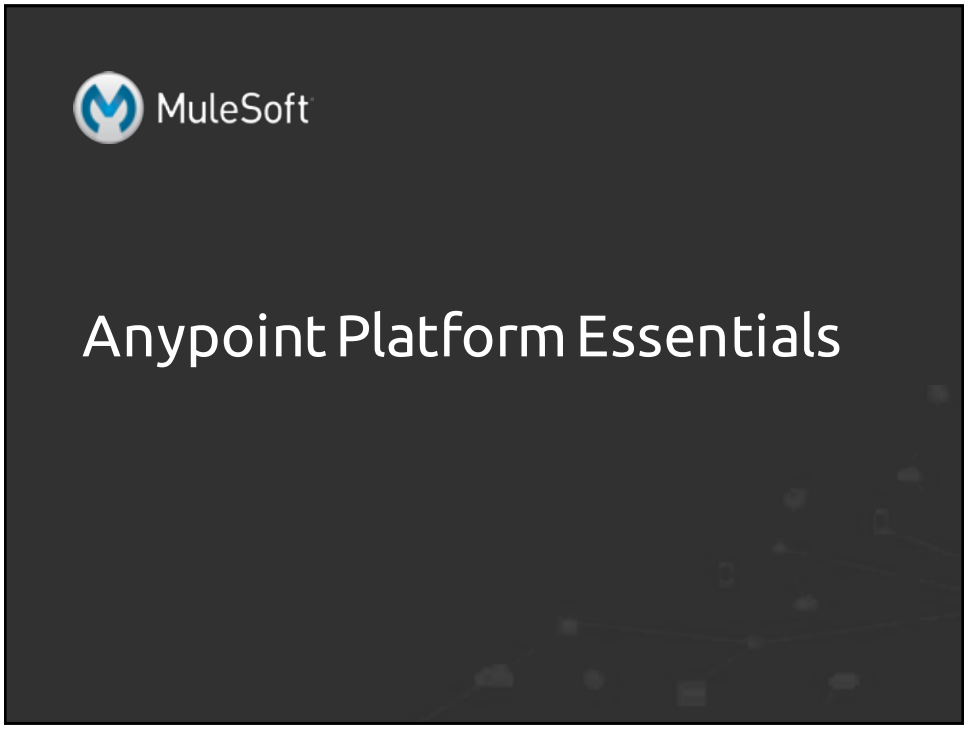

Instructor introduction

- Your name
- Company
- Role at company
- Location
- Your background

Student introduction

- Your name
- Company & role
- Experience with
  - Java / object-oriented programming
  - Eclipse
  - Anypoint Platform (if any)
- Whether you plan on deploying to CloudHub or Mule ESB
- What you want to get out of class

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Course logistics

- In-person classes are typically from 9-5 (for 4 days)
- Online classes are typically from 8-3 (for 5 days)
  - 1 hour lunch 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 or lunch around them

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Introducing the course

Course objectives

- In this course, you will:
  - Learn what Anypoint Platform is, how it works, and how you can use it to build real-world integrations
  - **Use Anypoint Studio to build integration applications to connect to SaaS and on-premise applications and data**
  - Use Anypoint Platform to design an API with RAML and then connect it to backend services with Anypoint Studio and APIkit
  - (Optional) Deploy an application to the cloud and on-prem

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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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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
  - Solution files
- Student manual (PDF) with steps for walkthroughs
- Course slides (ZIP of PDFs)

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Course outline

- Module 1: Introducing Anypoint Platform
- Module 2: Building Integration Applications with Anypoint Studio
- Module 3: Consuming Web Services
- Module 4: Connecting to Additional Resources
- Module 5: Transforming Data
- Module 6: Refactoring Mule Applications

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Course outline

- Module 7: Handling Errors
- Module 8: Controlling Message Flow
- Module 9: Processing Records
- Module 10: Building RESTful Interfaces with Anypoint and APIkit
- Module 11: Deploying Mule Applications
- Associate MuleSoft Developer Exam

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Introducing the walkthrough use case: Mule United Airport

Mule United Airport

MUA
Mule United Airport, Inc

- 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

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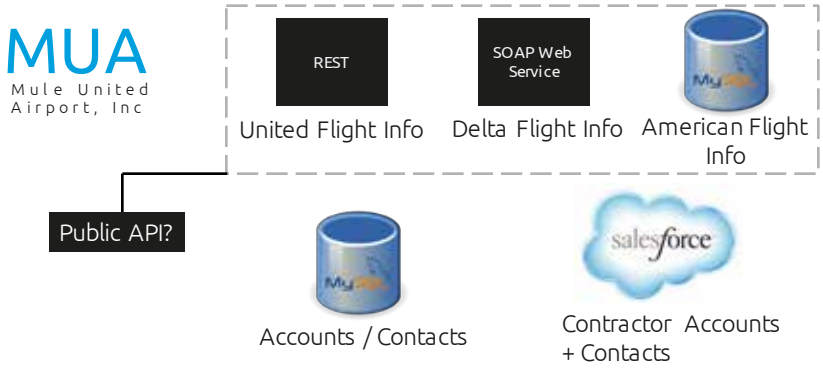
MUA architecture



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Demo: A connected MUA