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Salesforce Certified MuleSoft Integration Architect I Sample Questions

(Q103-Q108):

NEW QUESTION # 103

An external API frequently invokes an Employees System API to fetch employee data from a MySQL database. The architect must design a caching strategy to query the database only when there is an update to the Employees table or else return a cached response in order to minimize the number of redundant transactions being handled by the database.

- A. Use an On Table Row operation configured with the Employees table, call invalidate cache, and hardcode the new Employees data to cache. Use an object-store-caching-strategy and set the expiration interval to 1 hour.
- B. Use a Scheduler with a fixed frequency set to every hour to trigger an invalidate cache flow. Use an object-store-caching-strategy and the default expiration interval.
- C. Use an On Table Row operation configured with the Employees table and call invalidate cache. Use an object-store-caching-strategy and the default expiration interval.
- D. Use a Scheduler with a fixed frequency set to every hour, triggering an invalidate cache flow. Use an object-store-caching-strategy and set the expiration interval to 1 hour.

Answer: C

Explanation:

To design a caching strategy that queries the database only when there is an update to the Employees table, follow these steps:

- * On Table Row Operation: Configure an On Table Row operation to monitor the Employees table for updates.
- * Invalidate Cache: When the On Table Row operation detects an update, trigger the invalidate cache operation to clear the cache.
- * Object Store Caching Strategy: Use an object-store-caching-strategy to store the cached responses.
- * Default Expiration Interval: Use the default expiration interval for the cache, which ensures that cached data is invalidated based on the detection of changes in the Employees table rather than a fixed time interval.

This strategy ensures that the cache is only invalidated when there are actual changes in the Employees table, thereby minimizing redundant transactions and optimizing database performance.

References

- * MuleSoft Documentation on Caching Strategies
- * Best Practices for Database Integration with MuleSoft

NEW QUESTION # 104

An Order microservice and a Fulfillment microservice are being designed to communicate with their clients through message-based integration (and NOT through API invocations).

The Order microservice publishes an Order message (a kind of command message) containing the details of an order to be fulfilled. The intention is that Order messages are only consumed by one Mule application, the Fulfillment microservice.

The Fulfillment microservice consumes Order messages, fulfills the order described therein, and then publishes an OrderFulfilled message (a kind of event message). Each OrderFulfilled message can be consumed by any interested Mule application, and the Order microservice is one such Mule application.

What is the most appropriate choice of message broker(s) and message destination(s) in this scenario?

- A. Order messages are sent to an Anypoint MQ exchange OrderFulfilled messages are sent to an Anypoint MQ queue Both microservices interact with Anypoint MQ as the message broker, which must therefore scale to support the load of both microservices
- B. Order messages are sent directly to the Fulfillment microservices. OrderFulfilled messages are sent directly to the Order microservice The Order microservice interacts with one AMQP-compatible message broker and the Fulfillment microservice interacts with a different AMQP-compatible message broker, so that both message brokers can be chosen and scaled to best support the load of each microservice
- C. Order messages are sent to a JMS queue. OrderFulfilled messages are sent to a JMS topic The Order microservice interacts with one JMS provider (message broker) and the Fulfillment microservice interacts with a different JMS provider, so that both message brokers can be chosen and scaled to best support the load of each microservice
- D. Order messages are sent to a JMS queue. OrderFulfilled messages are sent to a JMS topic Both microservices interact with the same JMS provider (message broker) instance, which must therefore scale to support the load of both microservices

Answer: D

Explanation:

- * If you need to scale a JMS provider/ message broker, - add nodes to scale it horizontally or - add memory to scale it vertically *
- Cons of adding another JMS provider/ message broker: - adds cost. - adds complexity to use two JMS brokers - adds Operational overhead if we use two brokers, say, ActiveMQ and IBM MQ *
- * So Two options that mention to use two brokers are not best

choice. * It's mentioned that "The Fulfillment microservice consumes Order messages, fulfills the order described therein, and then publishes an OrderFulfilled message. Each OrderFulfilled message can be consumed by any interested Mule application." - When you publish a message on a topic, it goes to all the subscribers who are interested - so zero to many subscribers will receive a copy of the message. - When you send a message on a queue, it will be received by exactly one consumer. * As we need multiple consumers to consume the message below option is not valid choice: "Order messages are sent to an Anypoint MQ exchange. OrderFulfilled messages are sent to an Anypoint MQ queue. Both microservices interact with Anypoint MQ as the message broker, which must therefore scale to support the load of both microservices"* Order messages are only consumed by one Mule application, the Fulfillment microservice, so we will publish it on queue and OrderFulfilled message can be consumed by any interested Mule application so it need to be published on Topic using same broker. * answer: Best choice in this scenario is: "Order messages are sent to a JMS queue. OrderFulfilled messages are sent to a JMS topic. Both microservices interact with the same JMS provider (message broker) instance, which must therefore scale to support the load of both microservices" Tried to depict scenario in diagram:

Diagram Description automatically generated

NEW QUESTION # 105

What is a key difference between synchronous and asynchronous logging from Mule applications?

- A. Synchronous logging writes log messages in a single logging thread but does not block the Mule event being processed by the next event processor
- **B. Asynchronous logging can improve Mule event processing throughput while also reducing the processing time for each Mule event**
- C. Synchronous logging within an ongoing transaction writes log messages in the same thread that processes the current Mule event
- D. Asynchronous logging produces more reliable audit trails with more accurate timestamps

Answer: B

Explanation:

Types of logging:

A) Synchronous: The execution of thread that is processing messages is interrupted to wait for the log message to be fully handled before it can continue.

* The execution of the thread that is processing your message is interrupted to wait for the log message to be fully output before it can continue

* Performance degrades because of synchronous logging

* Used when the log is used as an audit trail or when logging ERROR/CRITICAL messages

* If the logger fails to write to disk, the exception would raise on the same thread that's currently processing the Mule event. If logging is critical for you, then you can rollback the transaction.

B) Asynchronous:

* The logging operation occurs in a separate thread, so the actual processing of your message won't be delayed to wait for the logging to complete

* Substantial improvement in throughput and latency of message processing

* Mule runtime engine (Mule) 4 uses Log4j 2 asynchronous logging by default

* The disadvantage of asynchronous logging is error handling.

* If the logger fails to write to disk, the thread doing the processing won't be aware of any issues writing to the disk, so you won't be able to rollback anything. Because the actual writing of the log gets deferred, there's a chance that log messages might never make it to disk and get lost, if Mule were to crash before the buffers are flushed.

----- So Correct answer is: Asynchronous logging can improve Mule event processing throughput while also reducing the processing time for each Mule event

NEW QUESTION # 106

When designing an upstream API and its implementation, the development team has been advised to not set timeouts when invoking downstream API. Because the downstream API has no SLA that can be relied upon. This is the only downstream API dependency of that upstream API. Assume the downstream API runs uninterrupted without crashing. What is the impact of this advice?

- A. A load-dependent timeout of less than 1000 ms will be applied by the Mule runtime in which the downstream API implementation executes.
- **B. An SLA for the upstream API CANNOT be provided.**

- C. A default timeout of 500 ms will automatically be applied by the Mule runtime in which the upstream API implementation executes.
- D. The invocation of the downstream API will run to completion without timing out.

Answer: B

Explanation:

An SLA for the upstream API CANNOT be provided.

NEW QUESTION # 107

An ABC Farms project team is planning to build a new API that is required to work with data from different domains across the organization.

The organization has a policy that all project teams should leverage existing investments by reusing existing APIs and related resources and documentation that other project teams have already developed and deployed.

To support reuse, where on Anypoint Platform should the project team go to discover and read existing APIs, discover related resources and documentation, and interact with mocked versions of those APIs?

- A. Design Center
- **B. Anypoint Exchange**
- C. API Manager
- D. Runtime Manager

Answer: B

Explanation:

The mocking service is a feature of Anypoint Platform and runs continuously. You can run the mocking service from the text editor, the visual editor, and from Anypoint Exchange. You can simulate calls to the API in API Designer before publishing the API specification to Exchange or in Exchange after publishing the API specification.

Reference: <https://docs.mulesoft.com/design-center/design-mocking-service>

NEW QUESTION # 108

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