MuleSoft.U Development Fundamentals Setup Instructions

> **Note: If you need help with the setup instructions, use the MuleSoft Training forum at http://training.mulesoft.com/forums.**

To complete the exercises in this class, you need:

1. **A computer with the following:**

   - At least 4GB available RAM, 2GHz CPU, and 4GB available storage
   - A minimum screen resolution of 1024x768
   - The latest version of Firefox or Chrome or Internet Explorer 10 or newer

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

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

   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	mudb.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 mudb.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

   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.

3. **Two screens**

The class uses a walkthrough model in which you learn by completing exercises along with the instructor in the videos. In order to do this effectively, you need either two monitors or two computers:

- The first for watching the video

- The second for using the tool(s) to complete the exercises yourself

You also need to install and/or set up for 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).

Note: You need to use the account for the first three weeks of class. If you are going to use a 30-day trial account, wait until the first week of class to create it so it does not expire before you complete the exercises that need it. If it does expire, however, just create a new trial account.

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 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.

5. **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.

6. **Postman REST client app (or some other REST API client)**

   https://www.getpostman.com