Anypoint Platform Development: DataWeave (Mule 3)
Setup Requirements

To complete the exercises in this class, you need:

1. **A computer with at least 4GB available RAM, 2GHz CPU, and 10GB available drive space**

   These are the requirements to run Anypoint Studio.

   https://docs.mulesoft.com/anypoint-studio/v/6/hardware-and-software-requirements

   Note: 8-16GB available RAM is recommended for optimal performance. If your computer does not meet these requirements, you can install the required software into a virtual image like an online Amazon EC2 virtual image.

2. **Unrestricted internet access to port 80 (with > 5Mbps download and > 2Mbps upload)**

   You need to download course files during class and access applications on the internet.

If you are taking an online class, you also need:

3. **The ability to use WebEx**

   For operating system and browser requirements, see:
   https://help.webex.com/docs/DOC-4748

   To test your browser and install the necessary browser plugin, follow the instructions at:
   http://www.webex.com/test-meeting.html

4. **VoIP capabilities or a telephone**

   Using voice over IP (VoIP) is recommended although WebEx also provides integrated telephone conferencing in some regions.

5. **A headset**

   A headset is highly recommended but if you do not have one, be sure to have good computer speakers and a microphone.

6. **Two screens**

   The class uses a walkthrough model in which you follow along and complete exercises with your instructor. In order to do this effectively, you need either two monitors or two computers:

   - The first for the WebEx session and watching the instructor
   - The second for using the tool(s) to complete the exercises yourself

You also need to install and/or set up **BEFORE** class:

1. **JDK 1.8**

   http://www.oracle.com/technetwork/java/javase/downloads/index.html

   This is required for Anypoint Studio.

   Note: Be sure to install the 64-bit version if you are running a 64-bit operating system or the 32-bit version if you are running a 32-bit operating system.

Confirm with java -version in a command-line interface.

After installing the correct JDK version, add or update an environment variable named JAVA_HOME that points to the installation location and then add JAVA_HOME/bin to your PATH environment variable.

Confirm with echo $PATH or echo %PATH% in a command-line interface.

Note: For instructions on how to set or change environment variables, see the following instructions for PATH: http://docs.oracle.com/javase/tutorial/essential/environment/paths.html.

2. **Anypoint Studio 6.4 or later with embedded Mule 3.9 runtime or later**

   https://www.mulesoft.com/lp/dl/studio/previous

   Download, install, and start it to make sure it runs BEFORE class.

   Note: Note: The course exercises cannot be completed using Anypoint Studio 6.3 or earlier or Mule runtime 3.8 or earlier.

   Note: If you have any issues, make sure the JDK and Anypoint Studio are BOTH 64-bit or BOTH 32-bit and that you have enough memory (at least 4GB available) to run Anypoint Studio.

3. **Postman REST client app (or some other REST client application)**

   https://www.getpostman.com

4. **A MuleSoft Learning Management System account**

   http://training.mulesoft.com/login.html

   The MuleSoft Learning Management System (LMS) hosts all of the resources, links, and files for the class. When your registration for class is confirmed, you will receive an email with information to access the LMS. Before class, make sure you can successfully log in to the LMS.

   You will get access to the course materials right before class starts and will download them with your instructor.

   Note: Some students find it useful to put the student manual on a tablet and reference that during class.