

Implementing the API in Anypoint Studio



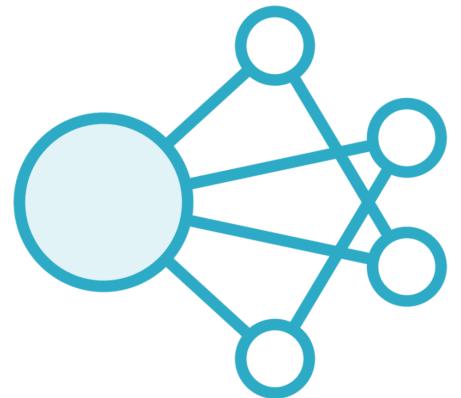
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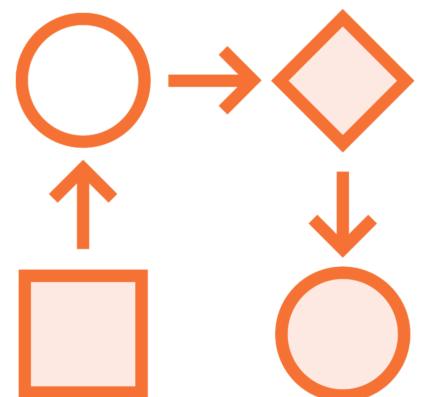
Main Changes From Mule 3



Migrating MEL to Dataweave 2.0



Design Center



Flow Designer



Exchange

Demo

Installing Anypoint Studio

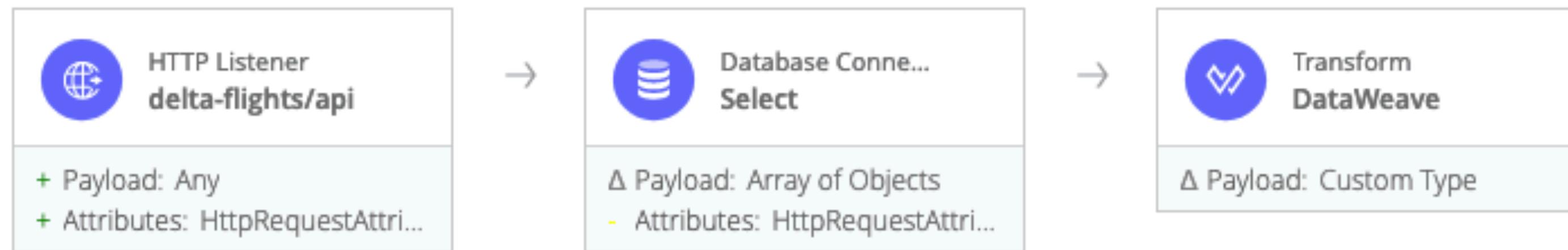
Demo

Our first Mule App Understanding Flow Reference

What Is a Mule App?

A message contains attributes

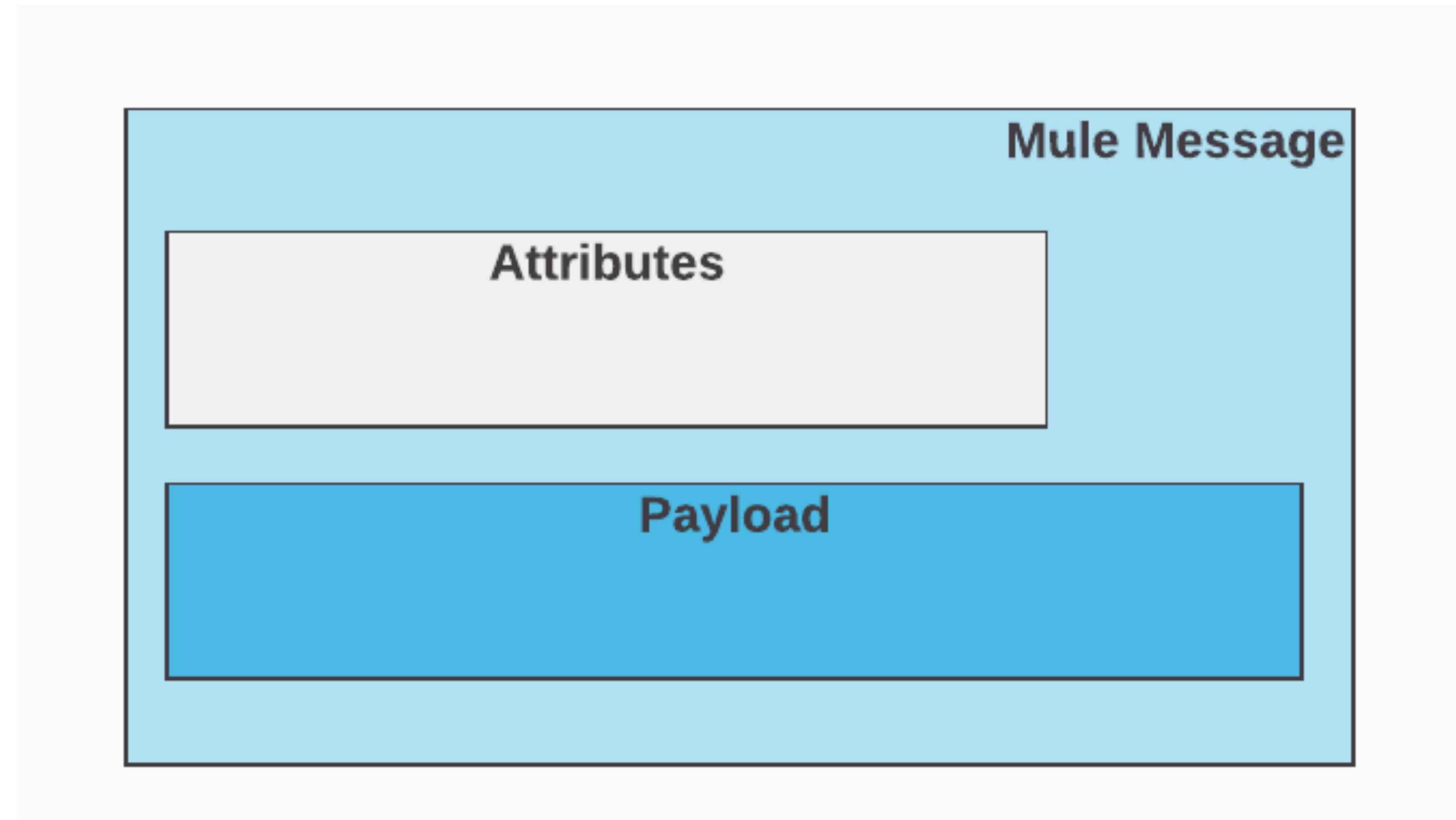
This can be decoupled into:



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

Each operation is a processor

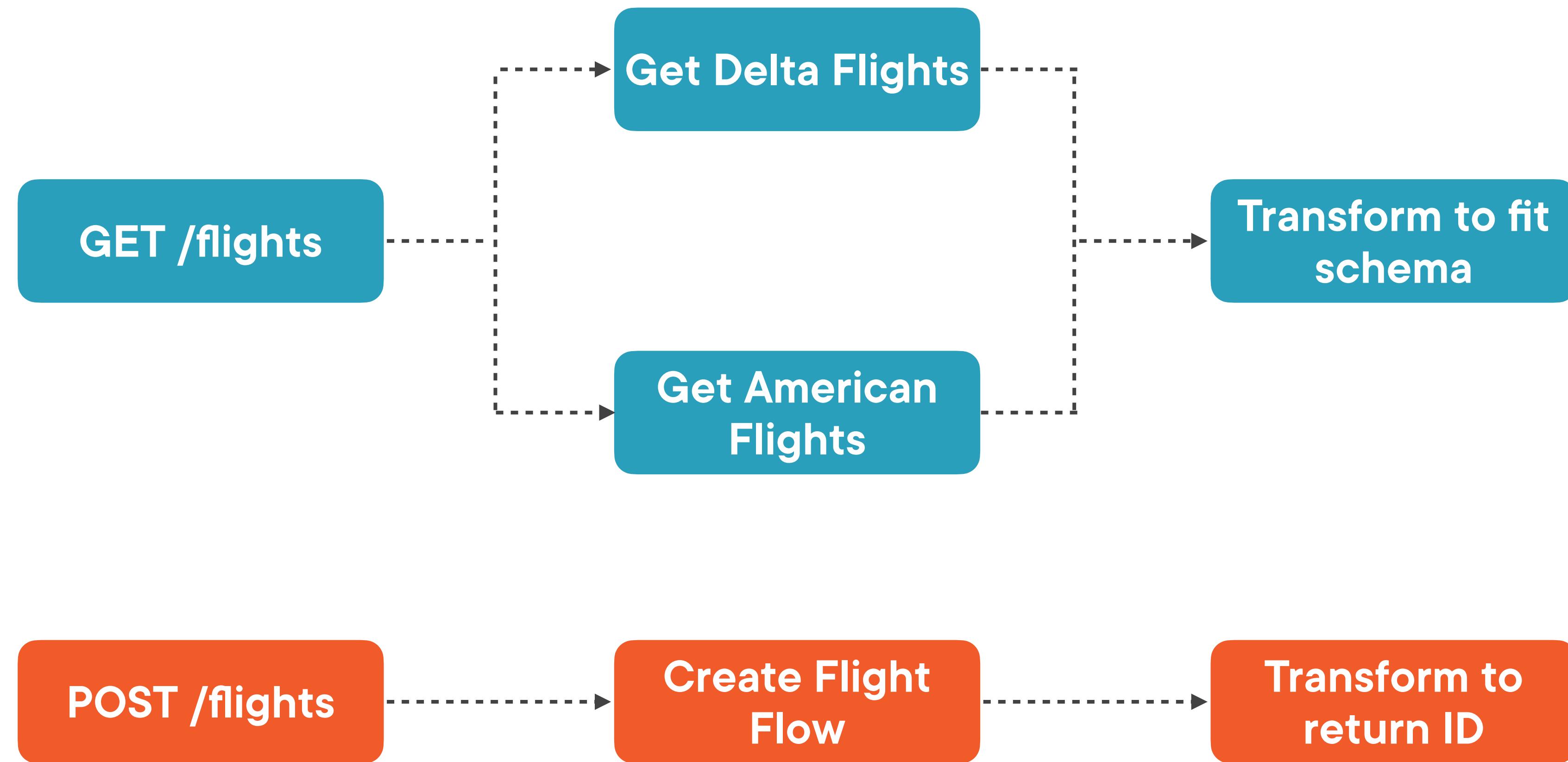
The Message



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

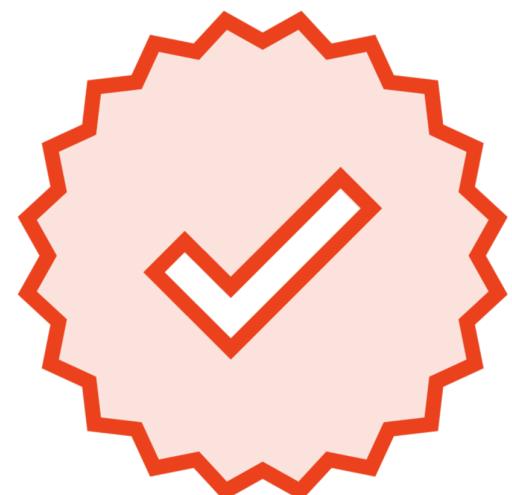


Once imported, we only need to implement the business logic of each flow

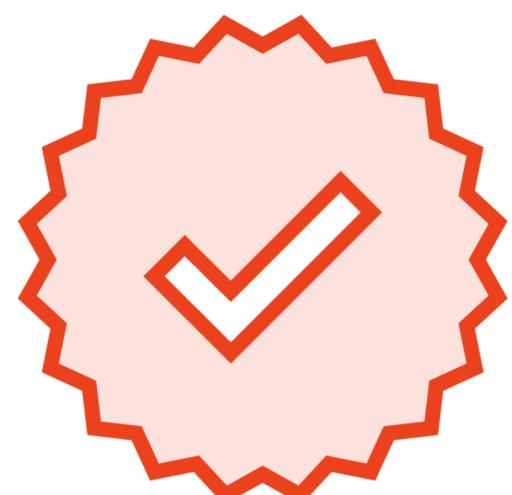


We can use the MUnit inspector in any flow to register a functional response and create tests

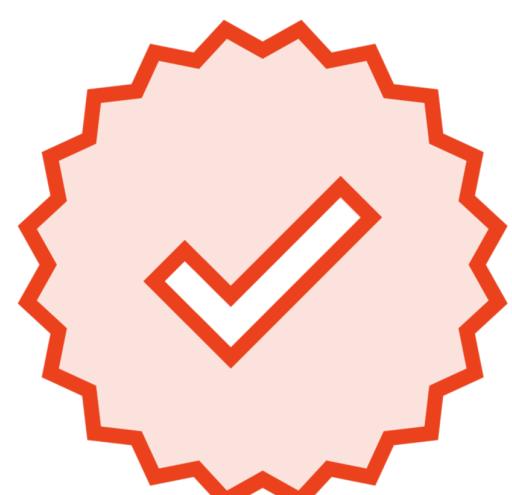
Keys



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
