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## Salesforce Certified MuleSoft Developer II Sample Questions (Q19-Q24):

NEW QUESTION # 19

When registering a client application with an existing API instance or API Group instance, what is required to manually approve or reject request access?

- A. To configure the SLA tier for the application and have the Exchange Administrator permission
- B. To configure the SLA tier for the application
- **C. To only have Exchange Administrator permission**
- D. To configure the SLA tier for the application and have the role of Organization Administrator, API Manager Environment Administrator, or the Manage Contacts permission

**Answer: C**

Explanation:

To manually approve or reject request access when registering a client application with an existing API instance or API Group instance, it is required to configure the SLA tier for the application and have one of the following roles or permissions: Organization Administrator, API Manager Environment Administrator, or Manage Contracts permission. These roles or permissions allow managing client applications and contracts in API Manager. Reference: <https://docs.mulesoft.com/api-manager/2.x/client-applications#managing-client-applications-and-contracts>

### NEW QUESTION # 20

When a client and server are exchanging messages during the mTLS handshake, what is being agreed on during the cipher suite exchange?

- **A. An encryption algorithm**
- B. The TLS version
- C. The Public key format
- D. A protocol

**Answer: A**

Explanation:

A cipher suite is a set of cryptographic algorithms that are used to secure the communication between a client and a server. A cipher suite consists of four components: a key exchange algorithm, an authentication algorithm, an encryption algorithm, and a message authentication code (MAC) algorithm. During the cipher suite exchange, the client and the server agree on which encryption algorithm to use for encrypting and decrypting the data. Reference: <https://docs.mulesoft.com/mule-runtime/4.3/tls-configuration#cipher-suites>

### NEW QUESTION # 21

A Flight Management System publishes gate change notification events whenever a flight's arrival gate changes. Other systems, including Baggage Handler System, Inflight Catering System and Passenger Notifications System, must each asynchronously receive the same gate change notification to process the event according.

Which configuration is required in Anypoint MQ to achieve this publish/subscribe model?

- A. Publish the gate change notification to an Anypoint MC queue  
Have each client subscribe directly to the queue
- **B. Publish the gate change notification to an Anypoint MQ exchange.  
Create different Anypoint MQ queues meant for each of the other subscribing systems. Bind the exchange with each of the queues.**
- C. Publish the gate change notification to an Anypoint MQ queue.  
Create different anypoint MQ exchange meant for each of the other subscribing systems Bind the queue with each of the exchanges
- D. Publish each client subscribe directly to the exchange.  
Have each client subscribe directly to the queue.

**Answer: B**

Explanation:

To achieve a publish/subscribe model using Anypoint MQ, where each system receives the same gate change notification event, the developer should publish the gate change notification to an Anypoint MQ exchange, create different Anypoint MQ queues meant for each of the other subscribing systems, and bind the exchange with each of the queues. An exchange is a message routing agent that

can send messages to different queues based on predefined criteria. By binding an exchange with multiple queues, each queue receives a copy of every message sent to that exchange. Therefore, each system can subscribe to its own queue and receive every gate change notification event. Reference: <https://docs.mulesoft.com/anypoint-mq/3.x/anypoint-mq-exchanges>

#### NEW QUESTION # 22

A company with MuleSoft Titanium develops a Salesforce System API using MuleSoft out-of-the-box Salesforce Connector and deploys the API to CloudHub.

Which steps provide the average number of requests and average response time of the Salesforce Connector?

- A. Change the API Implementation to capture the information in the log. Retrieve the information from the log file.
- B. Access Anypoint Monitoring built-in dashboard. Select a resource. Locate the information under Log Manager < Raw Data.
- C. Access Anypoint Monitoring's built-in dashboard. Select a resource. Create a custom dashboard to retrieve the information.
- **D. Access Anypoint Monitoring's built-in dashboard. Select a resource. Locate the information under the Connectors tab.**

**Answer: D**

Explanation:

To get the average number of requests and average response time of the Salesforce Connector, the developer should access Anypoint Monitoring's built-in dashboard, select a resource (such as an application or an API), and locate the information under the Connectors tab. The Connectors tab shows metrics for each connector used by the resource, such as average requests per minute, average response time, and failures. Reference: <https://docs.mulesoft.com/monitoring/built-in-dashboard-reference>

#### NEW QUESTION # 23

A developer deploys an API to CloudHub and applies an OAuth policy on API Manager. During testing, the API response is slow, so the developer reconfigures the API so that the out-of-the-box HTTP Caching policy is applied first, and the OAuth API policy is applied second.

What will happen when an HTTP request is received?

- A. In case of a cache hit, both the OAuth and HTTP Caching policies are evaluated; then the cached response is returned to the caller
- B. In case of a cache miss, both the OAuth and HTTP Caching policies are evaluated; then the API retrieves the data from the API implementation, and the policy does not store the data in Object Store
- **C. In case of a cache hit, only the HTTP Caching policy is evaluating; then the cached response is returned to the caller**
- D. In case of a cache miss, only the HTTP Caching policy is evaluated; then the API retrieves the data from the API implementation, and the policy stores the data to be cached in Object Store

**Answer: C**

Explanation:

When an HTTP request is received and the HTTP Caching policy is applied first, it checks if there is a cached response for that request in Object Store. If there is a cache hit, meaning that a valid cached response exists, then only the HTTP Caching policy is evaluated and the cached response is returned to the caller without invoking the OAuth policy or the API implementation. If there is a cache miss, meaning that no valid cached response exists, then both the HTTP Caching policy and the OAuth policy are evaluated before invoking the API implementation. Reference: <https://docs.mulesoft.com/api-manager/2.x/http-caching-policy#policy-ordering>

#### NEW QUESTION # 24

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