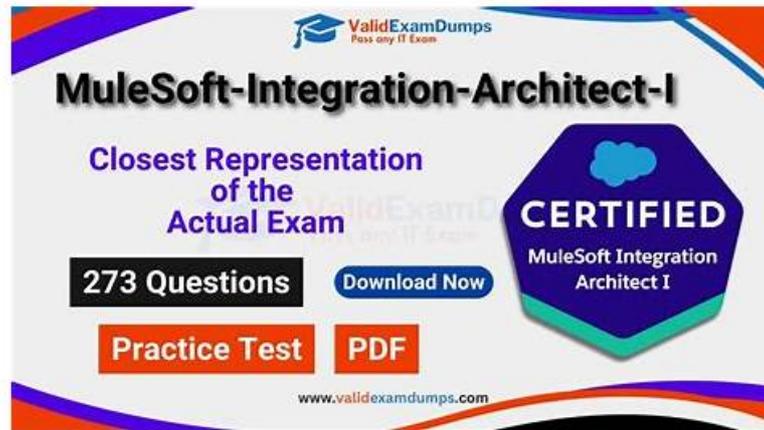


MuleSoft-Integration-Architect-I Test Vce, Reliable MuleSoft-Integration-Architect-I Exam Questions



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

Topic	Details
Topic 1	<ul style="list-style-type: none"> 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 2	<ul style="list-style-type: none"> Designing for the Runtime Plane Technology Architecture: It includes analyzing Mule runtime clusters, designing solutions for CloudHub, choosing Mule runtime domains, leveraging Mule 4 class loader isolation, and understanding the reactive event processing model.
Topic 3	<ul style="list-style-type: none"> Designing Integration Solutions to Meet Performance Requirements: This topic covers meeting performance and capacity goals, using streaming features, and processing large message sequences.
Topic 4	<ul style="list-style-type: none"> 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 5	<ul style="list-style-type: none"> 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.

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Salesforce Certified MuleSoft Integration Architect I Sample Questions (Q62-Q67):

NEW QUESTION # 62

What API policy would LEAST likely be applied to a Process API?

- A. Client ID enforcement
- B. Custom circuit breaker
- C. Rate limiting
- D. JSON threat protection

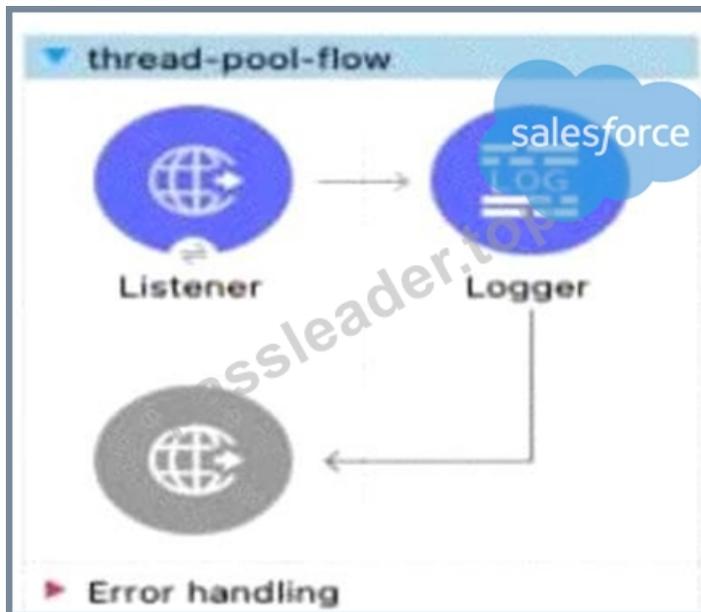
Answer: D

Explanation:

Key to this question lies in the fact that Process API are not meant to be accessed directly by clients. Lets analyze options one by one. Client ID enforcement : This is applied at process API level generally to ensure that identity of API clients is always known and available for API-based analytics Rate Limiting : This policy is applied on Process Level API to secure API's against degradation of service that can happen in case load received is more than it can handle Custom circuit breaker : This is also quite useful feature on process level API's as it saves the API client the wasted time and effort of invoking a failing API. JSON threat protection : This policy is not required at Process API and rather implemented as Experience API's. This policy is used to safeguard application from malicious attacks by injecting malicious code in JSON object. As ideally Process API's are never called from external world , this policy is never used on Process API's Hence correct answer is JSON threat protection MuleSoft Documentation Reference : <https://docs.mulesoft.com/api-manager/2.x/policy-mule3-json-threat>

NEW QUESTION # 63

Refer to the exhibit.



A customer is running Mule applications on Runtime Fabric for Self-Managed Kubernetes (RTF-BYOKS) in a multi-cloud environment.

Based on this configuration, how do Agents and Runtime Manager communicate, and what is exchanged between them?

- A. UBER, Dedicated NIO Selector Pool
- B. BLOCKING_IO, UBER
- C. CPU_LITE, CPU_INTENSIVE
- D. Shared NIO Selector Pool, CPU_LITE

Answer: D

Explanation:

In the context of Mule applications running on Runtime Fabric for Self-Managed Kubernetes (RTF-BYOKS) in a multi-cloud environment, understanding the thread pools used for communication between Agents and Runtime Manager is crucial:

* Shared NIO Selector Pool: This pool is responsible for handling non-blocking IO operations, such as network communication. It ensures efficient handling of IO operations by using a small number of threads to manage multiple IO tasks simultaneously.

* CPU_LITE: This thread pool is used for lightweight CPU operations. It is designed to handle tasks that do not require significant computational resources, ensuring that lightweight operations are processed efficiently without overwhelming the system.

The combination of the Shared NIO Selector Pool and CPU_LITE thread pool ensures efficient and reliable communication between Agents and Runtime Manager in the RTF environment.

References:

* MuleSoft Threading and Thread Pools

* Runtime Fabric Architecture

NEW QUESTION # 64

Refer to the exhibit.

A Mule application is deployed to a multi-node Mule runtime cluster. The Mule application uses the competing consumer pattern among its cluster replicas to receive JMS messages from a JMS queue. To process each received JMS message, the following steps are performed in a flow:

Step 1: The JMS Correlation ID header is read from the received JMS message.

Step 2: The Mule application invokes an idempotent SOAP webservice over HTTPS, passing the JMS Correlation ID as one parameter in the SOAP request.

Step 3: The response from the SOAP webservice also returns the same JMS Correlation ID.

Step 4: The JMS Correlation ID received from the SOAP webservice is validated to be identical to the JMS Correlation ID received in Step 1.

Step 5: The Mule application creates a response JMS message, setting the JMS Correlation ID message header to the validated JMS Correlation ID and publishes that message to a response JMS queue.

Where should the Mule application store the JMS Correlation ID values received in Step 1 and Step 3 so that the validation in Step 4 can be performed, while also making the overall Mule application highly available, fault-tolerant, performant, and maintainable?

- A. Both Correlation ID values should be stored in a persistent object store
- B. Both Correlation ID values should be stored as Mule event variable/attribute
- C. The Correlation ID value in Step 1 should be stored in a persistent object store. The Correlation ID value in step 3 should be stored as a Mule event variable/attribute
- D. Both Correlation ID values should be stored In a non-persistent object store

Answer: C

Explanation:

* If we store Correlation id value in step 1 as Mule event variables/attributes, the values will be cleared after server restart and we want system to be fault tolerant.

* The Correlation ID value in Step 1 should be stored in a persistent object store.

* We don't need to store Correlation ID value in Step 3 to persistent object store. We can store it but as we also need to make application performant. We can avoid this step of accessing persistent object store.

* Accessing persistent object stores slow down the performance as persistent object stores are by default stored in shared file systems.

* As the SOAP service is idempotent in nature. In case of any failures, using this Correlation ID saved in first step we can make call to SOAP service and validate the Correlation ID.

Top of Form

Additional Information:

* Competing Consumers are multiple consumers that are all created to receive messages from a single Point-to-Point Channel.

When the channel delivers a message, any of the consumers could potentially receive it.

The messaging system's implementation determines which consumer actually receives the message, but in effect the consumers compete with each other to be the receiver. Once a consumer receives a message, it can delegate to the rest of its application to help process the message.

* In case you are unaware about term idempotent re is more info:

Idempotent operations means their result will always same no matter how many times these operations are invoked.

Bottom of Form

NEW QUESTION # 65

A new Mule application under development must implement extensive data transformation logic. Some of the data transformation functionality is already available as external transformation services that are mature and widely used across the organization; the rest is highly specific to the new Mule application.

The organization follows a rigorous testing approach, where every service and application must be extensively acceptance tested before it is allowed to go into production.

What is the best way to implement the data transformation logic for this new Mule application while minimizing the overall testing effort?

- A. Implement and expose all transformation logic as microservices using DataWeave, so it can be reused by any application component that needs it, including the new Mule application
- B. Extend the existing transformation services with new transformation logic and Invoke them from the new Mule application
- C. Implement transformation logic in the new Mule application using DataWeave, invoking existing transformation services when possible
- D. Implement transformation logic in the new Mule application using DataWeave, replicating the transformation logic of existing transformation services

Answer: C

Explanation:

Correct answer is Implement transformation logic in the new Mule application using DataWeave, invoking existing transformation services when possible. * The key here minimal testing effort, "Extend existing transformation logic" is not a feasible option because additional functionality is highly specific to the new Mule application so it should not be a part of commonly used functionality. So this option is ruled out. *

"Implement transformation logic in the new Mule application using DataWeave, replicating the transformation logic of existing transformation services" Replicating the transformation logic of existing transformation services will cause duplicity of code. So this option is ruled out. * "Implement and expose all transformation logic as microservices using DataWeave, so it can be reused by any application component that needs it, including the new Mule application" as question specifies that the transformation is app specific and wont be used outside

NEW QUESTION # 66

A company is designing a mule application to consume batch data from a partner's ftps server The data files have been compressed and then digitally signed using PGP.

What inputs are required for the application to securely consumed these files?

- A. ATLS context Key Store requiring the private key and certificate for the company PGP public key of partner PGP private key for the company
- B. The PGP public key of the partner The PGP private key for the company The FTP username and password
- C. TLS context trust or containing a public certificate for the ftps server The FTP username and password The PGP public key of the partner
- D. ATLS context first store containing a public certificate for partner ftps server and the PGP public key of the partner TLS contact Key Store containing the FTP credentials

Answer: B

Explanation:

To securely consume compressed and digitally signed files from a partner's FTPS server, the following inputs are required:

* PGP Public Key of the Partner:

* Purpose: Used to verify the digital signature of the files received from the partner. This ensures that the files were indeed sent by the partner and have not been tampered with.

* Implementation: Import the partner's PGP public key into the Mule application.

* PGP Private Key for the Company:

* Purpose: Used to decrypt the files that were encrypted by the partner using the company's public key. This ensures that only the intended recipient (the company) can access the contents of the files.

* Implementation: Configure the Mule application to use the company's PGP private key for decryption.

* FTP Username and Password:

* Purpose: Used to authenticate and establish a connection to the partner's FTPS server. The credentials ensure that only authorized users can access the server.

* Implementation: Provide the FTP credentials in the Mule application's FTPS connector configuration.

By using these inputs, the Mule application can securely connect to the FTPS server, verify the integrity and authenticity of the files using PGP, and decrypt the contents for further processing.

References

- * MuleSoft FTPS Connector
- * MuleSoft PGP Module

NEW QUESTION # 67

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