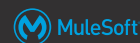




Anypoint Platform Development: Fundamentals

1

Student introductions



- Your name
- Company, role, and location
- Experience with
 - Object-oriented programming / Java
 - Eclipse
 - Anypoint Platform (if any)
- Whether you plan on deploying to MuleSoft-hosted (CloudHub) or customer-hosted runtimes
- What you want to get out of class

2

Course logistics



- Time
 - Class is for 5 days
 - 1 hour lunch/mid-class 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 around them

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Introducing the course



4

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



- **Build an application network using API-led connectivity and Anypoint Platform**
- **Use Anypoint Platform**
 - As a central repository for the discovery and reuse of assets
 - To build apps to consume assets and connect systems
 - To take an API through its complete development lifecycle
- **Use Anypoint Studio** to build & debug integrations and API implementations
 - Connect to databases, files, web services, SaaS apps, JMS queues, & more
 - Transform data using DataWeave, the transformation language
 - Add application logic and handle errors
 - Structure applications to facilitate development and deployment
 - Handle batch data processing

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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

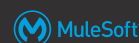


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Course materials



- Available on MuleSoft Learning Management System

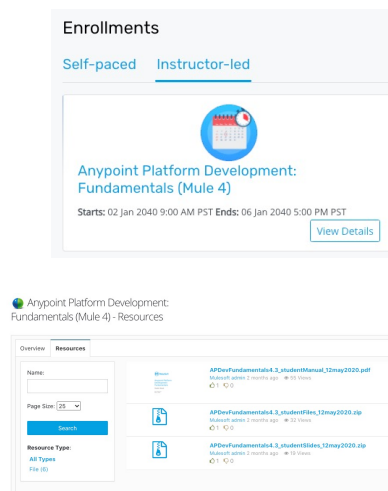
- training.mulesoft.com/login

- 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)**

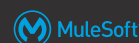


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Supplemental course materials



- You've been auto-enrolled in the self-paced version of this course**

- If you were previously enrolled, you may see two self-paced enrollments
 - To remove an enrollment, submit a request at training.mulesoft.com/contact

- Module quizzes**

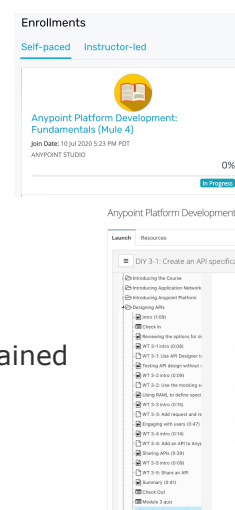
- Knowledge-check questions for the content of each module

- DIY exercises**

- Do-It-Yourself exercises to apply the knowledge that you have gained
 - Exercises with problem statements instead of step-by-step instructions

- Videos**

- Instructor-recorded lectures for the slides

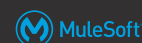


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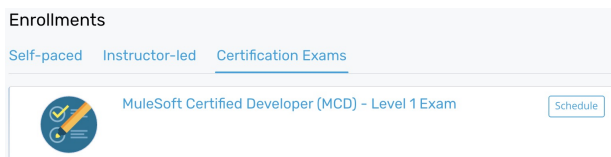
At the end of this course, you should get certified!



- After you learn & master the content in this course, get the **MuleSoft Certified Developer – Level 1** certification!
 - MCD – Level 1 exam



- This class includes two attempts for the exam
 - You will be auto-enrolled at the end of class

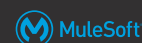


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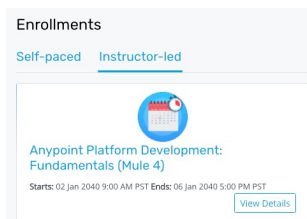
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Walkthrough: Set up your computer for class



- Download the course files from the MuleSoft Training Learning Management System
- Make sure Anypoint Studio starts successfully
- Install Advanced REST Client (if you did not already)
- Make sure you have an active Anypoint Platform account
- Make sure you have a Salesforce developer account and an API security token



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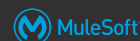
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Introducing the course use case: Mule United Airport

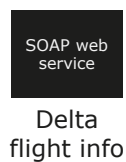
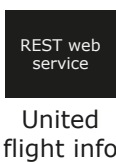


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Mule United Airport (MUA)



- 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

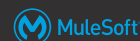


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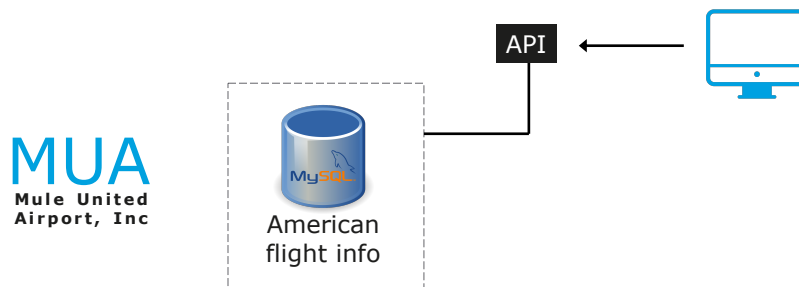
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First course goal



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



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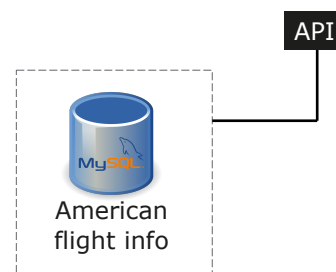
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Course outline



- PART 1: Building Application Networks with Anypoint Platform
 - Module 1: Introducing Application Networks and API-Led Connectivity
 - Module 2: Introducing Anypoint Platform

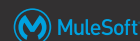


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Second course goal



- Build the RESTful API for the American flight data



REST web
service

United
flight info

SOAP web
service

Delta
flight info



API

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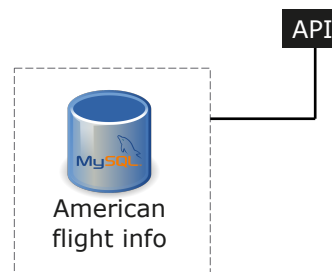
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Course outline



- PART 1: Building Application Networks with Anypoint Platform (cont)
 - Module 3: Designing APIs
 - Module 4: Building APIs
 - Module 5: Deploying and Managing APIs



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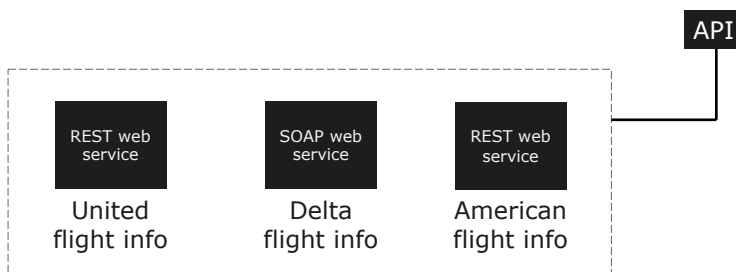
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Third course goal



- Build an API for all the flight data



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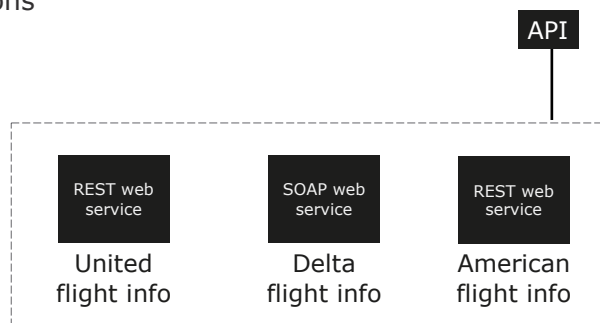
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Course outline



- PART 2: Building Applications with Anypoint Studio
 - Module 6: Accessing and Modifying Mule Events
 - Module 7: Structuring Mule Applications
 - Module 8: Consuming Web Services
 - Module 9: Controlling Event Flow
 - Module 10: Handling Errors
 - Module 11: Writing DataWeave Transformations



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Fourth course goal



- Synchronize on-prem account data to the cloud



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Course outline



- PART 3: Building Applications to Synchronize Data
 - Module 12: Triggering Flows
 - Module 13: Processing Records



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