



MuleSoft.U Getting Started with Anypoint Platform

Welcome



- Welcome to MuleSoft.U Getting Started with Anypoint Platform
 - A 4-week online course
 - New content will be available each Wednesday at 9 am PST
 - Each week's content should take 2-3 hours to complete

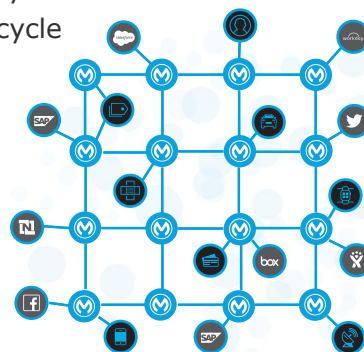
Introducing the course



At the end of this course, you should be able to



- Describe and explain the benefits of application networks and API-led connectivity
- Use Anypoint Platform
 - As a central repository for the discovery and reuse of assets
 - To build applications to consume assets and connect systems
 - To take an API through its complete development lifecycle



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How the course will work



- Is primarily hands-on
- Consists of
 - Short lectures to introduce a concept
 - Walkthroughs
 - The bulk of class
 - Exercises you complete to learn the content
 - Complete them by following the steps or following along with the videos
 - Homework
 - Your finished code that you submit each week

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Course materials



- Available on MuleSoft Learning Management System
 - <http://training.mulesoft.com/login.html>
- Student files (ZIP)
 - Starting files needed to complete some of the exercises

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Course homework



- Submit your homework each week
- After submitting your homework, you will receive
 - Solution files for that week
 - Student manual for that week as a permanent reference document

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Anypoint Platform account requirements



- A new version of Anypoint Platform was released at **2 pm Saturday, November 18**
- **This course has been updated to use the Nov 2017 release!**
- If you created an Anypoint Platform account before the release, you need to create a new one now
 - Accounts created before then will not have the new API Manager

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Course support



- Ask questions
 - Forums: forums.mulesoft.com
 - StackOverflow: stackoverflow.com/search?q=mule
- Contribute to the community: Become a Champion!
 - <http://champions.mulesoft.com>
 - Earn points
 - Answer questions on the forum or StackOverflow
 - Write blog posts
 - Create connectors
 - Redeem points in for prizes
 - MuleSoft swag, exam vouchers, conference passes, and more!



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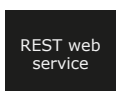
Introducing the course use case: Mule United Airport



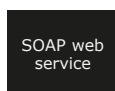
Mule United Airport (MUA)



- Mule United Airport is a flight hub to multiple locations
- They host three different airlines in their terminals
- Their current architecture has many information silos



United
flight info



Delta
flight info



American
flight info



Accounts



Accounts

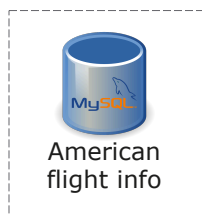
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First course goal



- Build an application that consumes a RESTful API for the American flight data



API



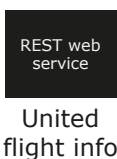
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Second course goal



- Build the RESTful API for the American flight data



API

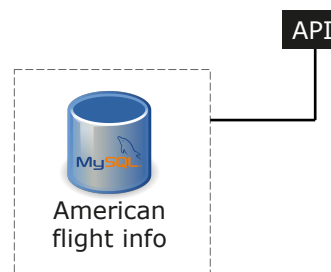
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Course outline



- Module 1: Introducing Application Networks and API-Led Connectivity
- Module 2: Building Application Networks with Anypoint Platform
- Module 3: Designing APIs
- Module 4: Building APIs
- Module 5: Deploying and Managing APIs



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Setting up your computer



Walkthrough: Set up your computer for class



- Download the course files from the MuleSoft Training Learning Management System
- Make sure you have JDK 1.8 and that it is included in your PATH environment variable
- Make sure Anypoint Studio starts successfully
- Install Postman (if you did not already)
- Make sure you have an active Anypoint Platform account