MuleSoft-Integration-Architect-I Exam Testking - Most MuleSoft-Integration-Architect-I Reliable Questions

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

Topic	Details
Topic 1	• 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 2	• 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 3	• Designing Automated Tests for Mule Applications: This topic covers unit test suites, and scenarios for integration and performance testing.
Topic 4	• 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.
Topic 5	• Designing Integration Solutions to Meet Performance Requirements: This topic covers meeting performance and capacity goals, using streaming features, and processing large message sequences.

Topic 6	• 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 7	• 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.

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The Salesforce Certified MuleSoft Integration Architect I exam questions are very similar to actual Salesforce Certified MuleSoft Integration Architect I MuleSoft-Integration-Architect-I Exam Questions. So it creates a real MuleSoft-Integration-Architect-I exam scenario for trustworthy users. As it is a Browser-Based Salesforce Certified MuleSoft Integration Architect I MuleSoft-Integration-Architect-I practice exam so there is no need for any installation. The Web-Based Salesforce Certified MuleSoft Integration Architect I practice exam is supported by all major browsers like Chrome, IE, Firefox, Opera, and Safari. Furthermore, no special plugins are required to start your journey toward a bright career.

Salesforce Certified MuleSoft Integration Architect I Sample Questions (Q195-Q200):

NEW QUESTION # 195
A Mule application contains a Batch Job with two Batch Steps (Batch_Step_1 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 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
- B. 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
- 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 BATCH STEP INSTANCES execute IN PARALLEL to process records and Batch Steps in ANY order as fast as possible
- D. 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_1 and then through Batch_Step_2

Answer: A

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.
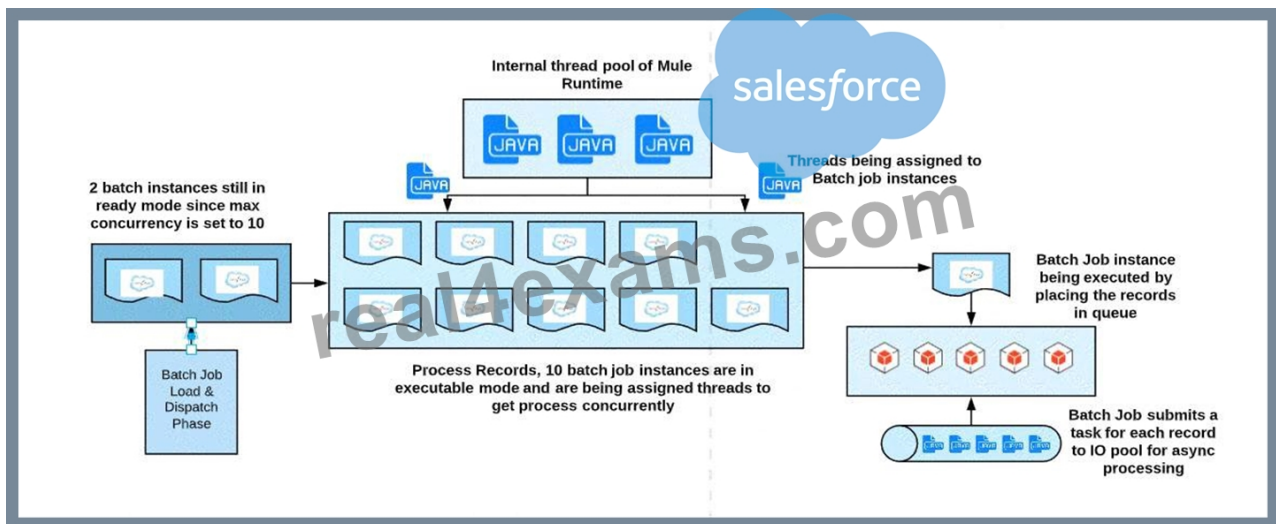
NEW QUESTION # 196

What is a defining characteristic of an integration-Platform-as-a-Service (iPaaS)?

- A. Code-first
- **B. A Cloud-based**
- C. No-code
- D. On-premises

Answer: B

NEW QUESTION # 197

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. Synchronous logging within an ongoing transaction writes log messages in the same thread that processes the current Mule event
- **C. Asynchronous logging can improve Mule event processing throughput while also reducing the processing time for each Mule event**
- D. Asynchronous logging produces more reliable audit trails with more accurate timestamps

Answer: C

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.
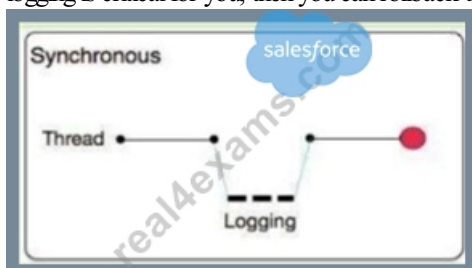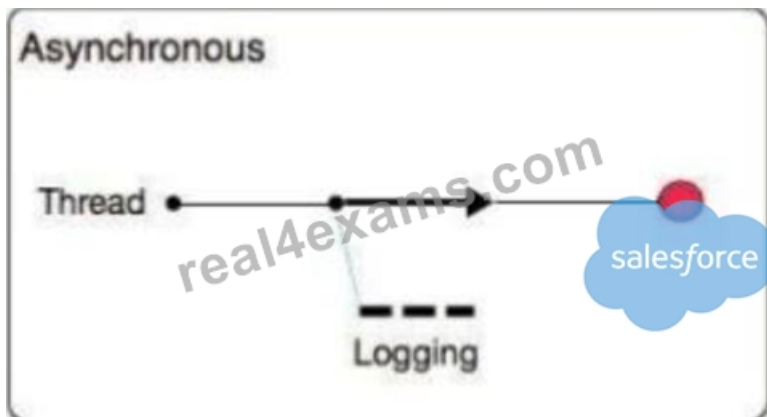
B) Asynchronous:
* The logging operation occurs in a separate thread, so the actual processing of your message won't be delayed to wait for the logging to complete
* Substantial improvement in throughput and latency of message processing
* Mule runtime engine (Mule) 4 uses Log4j 2 asynchronous logging 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 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 # 198
A platform architect includes both an API gateway and a service mesh in the architect of a distributed application for communication management.
Which type of communication management does a service mesh typically perform in this architecture?

- A. Between services within the application
- B. Between application services and the firewall
- C. Between the application and external API implementations.
- D. Between the application and external API clients

Answer: A

Explanation:
In a distributed application architecture, a service mesh typically manages communication between services within the application. A service mesh provides a dedicated infrastructure layer that handles service-to-service communication, including service discovery, load balancing, failure recovery, metrics, and monitoring. This allows developers to offload these operational concerns from individual services, ensuring consistent and reliable inter-service communication.
References:
* Understanding Service Mesh
* Service Mesh for Microservices

NEW QUESTION # 199
An organization is designing a Mule application to periodically poll an SFTP location for new files containing sales order records and then process those sales orders. Each sales order must be processed exactly once.
To support this requirement, the Mule application must identify and filter duplicate sales orders on the basis of a unique ID contained in each sales order record and then only send the new sales orders to the downstream system.
What is the most idiomatic (used for its intended purpose) Anypoint connector, validator, or scope that can be configured in the Mule application to filter duplicate sales orders on the basis of the unique ID field contained in each sales order record?

- A. Configure a Database connector to filter and store each record by the order ID
- B. Configure a watermark In an On New or Updated File event source to filter unique records by the order ID
- C. Configure an Idempotent Message Validator component to filter each record by the order ID
- D. Configure a Cache scope to filter and store each record from the received file by the order ID

Answer: C

NEW QUESTION # 200

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