

Mulesoft Course Content

Course Duration - 45-50 Hrs., 6-8 Weeks

Course Information

Batch Options

Weekday Batch
Mon - Fri - 1.5 Hr./Day

About the Trainer

Industry Expert Trainer with 15+ Years
Real Time Work Experience at Top US
Based Product and Consulting Firms

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Introduction To Mulesoft Training

Mulesoft

MuleSoft is the most widely used integration platform (Mule ESB & Cloud Hub) for connecting SaaS & enterprise applications in the cloud and on-premise.

What you'll learn

- Master building wide range of Application Integrations using Mulesoft.
- Use Anypoint Platform to discover, consume, design, build, deploy, manage, and govern APIs.
- Connect to databases, files, web services, SaaS applications, JMS queues, and more.
- Add application logic, handle errors, and transform data using Data Weave.
- Structure applications to facilitate development and deployment.
- Handle batch data processing with help of files.
- Build Hands on 15+ complex Integration examples from Realtime projects
- Clear Mulesoft Developer Certification Exam and get Job Ready

Course Content

Module 1: Introduction to MuleSoft and APIs

- Introduce Mulesoft and API-led Connectivity with MakeMyTrip Example
- Explain what an application network is and its benefits
- Describe how to build an application network using API-led connectivity
- Web services and APIs Basics
- Make calls to secure and unsecured APIs

Module 2: Build Hello World Mule App in Anypoint Studio

- Install Anypoint Studio IDE latest version and set it up
- Anypoint Studio IDE Navigation
- Build Hello World Mule App in Anypoint Studio
- Explain In-Depth about Anypoint Studio Options and Features

Module 3: Anypoint Platform Introduction and Hello World App Deployment

- Describe the benefits of Anypoint Platform and MuleSoft's approach to be successful with it
- Deploy Hello World Mule App to 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 4: Web Service Basics

- What are Web Services?
- REST API Basics - JSON, Operations, URI, HTTP Methods etc.
- Postman Tool Installation
- Invoke Salesforce REST API and explain basics
- SOAP Service Basics – WSDL and XML
- SOAP UI Installation
- Invoke Salesforce SOAP Service and explain basics

Module 5: End to End Realtime Project Use Case Introduction

- Introduce End to End project use case
- Explain all the components required for End to End project build
- Cover project development workflow and build steps in details
- Explain the Mulesoft Anypoint Platform components to be used in project
- Set the context for next 6-8 sessions -> Discover, consume, design, build, deploy, manage, and govern APIs

Module 6: API Design for E2E Project

- Understand RAML syntax - Restful API Modeling Language
- Define APIs with RAML
- Mock APIs to test their design before they are built

Module 7: Understand RAML In-depth

- Understand all options in RAML In-depth
- Make APIs discoverable by adding them to the private Anypoint Exchange
- Create public API portals for external developers

Module 8: Building APIs for E2E Project

- Use Anypoint Studio to build, run, and test Mule applications
- Connect to databases with connector
- Transform data with graphical Data Weave editor to transform data
- Understand various connectors available in Mulesoft

Module 9: Building APIs for E2E Project Contd.

- Understand all options available in building APIs
- Connect API interfaces to API implementations
- Understand best practices in terms on building APIs
- Create RESTful interfaces for applications from RAML files

Module 10: Deploying APIs

- Describe the options for deploying Mule applications
- Deploy Mule applications to Cloud Hub
- Understand AWS workers getting launched
- Debug/Check the deployment log

Module 11: Managing APIs

- Introduction to API Manager
- Understand API Manager Features
- Use API Manager to create and deploy API proxies
- Set up throttling limits on API using API Manager
- Use API Manager to restrict access to API proxies
- Explore In-depth all other options in API Manager

Module 12: Accessing and Modifying Mule Events

- Log event data
- Debug Mule applications
- Read and write event properties
- Write expressions with the Data Weave expression language
- Create variables

Module 13: Structuring Mule Applications

- Create applications composed of multiple flows and sub flows
- Pass events between flows using asynchronous queues
- Encapsulate global elements in separate configuration files
- Specify application properties in a separate properties file and use them in the application
- Describe the purpose of each file and folder in a Mule project
- Define and manage application metadata

Module 14: Consuming REST APIs

- Consume web services that have an API (and connector) in Anypoint Exchange
- Trigger RESTful web services
- Pass parameters to RESTful web services during invocation

Module 15: Consuming SOAP Web Services

- Trigger SOAP web services
- Pass parameters to SOAP web services using the Transform Message component
- Transform data from multiple services to a canonical format

Module 16: Controlling Event Flow

- Understand various options to control event flow
- Multicast events
- Route events based on conditions
- Validate events

Module 17: Handling Errors - Part 1

- Understand why Error Handling is Quite Critical
- Various levels at which errors can be handled
- Handle messaging errors at the application level
- Handle messaging errors at the flow level
- Handle messaging errors at the processor level

Module 18: Handling Errors - Part 2

- Introduction to custom errors
- How to raise custom business errors
- Handle custom errors effectively in Mule Apps

Module 19: Handling Errors - Part 3

- Understand Error Scopes and propagation
- Use different error scopes to handle an error and continue execution of the parent flow
- Use different error scopes to propagate an error to the parent flow and handle it there
- Set the success and error response settings for an HTTP Listener
- Set reconnection strategies for system errors
- Understand best practices in error handling

Module 20: Writing DataWeave Transformations - Part 1

- Introduction to DataWeave
- Understand DataWeave syntax
- Write DataWeave expressions for basic XML, JSON, and Java transformations
- Write DataWeave transformations for complex data structures with repeated elements
- Define and use global and local variables and functions

Module 21: Writing DataWeave Transformations - Part 2

- Use DataWeave functions
- Coerce and format strings, numbers, and dates
- Define and use custom data types
- Call Mule flows from DataWeave expressions
- Store DataWeave scripts in external files

Module 22: Triggering Flows

- Read and write files
- Trigger flows when files are added, created, or updated
- Trigger flows when new records are added to a database table
- Schedule flows to run at a certain time or frequency
- Persist and share data in flows using the Object Store
- Publish and consume JMS messages

Module 23: Processing Records

- Process items in a collection using the For Each scope
- Process records using the Batch Job scope
- Use filtering and aggregation in a batch step

Module 24: CI/CD - GitHub, Jenkins

- Explain CI/CD Concepts
- Introduction to GitHub
- Jenkins Introduction and Basics
- Use GitHub and Jenkins to deploy CI/CD pipeline

Module 25: AWS Cloud Deployment

- Quick Introduction about AWS Cloud
- Understand how Mule Apps get deployed in Virtual Machines in AWS
- Check/debug deployment log

***** Mulesoft Real Time Project Examples *****

Module 26: Real Time Project Example 1, 2

- Introduction to Realtime Project Examples 1, 2
- Build Mule App 1, 2 for Realtime scenarios
- Test the apps and debug the if required

Module 27: Real Time Project Example 3, 4

- Introduction to Realtime Project Examples 3, 4
- Build Mule App 3, 4 for Realtime scenarios
- Test the apps and debug the if required

Module 28: Real Time Project Example 5, 6

- Introduction to Realtime Project Examples 5, 6
- Build Mule App 5, 6 for Realtime scenarios
- Test the apps and debug the if required

Module 29: Real Time Project Example 7, 8

- Introduction to Realtime Project Examples 7, 8
- Build Mule App 7, 8 for Realtime scenarios
- Test the apps and debug the if required

Module 30: Real Time Project Example 9, 10

- Introduction to Realtime Project Examples 9, 10
- Build Mule App 9, 10 for Realtime scenarios
- Test the apps and debug the if required

Module 31: Real Time Project Example 11, 12

- Introduction to Realtime Project Examples 11, 12
- Build Mule App 11, 12 for Realtime scenarios
- Test the apps and debug the if required

Module 32: Real Time Project Example 13, 14

- Introduction to Realtime Project Examples 13, 14
- Build Mule App 13, 14 for Realtime scenarios
- Test the apps and debug the if required

Module 33: Real Time Project Example 15 + Course Revision

- Introduction to Realtime Project Examples 15, 16
- Build Mule App 15, 16 for Realtime scenarios
- Test the apps and debug the if required

Module 34: MuleSoft Certified Developer - Level 1

- Explain various Mulesoft Certification Options
- Discuss 60+ Important MuleSoft Certified Developer - Level 1 questions
- Practice Mulesoft Certification Developer questions on Mulesoft website

Module 35: Guidance on Certification and Resume Preparation, Interview and Job Assistance

- Explain certification options available in Mulesoft
- Provide tips on how to prepare for Certification
- Help with Resume Preparation as Mulesoft Developer/Architect
- Discuss common interview questions in Mulesoft