



Anypoint Platform Development: Fundamentals



Student introductions



- Your name
- Company, role, and location
- Experience with
 - Object-oriented programming / Java
 - Eclipse
 - Anypoint Platform (if any)
- Whether you plan on deploying to MuleSoft-hosted (CloudHub) or customer-hosted runtimes
- What you want to get out of class

Course logistics



- Time
 - Class is 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

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Introducing the course



At the end of this course, you should be able to



- **Build an application network using API-led connectivity and Anypoint Platform**
- **Use Anypoint Platform**
 - As a central repository for the discovery and reuse of assets
 - To build apps to consume assets and connect systems
 - To take an API through its complete development lifecycle
- **Use Anypoint Studio** to build & debug integrations and API implementations
 - Connect to databases, files, web services, SaaS apps, JMS queues, & more
 - Transform data using DataWeave, the transformation language
 - Add application logic and handle errors
 - Structure applications to facilitate development and deployment
 - Handle batch data processing

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How the course will work



- 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



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Course materials



- Available on MuleSoft Learning Management System

- 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)



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Supplemental course materials



- **Enroll yourself today!**

- MCD – Level 1 / Development: Fundamentals (Mule 4) Self-Assessment Quiz & DIY Exercises

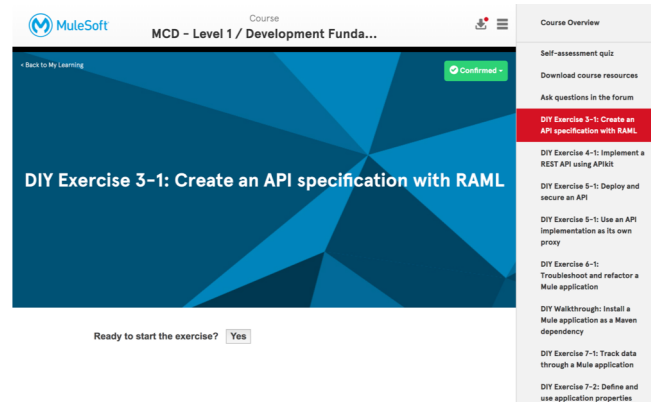
- training.mulesoft.com/course/fundamentals4-quiz-diy

- **Self-assessment quiz**

- 5+ questions per module

- **DIY exercises**

- 10+ Do-It-Yourself exercises for each module to get experience with and apply the knowledge gained in class



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At the end of this course, you should get certified!



- After you learn & master the content in this course, get the **MuleSoft Certified Developer – Level 1** certification!



- This class comes with a voucher for two attempts for the exam
 - You will receive an email on the last day of class with a voucher code and instructions to take the exam



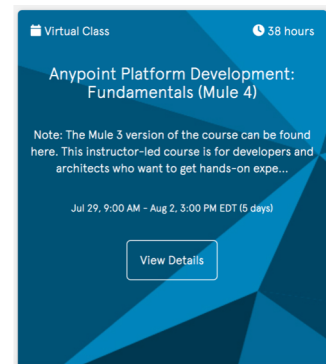
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Walkthrough: Set up your computer for class



- 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 Advanced REST Client (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



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Introducing the course use case: Mule United Airport



Mule United Airport (MUA)



- 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



REST web service
United flight info

SOAP web service
Delta flight info

MySQL
American flight info

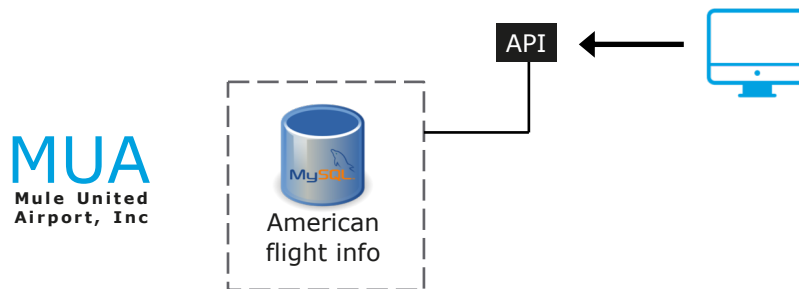
MySQL
Accounts

salesforce
Accounts

First course goal



- Build an application that consumes a RESTful API for the American flight data



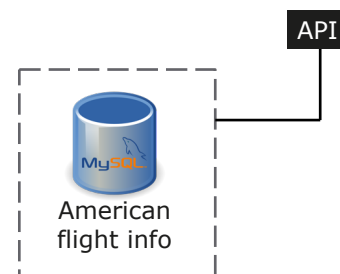
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Course outline



- PART 1: Building Application Networks with Anypoint Platform
 - Module 1: Introducing Application Networks and API-Led Connectivity
 - Module 2: Introducing Anypoint Platform



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Second course goal



- Build the RESTful API for the American flight data



REST web
service

United
flight info

SOAP web
service

Delta
flight info



API

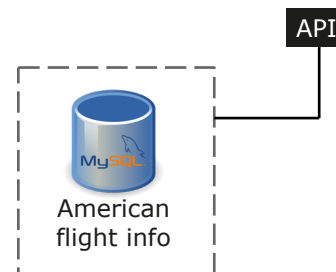
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Course outline



- PART 1: Building Application Networks with Anypoint Platform (cont)
 - Module 3: Designing APIs
 - Module 4: Building APIs
 - Module 5: Deploying and Managing APIs



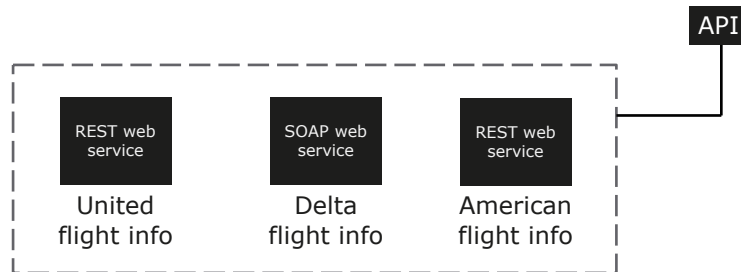
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Third course goal



- Build an API for all the flight data



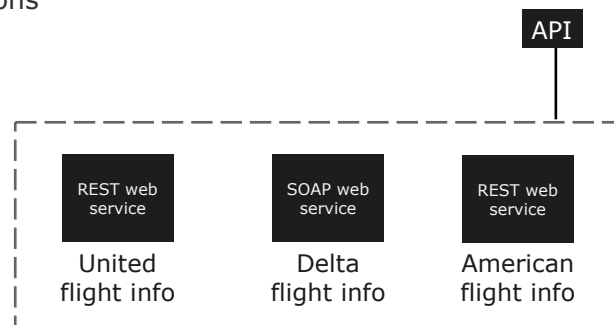
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Course outline



- PART 2: Building Applications with Anypoint Studio
 - Module 6: Accessing and Modifying Mule Events
 - Module 7: Structuring Mule Applications
 - Module 8: Consuming Web Services
 - Module 9: Controlling Event Flow
 - Module 10: Handling Errors
 - Module 11: Writing DataWeave Transformations



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Fourth course goal



- Synchronize on-prem account data to the cloud



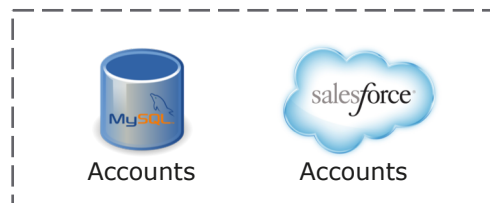
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Course outline



- PART 3: Building Applications to Synchronize Data
 - Module 12: Triggering Flows
 - Module 13: Processing Records



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