

LAB: Using EntryPointResolvers

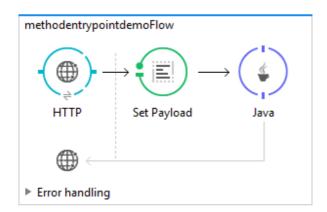
In this Lab, you will understand how to use various EntryPointResolvers

You will be working in project "01-mulebasics-start" under 01-mule-basics

STEP 1

In this step, you will understand how to use method entry point resolver.

For Step 1, the create a flow which will look like below:



- 1) For Http Listener, give the path as "/mep" and use the same "Http Listener configuration" which u configured earlier
- 2) We expect that this flow will be given following request: http://localhost:8081/mep?stock=mule
- 3) Configure "Set Payload" transformer to set the payload as the value for "stock"
- 4) For the Java Component, Configure the Class as com.way2learnonline.StockQuoteServiceWithTwoMethods
- 5) Configure JavaComponent such that when request is given, getStockPriceINR(String) is selected as entrypoint (Hint: Use Method entry point resolver)

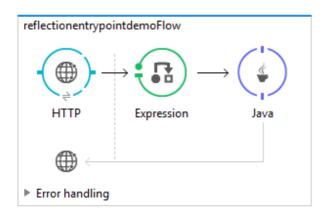
Deploy the application and Give request to http://localhost:8081/mep?stock=mule
Which method is called?



STEP 2

In this Step, you will inderstand how to use Reflection entrypoint resolver

For Step 2, the Flow will be as below:



- 1) Create a flow file with name "**reflectionentrypointdemo**". Drag and drop the components as shown above.
- Configure path for http listener as "/rep" and use same "Http Listener Configuration" which was configured earlier
- 3) For the Java Component, Configure the Class as **com.way2learnonline**. **REPResolverDemo**
- 4) In this step, you can expect that Http request will contain two request parameters: name and city
- U can add an Expression transformer between Http Endpoint and Java Component. Make Sure that Expression transformer return an array of name and city.
- 6) Give a http request to http://localhost:8081/rep and send name and city as request parameters.
 Observe Which method is getting called
- 7) If u want singleArgumentMethod to be called, how do u change the expression



8) If u want noArgumentMethod to be called, how do u change the expression

This is the end of the Exercise

LAB 2 : Using Annotations

In this Lab, you will understand how to use annotations on java components

You will be working in same project "01-mulebasics-start"

The Flow for step1 and Step2 will look as below:

<u>STEP 1 :</u>

- 1)Create a new flow with name "05annotationsdemo" as shown above
- 2) Give the path for Http Listener as "/annot" as point it to same "http Listener configuration"
- 2) For Set payload transformer, set the payload as "Mule"
- 2) Open AnnotatedComponent.java in mule basic project.
- 3) Configure PriceComponent as a spring bean by going to global element
- 4) Annotate PriceComponent field in **AnnotatedComponent.java** so that it will be injected
- 5)Configure **processMessage()** method such that payload is injected into name, mule message id is injected into id and inbound header "Host" into hostName
- 6) Give a request as http://localhost:8081/annot



STEP 2

- 1) Configure AnnotatedComponent.java as a spring bean
- 2) Check if @Lookup Annotation is working or not
- 3)Configure <context:annotation-config /> in Spring Configuration . Make sure the context namespace is imported by adding following in root tag mule

xmlns:context="http://www.springframework.org/schema/context"

and

http://www.springframework.org/schema/context
http://www.springframework.org/schema/context/spring-context-curre
nt.xsd

in xsi:schemaLocation

- 4)Now use @Autowired instead of @Lookup
- 5) Check if @ Autowired is working or not.

