

Getting Started with Anypoint Platform (Mule 3)

Summary

This introductory instructor-led course is for anyone and everyone involved in an Anypoint Platform project who wants to get hands-on experience learning what Anypoint Platform is and how it is used to discover, consume, design, build, deploy, manage, and govern APIs. Students do not write any code.

Note: This course is not for developers and architects who are going to take the Anypoint Platform Development: Fundamentals course or the self-study MuleSoft.U Development Fundamentals course, which include this content and much more.

Duration

1 day 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 4GB available RAM, 2GHz CPU, and 4GB available storage and a minimum screen resolution of 1024x768
- Internet access to ports 80 and 3306 (with > 5Mbps download and > 2Mbps upload)
- The latest version of Firefox or Chrome or Internet Explorer 10 or newer
- JDK 1.8
<http://www.oracle.com/technetwork/java/javase/downloads/index.html>

- Anypoint Studio 6 with embedded Mule 3.9 runtime
<https://www.mulesoft.com/lp/dl/studio/previous>
- An Anypoint Platform account
<http://anypoint.mulesoft.com>
- Postman REST client app (or some other REST client application)
<https://www.getpostman.com>

A detailed setup document can be downloaded from here: <https://training.mulesoft.com/downloads>

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

Module 5: Deploying and Managing APIs

- Describe the options for deploying Mule applications
- Use properties in Mule applications so they can be easily moved between environments
- Deploy Mule applications to CloudHub
- Use API Manager to create and deploy API proxies to CloudHub
- Restrict access to API proxies