

Anypoint Platform Development: Fundamentals (Mule 4)

Setup Requirements

Note: If you need help with the setup, use the MuleSoft Training [forum](#) for this course. If you are taking an instructor-led class, be sure you successfully set up your computer **BEFORE** class begins.

Make sure your computer meets the minimum requirements

To complete the exercises in this course, you need:

1. A computer with the following:

- At least 8-16 GB (16 highly recommended) RAM, 2GHz CPU, and 10GB available storage
- A minimum screen resolution of 1024x768
- The latest version of Chrome, Safari, Firefox, or Edge

These are the requirements to run Anypoint Studio and Anypoint Platform.

Note: If your computer does not meet these requirements, you can install the required software into a virtual image like an online Amazon EC2 virtual image.

2. Internet access to the following ports and hosts (with > 5Mbps download and > 2Mbps upload)

Port	Host
80	mulesoft.com (and subdomains)
80	cloudhub.io (and subdomains)
80	salesforce.com (and subdomains)
3306	mudb.learn.mulesoft.com

Note: If you have restricted internet access and cannot access some of these ports and hosts, you can instead use a MuleSoft training services Java application that is included in the student files for the course.

For online classes, make sure you have the equipment you need

If you are taking an online, instructor-led class, you also need:

1. The ability to use WebEx

For operating system and browser requirements, see [here](#).

To test your browser and install the necessary browser plugin, follow the instructions [here](#).

2. VoIP capabilities or a telephone

Using voice over IP (VoIP) is recommended although WebEx also provides integrated telephone conferencing in some regions.

3. A headset

A headset is highly recommended but if you do not have one, be sure to have good computer speakers and a microphone.

4. Two screens

The class uses a walkthrough model in which you follow along and complete exercises with your instructor. In order to do this effectively, you need either two monitors or two computers:

- The first for the WebEx session and watching the instructor
- The second for using the tool(s) to complete the exercises yourself

Set up accounts and required software

To complete the exercises in this course, you need install or set up the following:

1. An Anypoint Platform account

Note: If you do not have an account, you can sign up for a free, 30-day trial account.

2. Anypoint Studio 7.8.0 or later with embedded Mule 4.3 runtime

Download, install, and start it to make sure it runs BEFORE class.

3. A Salesforce Developer account (not a standard account)

You CANNOT use a standard account, which will not give you API access.

You should receive an activation email within 5-10 minutes of creating the account. Click the link it contains to activate your email and set a password and password question. You will then be logged in to Salesforce. You can also log in at <http://login.salesforce.com/> using your developer credentials.

4. A Salesforce API Access token

In Salesforce, click your name at the top of the screen and select My Settings. On the left side of the page, select Personal > Reset My Security Token and click the Reset Security Token button. A security token will be sent to your email in a few minutes. You will need this token to make API calls to Salesforce from your Mule applications.

5. Advanced REST Client (or any other REST client application)

6. A MuleSoft Training account

The MuleSoft Training infrastructure hosts all of the files, resources, and links for the class.

For instructor-led classes, you will receive an email with information to access your class and its resources when your registration is confirmed. Make sure you can successfully log in to your MuleSoft Training account before class begins. You will get access to the course materials right before class starts and will download them with your instructor.

7. (Optional) If no internet access to ports 80 and 3306, OpenJDK 8 (not 11 or a later version)

This will enable you to run a local JAR file.

Note: Be sure to install the 64-bit version if you are running a 64-bit operating system or the 32-bit version if you are running a 32-bit operating system.

Confirm with `java -version` in a command-line interface.

After installing the correct JDK version, add or update an environment variable named `JAVA_HOME` that points to the installation location and then add `JAVA_HOME/bin` to your `PATH` environment variable.

Confirm with `echo $PATH` or `echo %PATH%` in a command-line interface.

Note: See [here](#) for instructions on how to set or change environment variables.