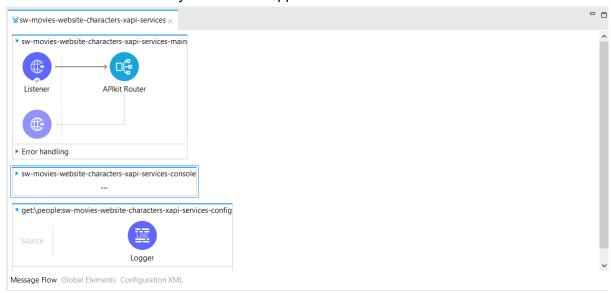
To make this exercise, the first step is the Raml elaboration of according to the indicated requirements.

```
#%RAML 1.0
 1
     title: sw-movies-website-characters-xapi-services
     baseUri: https://swapi.dev/api/
     version: 1.0
     protocols:
 6
      - HTTP
     mediaType:
 8
     - application/json
     description: This API will only retrieves all Star Wars movies characters
 9
10
11
     /people:
       get:
13
         queryParameters:
           gender:
14
15
             displayName: gender
16
              type: string
              description: Filter by Character gender
17
              example: male
18
            required: false
19
20
          responses:
21
           200:
22
              description: Retrieves all Star Wars characters
23
              body:
24
25
                application/json:
26
                  properties:
27
                    name:
                      type: string
                      example: Luke Skywalker
29
30
                   height:
31
                     type: number
                     example: 172
32
33
                   mass:
                     type: number
34
                     example: 77
35
                   hair_color:
36
                     type: string
37
                     example: blond
38
                   skin_color:
39
                     type: string
40
41
                     example: fair
42
                   eye_color:
43
                     type: string
                     example: blue
44
45
                   birth_year:
                     type: string
                     example: 19BBY
                   gender:
                     type: string
                     example: male
50
51
           401:
             description: Bad request
52
53
           description: Not found
```

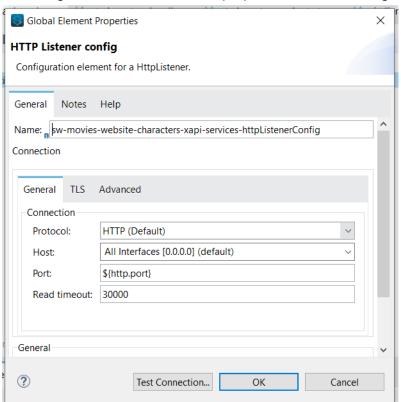
Once the Raml is done, we publish it on Exchage.

Then we open Anypoint Studio and create a new Mule project, where we are going to download our Raml from the Desing Center.

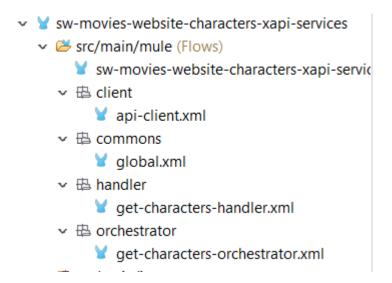
This will make automatically scaffold our application.



We configure our listener with our properties from our config file



We make our flow structure.

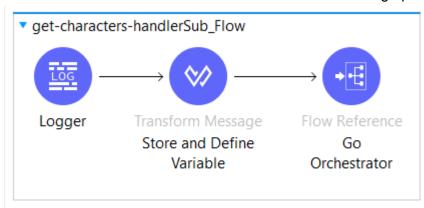


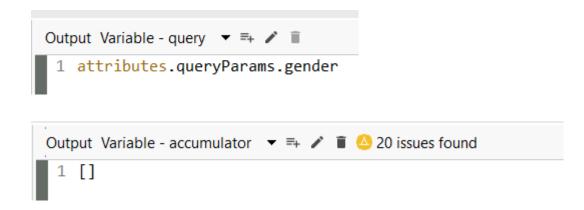
We make our flows and sub-flows

We start by directing our main flow to our handler package where we store everything that comes from the HTTP request.

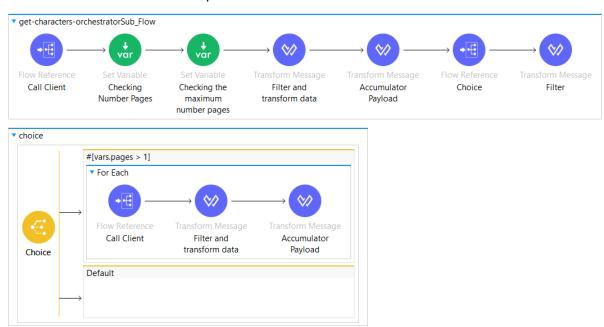


We store and define our variables with a Transform Message process

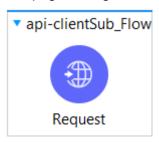




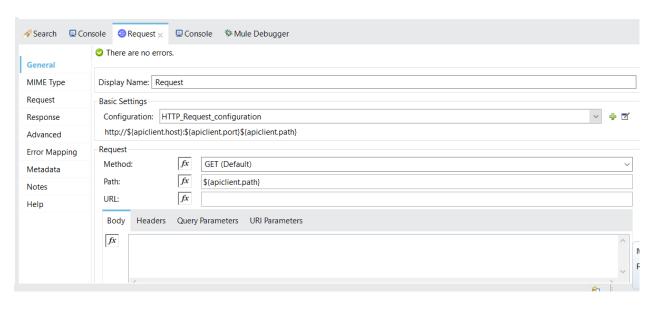
We direct our flow to our orchestrator, which orchestrates our flow and transforms the information to which we will respond.

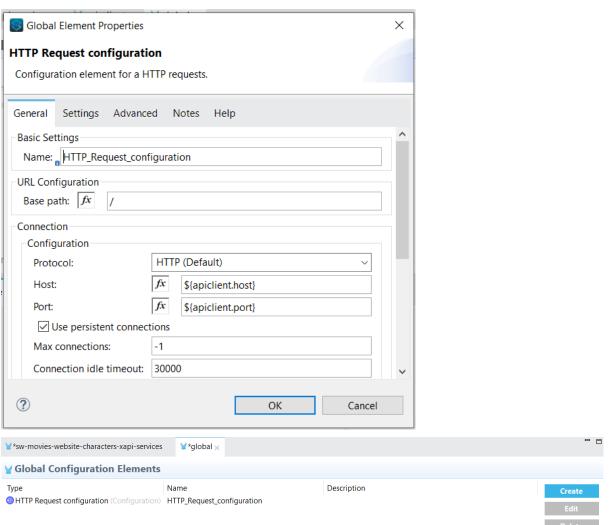


Before transforming the information we proceed to make the call to our client, in this case a web page through a Request connector

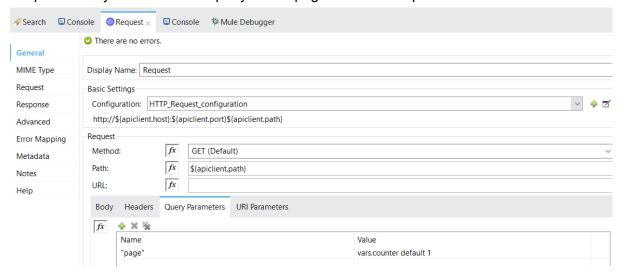


We configure our request and move our configuration to the commons package in our configuration file called global

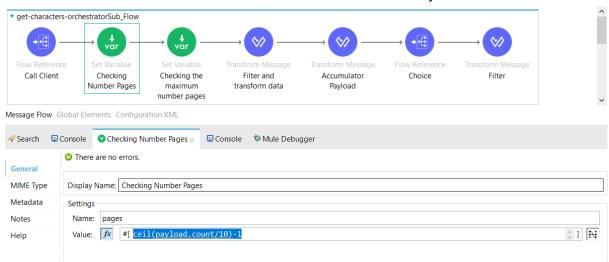




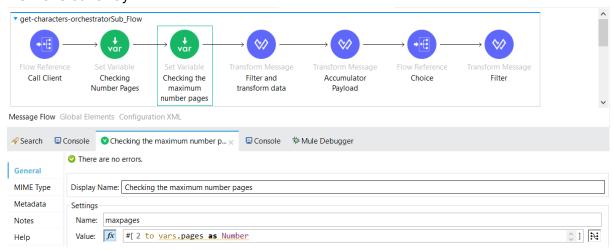
## We put a Query Parameters to query all the pages that the response contains



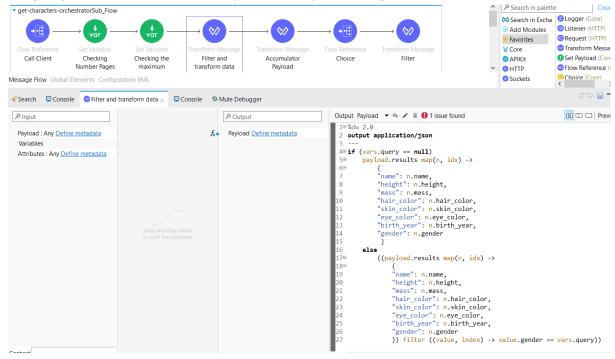
## We search the number of Star Wars characters and divide them by 10



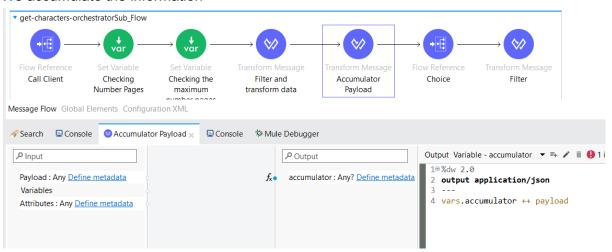
#### We make our array



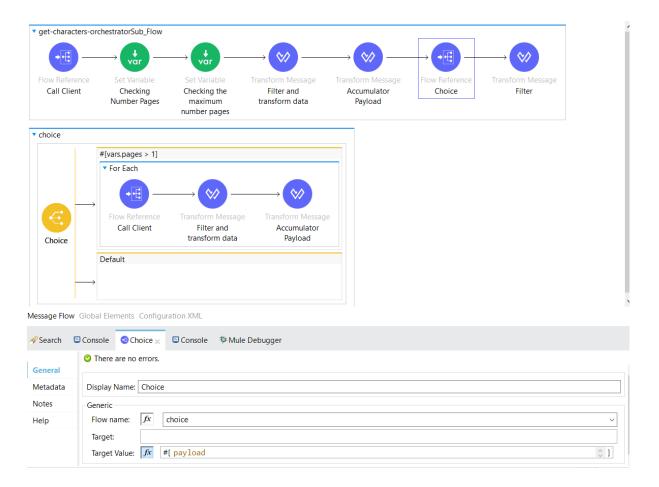
We configure our Transform Message process to transform and filter the information that we are going to accumulate in our array and display according to the request.



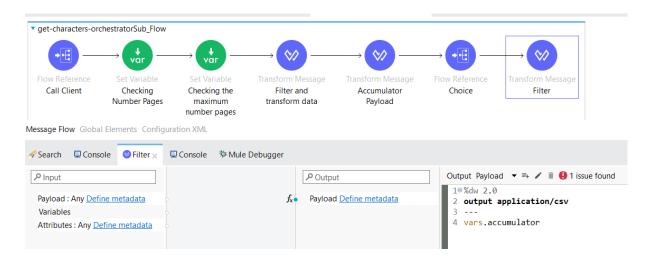
#### We accumulate the information



We make a condition if, if it is fulfilled, the cycle will be repeated until our array is formed



## Finally we print our array in csv format

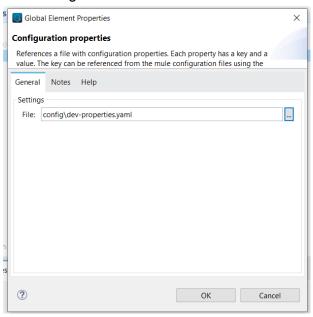


We proceed to create our properties file where we define our environment variables for each respective environment



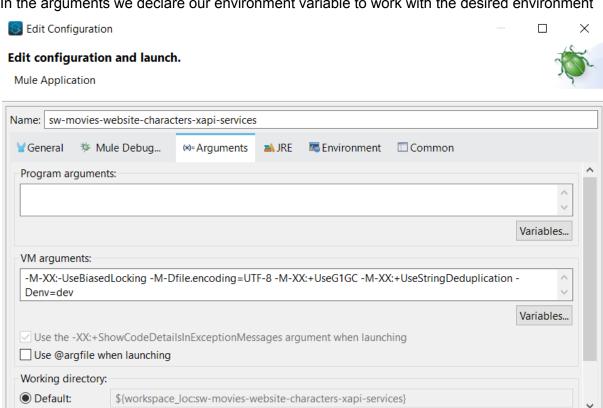
```
| Phttp:
| 20 | port:
| 3 | "8081" |
| 4 |
| 50 | apiclient:
| 60 | host:
| 7 | swapi.dev
| 80 | port:
| 9 | "80"
| 100 | path:
| 11 | /api/people
```

Later we proceed to create our configuration properties file and link it to the environment we are working on.



In order not to have to make changes to the file in its respective environment, we declare an environment variable to later specify the environment with which we are working.

After all these steps we proceed to run our mule application: In the arguments we declare our environment variable to work with the desired environment



?

Revert

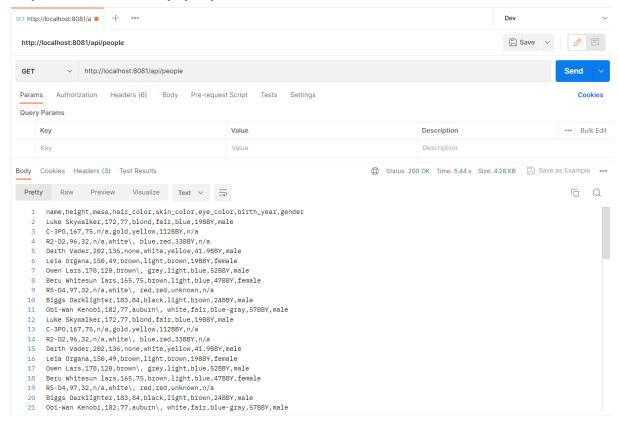
Debug

Apply

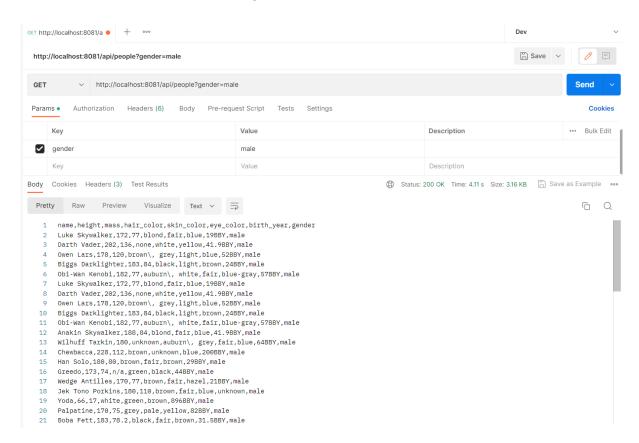
Close

Once our application is deployed locally, we proceed to carry out tests with postman:

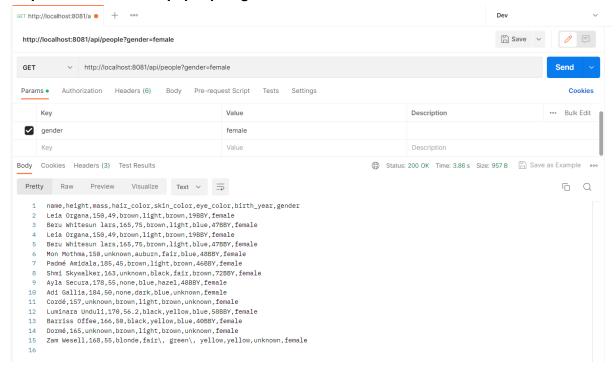
# hhtp://localhost:8081/api/people



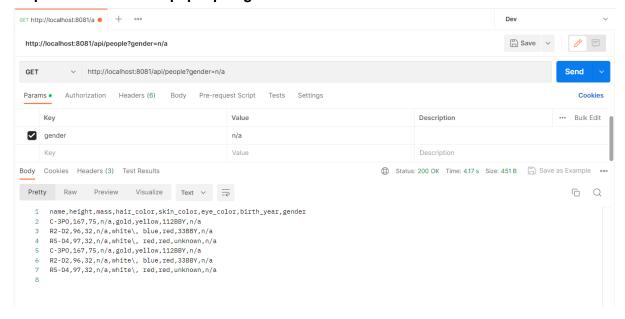
## hhtp://localhost:8081/api/people?gender=male



#### hhtp://localhost:8081/api/people?gender=female



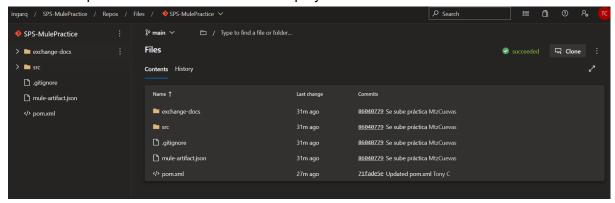
#### hhtp://localhost:8081/api/people?gender=n/a



Once the tests have been maked out and verify that everything responds as required. We proceed to deploy our mule application to the MuleSoft CloudHub cloud.

For this step i'll implementing CI/CD with Azure Pipelines:

In this step, I import the GitHub repository into an Azure Repos repository, the changes are made in the pom.xml to be able to do the Deploy in CloudHub



We indicate the server, which must be specified in our settings.xml file, the user, password, name of the deployed application, the environment where we will do our deploy, the region, the number of workers and the size with which we will will run our muleapp, in addition to the properties of our deploy.

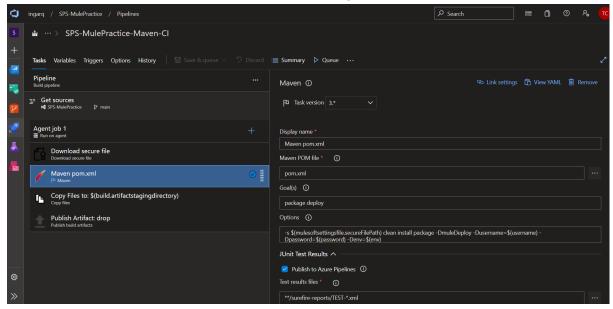
```
Contents History Compare Blame

O Committed 
$\frac{1}{2}$ 55550dce Updated pom.xml

Create a pull request 
$\frac{1}{2}$

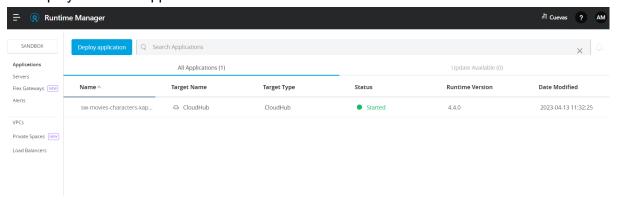
Create a pull request
```

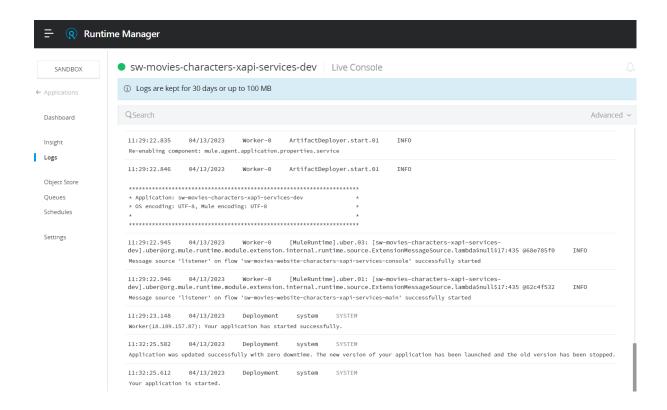
## A pipeline is made, with a Maven template, it is configured and run



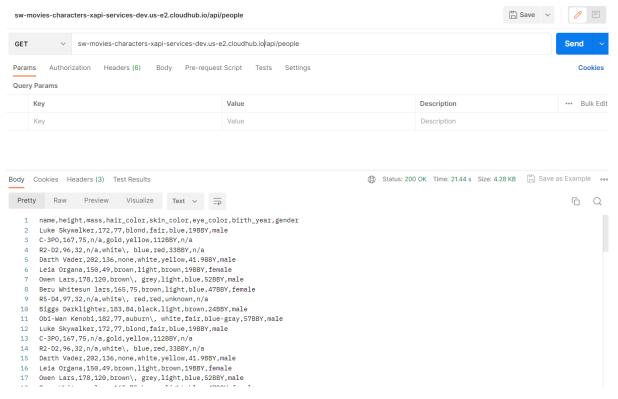


## We deploy our cloud application on mulesoft CloudHub





Once our application is deployed locally, we proceed to carry out tests with postman: sw-movies-characters-xapi-services-dev.us-e2.cloudhub.io/api/people



## sw-movies-characters-xapi-services-dev.us-e2.cloudhub.io/api/people?gender=male

