

Get Started with Anypoint Platform and Anypoint Code Builder (MAX155)

OEM: Salesforce • Code: MAX155

COURSE DESCRIPTION

Explore the basics of how to build no-code Application Programming Interfaces (API) with Anypoint Platform and Anypoint Code Builder. In this 2-day instructor-led course, learn how to connect with databases, transform data, and build Mule 4 applications that function as API implementations and integrations.

AUDIENCE PROFILE

- This course is designed for beginner developers who are responsible for building, deploying, managing, and governing no-code APIs on Anypoint Platform, using Anypoint Code Builder and OAS. Students should have a basic understanding of data formats, such as XML and JSON, and possess foundational knowledge of common integration technologies, such as HTTP, REST, and SOAP.
- This course is not recommended for experienced developers or architects. However, if you are an experienced developer or architect interested in learning APIs, we highly recommend Anypoint Platform Development: Fundamentals using Anypoint Code Builder (DEX406) (coming soon).

PREREQUISITES

- Students using their own computer are expected to follow the steps outlined in this Computer Setup Guide.

COURSE OBJECTIVES

By the end of this course, participants will 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 Anypoint Code Builder to define APIs with the Open API Specification language (OAS) and make them discoverable by adding them to Exchange.
- Use Anypoint Code Builder to build APIs that connect to databases and transform data with DataWeave.
- Deploy API implementations to CloudHub 2.0.
- Use API Manager to create and deploy API proxies that govern access to APIs.

COURSE 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.
- Make calls to secure and unsecured APIs.

Module 2: Introducing Anypoint Platform

- Describe the benefits of Anypoint Platform and MuleSoft's approach to be successful with it
- 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

Module 3: Designing APIs

- Define APIs with OAS, the Open API Specification language.
- Mock APIs to test their design before they are built.
- Make APIs discoverable by adding them to the private Anypoint Exchange.
- Create public API portals for external developers.

Module 4: Building APIs

- Use Anypoint Code Builder to build, run, and test Mule applications.
- Use a connector to connect to databases.
- Use the graphical DataWeave editor to transform data.
- Create and update RESTful interfaces for applications from OAS files.
- Connect API interfaces to API implementations.

Module 5: Deploying and managing APIs

- Describe the options for deploying Mule applications.
- Deploy Mule applications to CloudHub.
- Use API Manager to create and deploy API proxies.
- Use API Manager to restrict access to API proxies.
- Update RESTful interfaces for applications from OAS files