BIG New Mule Developer Exercise

This exercise is to be done in 2 parts. Overall, we are expecting 2 applications to be created. Please submit your work to your manager after you complete each part. For consideration on each application, we expect the following:

* Application is effectively managing data in a secure fashion and that all properties will be contained in a Credentials Vault
* All applications created will follow MuleSoft, REST and industry best practices. If you are at all curious specifics about certain details of this, please feel free to reach out to your manager
* All applications will have effective logging strategies and Custom Business Events following Best Practices.

Please ensure all your code is saved to a personal GIT Repository for review and that you have an effective GitIgnore in place.

**Part 1: Salesforce API**

Please create a REST API that will expose Accounts in Salesforce. In order to do this, you will need to get a Developer test instance of Salesforce. As a part of this, we expect REST actions to Add, Update, Retrieve, Query and Delete an Account. This needs to be inline with REST Best Practices. In addition to this, we expect:

* Basic Authentication (please see <https://docs.mulesoft.com/mule-user-guide/v/3.9/configuring-the-spring-security-manager>) (additional example: https://dzone.com/articles/mulesoft-basic-authentication-with-https)
* Encrypted communication (HTTPS)
* Common Exception Handling with Custom Business Events
* 1 basic MUnit test suite for Adding a new Account
* POSTMAN collection for all actions

**Part 2: Salesforce Synchronization API**

Please create a Mule Synchronization application that will synchronize accounts created or update on Salesforce to a database on your local computer (DB choice or use of containerization up to you). With this, we want this application to do Salesforce Polling with the High Watermark pattern. Additionally in this, you will need to have a common exception handling flow. Please ensure that all polling details including frequency is handled in property files.