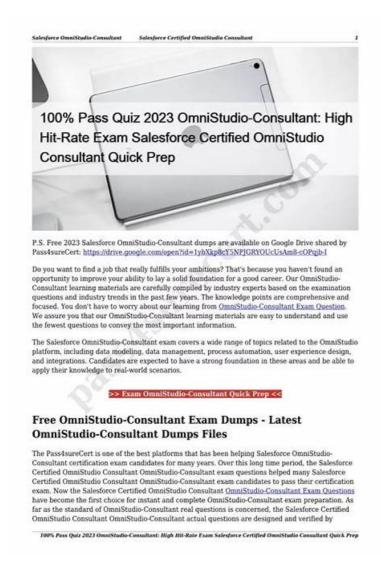
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Salesforce MuleSoft-Integration-Architect-I Exam Syllabus Topics:

Topic	Details
Topic 1	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 2	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 3	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 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.
Торіс 6	Designing Automated Tests for Mule Applications: This topic covers unit test suites, and scenarios for integration and performance testing.
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.

Salesforce Certified MuleSoft Integration Architect I Sample Questions (Q74-Q79):

NEW QUESTION #74

A company wants its users to log in to Anypoint Platform using the company's own internal user credentials. To achieve this, the company needs to integrate an external identity provider (IdP) with the company's Anypoint Platform master organization, but SAML 2.0 CANNOT be used. Besides SAML 2.0, what single- sign-on standard can the company use to integrate the IdP with their Anypoint Platform master organization?

- A. SAML 1.0
- B. Basic Authentication
- C. OAuth 2.0
- D. OpenID Connect

Answer: D

Explanation:

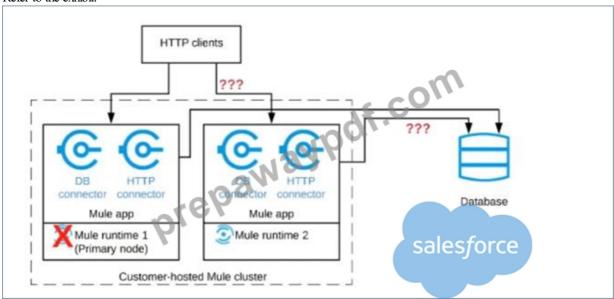
As the Anypoint Platform organization administrator, you can configure identity management in Anypoint Platform to set up users for single sign-on (SSO).

Configure identity management using one of the following single sign-on standards:

- 1) OpenID Connect: End user identity verification by an authorization server including SSO
- 2) SAML 2.0: Web-based authorization including cross-domain SSO

NEW QUESTION #75

Refer to the exhibit.



A Mule application is deployed to a cluster of two customer-hosted Mute runtimes. The Mute application has a flow that polls a database and another flow with an HTTP Listener.

HTTP clients send HTTP requests directly to individual cluster nodes.

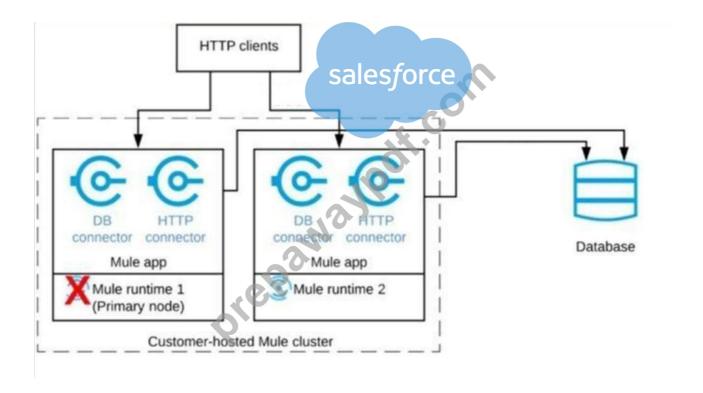
What happens to database polling and HTTP request handling in the time after the primary (master) node of the cluster has railed, but before that node is restarted?

- A. Database polling stops All HTTP requests are rejected
- B. Database polling continues All HTTP requests continue to be accepted, but requests to the failed node Incur increased latency
- C. Database polling continues Only HTTP requests sent to the remaining node continue to be accepted
- D. Database polling stops All HTTP requests continue to be accepted

Answer: C

Explanation:

Correct answer is Database polling continues Only HTTP requests sent to the remaining node continue to be accepted.: Architecture descripted in the question could be described as follows. When node 1 is down, DB polling will still continue via node 2. Also requests which are coming directly to node 2 will also be accepted and processed in BAU fashion. Only thing that wont work is when requests are sent to Node 1 HTTP connector. The flaw with this architecture is HTTP clients are sending HTTP requests directly to individual cluster nodes. By default, clustering Mule runtime engines ensures high system availability. If a Mule runtime engine node becomes unavailable due to failure or planned downtime, another node in the cluster can assume the workload and continue to process existing events and messages



NEW QUESTION #76

An organization has decided on a cloud migration strategy to minimize the organization's own IT resources. Currently the organization has all of its new applications running on its own premises and uses an on-premises load balancer that exposes all APIs under the base URL (https://api.rutujar.com).

As part of migration strategy, the organization is planning to migrate all of its new applications and load balancer CloudHub. What is the most straightforward and cost-effective approach to Mule application deployment and load balancing that preserves the public URL's?

- A. Deploy the Mule application to Cloudhub
 Update a CNAME record for base URL (https://api.rutujar.com) in the organization's DNS server to point to the A record of the CloudHub shared load balancer Apply mapping rules in SLB to map URLto their corresponding Mule applications
- B. For each migrated Mule application, deploy an API proxy application to Cloudhub with all traffic to the mule applications
 routed through a Cloud Hub Dedicated load balancer (DLB) Update a CNAME record for base URL (
 https://api.rutujar.com) in the organization's DNS server to point to the A record of the CloudHub dedicated load balancer
 Apply mapping rules in DLB to map each API proxy application who is responding new application
- C. Deploy the Mule application to Cloudhub
 Create a CNAME record for base URL(httpsr://api.rutujar.com) in the Cloudhub shared load balancer that points to the A record of theon-premises load balancer Apply mapping rules in SLB to map URLto their corresponding Mule applications
- D. Deploy the Mule application to Cloudhub
 Update a CNAME record for base URL (https://api.rutujar.com) in the organization's DNS server to point to the A record
 of the Cloudhub dedicated load balancer Apply mapping rules in DLB to map URLto their corresponding Mule applications

Answer: D

NEW QUESTION #77

A company is planning to migrate its deployment environment from on-premises cluster to a Runtime Fabric (RTF) cluster. It also has a requirement to enable Mule applications deployed to a Mule runtime instance to store and share data across application replicas and restarts.

How can these requirements be met?

- A. Configure Persistence Gateway in any of the servers using Mule Object Store
- B. Configure Persistent Gateway at the RTF
- C. Anypoint object store V2 to share data between replicas in the RTF cluster
- D. Install the object store pod on one of the cluster nodes

Answer: C

Explanation:

When migrating from an on-premises cluster to a Runtime Fabric (RTF) cluster, and needing to enable Mule applications to store and share data across application replicas and restarts, the use of Anypoint Object Store V2 is the most suitable option. Here's why and how to implement it:

- * Understanding Object Store V2:
- * Object Store V2 is designed to store and retrieve key-value pairs in a scalable and highly available manner. It is particularly useful for sharing state and data between different instances of applications running on RTF.
- * Setting Up Anypoint Object Store V2:
- * First, ensure that your MuleSoft Anypoint Platform account has access to Object Store V2.
- * Configure your Mule application to use Object Store V2 by defining an object store in your Mule configuration file. This can be done using the objectstore element in your Mule flow.
- * Configuration Steps:
- * Add the Object Store connector to your Mule project.
- * Define the object store configuration in your Mule flow as follows:

xml

- <objectstore:config name='ObjectStoreV2'' doc:name='ObjectStoreV2''/>
- * Use the object store in your flows to store and retrieve data:

xml

- <objectstore:store config-ref="ObjectStoreV2" key="#[key]" value="#[value]" /> <objectstore:retrieve config-ref="ObjectStoreV2" key="#[key]" target="variableName"/>
- * Deploying on RTF:
- * Deploy your Mule application to the RTF cluster. The RTF will handle scaling and ensure that the Object Store V2 is available to all instances of your application.
- * Benefits
- * Object Store V2 ensures data is shared and persisted across different application replicas and restarts, which meets the requirement of storing and sharing data across application replicas in the RTF cluster.

References

- * MuleSoft Documentation on Object Store V2
- * MuleSoft Documentation on Runtime Fabric

NEW QUESTION #78

An API has been updated in Anypoint Exchange by its API producer from version 3.1.1 to 3.2.0 following accepted semantic versioning practices and the changes have been communicated via the API's public portal.

The API endpoint does NOT change in the new version. How should the developer of an API client respond to this change?

- A. The API producer should be contacted to understand the change to existing functionality.
- B. The update should be identified as a project risk and full regression testing of the functionality that uses this API should be run.
- C. The API producer should be requested to run the old version in parallel with the new one.
- D. The API client code ONLY needs to be changed if it needs to take advantage of new features.

Answer: D

Explanation:

* Semantic Versioning is a 3-component number in the format of X.Y.Z, where :

X stands for a major version.

Y stands for a minor version:

Z stands for a patch.

So, SemVer is of the form Major.Minor.Patch Coming to our question, minor version of the API has been changed which is backward compatible. Hence there is no change required on API client end. If they want to make use of new featured that have been added as a part of minor version change they may need to change code at their end. Hence correct answer is The API client code ONLY needs to be changed if it needs to take advantage of new features.

Diagram Description automatically generated



NEW QUESTION #79

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