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Sign up

Mulesoft developer training
3 days (21 hours)

Presentation

Our Mulesoft Developer training course is aimed at developers and integration professionals wishing to acquire complete mastery of the MuleSoft platform and its Anypoint Studio development environment. MuleSoft is a powerful integration solution that connects applications, data and devices across different environments, whether on-premise, in the cloud or hybrid.

During this program, participants will learn how to design, develop, deploy and manage integration applications with MuleSoft, while respecting best practices in the field.

The course is structured to offer a balance between theory and practice, enabling participants to immediately apply the concepts acquired in practical exercises.

Like all our training courses, it will be run on the latest version of the tool: Mule Engine 4.

Objectives

- In-depth understanding of MuleSoft's architecture and components
- Develop and configure integration applications via Anypoint Studio
- Master API management with Anypoint Platform, including publishing, securing and monitoring
- Create integration workflows using MuleSoft connectors for interacting with databases data, web services, and other systems

Target audience

- Software developers
- Integration engineers
- Corporate architects

- System administrators
- Technical project managers
- IT Consultants

Prerequisites

- Good understanding of basic programming concepts (Java, JavaScript, or another object-oriented language)
- Experience in application development or systems integration
- Knowledge of the fundamental concepts of service-oriented architecture (SOA) and APIs (REST, SOAP)

Software requirements

- At least 8 GB RAM and a multi-core processor
- A good Internet connection
- Have Anypoint Studio installed and an Anypoint Platform account
- Have mulesoft connectors installed
- Development tools (JDK, Maven) correctly configured.

Mulesoft developer training program

Introducing MuleSoft and Anypoint Platform

- MuleSoft overview: ESB, API-led Connectivity
- Introduction to Anypoint Platform: components and architecture
- The role of APIs and integration in the modern enterprise

Getting started with Anypoint Studio

- Installing and configuring Anypoint Studio
- Interface overview: Mule project, palette, message flow
- Creation of the first Mule application: Hello Mule

Review of API, SOA and REST concepts

- Basic concepts of APIs, SOA, and RESTful architectures

Development and initial deployment

- Create, configure and deploy a first Mule application on Anypoint Platform

- Message flow testing and verification

API management with Anypoint Platform

- API creation and publication with Anypoint Design Center
- API lifecycle management: versioning, security, monitoring

Mule flow creation

- Introduction to Mule flows: configuration, transformers, routers and components
- Data handling with DataWeave

Using MuleSoft connectors

- Connectors for databases, web services (SOAP/REST), JMS, FTP, etc.
- Integration with third-party systems: Salesforce, SAP, AWS

Error and exception handling

- Error handling strategies in Mule: Try blocks, Error Handlers
- Creation of robust flows with automatic recovery mechanisms

Testing and debugging Mule applications

- Tools and techniques for testing and debugging Mule streams
- Test automation with MUnit

Optimizing Mule flow performance

- Optimization techniques: choice of connectors, thread management
- Performance monitoring with Anypoint Monitoring

Introduction to CI/CD with MuleSoft

- Integrating MuleSoft into CI/CD pipelines with Maven and Jenkins
- Environment management and automated deployment

CloudHub deployment and environment management

- Application deployment on CloudHub
- Configuring environments and deployment parameters

Best practices and conclusion

- Summary of best practices for MuleSoft development
- Q&A session, feedback on key concepts
- Closing the course with a discussion on the next steps for learning and certification

Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.