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### Salesforce Certified MuleSoft Developer II Sample Questions (Q59-Q64):

#### NEW QUESTION # 59

Refer to the exhibit.

A Mute Object Store is configured with an entry TTL of one second and an expiration interval of 30 seconds.

What is the result of the flow if processing between os:store and os:retrieve takes 10 seconds?

```

<os:object-store name="os" entryTtl="1" entryTtlUnit="SECONDS"
  expirationInterval="30" expirationIntervalUnit="SECONDS" />
<flow name="main-flow">
  <set-payload value="originalPayload" />
  <os:store objectStore="os" key="#['testKey']">
    <os:value><![CDATA[#["testPayload"]]]></os:value>
  </os:store>
  <os:retrieve objectStore="os" key="#['testKey']">
    <os:default-value>#['nullPayload']</os:default-value>
  </os:retrieve>
</flow>

```

- A. originalPayload
- B. testPayload
- C. nullPayload
- D. OS:KEY\_NOT\_FOUND

**Answer: C**

Explanation:

The result of the flow is nullPayload if processing between os:store and os:retrieve takes 10 seconds. This is because the entry TTL of the object store is one second, which means that any stored value expires after one second and is removed from the object store. The expiration interval of 30 seconds only determines how often the object store checks for expired values, but it does not affect the TTL. Therefore, when os:retrieve tries to get the value after 10 seconds, it returns nullPayload because the value has already expired and been removed. Reference: <https://docs.mulesoft.com/object-store/osv2-faq#how-does-the-time-to-live-work>

#### NEW QUESTION # 60

A Mule application deployed to multiple Cloudhub 2.0 replicas needs to temporarily persist large files over 10MB between flow executions, and routinely needs to query whether the file data exists on separate executions. How can this be achieved?

- A. Store the key and full contents of the file, caching the filename and location between requests
- B. Store the contents of the file on separate storage, and store the key and location of the file Object using Object Store v2
- C. Store the key and full contents of the file in an Object Store
- D. Use an in-memory Object Store

**Answer: B**

Explanation:

To temporarily persist large files over 10MB between flow executions, and routinely query whether the file data exists on separate executions, the developer should store the contents of the file on separate storage, and store the key and location of the file object using Object Store v2. This way, the developer can avoid storing large files in memory or exceeding the size limit of Object Store v2 (10MB per object). The developer can also use Object Store v2 operations to query, retrieve, or delete the file object by its key. Reference: <https://docs.mulesoft.com/object-store/osv2-faq#can-i-store-files-in-object-store-v2>

#### NEW QUESTION # 61

An API has been developed and deployed to CloudHub. Among the policies applied to this API is an allowlist of IP addresses. A developer wants to run a test in Anypoint Studio and does not want any policies applied because their workstation is not included in the allowlist.

What must the developer do in order to run this test locally without the policies applied?

- A. Deactivate the API in API Manager so the Autodiscovery element will not find the application when it runs in Studio
- B. Run the test as-s, with no changes because the Studio runtime will not attempt to connect to API Manager
- C. Create a properties file specifically for local development and set the API instance ID to a value that is not used in API

Manager

- D. Pass in the runtime parameter "-Danpow.platform.gatekeeper=disabled"

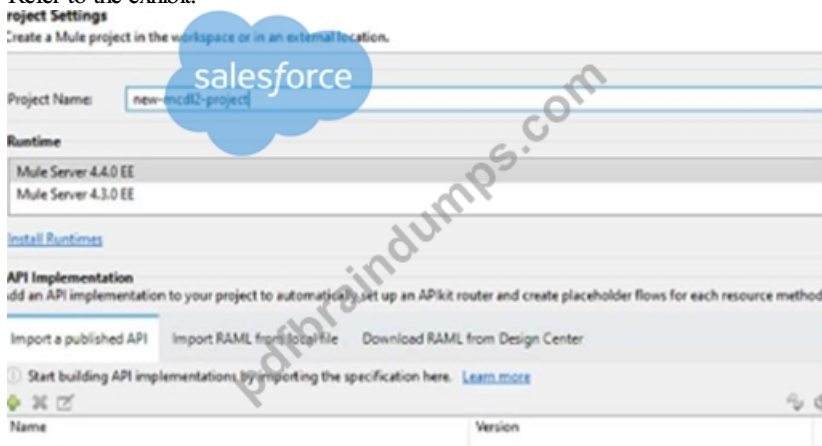
**Answer: D**

Explanation:

To run a test locally without the policies applied, the developer should create a properties file specifically for local development and set the API instance ID to a value that is not used in API Manager. This way, the developer can use different configuration properties for different environments and avoid triggering API autodiscovery when running tests locally. API autodiscovery is a mechanism that associates an API implementation with its corresponding API specification and policies in API Manager based on its API instance ID. By setting this ID to a value that does not exist in API Manager, the developer can prevent API autodiscovery from finding and applying any policies to the local test. Reference: <https://docs.mulesoft.com/api-manager/2.x/api-auto-discovery-new-concept#configuring-api-autodiscovery> <https://docs.mulesoft.com/mule-runtime/4.3/configuring-properties>

## NEW QUESTION # 62

Refer to the exhibit.



When creating a new project, which API implementation allows for selecting the correct API version and scaffolding the flows from the API specification?

- A. Generate a local RAML from anypoint Studio
- B. Import RAML from local file
- C. Download RAML from Design Center
- D. Import a published API

**Answer: C**

Explanation:

To create a new project that selects the correct API version and scaffolds the flows from the API specification, the developer should import a published API. This option allows importing an API specification that has been published to Anypoint Exchange or Design Center, and selecting a specific version of that API specification. The developer can also choose to scaffold flows based on that API specification. Reference: <https://docs.mulesoft.com/apikit/4.x/apikit-4-new-project-task>

## NEW QUESTION # 63

A mule application exposes an API for creating payments. An Operations team wants to ensure that the Payment API is up and running at all times in production.

Which approach should be used to test that the payment API is working in production?

- A. Create a health check endpoint that listens on a separate port and uses a separate HTTP Listener configuration from the API
- B. Configure the application to send health data to an external system
- C. Create a health check endpoint that reuses the same port number and HTTP Listener configuration as the API itself
- D. Monitor the Payment API directly sending real customer payment data

**Answer: A**

Explanation:

To test that the payment API is working in production, the developer should create a health check endpoint that listens on a separate port and uses a separate HTTP Listener configuration from the API. This way, the developer can isolate the health check endpoint from the API traffic and avoid affecting the performance or availability of the API. The health check endpoint should return a simple response that indicates the status of the API, such as OK or ERROR. Reference: <https://docs.mulesoft.com/api-functional-monitoring/afm-create-monitor#create-a-monitor>

## NEW QUESTION # 64

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