

# 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

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# 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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## 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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