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

Topic	Details
Topic 1	• 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 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	• 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 4	• 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 5	• 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 6	Designing for the Runtime Plane Technology Architecture: It includes analyzing Mule runtime clusters, designing solutions for CloudHub, choosing Mule runtime domains, leveraging Mule 4 class loader isolation, and understanding the reactive event processing model.
Topic 7	Designing Integration Solutions to Meet Performance Requirements: This topic covers meeting performance and capacity goals, using streaming features, and processing large message sequences.
Topic 8	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.

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New MuleSoft-Integration-Architect-I Study Guide 100% Pass | High-quality Valid MuleSoft-Integration-Architect-I Exam Forum: Salesforce Certified MuleSoft Integration Architect I

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Salesforce Certified MuleSoft Integration Architect I Sample Questions (Q50-Q55):

NEW QUESTION # 50
Refer to the exhibit.
An organization is sizing an Anypoint VPC for the non-production deployments of those Mule applications that connect to the organization's on-premises systems. This applies to approx. 60 Mule applications. Each application is deployed to two CloudHub i workers. The organization currently has three non-production environments (DEV, SIT and UAT) that share this VPC. The AWS region of the VPC has two AZs.
The organization has a very mature DevOps approach which automatically progresses each application through all non-production environments before automatically deploying to production. This process results in several Mule application deployments per hour, using CloudHub's normal zero-downtime deployment feature.
What is a CIDR block for this VPC that results in the smallest usable private IP address range?

- A. 10.0.0.0/25 (128 IPs)
- B. 10.0.0.0/26 (64 IPS)
- C. 10.0.0.0/24 (256 IPs)
- D. 10.0.0.0/22 (1024 IPs)

Answer: D

Explanation:
Mule applications are deployed in CloudHub workers and each worker is assigned with a dedicated IP * For zero downtime deployment, each worker in CloudHub needs additional IP addresses * A few IPs in a VPC are reserved for infrastructure (generally 2 IPs) * The IP addresses are usually in a private range with a subnet block specifier, such as 10.0.0.1/24 * The smallest CIDR network subnet block you can assign for your VPC is /24 (256 IP addresses) (60*3 env * 2 worker per application) + 50% of (total) for zero downtime = 540 In this case correct answer is 10.0.0.0/22 as this provided 1024 IP's .
Other IP's are insufficient.

NEW QUESTION # 51
Which role is primarily responsible for building API implementation as part of a typical MuleSoft integration project?

- A. Operations
- B. Integration Architect
- C. API Designer
- D. API Developer

Answer: D

NEW QUESTION # 52

A banking company is developing a new set of APIs for its online business. One of the critical API's is a master lookup API which is a system API. This master lookup API uses persistent object store. This API will be used by all other APIs to provide master lookup data.

Master lookup API is deployed on two cloudhub workers of 0.1 vCore each because there is a lot of master data to be cached. Master lookup data is stored as a key value pair. The cache gets refreshed if they key is not found in the cache.

Doing performance testing it was observed that the Master lookup API has a higher response time due to database queries execution to fetch the master lookup data.

Due to this performance issue, go-live of the online business is on hold which could cause potential financial loss to Bank.

As an integration architect, which of the below option you would suggest to resolve performance issue?

- A. Add an additional Cloudhub worker to provide additional capacity
- B. Implement HTTP caching policy for all GET endpoints for the master lookup API and implement locking to synchronize access to object store
- C. Implement HTTP caching policy for all GET endpoints for master lookup API
- D. Upgrade vCore size from 0.1 vCore to 0,2 vCore

Answer: B

Explanation:

A). Implement HTTP caching policy for all GET endpoints for the master lookup API and implement locking to synchronize access to object store Comprehensive Detailed Step by Step Explanation To resolve the performance issue observed during the performance testing of the Master lookup API, the best approach involves caching and synchronization:

* HTTP Caching Policy:

* Purpose: Reduces the load on the database by caching the responses for GET requests. Once a response is cached, subsequent requests for the same resource can be served from the cache instead of querying the database.

* Implementation: Apply the HTTP caching policy to all GET endpoints of the Master lookup API.

This policy ensures that the frequently accessed master lookup data is stored in the cache and served quickly.

* Benefits: This significantly reduces the number of database queries, thus lowering the response time and improving performance.

* Object Store Locking:

* Purpose: Ensures data consistency and prevents race conditions when multiple workers attempt to access or update the cache concurrently.

* Implementation: Use a locking mechanism to synchronize access to the object store. This can be achieved by using MuleSoft's Object Store Connector with lock/unlock operations.

* Benefits: Prevents multiple database queries for the same key and ensures that only one worker updates the cache at a time, thus avoiding redundant operations and maintaining data integrity.

By implementing these two strategies, the response time of the Master lookup API will be significantly improved, and the performance issue will be resolved.

References

* MuleSoft HTTP Caching Policy

* MuleSoft Object Store Connector

NEW QUESTION # 53

Mule application A receives a request Anypoint MQ message REQU with a payload containing a variable- length list of request objects. Application A uses the For Each scope to split the list into individual objects and sends each object as a message to an Anypoint MQ queue.

Service S listens on that queue, processes each message independently of all other messages, and sends a response message to a response queue.

Application A listens on that response queue and must in turn create and publish a response Anypoint MQ message RESP with a payload containing the list of responses sent by service S in the same order as the request objects originally sent in REQU.

Assume successful response messages are returned by service S for all request messages.

What is required so that application A can ensure that the length and order of the list of objects in RESP and REQU match, while at the same time maximizing message throughput?

- A. Perform all communication involving service S synchronously from within the For Each scope, so objects in RESP are in the exact same order as request objects in REQU
- B. Keep track of the list length and all object indices in REQU, both in the For Each scope and in all communication involving service Use persistent storage when creating RESP
- C. Use an Async scope within the For Each scope and collect response messages in a second For Each scope in the order In which they arrive, then send RESP using this list of responses
- D. Use a Scatter-Gather within the For Each scope to ensure response message order Configure the Scatter- Gather with a persistent object store

Answer: B

Explanation:
Correct answer is Perform all communication involving service S synchronously from within the For Each scope, so objects in RESP are in the exact same order as request objects in REQU Explanation : Using Anypoint MQ, you can create two types of queues: Standard queue These queues don't guarantee a specific message order. Standard queues are the best fit for applications in which messages must be delivered quickly.
FIFO (first in, first out) queue These queues ensure that your messages arrive in order. FIFO queues are the best fit for applications requiring strict message ordering and exactly-once delivery, but in which message delivery speed is of less importance Use of FIFO queue is no where in the option and also it decreased throughput. Similarly persistent object store is not the preferred solution approach when you maximizing message throughput. This rules out one of the options. Scatter Gather does not support ObjectStore. This rules out one of the options. Standard Anypoint MQ queues don't guarantee a specific message order hence using another for each block to collect response wont work as requirement here is to ensure the order. Hence considering all the above factors the feasible approach is Perform all communication involving service S synchronously from within the For Each scope, so objects in RESP are in the exact same order as request objects in REQU

NEW QUESTION # 54
What is required before an API implemented using the components of Anypoint Platform can be managed and governed (by applying API policies) on Anypoint Platform?

- A. The API must be shared with the potential developers through an API portal so API consumers can interact with the API
- B. The API implementation source code must be committed to a source control management system (such as GitHub)
- C. A RAML definition of the API must be created in API designer so it can then be published to Anypoint Exchange
- D. The API must be published to Anypoint Exchange and a corresponding API instance ID must be obtained from API Manager to be used in the API implementation

Answer: D

Explanation:
Context of the question is about managing and governing mule applications deployed on Anypoint platform.
Anypoint API Manager (API Manager) is a component of Anypoint Platform that enables you to manage, govern, and secure APIs. It leverages the runtime capabilities of API Gateway and Anypoint Service Mesh, both of which enforce policies, collect and track analytics data, manage proxies, provide encryption and authentication, and manage applications.
Mule Ref Doc : https://docs.mulesoft.com/api-manager/2.x/getting-started-proxy

NEW QUESTION # 55
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