

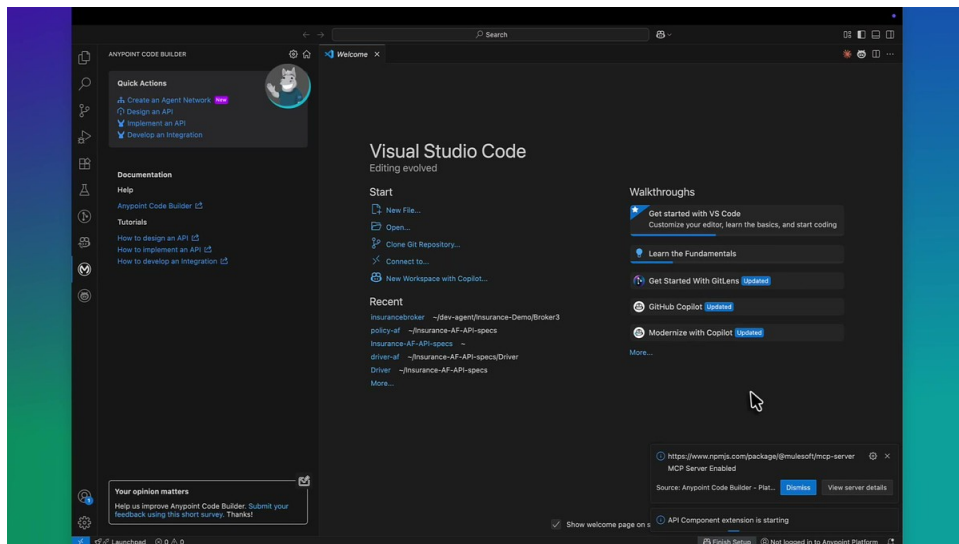
Implementing an API Specifications in Anypoint Code Builder

Prerequisites

- Visual Studio Code installed.
- Anypoint Code Builder extension integrated into Visual Studio Code.
- Access to the required API Specifications on Anypoint Exchange.
- An Anypoint Platform account.

Steps

Step 1: Open Visual Studio Code and Locate Anypoint Code Builder

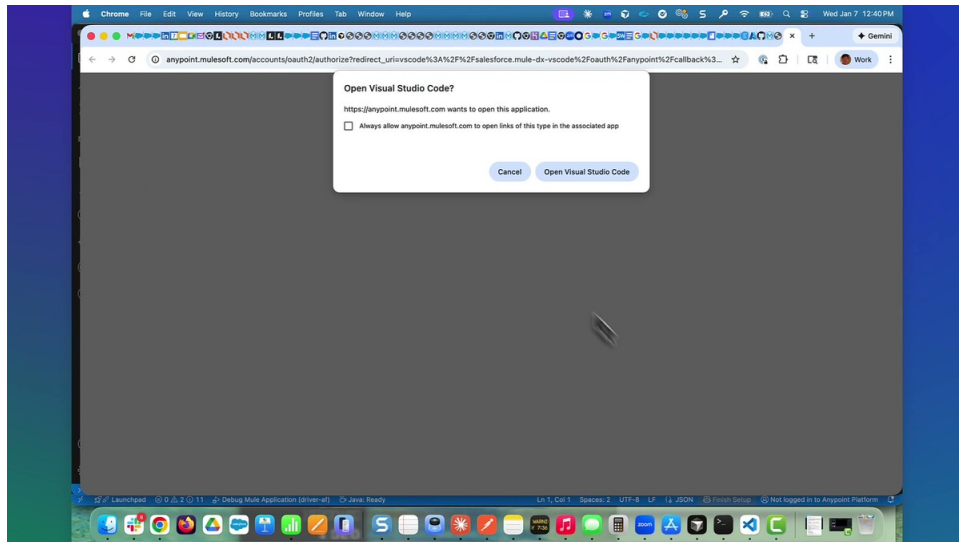


Action: Open Visual Studio Code and locate **Anypoint Code Builder** in the left sidebar.

Location: Sidebar on the left with the **Anypoint Code Builder** icon.

Details: This is the starting point where you'll interact with the extension features.

Step 2: Grant Extension Access

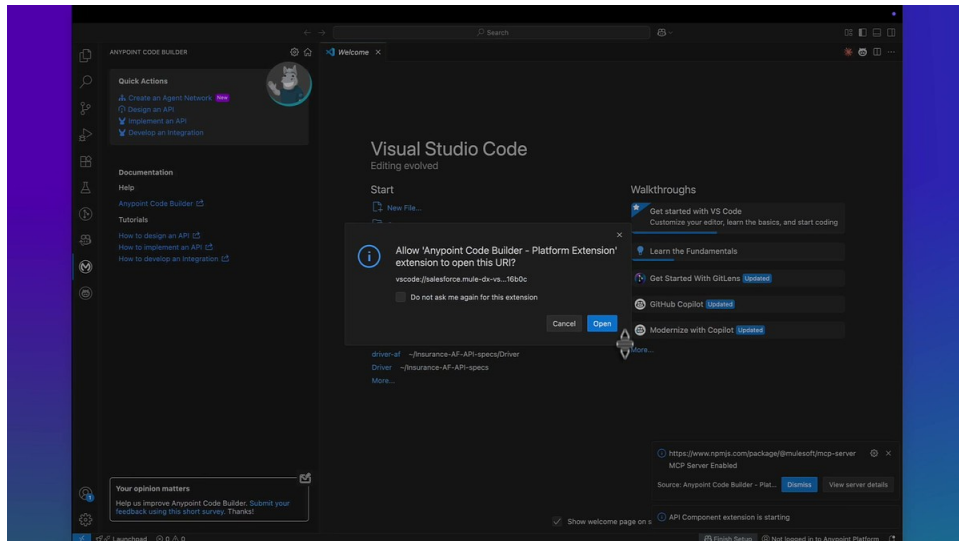


Action: Click ****Allow**** in the pop-up notification to grant the ****Anypoint Code Builder - Platform Extension**** access to sign in using Anypoint Platform.

Location: Pop-up notification in the center of the screen.

Details: Ensure access for the extension to utilize Anypoint Platform functionalities.

Step 3: Open External Authorization

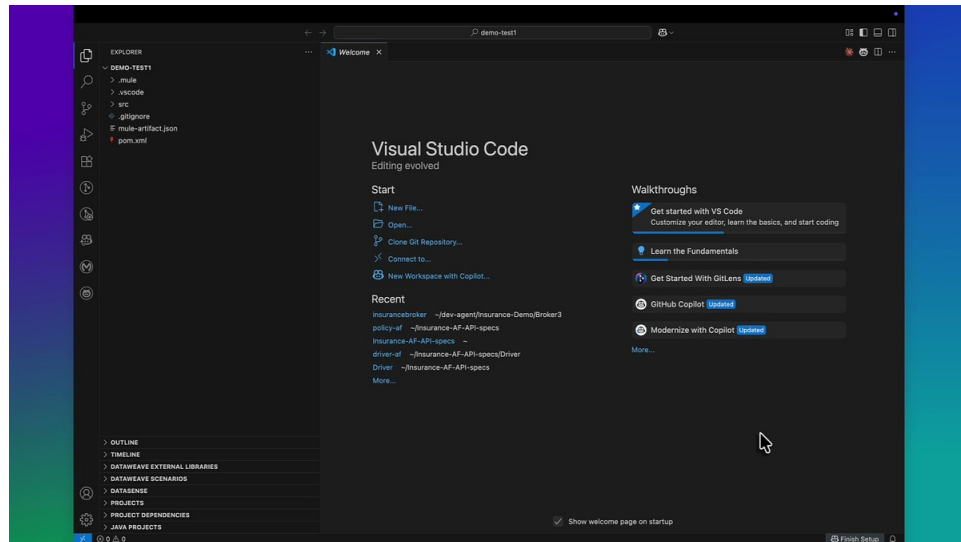


Action: Click ****Open Visual Studio Code**** in the browser pop-up to confirm redirection to the application after authorization.

Location: Browser window with an ****Open Visual Studio Code**** option.

Details: This step links browser authorization with the Visual Studio Code environment.

Step 4: Verify Successful Integration Setup



Action: Click **Open** in the authorization confirmation popup within Visual Studio Code.

Location: Center popup window in Visual Studio Code.

Details: This authorizes access to associated URI paths required for API integration.

Step 5: Select "Implement an API" from Quick Actions

Action: Click **Implement an API** from the **Quick Actions** menu.

Location: Left sidebar under Quick Actions in Anypoint Code Builder interface.

Details: Opens the corresponding interface for project setup.

Step 6: Configure Project Details

Action: Fill out the project settings such as **Project Name**, **Project Location**, and **Runtime Versions**.

Location: Implement API interface fields on the screen.

Details: Example configuration:

- **Project Name:** demo-test1
- **Project Location:** Browse to ``/Users/[your-user-directory]/``
- **Mule Runtime:** Select 4.10.0
- **Java Version:** Select 17.

Step 7: Select API Specification

Action: Search for the required API Specification in the **"Search Asset by name"** field and select the desired specification (e.g., `driver-catalog`).

Location: Dropdown list under "Search Asset."

Details: Highlight matching specification from available options and add it as an asset.

Step 8: Initiate Project Creation

Action: Click the **"Create Project"** button to initialize the integration project.

Location: Bottom-right of the **"Implement API Specification"** interface.

Details: Wait for the scaffolding process to complete.

Step 9: Access Project Explorer

Action: Verify that the project directory is correctly displayed in the Explorer window.

Location: Left sidebar under **"Explorer"**.

Details: The newly created project should include essential files such as `pom.xml` and `mule-artifact.json`.

Step 10: Navigate to Project Files and Test Configuration

Action: Access and expand files like `agent-network.yaml` and verify configurations.

Location: Center editor/view console for individual file examinations.

Details: Verify file contents and terminal outputs for configuration completeness.

Step 11: Exit Visual Studio Code After Successful Setup

Action: Close Visual Studio Code or perform additional configurations if required.

Location: Application interface and Finder/Dock.

Details: Save unsaved changes and log out if necessary.

Notes

- Ensure all runtime versions match API requirements.
- Troubleshooting tips:

- If the API Specification does not appear during search, check permissions or API visibility settings in Anypoint Exchange.
- Use the terminal to monitor project build progress and diagnose any errors.