create a class called HelloServiceImpl under the same package directory (com. org) and implement it with the interface. Here, we have used the @WebService annotation to create a SOAP-based web service and override the hiMule method. You can refer to this URL for more information on the JAX-WS annotation: http://publib.boulder.ibm.com/infocenter/radhelp/v7r0m0/index.jsp?topic=/com.ibm.ws.jaxws.emitter.doc/topics/rwsandoc002.html.package com.org; import javax.jws.WebService;
@WebService(EndpointInterface="com.org.HelloService", serviceName="HelloService")
public class HelloServiceImpl implements HelloService {
@Override

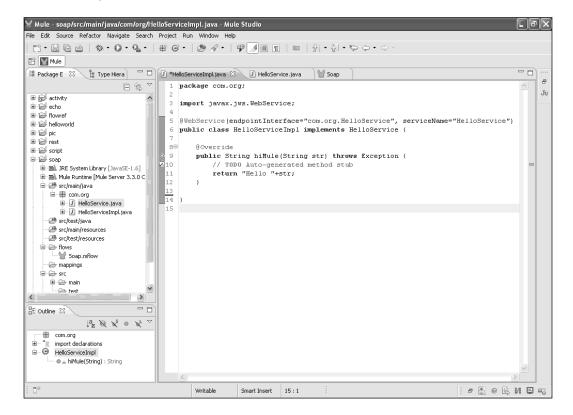
86

#### For More Information:

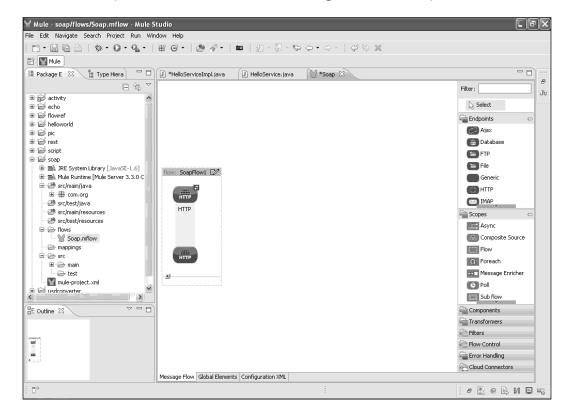
www.packtpub.com/mule-esb-to-build-enterprise-solutions-cookbook/book

```
public String hiMule(String str) throws Exception {
    // TODO Auto-generated method stub
    return "Hello "+str;
  }
}
```

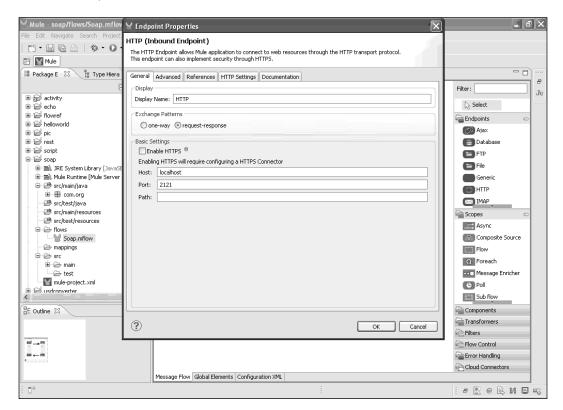
Through the @WebService annotation, we call the HelloService interface and also provide a service name.



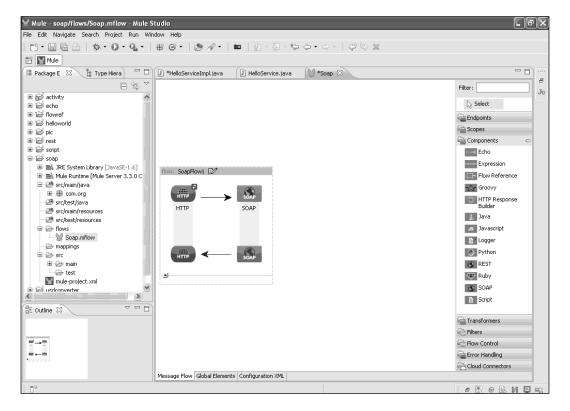
2. To create a flow, go to the Soap.mflow file. Drag the **HTTP** Endpoint from the palette and drop it onto the canvas. You have to configure the **HTTP** Endpoint.



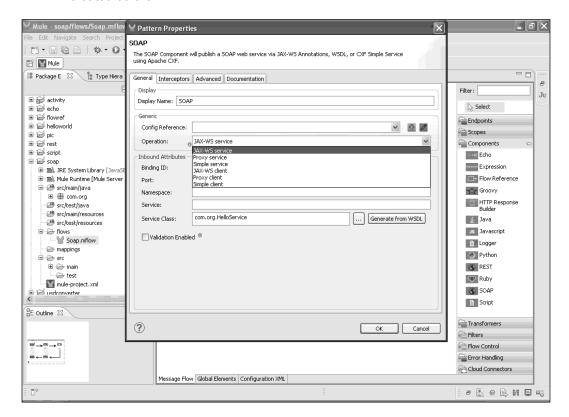
3. Double-click on the **HTTP** Endpoint to configure it. You will see the **Host** and **Port** fields. These two fields are mandatory. In this example, we used localhost as the hostname. By default, port number **8081** will be taken by the Mule server. We have used port number 2121 here.



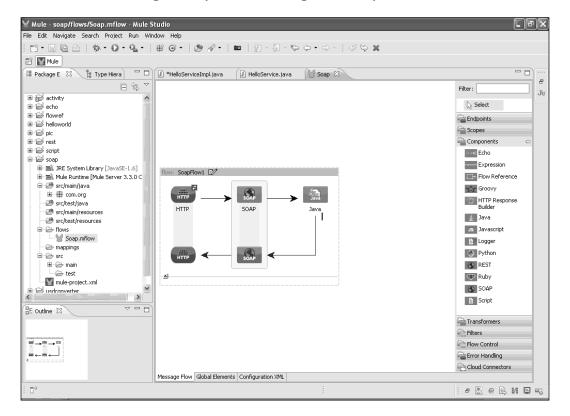
4. To create a SOAP-based web service, drag the **SOAP** component from the palette, drop it onto the canvas, and configure it. Here, we create web services using the **SOAP** component.



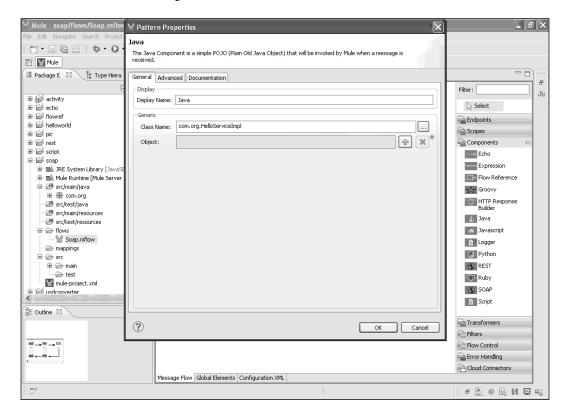
5. Double-click on the **SOAP** component to configure it. We select the **JAX-WS** services for the operation and then we will import the HelloService interface that was created before.



6. To import a class, drag the **Java** component from the palette, drop it on the canvas area, and configure it. If you want to change its name, you can do so.



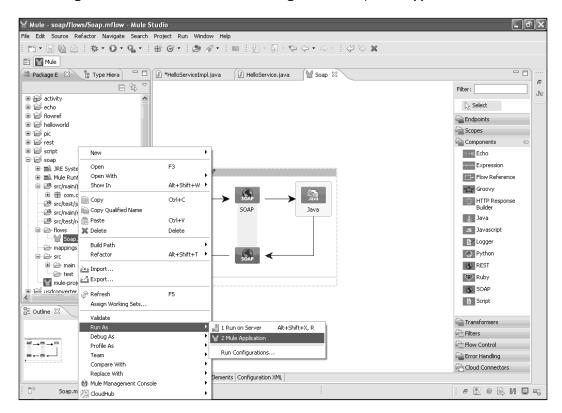
7. Double-click on the **Java** component to configure it. Here, we import the HelloServiceImpl class that was created before.



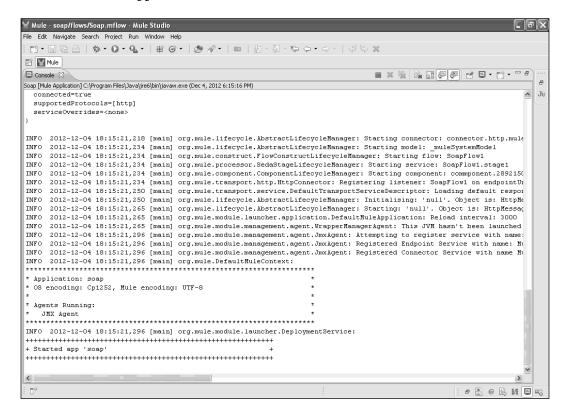
#### How it works...

To deploy your application, right-click on your .mflow file and deploy your Mule application by performing the following steps:

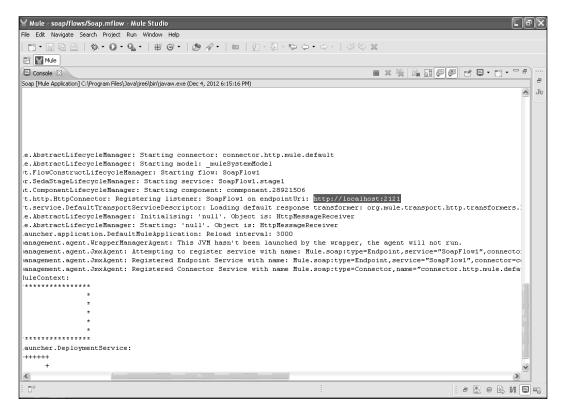
1. If you haven't saved your application code, do save it. After saving your project, right-click on the Echo.mflow file and go to **Run As | Mule Application**.



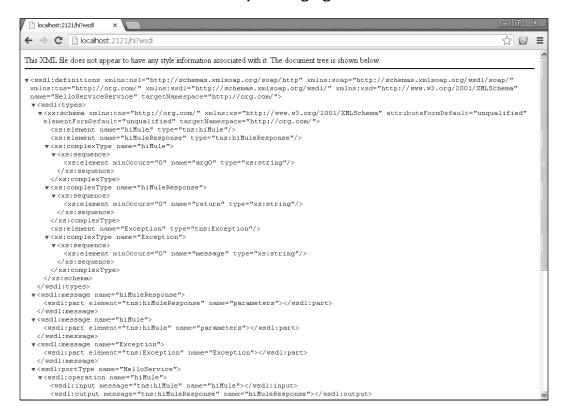
If your application code is successfully deployed, you will see the message Started app 'helloworld' on the console.



3. Copy the URL http://localhost:2121/ and paste it on your browser.



4. To see the output, paste the URL on your browser and type in /hi?wsdl; here, wsdl stands for **Web Services Description Language**.



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