Set Up a Mule Application Project in Visual Studio Code Using Anypoint Code Builder

Prerequisites

• Install Visual Studio Code.

• Install the Anypoint Code Builder Platform Extension.

• Ensure you have access to the Anypoint Platform.

• Login credentials for Anypoint Platform.

• Familiarity with Mule runtime and relevant API specifications.

Steps

Step 1: Open Visual Studio Code

Action: Launch Visual Studio Code.

Location: Desktop or Application Panel.

Details: Ensure the application opens to the welcome screen.

Step 2: Allow Anypoint Code Builder Extension to Sign In

Action: Click "Allow."

Location: Popup message: "The extension 'Anypoint Code Builder - Platform Extension' wants to sign in using Anypoint Platform."

Details: This gives permission for the extension to integrate with Anypoint Platform.

Step 3: Grant Permission to Open External Links

Action: Click "Open."

Location: Popup message displayed by Visual Studio Code when attempting to open external links.

Details: A browser window opens for further authentication.

Step 4: Complete the Authentication Process

Action: Click "Open Visual Studio Code."

Location: The browser window opened after authentication.

Details: You will return to Visual Studio Code, where the extension will complete its setup.

Step 5: Verify Login Success

Action: Confirm successful login through the status bar.

Location: Bottom-right corner of Visual Studio Code.

Details: The logged-in username appears, indicating connection to Anypoint Platform.

Step 6: Initiate API Implementation

Action: Click "Implement an API" under "Quick Actions."

Location: Left sidebar within the Anypoint Code Builder panel.

Details: A new tab opens with the settings for implementing an API specification.

Step 7: Configure Project Details

Action: Fill out the project details.

Location: "Implement API Specification" form.

Details:

• **Project Name:** Enter the name (e.g., "demo-test1").

• **Project Location:** Browse and select the directory where the project files will be saved.

• **Mule Runtime:** Select the runtime (e.g., 4.10.0).

• **Java Version:** Select the Java version (e.g., 17).

Step 8: Browse and Select Project Folder

Action: Click "Browse" and navigate to the desired folder.

Location: File Explorer window.

Details: Create a new subfolder (e.g., "demo-test") within the desired directory and click "Select."

Step 9: Select an API Specification

Action: Enter the desired API specification in the "Search" field.

Location: "Search an API Specification" section.

Details: Search for the specification (e.g., "driver"), select the relevant API (e.g., `driver-catalog`) by clicking "Add Asset."

Step 10: Create the Project

Action: Click "Create Project."

Location: Bottom-right corner of the "Implement API Specification" tab.

Details: The extension scaffolds the project, setting up directories, files, and configurations.

Step 11: Verify Project Creation

Action: Inspect the "Explorer" panel.

Location: Left sidebar of Visual Studio Code.

Details: The new project directory appears, containing folders (e.g., `.vscode`, `src`, `pom.xml`, etc.) and configuration files.

Step 12: View and Edit Flows

Action: Open the generated flow XML file.

Location: "src/main/mule" directory in the "Explorer" panel.

Details: Visual flow canvas displays preconfigured nodes for the API integration.

Notes

• Ensure the Anypoint Code Builder extension is updated before setup.

• Troubleshoot login errors by verifying credentials and network connectivity.

• During flow design, adhere to the API specifications outlined in the Anypoint Platform.

• Save progress frequently to prevent loss of configurations.