

Quickstart for Developers Course Contents (Instructor-supported, online, self-paced)

101.02 Create a MuleSoft Application in Anypoint Studio

Every topic below includes lecture slides and instructor-led, hands-on activities in Mule 3 and Mule 4.

- Create a Simple Mule 3 Application
- Create a Simple Mule 4 Application
- Create a Simple Application in the Anypoint Platform Design Center Flow Designer
- The HTTP Connector Explained
 - Inbound Listener, Outbound Requester
- HTTP Methods Explained
- Mule 3 Message Object Explained
- Connector vs Endpoint: What's the difference?
- Dataweave Introduction
- Logger Introduction
- Mule 4 Event Objects Explained

101.03 Request Transform Debug

Every topic below includes lecture slides and instructor-led, hands-on activities in Mule 3 and Mule 4.

- HTTP Parameters Explained
 - Query Parameters
 - URI Parameters
- An Overview of Debugging in Anypoint Studio
 - Perspectives
 - Debugger Port

- Debugging Controls
 - Breakpoints
- An Introduction to Mule Expression Language (MEL)
- MEL vs. Dataweave
- Using HTTP as an Outbound Endpoint, Consuming a RESTful Web Service
- Dataweave Details
 - Transforming JSON to JSON
 - Message Preview
 - Creating Additional Targets (Variables and Properties) with Dataweave
- Design Center Flow Designer Demo

101.035 Flows and Sub Flows

- Difference between flows and subflows
- Processing Strategies
- Mule Events and Mule Messages
- Inbound Endpoints
- Event Processors
- Mule 3 vs Mule 4 Terminology
- Modularity, Flow Reuse, and Best Practices
- Flows vs. Subflows vs. Private Flows

102.00 Overview of Anypoint Studio IDE

Every topic below includes lecture slides and instructor-led, hands-on activities in Mule 3 and Mule 4.

- Anypoint Studio Views
- Changing Fonts
- Installing Proxy Info
- Menu Options
- Shortcuts
- Anypointstudio.ini file
- Managing the Workspace
- Perspectives
- Saving, Restarting, Redeploying
- Installing Software Updates (with Cautions)

101.04 Deploying MuleSoft Applications to CloudHub

Every topic below includes lecture slides and instructor-led, hands-on activities in Mule 3 and Mule 4.

- Environment Configuration Management
 - Properties Files
 - Encrypting Properties for Security
- Working with HTTPS
- Deploy to Cloudhub
- Overview of the Runtime Manager
- Deploying to a Customer Hosted Mule Runtime
 - Working with YAML Files instead of Properties Files
 - Starting the Mule Runtime with Parameters
 - Folder Structure Explained
 - Hot-Deploying Mule Applications
- Runtime Manager Further Explained
 - Managing Applications
 - Settings
 - Applications Properties
 - Overriding Properties Explained
 - Application Logs

101.06 API Design Introduction

- Introducing the Anypoint Platform Design Center
 - Design Center IDE Features
 - File Browser
 - Editor
 - API Console
 - Shelf
- The Visual Designer Introduced
- The API Console Explained
- Importing Swagger Projects In To The Design Center
- Creating an API Specification with RAML
 - Using Auto-Completed
 - Resources (Nouns) and Nested Resources
 - Methods (Verbs)
 - Defining Parameters
 - Query Parameters
 - URI Parameters

- Headers
- HTTP Status Codes
- Use Example Data
- Documenting the API Spec with Descriptions and Display Names
- Modularity / Code Reuse (Discussion Only)
 - Datatypes
 - Resource Types
 - Traits
 - The Confusing Differences Made Simple
- Code Comments
- Using the Mocking Service
- Code Reuse Continued: RAML Fragments
- The RAML Spec at RAML.org

101.07 Anypoint Platform Exchange

- Class Discussion: Maximize Reuse by Making APIs Discoverable
- Exchange Walk-through
 - Library of Assets
 - API Fragments (Discovery of)
 - Discoverability
 - View the Public Portal (Discussion of the Risks)
 - MuleSoft's Assets vs. Company's Assets
 - The Developer's Portal, Developer's Applications Explained