

Hello Mule ESB!

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1. File > New > Mule Project.
2. Enter a name for the project.

New Mule Project

Project Settings
Create a Mule project in the workspace or in an external location.

Project Name:

Runtime
Mule Server 3.6.0 EE
Compatibility: = CloudHub = On Premises

Maven Settings
☐ Use Maven - (Maven is currently disabled, [configure Maven](#))
Group Id:
Artifact Id:
Version:

Version Control System support
☐ Create a default .gitignore file

APIkit Settings
☐ Add APIkit components
☒ From RAML file or URL ☐ From folder ☐ From compressed file
RAML File or URL:

Figure: New mule project

(<http://www.mulesoft.org/documentation/download/attachments/122751588/new.png?version=2&modificationDate=1420210568256>).

3. The project starts a new perspective using the default UI distribution.

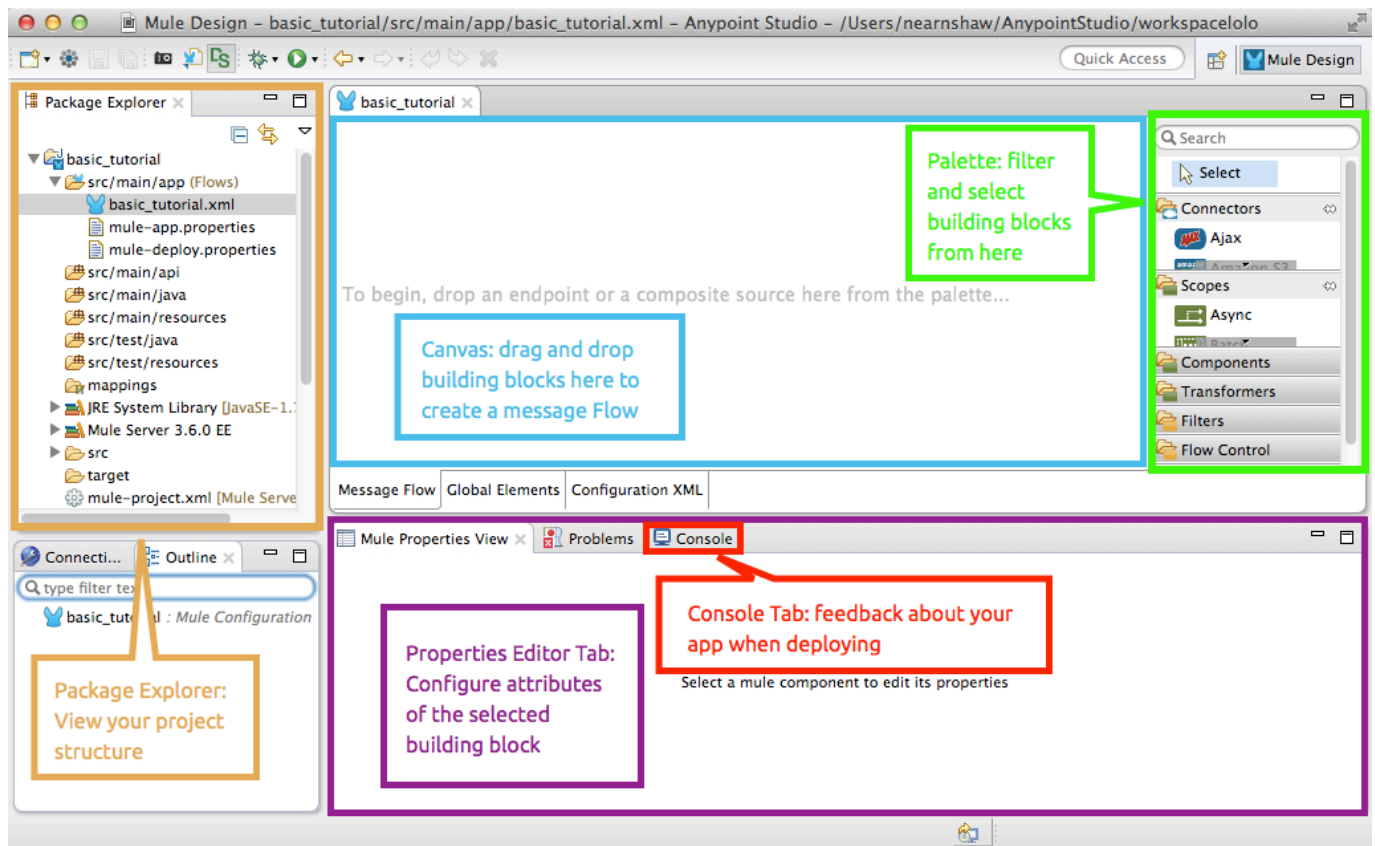


Figure: Visual distribution for new project

(<http://www.mulesoft.org/documentation/download/attachments/122751588/blank+canvas.png?version=1&modificationDate=1420213600545>)

4. Drag and drop a **HTTP Connector** from the **palette** onto the **canvas**.

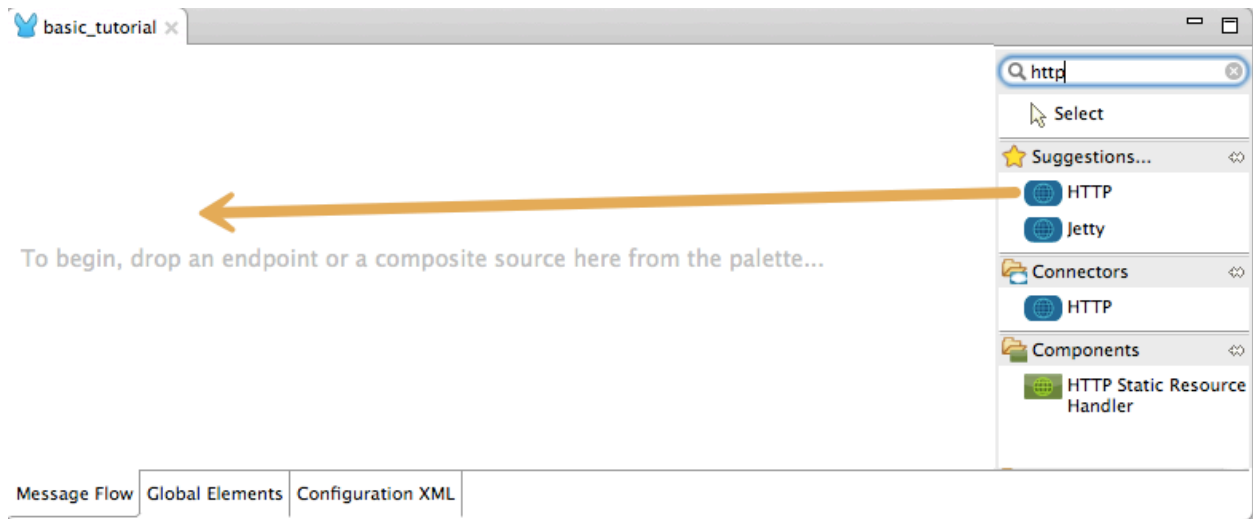


Figure: HTTP Connector

(<http://www.mulesoft.org/documentation/download/attachments/122751588/add+http.png?version=2&modificationDate=1420210646261>).

5. Add a **Set Payload Component** to the flow.

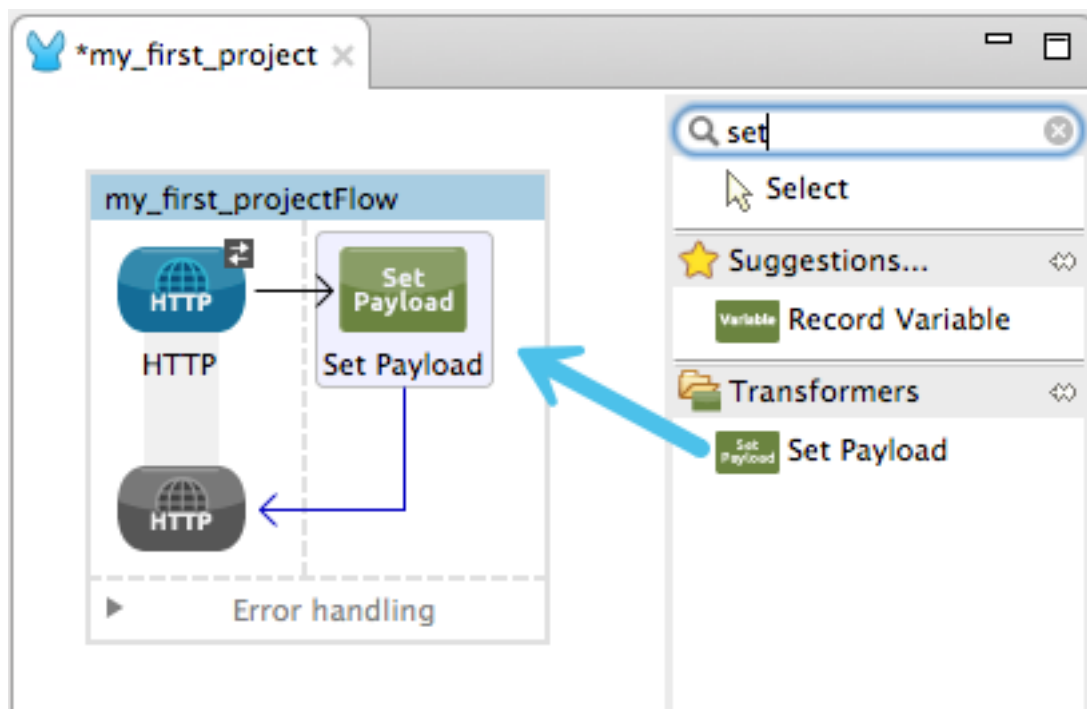


Figure: Set Payload component

(<http://www.mulesoft.org/documentation/download/attachments/122751588/set+payload.png?version=1&modificationDate=1421167826045>).

6. Click the **Configuration XML** tab (at the base of the canvas) for the source of the flow right now.

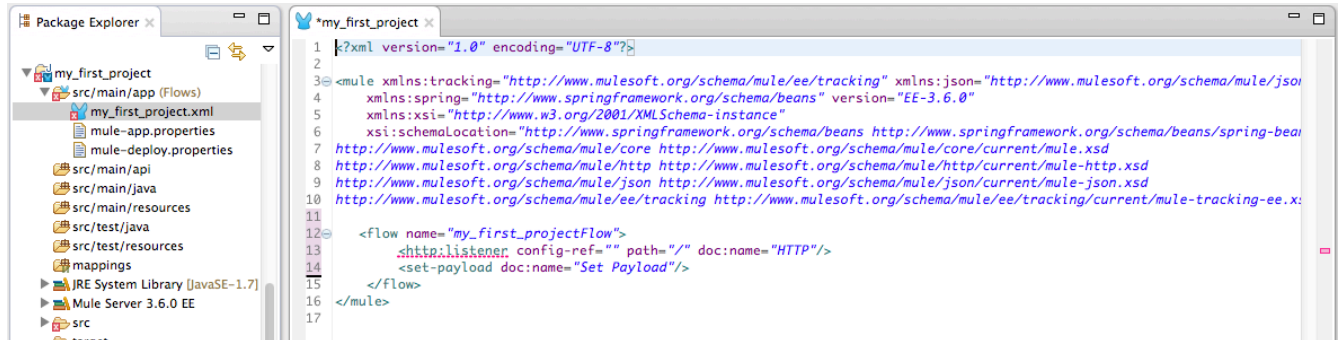


Figure: XML editor

(<http://www.mulesoft.org/documentation/download/attachments/122751588/xml+code.png?version=1&modificationDate=1421167951895>).

7. Don't forget to save the project.

Project configuration

After modeling the flow, the steps must be configured. Click the HTTP Connector and open its **Properties Editor**. (HTTP Connector allows the application to connect to web resources through the HTTP or HTTPS protocol).

Configure the two mandatory fields for the connector (**Path** and **Connector Configuration**).

HTTP x

Attribute 'config-ref' is required

General

Advanced

Notes

Display Name: HTTP

General Settings

Connector Configuration: [dropdown] +

Basic Settings

Path: /

Allowed Methods:

Response Settings

Status Code: [input] Reason: [input] ☐ Disable properties

Headers

Click in the button below to add a header

Add Header

Error Response Settings

Status Code: [input] Reason: [input] ☐ Disable properties

Headers

Click in the button below to add a header

Add Header

Figure: HTTP Connector properties

(<http://www.mulesoft.org/documentation/download/attachments/122751588/http+pelado.png?version=1&modificationDate=1421168361653>).

By clicking the green plus sign next to **Connector configuration** a new **Global element** will be created and referenced by the connector.

HTTP x

Attribute 'config-ref' is required

General

Advanced

Notes

Display Name: HTTP

General Settings

Connector Configuration: [dropdown] +

Basic Settings

Path: /

Allowed Methods:

Response Settings

Status Code: Reason: ☐ Disable properties

Headers

Click in the button below to add a header

Add Header

Error Response Settings

Status Code: Reason: ☐ Disable properties

Headers

Click in the button below to add a header

Add Header

Figure: Global Element option

(<http://www.mulesoft.org/documentation/download/attachments/122751588/add+global+element.png?version=1&modificationDate=1421168137943>).

Build the component leaving the fields with their default values.

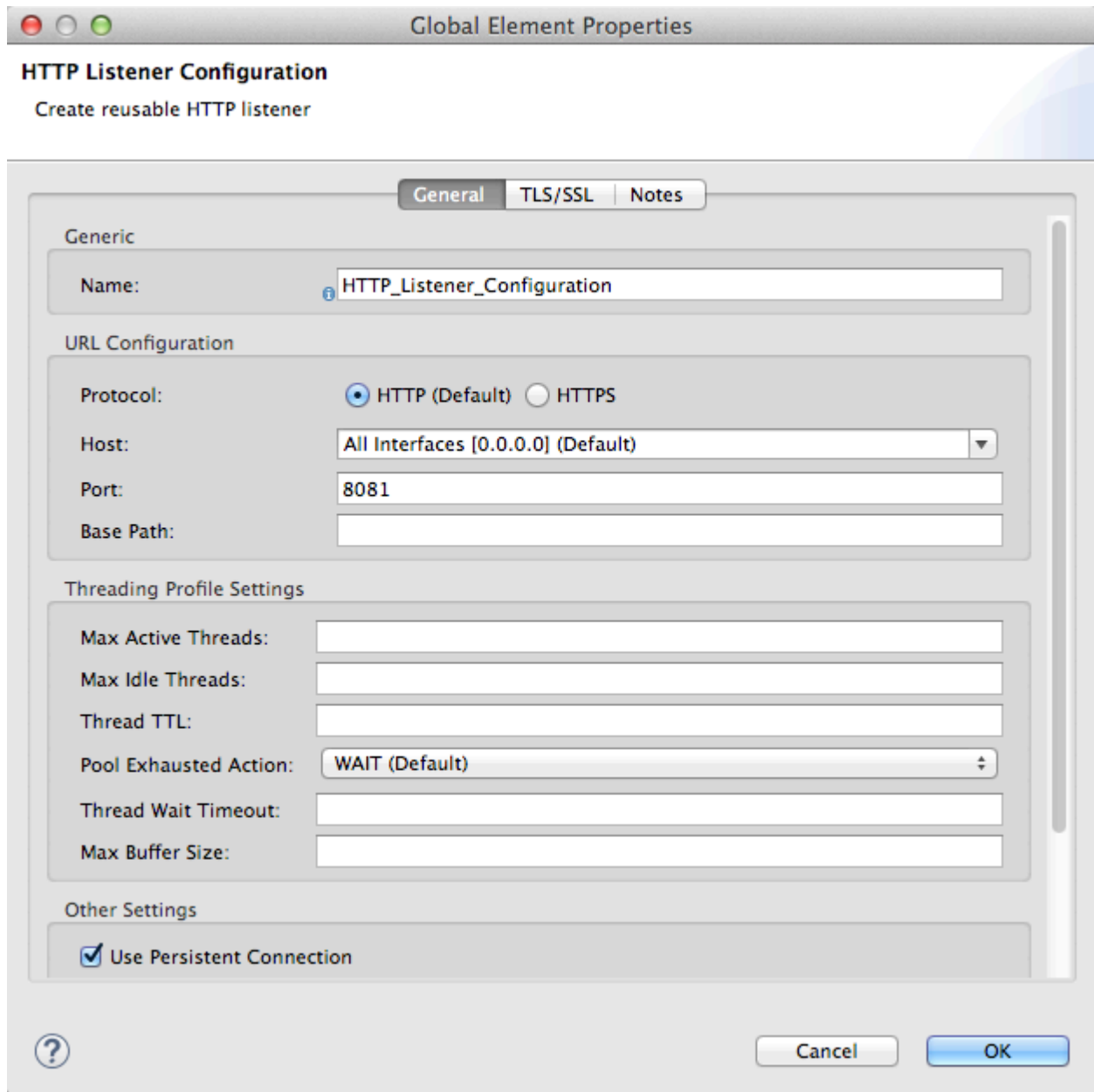


Figure: Global element configuration

(<http://www.mulesoft.org/documentation/download/attachments/122751588/global+element+default.png?version=1&modificationDate=1421168539490>).

Click the **Set Payload Component** on the canvas to open its properties configuration.

Put a text in the **Value** field (this will be our Hello World message).

Set Payload ×

✓ There are no errors.

General

Display Name: Set Payload

Notes

Settings

Value: Hello World!

Figure: Set Payload component configuration

(<http://www.mulesoft.org/documentation/download/attachments/122751588/set+payload+hello+world.png?version=1&modificationDate=1421169294983>).

Check the XML source to get a grasp of what is going on under the hood.

Deploy project

For the initial project the internal server shall be used.

1. In the **Package Explorer**, right click the project name and choose **Run As > Mule Application**.

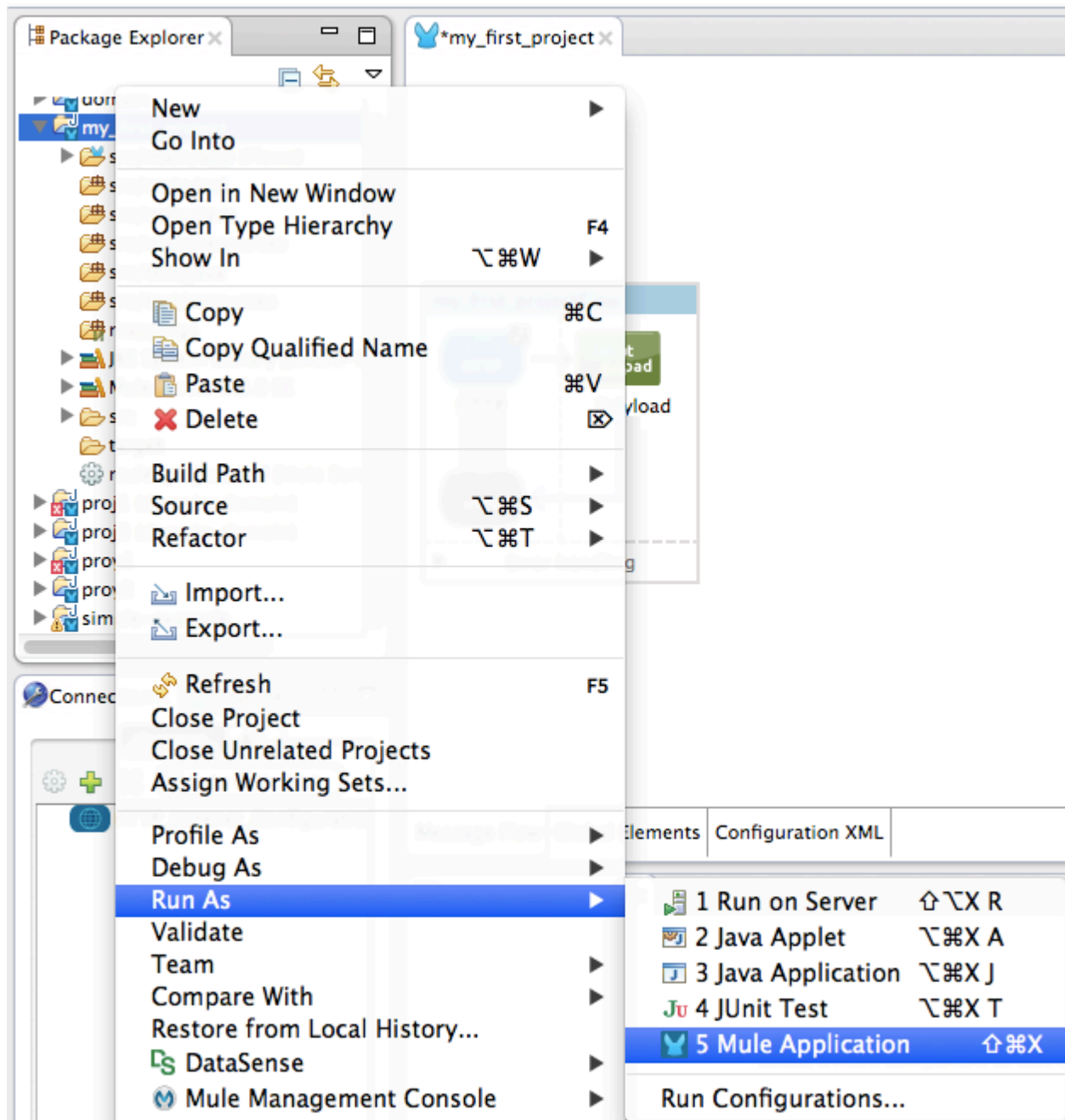


Figure: Run as mule application

(<http://www.mulesoft.org/documentation/download/attachments/122751588/run+as.png?version=2&modificationDate=1421247758944>).

2. If everything goes right, the console once deployed should display the message *Started app XXXXX*.

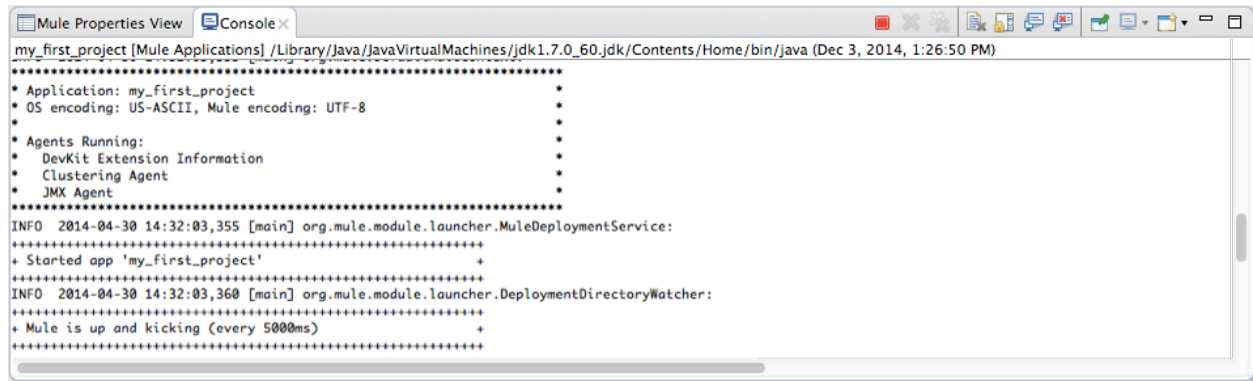


Figure: Console log

(<http://www.mulesoft.org/documentation/download/attachments/122751588/console1.png?version=1&modificationDate=1417633789156>).

Interact with the Project

1. Open a web browser.
2. Navigate to the URL of the application (this address is the result of the default settings of the HTTP Connector).

<http://localhost:8081>

3. The application accepts the request and the **Set Payload** component sets the value to the one defined above. Finally the **HTTP Connector** returns this text as a response.



Figure: Web browser result

(<http://www.mulesoft.org/documentation/download/attachments/122751588/hello+world.png?version=2&modificationDate=1421169841596>).

[1]

Bibliography

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[1] Buy a Hello World Application (MuleSoft)

([http://www.mulesoft.org/documentation/display/current/Build+a+Hello+W
orld+Application](http://www.mulesoft.org/documentation/display/current/Build+a+Hello+World+Application))

