

Anypoint Platform Development: Fundamentals

Setup Instructions

To complete the exercises in this class, you need:

1. **A computer with at least 4GB available RAM, 2GHz CPU, and 4GB available storage**

<https://docs.mulesoft.com/mule-user-guide/v/3.8/hardware-and-software-requirements>

These are the requirements to run Anypoint Studio.

Note: 8-16GB available RAM is recommended for optimal performance. 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	mulesoft-training.com (and subdomains)
80	cloudhub.io (and subdomains)
80	salesforce.com (and subdomains)
3306	iltldb.mulesoft-training.com
61616	jms.mulesoft-training.com

Note: You can use telnet to test the availability of these ports. For example, in a command-line interface, enter the following command and see if it connects:

telnet iltldb.mulesoft-training.com 3306

If you are using Windows and need to install a Telnet Client, see:

[https://technet.microsoft.com/en-us/library/Cc771275\(v=WS.10\).aspx](https://technet.microsoft.com/en-us/library/Cc771275(v=WS.10).aspx)

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.

If you are taking an online class, you also need:

3. **The ability to use WebEx**

For operating system and browser requirements, see:

<https://help.webex.com/docs/DOC-4748>

To test your browser and install the necessary browser plugin, follow the instructions at:

<http://www.webex.com/test-meeting.html>

4. VoIP capabilities or a telephone

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

5. A headset

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

6. 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

You also need to install and/or set up **BEFORE** class:

1. An Anypoint Platform account

<http://anypoint.mulesoft.com>

Note: You can sign up for a free, 30-day trial account or you can use your company account (if you already have one).

2. JDK 1.8

<http://www.oracle.com/technetwork/java/javase/downloads/index.html>

This is required for Anypoint Studio.

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: For instructions on how to set or change environment variables, see the following instructions for `PATH`: <http://docs.oracle.com/javase/tutorial/essential/environment/paths.html>.

3. Anypoint Studio with embedded Mule 3.8 runtime

<https://www.mulesoft.com/lp/dl/studio>

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

Note: If you have any issues, make sure the JDK and Anypoint Studio are BOTH 64-bit or BOTH 32-bit and that you have enough memory (at least 4GB available) to run Anypoint Studio.

4. A text editor

5. Postman REST client app

<https://www.getpostman.com>

Postman is a Google Chrome app and requires the Google Chrome browser.

After installing Postman, navigate in Chrome to `chrome://apps`; you should see a Postman icon there that you can click to launch Postman.

6. A Salesforce Developer account (NOT a standard account)

<https://developer.salesforce.com/en/signup>

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.

7. A Salesforce API Access token

<http://login.salesforce.com/>

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.

8. A MuleSoft Learning Management System account

<http://training.mulesoft.com/login.html>

The MuleSoft Learning Management System (LMS) hosts all of the resources, links, and files for the class. When your registration for class is confirmed, you will receive an email with information to access the LMS. Before class, make sure you can successfully log in to the LMS.

You will get access to the course materials right before class starts and will download them with your instructor.

Note: Some students find it useful to put the student manual on a tablet and reference that during class.