

# MuleSoft-Integration-Architect-I Prüfungsfragen Prüfungsvorbereitungen, MuleSoft-Integration- Architect-I Fragen und Antworten, Salesforce Certified MuleSoft Integration Architect I



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Viele IT-Leute sind sich einig, dass Salesforce MuleSoft-Integration-Architect-I Zertifikat ein Sprungbrett zu dem Höhepunkt der IT-Branche ist. Deshalb kümmern sich viele IT-Experten um die Salesforce MuleSoft-Integration-Architect-I Zertifizierungsprüfung.

## Salesforce MuleSoft-Integration-Architect-I Prüfungsplan:

| Thema   | Einzelheiten                                                                                                                                                                                                                                                                                                                                |
|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Thema 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>                                    |
| Thema 2 | <ul style="list-style-type: none"><li>• 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.</li></ul>                   |
| Thema 3 | <ul style="list-style-type: none"><li>• 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.</li></ul> |
| Thema 4 | <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>                                                                                  |

|         |                                                                                                                                                                                                                                                                                                                                              |
|---------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Thema 5 | <ul style="list-style-type: none"> <li>• Applying DevOps Practices and Operating Integration Solutions: Its sub-topics are related to designing CI</li> <li>• CD pipelines with MuleSoft plugins, automating interactions with Anypoint Platform, designing logging configurations, and identifying Anypoint Monitoring features.</li> </ul> |
| Thema 6 | <ul style="list-style-type: none"> <li>• Designing Automated Tests for Mule Applications: This topic covers unit test suites, and scenarios for integration and performance testing.</li> </ul>                                                                                                                                              |

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### Salesforce Certified MuleSoft Integration Architect I MuleSoft-Integration-Architect-I Prüfungsfragen mit Lösungen (Q94-Q99):

#### 94. Frage

A global, high-volume shopping Mule application is being built and will be deployed to CloudHub. To improve performance, the Mule application uses a Cache scope that maintains cache state in a CloudHub object store. Web clients will access the Mule application over HTTP from all around the world, with peak volume coinciding with business hours in the web client's geographic location. To achieve optimal performance, what Anypoint Platform region should be chosen for the CloudHub object store?

- A. Choose the US-West region, the only supported region for CloudHub object stores
- B. Choose a region that is the traffic-weighted geographic center of all web clients
- **C. Choose the same region as to where the Mule application is deployed**
- D. Choose the geographically closest available region for each web client

**Antwort: C**

Begründung:

CloudHub object store should be in same region where the Mule application is deployed. This will give optimal performance.

Before learning about Cache scope and object store in Mule 4 we understand what is in general Caching is and other related things. WHAT DOES "CACHING" MEAN?

Caching is the process of storing frequently used data in memory, file system or database which saves processing time and load if it would have to be accessed from original source location every time.

In computing, a cache is a high-speed data storage layer which stores a subset of data, so that future requests for that data are served up faster than is possible by accessing the data's primary storage location. Caching allows you to efficiently reuse previously retrieved or computed data.

How does Caching work?

The data in a cache is generally stored in fast access hardware such as RAM (Random-access memory) and may also be used in correlation with a software component. A cache's primary purpose is to increase data retrieval performance by reducing the need to access the underlying slower storage layer.

Caching in MULE 4

In Mule 4 caching can be achieved in mule using cache scope and/or object-store. Cache scope internally uses Object Store to store the data.

What is Object Store

Object Store lets applications store data and states across batch processes, Mule components, and applications, from within an application. If used on cloud hub, the object store is shared between applications deployed on Cluster.

Cache Scope is used in below-mentioned cases:

- \* Need to store the whole response from the outbound processor
- \* Data returned from the outbound processor does not change very frequently
- \* As Cache scope internally handle the cache hit and cache miss scenarios it is more readable Object Store is used in below-

mentioned cases:

- \* Need to store custom/intermediary data
- \* To store watermarks
- \* Sharing the data/stage across applications, schedulers, batch.

If CloudHub object store is in same region where the Mule application is deployed it will aid in fast access of data and give optimal performance.

### 95. Frage

According to MuleSoft, a synchronous invocation of a RESTful API using HTTP to get an individual customer record from a single system is an example of which system integration interaction pattern?

- A. One-way
- B. Batch
- C. Request-Reply
- D. Multicast

**Antwort: C**

Begründung:

A synchronous invocation of a RESTful API using HTTP to get an individual customer record from a single system exemplifies the request-reply interaction pattern. In this pattern, a client sends a request to a service and waits for a response. The interaction is synchronous because the client expects an immediate reply and is blocked until it receives the response.

This pattern is common in scenarios where the client needs to retrieve specific data or perform an action that requires immediate feedback from the server, such as retrieving a customer record from a database.

References

- \* MuleSoft Integration Patterns Documentation
- \* Request-Reply Pattern Overview

### 96. Frage

In Anypoint Platform, a company wants to configure multiple identity providers (IdPs) for various lines of business (LOBs). Multiple business groups and environments have been defined for these LOBs. What Anypoint Platform feature can use multiple IdPs to access the company's business groups and environment?

- A. Dedicated load balancers
- B. User management
- C. Roles and permissions
- D. Client Management

**Antwort: D**

Begründung:

Correct answer is Client Management

\* Anypoint Platform acts as a client provider by default, but you can also configure external client providers to authorize client applications.

\* As an API owner, you can apply an OAuth 2.0 policy to authorize client applications that try to access your API. You need an OAuth 2.0 provider to use an OAuth 2.0 policy.

\* You can configure more than one client provider and associate the client providers with different environments. If you configure multiple client providers after you have already created environments, you can associate the new client providers with the environment.

\* You should review the existing client configuration before reassigning client providers to avoid any downtime with existing assets or APIs.

\* When you delete a client provider from your master organization, the client provider is no longer available in environments that used it.

\* Also, assets or APIs that used the client provider can no longer authorize users who want to access them.

-----MuleSoft Reference:

<https://docs.mulesoft.com/access-management/managing-api-clients>

<https://www.folkstalk.com/2019/11/mulesoft-integration-and-platform.html>

### 97. Frage

An API client is implemented as a Mule application that includes an HTTP Request operation using a default configuration. The HTTP Request operation invokes an external API that follows standard HTTP status code conventions, which causes the HTTP Request operation to return a 4xx status code.

What is a possible cause of this status code response?

- A. The external API reported that the API implementation has moved to a different external endpoint
- **B. The external API reported an error with the HTTP request that was received from the outbound HTTP Request operation of the Mule application**
- C. The HTTP response cannot be interpreted by the HTTP Request operation of the Mule application after it was received from the external API
- D. An error occurred inside the external API implementation when processing the HTTP request that was received from the outbound HTTP Request operation of the Mule application

**Antwort: B**

Begründung:

Correct choice is: "The external API reported an error with the HTTP request that was received from the outbound HTTP Request operation of the Mule application" Understanding HTTP 4XX Client Error Response Codes : A 4XX Error is an error that arises in cases where there is a problem with the user's request, and not with the server.

Such cases usually arise when a user's access to a webpage is restricted, the user misspells the URL, or when a webpage is nonexistent or removed from the public's view.

In short, it is an error that occurs because of a mismatch between what a user is trying to access, and its availability to the user - either because the user does not have the right to access it, or because what the user is trying to access simply does not exist. Some of the examples of 4XX errors are

400 Bad Request The server could not understand the request due to invalid syntax. 401 Unauthorized Although the HTTP standard specifies "unauthorized", semantically this response means "unauthenticated". That is, the client must authenticate itself to get the requested response. 403 Forbidden The client does not have access rights to the content; that is, it is unauthorized, so the server is refusing to give the requested resource. Unlike 401, the client's identity is known to the server. 404 Not Found The server can not find the requested resource. In the browser, this means the URL is not recognized. In an API, this can also mean that the endpoint is valid but the resource itself does not exist. Servers may also send this response instead of 403 to hide the existence of a resource from an unauthorized client. This response code is probably the most famous one due to its frequent occurrence on the web. 405 Method Not Allowed The request method is known by the server but has been disabled and cannot be used. For example, an API may forbid DELETE-ing a resource. The two mandatory methods, GET and HEAD, must never be disabled and should not return this error code. 406 Not Acceptable This response is sent when the web server, after performing server-driven content negotiation, doesn't find any content that conforms to the criteria given by the user agent. The external API reported that the API implementation has moved to a different external endpoint cannot be the correct answer as in this situation 301 Moved Permanently The URL of the requested resource has been changed permanently. The new URL is given in the response. -----

----- In Lay man's term the scenario would be: API CLIENT -> MuleSoft API - HTTP request "Hey, API.. process this" -> External API API CLIENT <- MuleSoft API - http response "I'm sorry Client.. something is wrong with that request" <- (4XX) External API

### 98. Frage

Refer to the exhibit.



A Mule 4 application has a parent flow that breaks up a JSON array payload into 200 separate items, then sends each item one at a time inside an Async scope to a VM queue.

A second flow to process orders has a VM Listener on the same VM queue. The rest of this flow processes each received item by

writing the item to a database.

This Mule application is deployed to four CloudHub workers with persistent queues enabled.

What message processing guarantees are provided by the VM queue and the CloudHub workers, and how are VM messages routed among the CloudHub workers for each invocation of the parent flow under normal operating conditions where all the CloudHub workers remain online?

- A. EACH item VM message is processed AT LEAST ONCE by ONE ARBITRARY CloudHub worker Each of the four CloudHub workers can be expected to process some item VM messages
- B. EACH item VM message is processed AT MOST ONCE by ONE CloudHub worker, with workers chosen in a deterministic round-robin fashion Each of the four CloudHub workers can be expected to process 1/4 of the Item VM messages (about 50 items)
- C. ALL Item VM messages are processed AT LEAST ONCE by the SAME CloudHub worker where the parent flow was invoked This one CloudHub worker processes ALL 200 item VM messages
- D. ALL item VM messages are processed AT MOST ONCE by ONE ARBITRARY CloudHub worker This one CloudHub worker processes ALL 200 item VM messages

**Antwort: A**

Begründung:

Correct answer is EACH item VM message is processed AT LEAST ONCE by ONE ARBITRARY CloudHub worker. Each of the four CloudHub workers can be expected to process some item VM messages In Cloudhub, each persistent VM queue is listened on by every CloudHub worker - But each message is read and processed at least once by only one CloudHub worker and the duplicate processing is possible - If the CloudHub worker fails, the message can be read by another worker to prevent loss of messages and this can lead to duplicate processing - By default, every CloudHub worker's VM Listener receives different messages from VM Queue Reference: <https://dzone.com/articles/deploying-mulesoft-application-on-1-worker-vs-mult>

## 99. Frage

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Suchen Sie nach die geeignetsten Prüfungsunterlagen der Salesforce MuleSoft-Integration-Architect-I? Sorgen Sie noch um das Ordnen der Unterlagen? ZertPruefung als ein professioneller Lieferant der Software der IT-Zertifizierungsprüfung haben Ihnen die umfassendsten Unterlagen der Salesforce MuleSoft-Integration-Architect-I vorbereitet. Jetzt können Sie Zeit fürs Suchen gespart und direkt auf die Salesforce MuleSoft-Integration-Architect-I Prüfung vorbereiten!

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