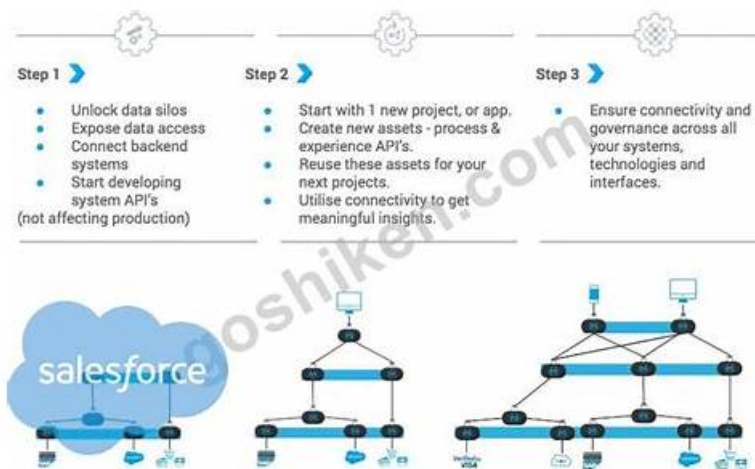# 100% Pass Salesforce - MuleSoft-Integration-Architect-I - Efficient Salesforce Certified MuleSoft Integration Architect I PDF

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Salesforce MuleSoft-Integration-Architect-I Exam Syllabus Topics:

Topic	Details
Topic 1	• Designing Automated Tests for Mule Applications: This topic covers unit test suites, and scenarios for integration and performance testing.
Topic 2	• Initiating Integration Solutions on Anypoint Platform: Summarizing MuleSoft Catalyst and Catalyst Knowledge Hub, differentiating between functional and non-functional requirements, selecting features for designing and managing APIs, and choosing deployment options are its sub-topics.
Topic 3	• Designing Integration Solutions to Meet Reliability Requirements: It includes selecting alternatives to traditional transactions, recognizing the purpose of various scopes and strategies, differentiating disaster recovery and high availability, and using local and XA transactions.
Topic 4	• Designing and Developing Mule Applications: It includes selecting application properties, using fundamental features, designing with core routers, understanding the Salesforce Connector, and leveraging core connectors.
Topic 5	• Applying DevOps Practices and Operating Integration Solutions: Its sub-topics are related to designing CI • CD pipelines with MuleSoft plugins, automating interactions with Anypoint Platform, designing logging configurations, and identifying Anypoint Monitoring features.
Topic 6	• Designing Architecture Using Integration Paradigms: This topic focuses on creating high-level integration architectures using various paradigms. It includes API-led connectivity, web APIs and HTTP, event-driven APIs, and message brokers, and designing Mule application using messaging patterns and technologies.

Topic 7	• Designing Integration Solutions to Meet Performance Requirements: This topic covers meeting performance and capacity goals, using streaming features, and processing large message sequences.
Topic 8	• Designing Integration Solutions to Meet Persistence Requirements: It addresses the usage of VM queues and connectors, object stores and services, and stateful components configured with object stores.

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Salesforce Certified MuleSoft Integration Architect I Sample Questions (Q103-Q108):

NEW QUESTION # 103
What is not true about Mule Domain Project?

- A. Send events (messages) to other Mule applications using VM queues
- B. Only available Anypoint Runtime Fabric
- C. Expose multiple services within the Mule domain on the same port
- D. This allows Mule applications to share resources

Answer: B

Explanation:
* Mule Domain Project is ONLY available for customer-hosted Mule runtimes, but not for Anypoint Runtime Fabric
* Mule domain project is available for Hybrid and Private Cloud (PCE). Rest all provide application isolation and can't support domain project.
What is Mule Domain Project?
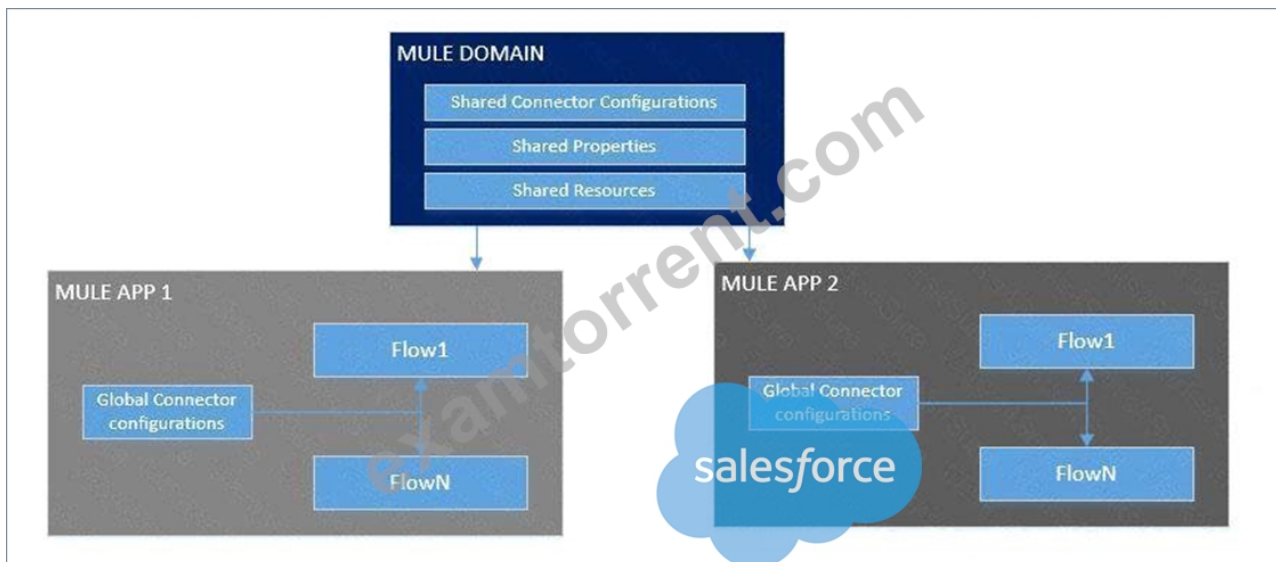* A Mule Domain Project is implemented to configure the resources that are shared among different projects.
These resources can be used by all the projects associated with this domain. Mule applications can be associated with only one domain, but a domain can be associated with multiple projects. Shared resources allow multiple development teams to work in parallel using the same set of reusable connectors. Defining these connectors as shared resources at the domain level allows the team to: - Expose multiple services within the domain through the same port. - Share the connection to persistent storage. - Share services between apps through a well-defined interface. - Ensure consistency between apps upon any changes because the configuration is only set in one place.
* Use domains Project to share the same host and port among multiple projects. You can declare the http connector within a domain project and associate the domain project with other projects. Doing this also allows to control thread settings, keystore configurations, time outs for all the requests made within multiple applications. You may think that one can also achieve this by duplicating the http connector configuration across all the applications. But, doing this may pose a nightmare if you have to make a change and redeploy all the applications.
* If you use connector configuration in the domain and let all the applications use the new domain instead of a default domain, you will maintain only one copy of the http connector configuration. Any changes will require only the domain to the redeployed instead of all the applications.
You can start using domains in only three steps:
1) Create a Mule Domain project
2) Create the global connector configurations which needs to be shared across the applications inside the Mule Domain project
3) Modify the value of domain in mule-deploy.properties file of the applications Graphical user interface Description automatically generated

NEW QUESTION # 104

When the mule application using VM is deployed to a customer-hosted cluster or multiple cloudhub workers, how are messages consumed by the Mule engine?

- A. the primary only in order to avoid duplicate processing
- B. in a deterministic way
- C. in non-deterministic way
- D. by starting an XA transaction for each new message

Answer: C

Explanation:

When a Mule application using VM (Virtual Machine) queues is deployed to a customer-hosted cluster or multiple CloudHub workers, the messages are consumed by the Mule engine in a non-deterministic way. Here's an in-depth explanation:
* VM Queues Overview:
* VM queues in Mule applications are used for intra-application communication, allowing different flows within the same application to exchange messages.
* Deployment in Clusters or Multiple Workers:
* Customer-Hosted Cluster: In a customer-hosted cluster, multiple Mule runtime instances work together to process messages. Each instance can pick up messages from the VM queue.
* CloudHub Workers: When deployed on CloudHub, multiple worker instances can run the same Mule application, and each worker can access the VM queue.
* Non-Deterministic Message Consumption:
* Load Distribution: Messages are distributed among the available nodes or workers based on their availability. This means any node or worker that is ready to process a message can pick it up from the queue.
* No Guaranteed Order: Because any available node or worker can consume messages, the order in which messages are processed is not guaranteed, making the consumption non-deterministic.
* Parallel Processing: This approach allows for parallel processing of messages, which improves the scalability and throughput of the application.
* Advantages:
* Scalability: By allowing multiple nodes or workers to process messages, the system can handle increased load more effectively.
* Fault Tolerance: If one node or worker fails, other nodes/workers can continue processing messages from the VM queue, providing higher availability.
* Considerations:
* Idempotency: Ensure that the processing logic is idempotent, meaning that processing the same message more than once does not produce different outcomes. This is crucial in a non- deterministic consumption environment to avoid issues with data consistency.
* Transaction Management: Proper transaction management should be in place to handle scenarios where a message might need to be reprocessed due to errors.
References:
* MuleSoft Documentation on VM Connector
* MuleSoft Documentation on High Availability Clustering

* MuleSoft Documentation on Deploying to CloudHub

NEW QUESTION # 105
In preparation for a digital transformation initiative, an organization is reviewing related IT integration projects that failed for various for reason.
According to MuleSoft's surveys of global IT leaders, what is a common cause of IT project failure that this organization may likely discover in its assessment?

- A. Reliance on an Integration-Platform-as-a-Service (iPaaS)
- B. Spending too much time on enablement
- C. Lack of alignment around business outcomes
- D. Following an Agile delivery methodology

Answer: C

NEW QUESTION # 106
As a part of project , existing java implementation is being migrated to Mulesoft. Business is very tight on the budget and wish to complete the project in most economical way possible.
Canonical object model using java is already a part of existing implementation. Same object model is required by mule application for a business use case. What is the best way to achieve this?

- A. Make use of Java module
- B. Create similar model for Mule applications
- C. Use Anypoint exchange
- D. Create a custom application to read Java code and make it available for Mule application

Answer: A

Explanation:
Mule 4 is built to:
* Minimize the need for custom code.
* Avoid the need for you to know or understand Java.
However, some advanced uses cases require integration with custom Java code, such as:
* Reuse of a library, such as a tax calculation library.
* Reuse of a canonical object model that is standard in the organization.
* Execution of custom logic using Java.
Mule ref doc : https://docs.mulesoft.com/java-module/1.2/

NEW QUESTION # 107
A company is planning to migrate its deployment environment from on-premises cluster to a Runtime Fabric (RTF) cluster. It also has a requirement to enable Mule applications deployed to a Mule runtime instance to store and share data across application replicas and restarts.
How can these requirements be met?

- A. Install the object store pod on one of the cluster nodes
- B. Configure Persistence Gateway in any of the servers using Mule Object Store
- C. Configure Persistent Gateway at the RTF
- D. Anypoint object store V2 to share data between replicas in the RTF cluster

Answer: D

Explanation:
When migrating from an on-premises cluster to a Runtime Fabric (RTF) cluster, and needing to enable Mule applications to store and share data across application replicas and restarts, the use of Anypoint Object Store V2 is the most suitable option. Here's why and how to implement it:
* Understanding Object Store V2:
* Object Store V2 is designed to store and retrieve key-value pairs in a scalable and highly available manner. It is particularly useful for sharing state and data between different instances of applications running on RTF.

* Setting Up Anypoint Object Store V2:
* First, ensure that your MuleSoft Anypoint Platform account has access to Object Store V2.
* Configure your Mule application to use Object Store V2 by defining an object store in your Mule configuration file. This can be done using the objectstore element in your Mule flow.
* Configuration Steps:
* Add the Object Store connector to your Mule project.
* Define the object store configuration in your Mule flow as follows:
xml
<objectstore:config name="ObjectStoreV2" doc:name="ObjectStoreV2"/>
* Use the object store in your flows to store and retrieve data:
xml
<objectstore:store config-ref="ObjectStoreV2" key="#[key]" value="#[value]" /> <objectstore:retrieve config-ref="ObjectStoreV2" key="#[key]" target="variableName"/>
* Deploying on RTF:
* Deploy your Mule application to the RTF cluster. The RTF will handle scaling and ensure that the Object Store V2 is available to all instances of your application.
* Benefits:
* Object Store V2 ensures data is shared and persisted across different application replicas and restarts, which meets the requirement of storing and sharing data across application replicas in the RTF cluster.
MuleSoft Documentation on Object Store V2
MuleSoft Documentation on Runtime Fabric

NEW QUESTION # 108
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