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Salesforce Certified MuleSoft Integration Architect I Sample Questions (Q268-Q273):

NEW QUESTION # 268

One of the backend systems involved by the API implementation enforces rate limits on the number of request a particle client can make.

Both the back-end system and API implementation are deployed to several non-production environments including the staging environment and to a particular production environment. Rate limiting of the back-end system applies to all non-production environments.

The production environment however does not have any rate limiting.

What is the cost-effective approach to conduct performance test of the API implementation in the non- production staging environment?

- A. Including logic within the API implementation that bypasses in locations of the back-end system in the staging environment and invoke a Mocking service that replicates typical back-end system responses Then conduct performance test using this API implementation
- **B. Create a Mocking service that replicates the back-end system's production performance characteristics Then configure the API implementation to use the mocking service and conduct the performance test**
- C. Conduct scaled-down performance tests in the staging environment against rate-limiting back-end system. Then upscale performance results to full production scale
- D. Use MUnit to simulate standard responses from the back-end system. Then conduct performance test to identify other bottlenecks in the system

Answer: B

Explanation:

To conduct performance testing in a non-production environment where rate limits are enforced, the most cost-effective approach is: C: Create a Mocking service that replicates the back-end system's production performance characteristics. Then configure the API implementation to use the mocking service and conduct the performance test.

* Mocking Service: Develop a mock service that emulates the performance characteristics of the production back-end system. This service should mimic the response times, data formats, and any relevant behavior of the actual back-end system without imposing rate limits.

* Configuration: Modify the API implementation to route requests to the mocking service instead of the actual back-end system. This ensures that the performance tests are not impacted by the rate limits imposed in the non-production environment.

* Performance Testing: Conduct the performance tests using the API implementation configured with the mocking service. This approach allows you to assess the performance under expected production load conditions without being constrained by non-production rate limits.

This method ensures that performance testing is accurate and reflective of the production environment without additional costs or constraints due to rate limiting in staging environments.

References:

* MuleSoft Documentation: Mocking Services

* MuleSoft Documentation: Performance Testing

NEW QUESTION # 269

A mule application uses an HTTP request operation to involve an external API.

The external API follows the HTTP specification for proper status code usage.

What is possible cause when a 3xx status code is returned to the HTTP Request operation from the external API?

- **A. The request was Redirected to a different URL by the external API**
- B. The request was not accepted by the external API
- C. The request was ACCEPTED by the external API
- D. The request was NOT RECEIVED by the external API

Answer: A

Explanation:

3xx HTTP status codes indicate a redirection that the user agent (a web browser or a crawler) needs to take further action when trying to access a particular resource.

NEW QUESTION # 270

What Mule application can have API policies applied by Anypoint Platform to the endpoint exposed by that Mule application?

- A. A Mule application that accepts requests over HTTP/1x
- B. A Mule application that accepts JSON requests over WebSocket
- C. A Mule application that accepts JSON requests over TCP but is NOT required to provide a response.
- D. A Mule application that accepts gRPC requests over HTTP/2

Answer: A

Explanation:

- * HTTP/1.1 keeps all requests and responses in plain text format.
- * HTTP/2 uses the binary framing layer to encapsulate all messages in binary format, while still maintaining HTTP semantics, such as verbs, methods, and headers. It came into use in 2015, and offers several methods to decrease latency, especially when dealing with mobile platforms and server-intensive graphics and videos
- * Currently, Mule application can have API policies only for Mule application that accepts requests over HTTP/1x

NEW QUESTION # 271

A REST API is being designed to implement a Mule application.

What standard interface definition language can be used to define REST APIs?

- A. AsyncAPI Specification
- B. Web Service Definition Language(WSDL)
- C. YAML
- D. OpenAPI Specification (OAS)

Answer: D

NEW QUESTION # 272

A rate limiting policy has been applied to a soap V1.2 API published in Clondhub. The API implementation catches errors in a global error handler on error propagate in the main flow for 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 400 from the rate-limiting policy violation since the call does not reach the back-end
- B. HTTP status 429 as defined in the HTTP:RETRY_EXHAUSTED error handler in the API
- C. HTTP status 401 unauthorized for policy violation
- 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 # 273

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