Chapter 2: Working with components and patterns Flow references

- You can synchronously execute another flow from a first one.
- Mule ESB executes the alternate flow and then return to the original one.

[1]

Flows in Mule ESB:

- A **Flow** is a mechanism for orchestration supported in the message capabilities of the Mule ESB.
- A **Flow** uses connectors and messages.
- One may use a **Flow** when:
 - o Simple integration tasks are needed.
 - o Processing data based on scheduled.
 - o Connect cloud and on-premise applications.
 - o Event processing when multiple services must be composed.

Anatomy of a Flow:

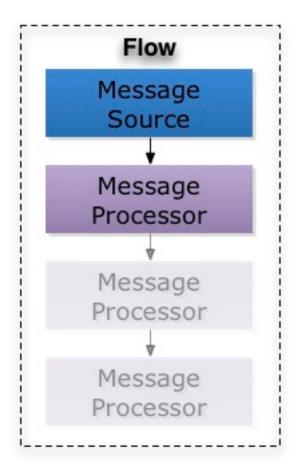


Figure: Anatomy of a flow (http://goo.gl/ZhPS55)

A basic structure of a flow may be as follows:

```
<flow name="">
    - 0..1 MessageSource
    - 1..n MessageProcessor(s)
    - 0..1 ExceptionStrategy
</flow>
```

Flow example:

Flow Behavior:

- Normally, a **Flow** starts when a message is generated and from there all the message processors are executed one after another.
- A processor may have sub-processors and in that case the subs are executed before continuing the flow.
- In a request-response flow, the default response is assumed to be the last message generated by a processor. Unless something different is customized inside a message processor by defining a response block.

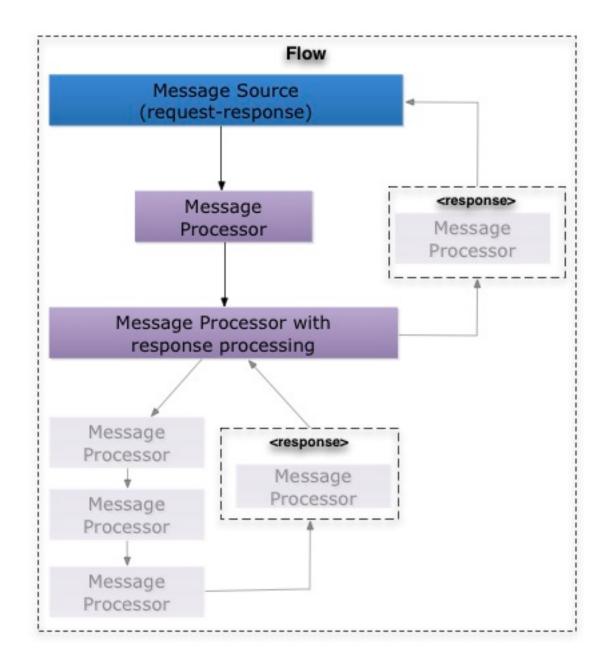


Figure: Flow behavior (http://goo.gl/RIXYik).

Private flows

- Are regular flows but can't be accessed from outside the JVM vía Mule Endpoint because has no message source defined.
- Used when referenced from another flow (through the flow-ref connector).
- Differs from a *Processor Chain* in the way that a Flow has its own context and exception strategy.

[1] Mule ESB Cookbook (Attune infocom) (Dr. Zakir Laliwala / Azaz Desai / Abdul Samad / Uchit Vyas)

[2] Mule ESB Flows(MuleSoft)

(http://www.mulesoft.org/documentation/display/current/Using+Flows+for+Service+Orchestration)