Anypoint Platform Development: Fundamentals

Student introductions

- Your name
- Company, role, and location
- Experience with
  - Java / object-oriented programming
  - Eclipse
  - Anypoint Platform (if any)
- Whether you plan on deploying on-prem to the cloud or both
- What you want to get out of class

Course logistics

MuleSoft

- Time
  - In-person classes are typically from 9-5 (for 4 days)
  - Online classes are typically from 8-3 (for 5 days)
  - 1 hour lunch/mid-class break
  - 15 minute break each morning and afternoon
- We know you have two jobs to do this week!
  - If you have scheduled meetings, please let me know
    - We can try to schedule breaks around them

Introducing the course

Course objectives

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- Use Anypoint Platform to take an API through its complete lifecycle: design, build, deploy, manage, and govern
- Use Anypoint Studio to build and debug integrations and API implementations
- Connect to databases, files, web services, SaaS applications, JMS queues, and more
- Transform data using DataWeave, the transformation language
- Add application logic and handle errors
- Structure applications to facilitate development and deployment

How the course will work

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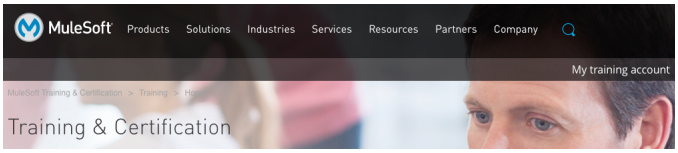
- Is primarily hands-on
- Consists of
  - Short lectures (PPT) to introduce a concept
  - Walkthroughs
    - The bulk of class
    - Exercises we do together to learn the content

Course materials

- Available on MuleSoft Learning Management System
  - http://training.mulesoft.com/login.html
- Student files (ZIP)
  - Starting files needed to complete some of the exercises
  - Solution files
- Student manual (PDF) with steps for walkthroughs
- Course slides (ZIP of PDFs)

Walkthrough: Set up your computer for class

- Download the course files from the MuleSoft Training Learning Management System
- Make sure you have JDK 1.8 and that it is included in your PATH environment variable
- Make sure Anypoint Studio starts successfully
- Install Postman (if you did not already)
- Make sure you have an active Anypoint Platform account
- Make sure you have a Salesforce developer account and an API security token

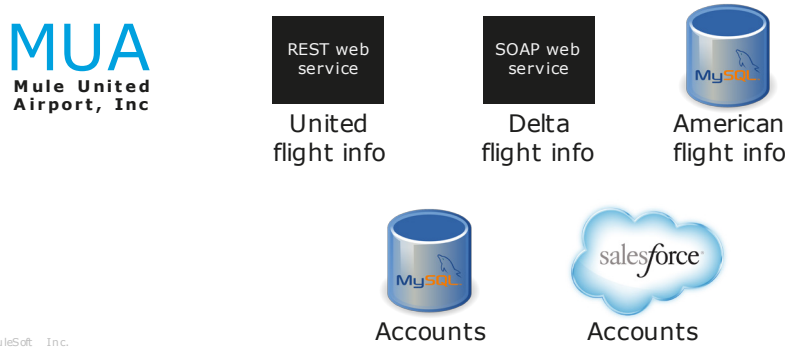


Introducing the course use case: Mule United Airport

Mule United Airport (MUA)

MuleSoft

- Mule United Airport is a flight hub to multiple locations
- They host three different airlines in their terminals
- Their current architecture has many information silos



First course goal

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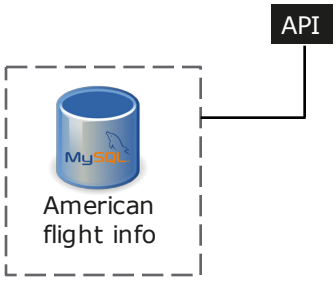
- Build a RESTful API for the American flight data

Course outline

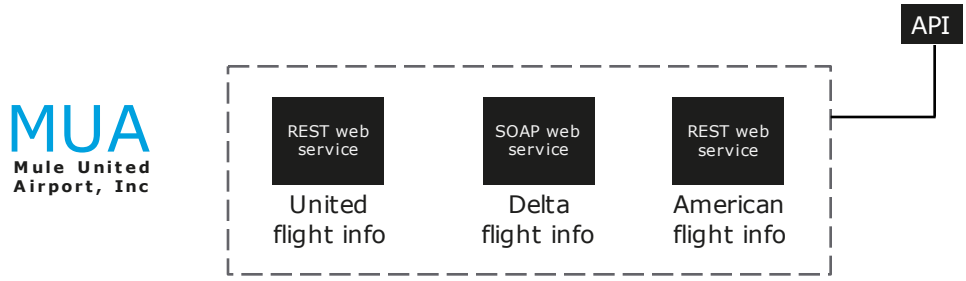
MuleSoft

- PART 1: Implementing API-Led Connectivity with Anypoint Platform
  - Module 1: Introducing API-Led Connectivity
  - Module 2: Designing APIs
  - Module 3: Building APIs
  - Module 4: Deploying and Managing APIs



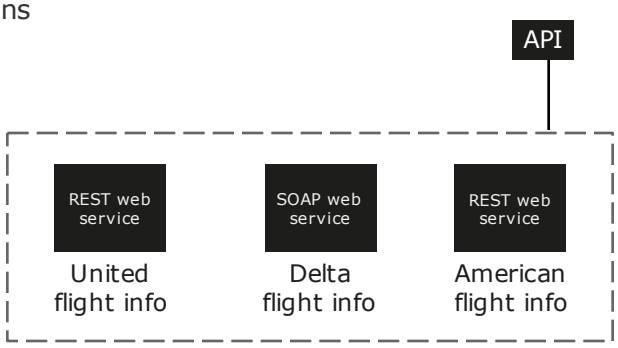
Second course goal

- Build an API implementation for all the flight data



Course outline

- PART 2: Building Applications with Anypoint Studio
  - Module 5: Accessing and Modifying Mule Messages
  - Module 6: Structuring Mule Applications
  - Module 7: Consuming Web Services
  - Module 8: Handling Errors
  - Module 9: Controlling Message Flow
  - Module 10: Writing DataWeave Transformations



Third course goal

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- Synchronize on-prem account data to the cloud

MUA
Mule United Airport, Inc

Course outline

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- PART 2: Building Applications with Anypoint Studio (cont.)
  - Module 11: Connecting to Additional Resources
  - Module 12: Processing Records