Getting Started with Anypoint Platform (Mule 4)

Summary

This introductory course is for anyone involved in an Anypoint Platform™ project who wants to get hands-on experience learning about the platform and how to use it to discover, consume, design, build, deploy, manage, and govern APIs. Students will not write any code in this course.

Note: This course is not for developers and architects who are going to take the Anypoint Platform Development: Fundamentals course, which includes this content and more.

Duration

2 days (in-person or online)

Objectives

At the end of this course, students should be able to:

- Describe the benefits of application networks and API-led connectivity.
- Use Anypoint Exchange as a central repository for the discovery and reuse of assets.
- Use Flow Designer to build integration apps that consume APIs from Exchange and transform data.
- Use API Designer to define APIs with RAML and make them discoverable by adding them to Exchange.
- Use Anypoint Studio to build APIs that connect to databases and transform data with DataWeave.
- Deploy API implementations to CloudHub.
- Use API Manager to create and deploy API proxies that govern access to APIs.

Prerequisites

- A basic understanding of data formats such as XML and JSON
- A basic understanding of typical integration technologies such as HTTP, REST, and SOAP

Setup requirements

- A computer with
  - At least 8-16 GB (16 highly recommended) available RAM, 2GHz CPU, and 10GB available storage
  - A minimum screen resolution of 1024x768
- Internet access to ports 80 and 3306 (with > 5Mbps download and > 2Mbps upload)
- The latest version of Chrome, Safari, Firefox, or Edge
• An Anypoint Platform account
• OpenJDK 8 (not 11 or a later version)
• Anypoint Studio 7.5.0 or later with embedded Mule 4.3 runtime
• Advanced REST Client (or any other REST client application)
• (Optional) If no internet access to ports 80 and 3306, OpenJDK 8 (not 11 or a later version)

Get a detailed setup document here.

Outline

Module 1: Introducing application networks and API-led connectivity
• Explain what an application network is and its benefits
• Describe how to build an application network using API-led connectivity
• Explain what web services and APIs are
• Explore API directories and portals
• Make calls to secure and unsecured APIs

Module 2: Introducing Anypoint Platform
• Identify all the components of Anypoint Platform
• Describe the role of each component in building application networks
• Navigate Anypoint Platform
• Locate APIs and other assets needed to build integrations and APIs in Anypoint Exchange
• Build basic integrations to connect systems using Flow Designer

Module 3: Designing APIs
• Define APIs with RAML, the Restful API Modeling Language
• Mock APIs to test their design before they are built
• Make APIs discoverable by adding them to Anypoint Exchange
• Create API portals for developers to learn how to use APIs

Module 4: Building APIs
• Use Anypoint Studio to create flows graphically
• Build, run, and test Mule applications
• Use a connector to connect to databases
• Use the graphical DataWeave editor to transform data
• Create RESTful interfaces for applications from a RAML file
• Connect API interfaces to API implementations
• Synchronize changes to API specifications between Anypoint Studio and Anypoint Platform
Module 5: Deploying and managing APIs

- Describe the options for deploying Mule applications
- Deploy Mule applications to CloudHub
- Use API Manager to create and deploy API proxies to CloudHub
- Restrict access to API proxies