



347/A, Manchanthuruth Chittattukara North Paravur Vadakkekkara, Kerala 683522 Dear Gattu Ranjith,

## Introduction:

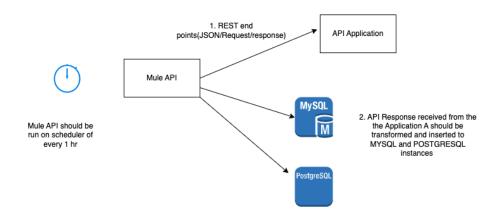
Define Requirements: Mule API development with integration of Rest API endpoint and persist the information to the database. Will provide the URL for the API and database connection details for the database. Please follow the best practices and standards while creating this application. This application should be running in a different environment. So please have all the configuration on its own files for different environments.

## Requirements.

- Design the API: Create a design for your API using RAML (RESTful API Modeling Language). These specifications help define the endpoints, request/response structures, parameters, headers, etc.
- Develop in Any point Studio: Use Any point Studio, MuleSoft's IDE, to develop your API implementation. You'll create flows to handle requests, transform data, call external systems or services, and handle responses.
- Data Mapping and Transformation: Implement data mapping and transformation logic as needed to convert between different data formats or structures.
- Connectors and Components: Utilize MuleSoft's connectors to integrate with various systems and services such as databases, cloud services, etc. You may also develop custom connectors if needed.
- Error Handling: Implement error handling and exception strategies to handle failures gracefully and provide meaningful error responses.



- Security: Implement security measures such as authentication (OAuth, JWT, etc.), authorization, SSL/TLS encryption, and data protection to secure your API.
- Testing: Perform unit testing, integration testing, and end-toend testing of your API implementation to ensure it works as expected.
- Deploy and Manage: Deploy your API to Any point Platform's Runtime Manager or any other Mule runtime environment. Then, use Any point API Manager to manage your API's lifecycle, versioning, access control, monitoring, and analytics.



Warm Regards,

Pratheesh S