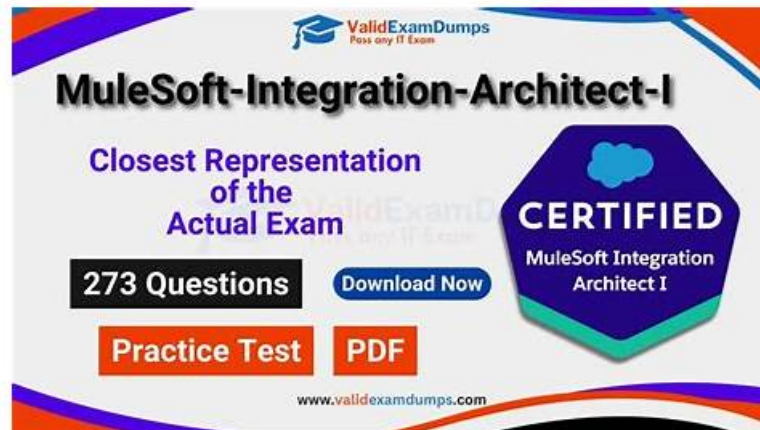


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Salesforce MuleSoft-Integration-Architect-I Exam Syllabus Topics:

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 Integration Solutions to Meet Security Requirements: This topic emphasizes securing access to the Anypoint Platform and APIs, using Anypoint Security, counteracting security vulnerabilities, and understanding audit logging capabilities.
Topic 3	<ul style="list-style-type: none">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.
Topic 4	<ul style="list-style-type: none">Designing Automated Tests for Mule Applications: This topic covers unit test suites, and scenarios for integration and performance testing.
Topic 5	<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 6	<ul style="list-style-type: none">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 7	<ul style="list-style-type: none">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.

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Salesforce Certified MuleSoft Integration Architect I Sample Questions (Q207-Q212):

NEW QUESTION # 207

An airline is architecting an API connectivity project to integrate its flight data into an online aggregation website. The interface must allow for secure communication high-performance and asynchronous message exchange.

What are suitable interface technologies for this integration assuming that Mulesoft fully supports these technologies and that Anypoint connectors exist for these interfaces?

- A. AsyncAPI over HTTPS
AMQP with RabbitMQ JSON/REST over HTTPS
- B. XML over ActiveMQ XML over SFTP XML/REST over HTTPS
- C. SOAP over HTTPS HOP over TLS gRPC over HTTPS
- D. CSV over FTP YAM L over TLS JSON over HTTPS

Answer: A

Explanation:

For integrating flight data into an online aggregation website with secure, high-performance, and asynchronous message exchange, the most suitable interface technologies supported by MuleSoft are:

* AsyncAPI over HTTPS: AsyncAPI is a specification for asynchronous APIs, which is ideal for high- performance, event-driven communication. Using HTTPS ensures secure communication.

* AMQP with RabbitMQ: AMQP (Advanced Message Queuing Protocol) is a protocol for message- oriented middleware.

RabbitMQ is a popular message broker that supports AMQP, allowing for reliable and asynchronous message exchange.

* JSON/REST over HTTPS: JSON is a lightweight data-interchange format, and REST (Representational State Transfer) is an architectural style for designing networked applications. Using HTTPS ensures secure communication.

Implementation Steps:

* Define the AsyncAPI specification for the flight data events and set up the infrastructure to handle these events over HTTPS.

* Set up RabbitMQ and configure AMQP for message queuing. Ensure that your MuleSoft application is capable of consuming and producing messages using the RabbitMQ connector.

* Implement RESTful APIs using JSON over HTTPS to expose the flight data securely.

These technologies collectively ensure secure, asynchronous, and high-performance integration.

References:

* MuleSoft Documentation: AsyncAPI

* MuleSoft Documentation: RabbitMQ Connector

* MuleSoft Documentation: JSON and REST APIs

NEW QUESTION # 208

An organization is designing a Mule application to periodically poll an SFTP location for new files containing sales order records and then process those sales orders. Each sales order must be processed exactly once.

To support this requirement, the Mule application must identify and filter duplicate sales orders on the basis of a unique ID contained in each sales order record and then only send the new sales orders to the downstream system.

What is the most idiomatic (used for its intended purpose) Anypoint connector, validator, or scope that can be configured in the Mule application to filter duplicate sales orders on the basis of the unique ID field contained in each sales order record?

- A. Configure a Database connector to filter and store each record by the order ID

- B. Configure a watermark In an On New or Updated File event source to filter unique records by the order ID
- **C. Configure an Idempotent Message Validator component to filter each record by the order ID**
- D. Configure a Cache scope to filter and store each record from the received file by the order ID

Answer: C

NEW QUESTION # 209

What Anypoint Connectors support transactions?

- A. Database, VM, File
- B. Database, JMS, VM, SFTP
- C. Database, 3MS, HTTP
- **D. Database, JMS, VM**

Answer: D

Explanation:

Below Anypoint Connectors support transactions * JMS - Publish - Consume * VM - Publish - Consume * Database - All operations

NEW QUESTION # 210

An organization has deployed runtime fabric on an eight node cluster with performance profile. An API uses and non persistent object store for maintaining some of its state data. What will be the impact to the stale data if server crashes?

- A. State data is rolled back to a previously saved version
- B. State data is preserved as long as more than one more is unaffected by the crash
- C. State data is preserved
- **D. State data is lost**

Answer: D

Explanation:

When using a non-persistent object store in MuleSoft, the state data is stored in memory rather than on disk.

This means that if a server crashes, all data stored in the non-persistent object store will be lost because it does not survive a server restart or crash. Non-persistent object stores are typically used for temporary data that does not need to be retained across application restarts. Therefore, in an environment where an API is maintaining its state using a non-persistent object store, a server crash will result in the loss of that state data.

References:

* MuleSoft Documentation on Object Store

NEW QUESTION # 211

A global, high-volume shopping Mule application is being built and will be deployed to CloudHub. To improve performance, the Mule application uses a Cache scope that maintains cache state in a CloudHub object store. Web clients will access the Mule application over HTTP from all around the world, with peak volume coinciding with business hours in the web client's geographic location. To achieve optimal performance, what Anypoint Platform region should be chosen for the CloudHub object store?

- A. Choose a region that is the traffic-weighted geographic center of all web clients
- B. Choose the geographically closest available region for each web client
- **C. Choose the same region as to where the Mule application is deployed**
- D. Choose the US- West region, the only supported region for CloudHub object stores

Answer: C

Explanation:

CloudHub object store should be in same region where the Mule application is deployed. This will give optimal performance.

Before learning about Cache scope and object store in Mule 4 we understand what is in general Caching is and other related things.

WHAT DOES "CACHING" MEAN?

Caching is the process of storing frequently used data in memory, file system or database which saves processing time and load if it

would have to be accessed from original source location every time.

In computing, a cache is a high-speed data storage layer which stores a subset of data, so that future requests for that data are served up faster than is possible by accessing the data's primary storage location. Caching allows you to efficiently reuse previously retrieved or computed data.

How does Caching work?

The data in a cache is generally stored in fast access hardware such as RAM (Random-access memory) and may also be used in correlation with a software component. A cache's primary purpose is to increase data retrieval performance by reducing the need to access the underlying slower storage layer.

Caching in MULE 4

In Mule 4 caching can be achieved in mule using cache scope and/or object-store. Cache scope internally uses Object Store to store the data.

What is Object Store

Object Store lets applications store data and states across batch processes, Mule components, and applications, from within an application. If used on cloud hub, the object store is shared between applications deployed on Cluster.

Cache Scope is used in below-mentioned cases:

- * Need to store the whole response from the outbound processor
- * Data returned from the outbound processor does not change very frequently
- * As Cache scope internally handle the cache hit and cache miss scenarios it is more readable Object Store is used in below-mentioned cases:
- * Need to store custom/intermediary data
- * To store watermarks
- * Sharing the data/stage across applications, schedulers, batch.

If CloudHub object store is in same region where the Mule application is deployed it will aid in fast access of data and give optimal performance.

NEW QUESTION # 212

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