



Anypoint Platform Development: API Design



Student introductions



- Name
- Company, role, and location
- Experience with
 - Anypoint Platform (if any)
 - Anypoint Studio (if any)
- Did you take *Anypoint Platform Development: Fundamentals*?
- What do you want to get out of this class?

Course logistics



- Time
 - In-person classes are typically from 9-5
 - Online classes are typically from 8-4 PST or CET
 - 1 hour lunch/mid-class break
 - 15 minute break each morning and afternoon
- We know you have two jobs to do these two days!
 - If you have scheduled meetings, please let me know
 - We can try to schedule breaks around them

All contents © MuleSoft Inc.

4

Introducing the course



Course objectives



- Translate design requirements into API resources and methods
- Use API designer in Design Center to create API specifications
- Use RAML to define API resources, methods, parameters, and responses
- Model data in APIs using data types
- Document and test APIs
- Minimize repetition in API definitions using resource types and traits
- Modularize APIs using libraries, overlays, and extensions
- Specify API security schemes

All contents © MuleSoft Inc.

6

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

All contents © MuleSoft Inc.

7

Course outline - Part 1: Designing APIs



- Module 1: Introducing RESTful API Design
- Module 2: Translating Functional Requirements for APIs
- Module 3: Introducing API-Led Connectivity and the API Lifecycle

All contents © MuleSoft Inc.

8

Course outline - Part 2: Defining APIs with the RESTful API Modeling Language (RAML)



- Module 4: Defining API Resources and Methods
- Module 5: Specifying Responses
- Module 6: Modeling Data
- Module 7: Documenting and Testing APIs
- Module 8: Making APIs Discoverable
- Module 9: Reusing Patterns
- Module 10: Modularizing APIs
- Module 11: Securing APIs
- Module 12: Enhancing API Responses using Hypermedia
- Module 13: Versioning APIs

All contents © MuleSoft Inc.

9

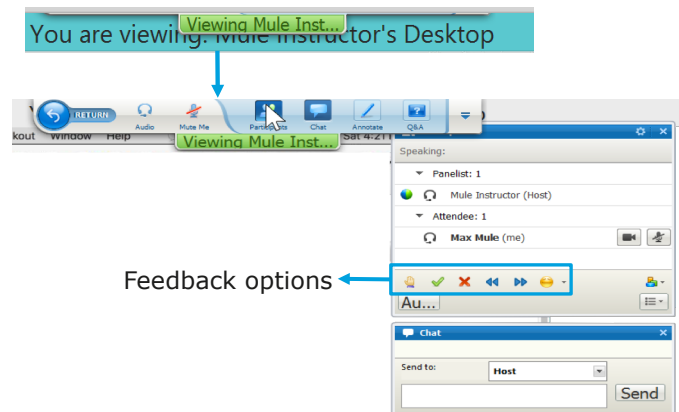
Using WebEx



Using WebEx



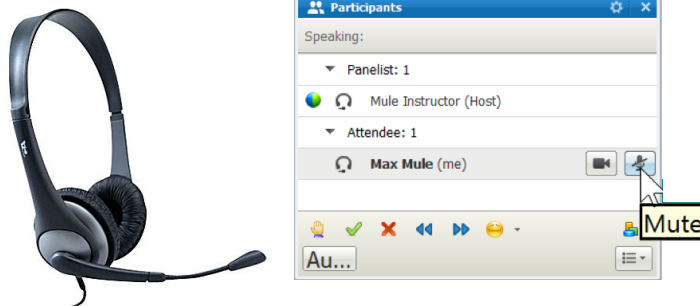
- Locate and show the Participants Panel and Chat Panel
 - Menu drops down from top of your screen
 - Participants Panel and Chat Panel are hidden every time someone shares their desktop
- Give feedback



Managing your WebEx audio



- Use an external headset/microphone to avoid feedback
- Mute your microphone when you are not talking



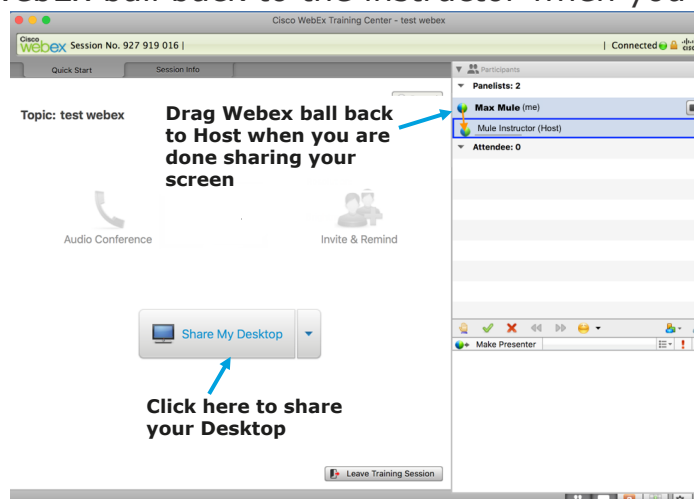
All contents © MuleSoft Inc.

11

Sharing your desktop



- Click **Share My Desktop** or use the Share menu
- Drag the WebEx ball back to the instructor when you are finished



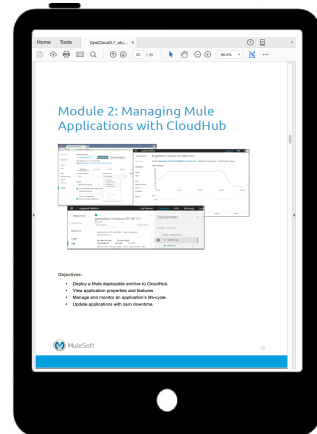
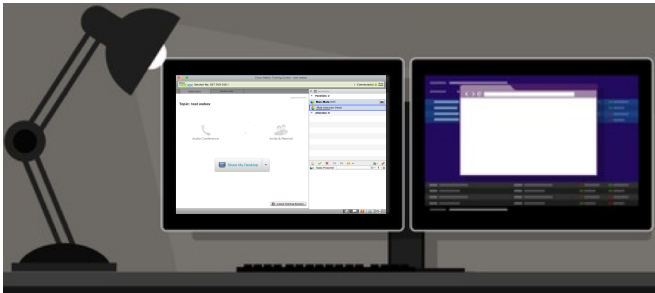
All contents © MuleSoft Inc.

12

Recommendations for the walkthroughs



- Use a second monitor to watch the WebEx session
- Load the student manual PDF file onto a tablet



All contents © MuleSoft Inc.

13

Setting up your computer



Course materials



- Download from the MuleSoft Learning Management System
 - <http://training.mulesoft.com/login.html>
- Student files (ZIP)
 - Starting files needed to complete the exercises
- Student manual (PDF) with steps for walkthroughs
- Course slides (ZIP of PDFs)

All contents © MuleSoft Inc.

14

Walkthrough: Set up your computer for class



- Download the course files from the MuleSoft Training Learning Management System

All contents © MuleSoft Inc.

17