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

Topic	Details
Topic 1	• 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.
Topic 2	• 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.
Topic 3	• 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	• 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 5	• Designing Automated Tests for Mule Applications: This topic covers unit test suites, and scenarios for integration and performance testing.

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Salesforce Certified MuleSoft Integration Architect I Sample Questions (Q240-Q245):

NEW QUESTION # 240
An organization if struggling frequent plugin version upgrades and external plugin project dependencies. The team wants to minimize the impact on applications by creating best practices that will define a set of default dependencies across all new and in progress projects.
How can these best practices be achieved with the applications having the least amount of responsibility?

- A. Create a parent POM of all the required dependencies and reference each in each application's POM.xml file
- B. Create a mule domain project with all the dependencies define in its POM.xml file and add each application to the domain Project
- C. Create a Mule plugin project with all the dependencies and add it as a dependency in each application's POM.xml file
- D. Add all dependencies in each application's POM.xml file

Answer: A

NEW QUESTION # 241
What is a key difference between synchronous and asynchronous logging from Mule applications?

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

Answer: A

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.
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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 differed, 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 # 242

A Mule application contains a Batch Job with two Batch Steps (Batch_Step_l and Batch_Step_2). A payload with 1000 records is received by the Batch Job.
How many threads are used by the Batch Job to process records, and how does each Batch Step process records within the Batch Job?

- A. Each Batch Job uses a SINGLE THREAD to process a configured block size of record Each Batch Step instance receives A BLOCK OF records as the payload, and BLOCKS of records are processed IN ORDER
- B. Each Batch Job uses a SINGLE THREAD for all Batch steps Each Batch step instance receives ONE record at a time as the payload, and RECORDS are processed IN ORDER, first through Batch_Step_l and then through Batch_Step_2
- C. Each Batch Job uses SEVERAL THREADS for the Batch Steps Each Batch Step instance receives ONE record at a time as the payload, and RECORDS are processed IN PARALLEL within and between the two Batch Steps
- D. Each Batch Job uses SEVERAL THREADS for the Batch Steps Each Batch Step instance receives ONE record at a time as the payload, and BATCH STEP INSTANCES execute IN PARALLEL to process records and Batch Steps in ANY order as fast as possible

Answer: C

Explanation:
* Each Batch Job uses SEVERAL THREADS for the Batch Steps
* Each Batch Step instance receives ONE record at a time as the payload. It's not received in a block, as it does not wait for multiple records to be completed before moving to next batch step. (So Option D is out of choice)
* RECORDS are processed IN PARALLEL within and between the two Batch Steps.
* RECORDS are not processed in order. Let's say if second record completes batch_step_1 before record 1, then it moves to batch_step_2 before record 1. (So option C and D are out of choice)
* A batch job is the scope element in an application in which Mule processes a message payload as a batch of records. The term batch job is inclusive of all three phases of processing: Load and Dispatch, Process, and On Complete.
* A batch job instance is an occurrence in a Mule application whenever a Mule flow executes a batch job. Mule creates the batch job instance in the Load and Dispatch phase. Every batch job instance is identified internally using a unique String known as batch job instance id.

NEW QUESTION # 243

Insurance organization is planning to deploy Mule application in MuleSoft Hosted runtime plane. As a part of requirement , application should be scalable . highly available. It also has regulatory requirement which demands logs to be retained for at least 2 years. As an Integration Architect what step you will recommend in order to achieve this?

- A. It is not possible to store logs for 2 years in CloudHub deployment. External log management system is required.
- B. When deploying an application to CloudHub, worker size should be sufficient to store 2 years data
- C. When deploying an application to CloudHub , logs retention period should be selected as 2 years
- D. Logging strategy should be configured accordingly in log4j file deployed with the application.

Answer: A

Explanation:
Correct answer is It is not possible to store logs for 2 years in CloudHub deployment. External log management system is required. CloudHub has a specific log retention policy, as described in the documentation: the platform stores logs of up to 100 MB per app & per worker or for up to 30 days, whichever limit is hit first. Once this limit has been reached, the oldest log information is deleted in chunks and is irretrievably lost. The recommended approach is to persist your logs to a external logging system of your choice (such as Splunk, for instance) using a log appender. Please note that this solution results in the logs no longer being stored on our platform, so any support cases you lodge will require for you to provide the appropriate logs for review and case resolution

NEW QUESTION # 244

An organization plans to migrate its deployment environment from an onpremises cluster to a Runtime Fabric (RTF) cluster. The on-premises Mule applications are currently configured with persistent object stores.
There is a requirement to enable Mule applications deployed to the RTF cluster to store and share data across application replicas and through restarts of the entire RTF cluster, How can these reliability requirements be met?

- A. Replace persistent object stores with persistent VM queues in each Mule application deployment
- B. Install the Object Store pod on one of the cluster nodes
- C. Configure Anypoint Object Store v2 to share data between replicas in the RTF cluster
- D. Configure the Persistence Gateway in the RTF installation

Answer: A

NEW QUESTION # 245

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