

# Implementing the API in Anypoint Studio

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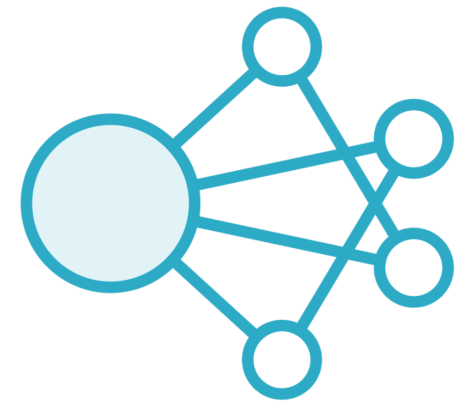
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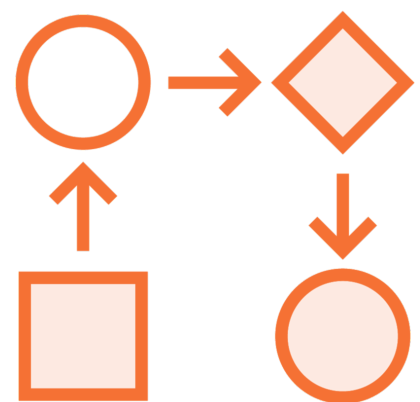
# Main Changes From Mule 3



**Migrating MEL to Dataweave 2.0**



**Design Center**



**Flow Designer**



**Exchange**

# Demo

## Installing Anypoint Studio

# Demo

**Our first Mule App**

**Understanding Flow Reference**

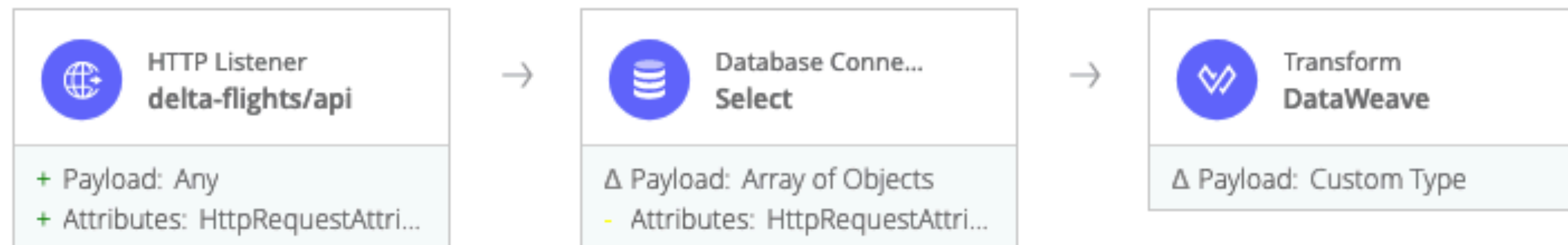
# What Is a Mule App?

**A message contains attributes**

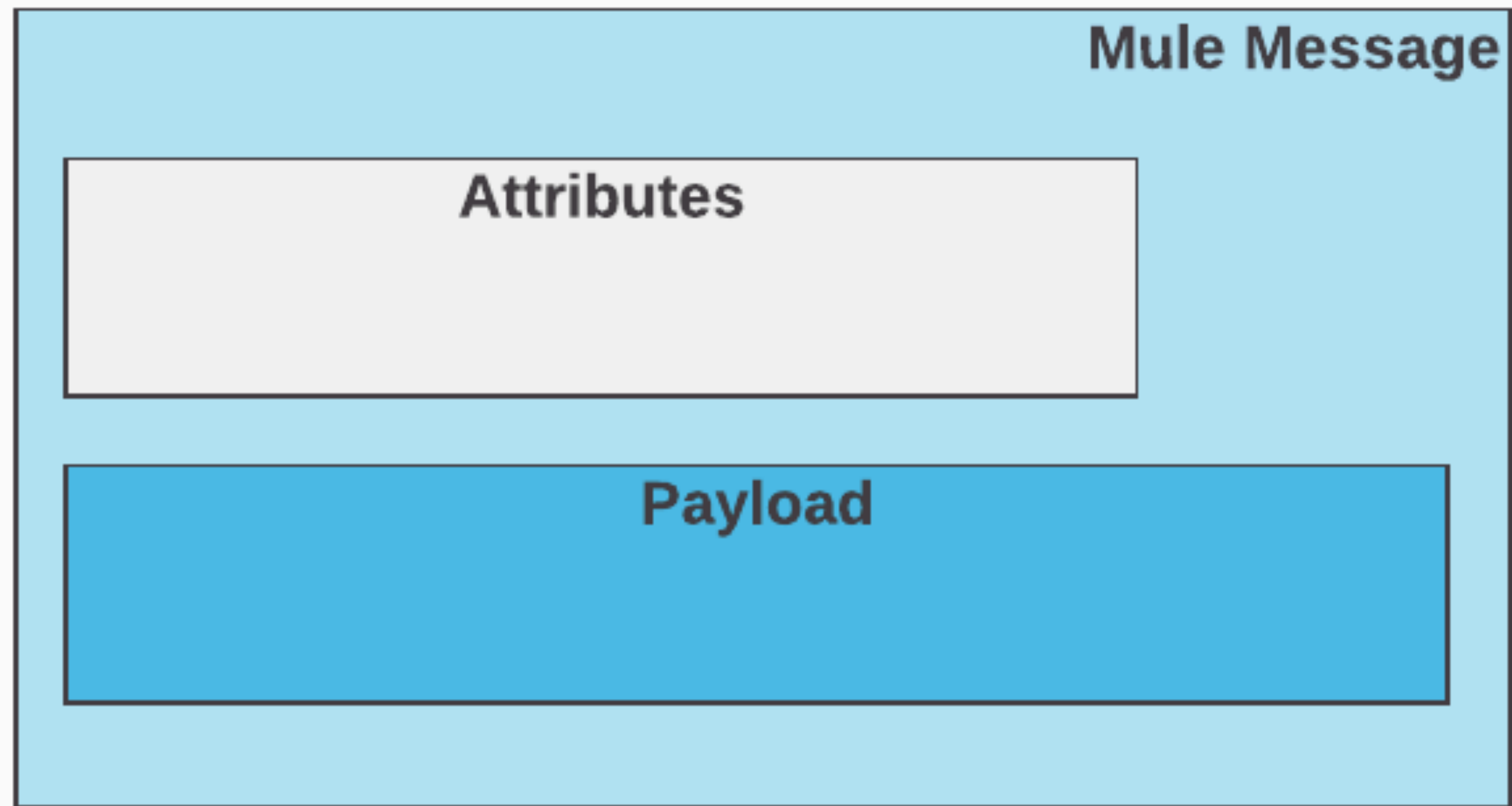
**This can be decoupled into:**

1. Listen on GET to /flights
2. Query database
3. Transform results

**Each operation is a processor**



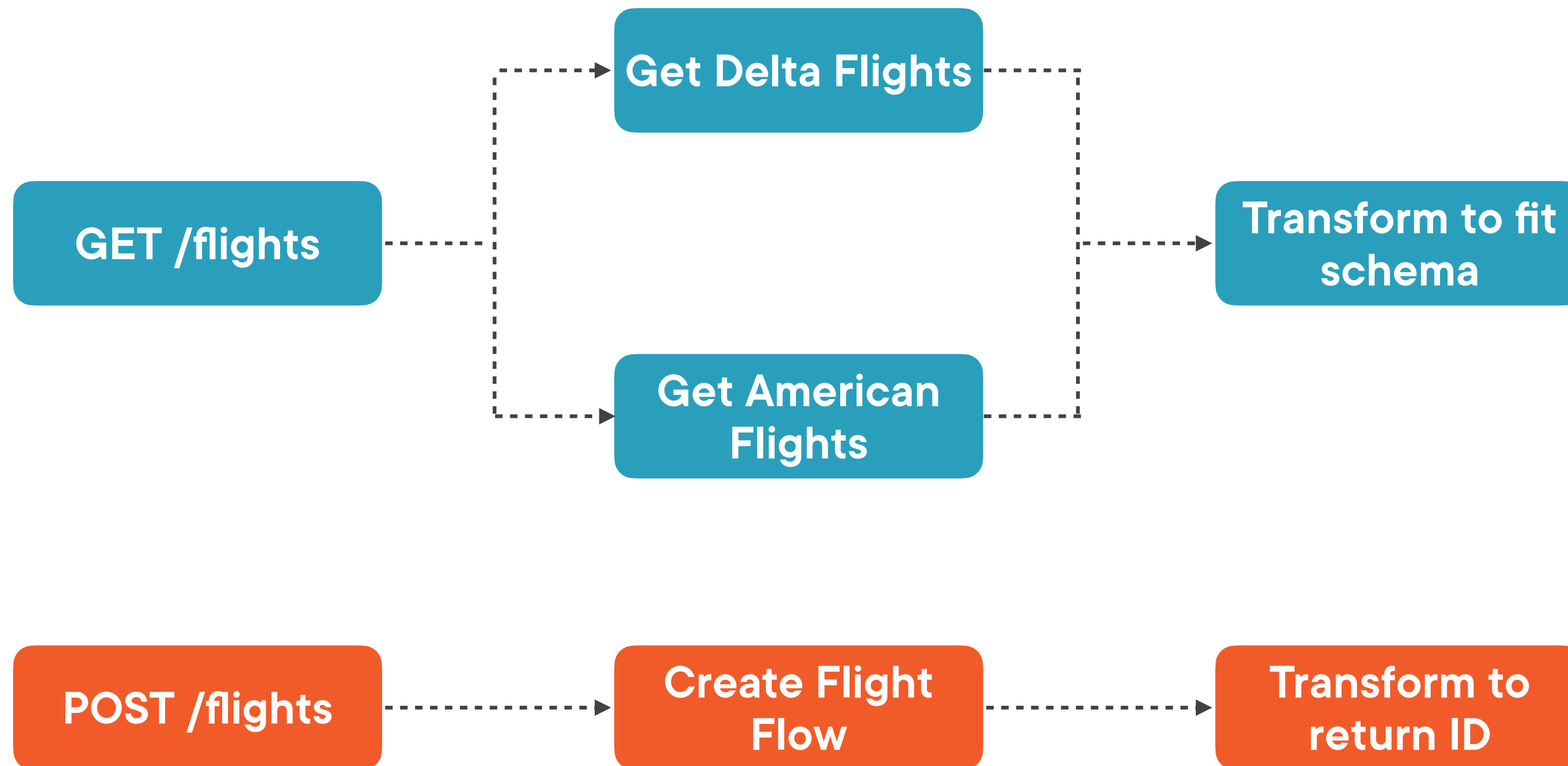
# The Message



# Demo

**Launching the Mule app**

# How Our App Should Look Like





# Demo

**Add tests in MUnit**

# Takeaways



**A Mule flow is a composition of processors that pass the message and modify attributes to integrate several systems**



**APIkit allows us to import the RAML of our API and easily have a scaffold of our app pre-made for us**



**Once imported, we only need to implement the business logic of each flow**



**We can use the MUnit inspector in any flow to register a functional response and create tests**

# Keys



**Practice doing the exercises I have been giving you along the module**



**Try to play around with Dataweave in the transform processor to verify it works as you expect**



**Implement the POST verb on /flights by doing the insertion into the database with a new flight**

Up Next:

Deploying and Monitoring the API  
Implementation

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