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## MuleSoft-Integration-Architect-I Pass Test Guide - MuleSoft-Integration-Architect-I Related Exams

The Salesforce Certified MuleSoft Integration Architect I (MuleSoft-Integration-Architect-I) certification exam is one of the hottest and most industrial-recognized credentials that has been inspiring beginners and experienced professionals since its beginning. With the MuleSoft-Integration-Architect-I certification exam successful candidates can gain a range of benefits which include career advancement, higher earning potential, industrial recognition of skills and job security, and more career personal and professional growth.

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

Topic	Details
Topic 1	<ul style="list-style-type: none"> <li>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.</li> </ul>
Topic 2	<ul style="list-style-type: none"> <li>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.</li> </ul>
Topic 3	<ul style="list-style-type: none"> <li>Designing Integration Solutions to Meet Performance Requirements: This topic covers meeting performance and capacity goals, using streaming features, and processing large message sequences.</li> </ul>

Topic 4	<ul style="list-style-type: none"> <li>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.</li> </ul>
Topic 5	<ul style="list-style-type: none"> <li>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.</li> </ul>

## Salesforce Certified MuleSoft Integration Architect I Sample Questions (Q117-Q122):

### NEW QUESTION # 117

A manufacturing company is developing a new set of APIs for its retail business. One of the APIs is a Master Look Up API, which is a System API, The API uses a persistent object-store. This API will be used by almost all other APIs to provide master lookup data.

The Master Look Up API is deployed on two CloudHub workers of 0.1 vCore each because there is a lot of master data to be cached. Most of the master lookup data is stored as a key-value pair. The cache gets refreshed if the key is not found in the cache. During performance testing, it was determined that the Master Look Up API has a high response time due to the latency of database queries executed to fetch the master lookup data.

What two methods can be used to resolve these performance issues?

Choose 2 answers

- A. Implement an HTTP caching policy for all GET endpoints in the Master Look Up API
- B. Upgrade the vCore size from 0.1 vCore to 0.2 vCore
- C. Implement locking to synchronize access to the Object Store
- D. Implement the HTTP caching policy for all GET endpoints for the Master Look Up API

**Answer: D**

### NEW QUESTION # 118

A new upstream API is being designed to offer an SLA of 500 ms median and 800 ms maximum (99th percentile) response time. The corresponding API implementation needs to sequentially invoke 3 downstream APIs of very similar complexity. The first of these downstream APIs offers the following SLA for its response time: median: 100 ms, 80th percentile: 500 ms, 95th percentile: 1000 ms. If possible, how can a timeout be set in the upstream API for the invocation of the first downstream API to meet the new upstream API's desired SLA?

- A. No timeout is possible to meet the upstream API's desired SLA; a different SLA must be negotiated with the first downstream API or invoke an alternative API
- B. Do not set a timeout; the invocation of this API is mandatory and so we must wait until it responds
- C. Set a timeout of 50 ms; this times out more invocations of that API but gives additional room for retries
- D. Set a timeout of 100 ms; that leaves 400 ms for the other two downstream APIs to complete

**Answer: A**

Explanation:

Before we answer this question, we need to understand what median (50th percentile) and 80th percentile means. If the 50th percentile (median) of a response time is 500ms that means that 50% of my transactions are either as fast or faster than 500ms. If the 90th percentile of the same transaction is at 1000ms it means that 90% are as fast or faster and only 10% are slower. Now as per upstream SLA, 99th percentile is 800 ms which means 99% of the incoming requests should have response time less than or equal to 800 ms. But as per one of the backend API, their 95th percentile is 1000 ms which means that backend API will take 1000 ms or less than that for 95% of requests.

As there are three API invocation from upstream API, we can not conclude a timeout that can be set to meet the desired SLA as backend SLA's do not support it.

Let see why other answers are not correct.

- Do not set a timeout --> This can potentially violate SLA's of upstream API
- Set a timeout of 100 ms; ---> This will not work as backend API has 100 ms as median meaning only 50% requests will be answered in this time and we will get timeout for 50% of the requests. Important thing to note here is, All APIs need to be executed

sequentially, so if you get timeout in first API, there is no use of going to second and third API. As a service provider you wouldn't want to keep 50% of your consumers dissatisfied.

So not the best option to go with.

\*To quote an example: Let's assume you have built an API to update customer contact details.

- First API is fetching customer number based on login credentials
- Second API is fetching info in 1 table and returning unique key
- Third API, using unique key provided in second API as primary key, updating remaining details

\* Now consider, if API times out in first API and can't fetch customer number, in this case, it's useless to call API 2 and 3 and that is why question mentions specifically that all APIs need to be executed sequentially.

3) Set a timeout of 50 ms --> Again not possible due to the same reason as above. Hence correct answer is No timeout is possible to meet the upstream API's desired SLA; a different SLA must be negotiated with the first downstream API or invoke an alternative API

### NEW QUESTION # 119

A rate limiting policy has been applied to a SOAP V1.2 API published in Cloudfoundry. The API implementation catches errors in a global error handler on error propagate in the main flow for HTTP:

HTTP:RETRY\_EXHAUSTED with HTTP status set to 429 and any with the HTTP status set to 500.

What is the expected HTTP status when the client exceeds the quota of the API calls?

- A. HTTP status 401 unauthorized for policy violation
- **B. HTTP status 429 as defined in the HTTP:RETRY\_EXHAUSTED error handler in the API**
- C. HTTP status 400 from the rate-limiting policy violation since the call does not reach the back-end
- D. HTTP status 500 as defined in the ANY error handler in the API since an API:RETRY\_EXHAUSTED will be generated

**Answer: B**

Explanation:

In the given scenario, a rate limiting policy has been applied to the SOAP API and a global error handler is configured to handle HTTP:RETRY\_EXHAUSTED errors with a 429 status code. The rate limiting policy will trigger when the client exceeds the allowed quota of API calls. Since the HTTP:RETRY\_EXHAUSTED error specifically catches quota exhaustion errors and the error handler is configured to return a 429 status code, the expected HTTP status returned to the client when the quota is exceeded will be 429. This error code indicates that the user has sent too many requests in a given amount of time ("rate limiting").

MuleSoft Documentation on Error Handling

HTTP Status Codes

### NEW QUESTION # 120

A Mule application contains a Batch Job scope with several Batch Step scopes. The Batch Job scope is configured with a batch block size of 25.

A payload with 4,000 records is received by the Batch Job scope.

When there are no errors, how does the Batch Job scope process records within and between the Batch Step scopes?

- A. The Batch Job scope processes each record block sequentially, one at a time. Each Batch Step scope is invoked with one record in the payload of the received Mule event. For each Batch Step scope, all 25 records within a block are processed sequentially, one at a time. All 4000 records must be completed before the blocks of records are available to the next Batch Step scope.
- **B. The Batch Job scope processes multiple record blocks in parallel, and a block of 25 records can jump ahead to the next Batch Step scope over an earlier block of records. Each Batch Step scope is invoked with one record in the payload of the received Mule event. For each Batch Step scope, all 25 records within a block are processed in parallel. All the records in a block must be completed before the block of 25 records is available to the next Batch Step scope.**
- C. The Batch Job scope processes multiple record blocks in parallel, and a block of 25 records can jump ahead to the next Batch Step scope over an earlier block of records. Each Batch Step scope is invoked with one record in the payload of the received Mule event. For each Batch Step scope, all 25 records within a block are processed sequentially, one record at a time. All the records in a block must be completed before the block of 25 records is available to the next Batch Step scope.
- D. The Batch Job scope processes multiple record blocks in parallel. Each Batch Step scope is invoked with a batch of 25 records in the payload of the received Mule event. For each Batch Step scope, all 4000 records are processed in parallel. Individual records can jump ahead to the next Batch Step scope before the rest of the records finish processing in the current Batch Step scope.

**Answer: B**

## NEW QUESTION # 121

What aspects of a CI/CD pipeline for Mule applications can be automated using MuleSoft-provided Maven plugins?

- A. Compile, package, unit test, deploy, create associated API instances in API Manager
- **B. Compile, package, unit test, validate unit test coverage, deploy**
- C. Compile, package, unit test, deploy, integration test (Incorrect)
- D. Import from API designer, compile, package, unit test, deploy, publish to Anypoint Exchange

**Answer: B**

Explanation:

Correct answer is "Compile, package, unit test, validate unit test coverage, deploy" Explanation : Anypoint Platform supports continuous integration and continuous delivery using industry standard tools Mule Maven Plugin The Mule Maven plugin can automate building, packaging and deployment of Mule applications from source projects Using the Mule Maven plugin, you can automate your Mule application deployment to CloudHub, to Anypoint Runtime Fabric, or on-premises, using any of the following deployment strategies \* CloudHub deployment \* Runtime Fabric deployment \* Runtime Manager REST API deployment \* Runtime Manager agent deployment MUnit Maven Plugin The MUnit Maven plugin can automate test execution, and ties in with the Mule Maven plugin. It provides a full suite of integration and unit test capabilities, and is fully integrated with Maven and Surefire for integration with your continuous deployment environment. Since MUnit 2.x, the coverage report goal is integrated with the maven reporting section. Coverage Reports are generated during Maven's site lifecycle, during the coverage-report goal. One of the features of MUnit Coverage is to fail the build if a certain coverage level is not reached. MUnit is not used for integration testing Also publishing to Anypoint Exchange or to create associated API instances in API Manager is not a part of CICD pipeline which can be achieved using mulesoft provided maven plugin Explanation:

Architecture mentioned in the question can be diagrammatically put as below. Persistent Object Store is the correct answer .

\* Mule Object Stores: An object store is a facility for storing objects in or across Mule applications. Mule uses object stores to persist data for eventual retrieval.

Mule provides two types of object stores:

- 1) In-memory store - stores objects in local Mule runtime memory. Objects are lost on shutdown of the Mule runtime. So we cant use in memory store in our scenario as we want to share watermark within all cloudhub workers
- 2) Persistent store - Mule persists data when an object store is explicitly configured to be persistent. Hence this watermark will be available even any of the worker goes down Diagram Description automatically generated

## NEW QUESTION # 122

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