Anypoint Platform Development: DataWeave 2.0 (Mule 4) Setup Requirements

To complete the exercises in this class, you need:

1. **A computer with at least 8-16 GB (16 highly recommended) RAM, 2GHz CPU, and 10GB available storage**

   This is required to run Anypoint Studio.

   Note: 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. **Internet access to port 80 (with > 5Mbps download and > 2Mbps upload)**

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

1. **The ability to use WebEx**

   For operating system and browser requirements, see:
   https://collaborationhelp.cisco.com/article/en-US/nb8raex

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

2. **VoIP capabilities or a telephone**

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

3. **A headset**

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

4. **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. **OpenJDK 8 (NOT 11 or a later version)**

   https://adoptopenjdk.net/

   JDK 1.8 is required for Anypoint Studio. You cannot use JDK 1.7 or JDK 1.10.

2. **Anypoint Studio 7 with embedded Mule 4.X runtime**

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

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

3. **Advanced REST Client (or some other REST client application)**

   http://install.advancedrestclient.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.