MuleSoft

Exam Questions MCPA-Level-1

MuleSoft Certified Platform Architect - Level 1

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NEW QUESTION 1
How are an API implementation, API client, and API consumer combined to invoke and process an API?

A. The API consumer creates an API implementation, which receives API invocations from an API such that they are processed for an API client
B. The API client creates an API consumer, which receives API invocations from an API such that they are processed for an API implementation
C. The ApI consumer creates an API client, which sends API invocations to an API such that they are processed by an API implementation
D. The ApI client creates an API consumer, which sends API invocations to an API such that they are processed by an API implementation

Answer: C

Explanation:

Correct Answer
The API consumer creates an API client, which sends API invocations to an API such that they are processed by an API implementation
********** Terminology:
>> API Client - It is a piece of code or program the is written to invoke an API
>> API Consumer - An owner/entity who owns the API Client. API Consumers write API clients.
>> API - The provider of the API functionality. Typically an API Instance on API Manager where they are managed and operated.
>> API Implementation - The actual piece of code written by API provider where the functionality of the API is implemented. Typically, these are Mule Applications running on Runtime Manager.

NEW QUESTION 2
What best describes the Fully Qualified Domain Names (FQDNs), also known as DNS entries, created when a Mule application is deployed to the CloudHub Shared Worker Cloud?

A. A fixed number of FQDNs are created, IRRESPECTIVE of the environment and VPC design
B. The FQDNs are determined by the application name chosen, IRRESPECTIVE of the region
C. The FQDNs are determined by the application name, but can be modified by an administrator after deployment
D. The FQDNs are determined by both the application name and the Anypoint Platform organization

Answer: B

Explanation:

Correct Answer
The FQDNs are determined by the application name chosen, IRRESPECTIVE of the region
****
>> When deploying applications to Shared Worker Cloud, the FQDN are always determined by application name chosen.
>> It does NOT matter what region the app is being deployed to.
>> Although it is fact and true that the generated FQDN will have the region included in it (Ex: exp-salesorder-api.au-s1.cloudhub.io), it does NOT mean that the same name can be used when deploying to another CloudHub region.
>> Application name should be universally unique irrespective of Region and Organization and solely determines the FQDN for Shared Load Balancers.

NEW QUESTION 3
A retail company is using an Order API to accept new orders. The Order API uses a JMS queue to submit orders to a backend order management service. The normal load for orders is being handled using two (2) CloudHub workers, each configured with 0.2 vCore. The CPU load of each CloudHub worker normally runs well below 70%. However, several times during the year the Order API gets four times (4x) the average number of orders. This causes the CloudHub worker CPU load to exceed 90% and the order submission time to exceed 30 seconds. The cause, however, is NOT the backend order management service, which still responds fast enough to meet the response SLA for the Order API. What is the MOST resource-efficient way to configure the Mule application's CloudHub deployment to help the company cope with this performance challenge?

A. Permanently increase the size of each of the two (2) CloudHub workers by at least four times (4x) to one(1) vCore
B. Use a vertical CloudHub autoscaling policy that triggers on CPU utilization greater than 70%
C. Permanently increase the number of CloudHub workers by four times (4x) to eight (8) CloudHub workers
D. Use a horizontal CloudHub autoscaling policy that triggers on CPU utilization greater than 70%

Answer: D

Explanation:

Correct Answer
Use a horizontal CloudHub autoscaling policy that triggers on CPU utilization greater than 70%
****
The scenario in the question is very clearly stating that the usual traffic in the year is pretty well handled by the existing worker configuration with CPU running well below 70%. The problem occurs only "sometimes" occasionally when there is spike in the number of orders coming in.
So, based on above, We neither need to permanently increase the size of each worker nor need to permanently increase the number of workers. This is unnecessary as other than those "occasional" times the resources are idle and wasted.
We have two options left now. Either to use horizontal Cloudhub autoscaling policy to automatically increase the number of workers or to use vertical Cloudhub autoscaling policy to automatically increase the vCore size of each worker.
Here, we need to take two things into consideration:
* 1. CPU
* 2. Order Submission Rate to JMS Queue
>> From CPU perspective, both the options (horizontal and vertical scaling) solves the issue. Both helps to bring down the usage below 90%.
>> However, If we go with Vertical Scaling, then from Order Submission Rate perspective, as the application is still being load balanced with two workers only, there may not be much improvement in the incoming request processing rate and order submission rate to JMS queue. The throughput would be same as before. Only CPU utilization comes down.
>> But, if we go with Horizontal Scaling, it will spawn new workers and adds extra hand to increase the throughput as more workers are being load balanced now. This way we can address both CPU and Order Submission rate.
Hence, Horizontal CloudHub Autoscaling policy is the right and best answer.

NEW QUESTION 4
What best explains the use of auto-discovery in API implementations?

A. It makes API Manager aware of API implementations and hence enables it to enforce policies
B. It enables Anypoint Studio to discover API definitions configured in Anypoint Platform
C. It enables Anypoint Exchange to discover assets and makes them available for reuse
D. It enables Anypoint Analytics to gain insight into the usage of APIs

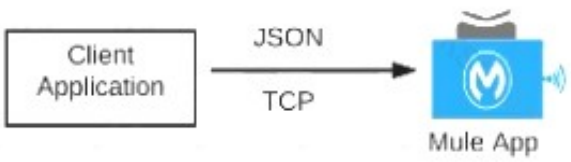
Answer: A

Explanation:

Correct Answer
It makes API Manager aware of API implementations and hence enables it to enforce policies.
****
>> API Autodiscovery is a mechanism that manages an API from API Manager by pairing the deployed application to an API created on the platform.
>> API Management includes tracking, enforcing policies if you apply any, and reporting API analytics.
>> Critical to the Autodiscovery process is identifying the API by providing the API name and version. References:
https://docs.mulesoft.com/api-manager/2.x/api-auto-discovery-new-concept https://docs.mulesoft.com/api-manager/1.x/api-auto-discovery
https://docs.mulesoft.com/api-manager/2.x/api-auto-discovery-new-concept

NEW QUESTION 5
What Mule application can have API policies applied by
Anypoint Platform to the endpoint exposed by that Mule application?
A) A Mule application that accepts requests over HTTP/1.x

B) A Mule application that accepts JSON requests over TCP but is NOT required to provide a response



C) A Mute application that accepts JSON requests over WebSocket

D) A Mule application that accepts gRPC requests over HTTP/2

A. Option A
B. Option B
C. Option C
D. Option D

Answer: A

Explanation:

Correct Answer
Option A
****
>> Anypoint API Manager and API policies are applicable to all types of HTTP/1.x APIs.
>> They are not applicable to WebSocket APIs, HTTP/2 APIs and gRPC APIs

NEW QUESTION 6
What is most likely NOT a characteristic of an integration test for a REST API implementation?

A. The test needs all source and/or target systems configured and accessible
B. The test runs immediately after the Mule application has been compiled and packaged
C. The test is triggered by an external HTTP request
D. The test prepares a known request payload and validates the response payload

Answer: B

Explanation:

Correct Answer

The test runs immediately after the Mule application has been compiled and packaged
****
>> Integration tests are the last layer of tests we need to add to be fully covered.
>> These tests actually run against Mule running with your full configuration in place and are tested from external source as they work in PROD.
>> These tests exercise the application as a whole with actual transports enabled. So, external systems are affected when these tests run.
So, these tests do NOT run immediately after the Mule application has been compiled and packaged.
FYI... Unit Tests are the one that run immediately after the Mule application has been compiled and packaged.

NEW QUESTION 7
Which of the following best fits the definition of API-led connectivity?

A. API-led connectivity is not just an architecture or technology but also a way to organize people and processes for efficient IT delivery in the organization
B. API-led connectivity is a 3-layered architecture covering Experience, Process and System layers
C. API-led connectivity is a technology which enabled us to implement Experience, Process and System layer based APIs

Answer: A

Explanation:

Correct Answer
API-led connectivity is not just an architecture or technology but also a way to organize people and processes for efficient IT delivery in the organization.
****

NEW QUESTION 8
What is a best practice when building System APIs?

A. Document the API using an easily consumable asset like a RAML definition
B. Model all API resources and methods to closely mimic the operations of the backend system
C. Build an Enterprise Data Model (Canonical Data Model) for each backend system and apply it to System APIs
D. Expose to API clients all technical details of the API implementation's interaction wifch the backend system

Answer: B

Explanation:

Correct Answer
Model all API resources and methods to closely mimic the operations of the backend system.
****
>> There are NO fixed and straight best practices while opting data models for APIs. They are completly contextual and depends on number of factors. Based upon those factors, an enterprise can choose if they have to go with Enterprise Canonical Data Model or Bounded Context Model etc.
>> One should NEVER expose the technical details of API implementation to their API clients. Only the API interface/ RAML is exposed to API clients.
>> It is true that the RAML definitions of APIs should be as detailed as possible and should reflect most of the documentation. However, just that is NOT enough to call your API as best documented API. There should be even more documentation on Anypoint Exchange with API Notebooks etc. to make and create a developer friendly API and repository..
>> The best practice always when creating System APIs is to create their API interfaces by modeling their resources and methods to closely reflect the operations and functionalities of that backend system.

NEW QUESTION 9
In an organization, the InfoSec team is investigating Anypoint Platform related data traffic.
From where does most of the data available to Anypoint Platform for monitoring and alerting originate?

A. From the Mule runtime or the API implementation, depending on the deployment model
B. From various components of Anypoint Platform, such as the Shared Load Balancer, VPC, and Mule runtimes
C. From the Mule runtime or the API Manager, depending on the type of data
D. From the Mule runtime irrespective of the deployment model

Answer: D

Explanation:

Correct Answer
From the Mule runtime irrespective of the deployment model
****
>> Monitoring and Alerting metrics are always originated from Mule Runtimes irrespective of the deployment model.
>> It may seems that some metrics (Runtime Manager) are originated from Mule Runtime and some are (API Invocations/ API Analytics) from API Manager. However, this is realistically NOT TRUE. The reason is, API manager is just a management tool for API instances but all policies upon applying on APIs eventually gets executed on Mule Runtimes only (Either Embedded or API Proxy).
>> Similarly all API Implementations also run on Mule Runtimes.
So, most of the day required for monitoring and alerts are originated fron Mule Runtimes only irrespective of whether the deployment model is MuleSoft-hosted or Customer-hosted or Hybrid.

NEW QUESTION 10
A Mule application exposes an HTTPS endpoint and is deployed to the CloudHub Shared Worker Cloud. All traffic to that Mule application must stay inside the AWS VPC.
To what TCP port do API invocations to that Mule application need to be sent?

A. 443
B. 8081
C. 8091

D. 8082

Answer: D

Explanation:
Correct Answer 8082
****
>> 8091 and 8092 ports are to be used when keeping your HTTP and HTTPS app private to the LOCAL VPC respectively.
>> Above TWO ports are not for Shared AWS VPC/ Shared Worker Cloud.
>> 8081 is to be used when exposing your HTTP endpoint app to the internet through Shared LB
>> 8082 is to be used when exposing your HTTPS endpoint app to the internet through Shared LB So, API invocations should be sent to port 8082 when calling this HTTPS based app.
References:
https://docs.mulesoft.com/runtime-manager/cloudhub-networking-guide https://help.mulesoft.com/s/article/Configure-Cloudhub-Application-to-Send-a-HTTPS-Request-Directly-to-An
https://help.mulesoft.com/s/question/0D52T00004mXXULSA4/multiple-http-listerners-on-cloudhub-one-with-p

NEW QUESTION 10
An API implementation is updated. When must the RAML definition of the API also be updated?

A. When the API implementation changes the structure of the request or response messages
B. When the API implementation changes from interacting with a legacy backend system deployedon-premises to a modern, cloud-based (SaaS) system
C. When the API implementation is migrated from an older to a newer version of the Mule runtime
D. When the API implementation is optimized to improve its average response time

Answer: A

Explanation:
Correct Answer
When the API implementation changes the structure of the request or response messages
****
>> RAML definition usually needs to be touched only when there are changes in the request/response schemas or in any traits on API.
>> It need not be modified for any internal changes in API implementation like performance tuning, backend system migrations etc..

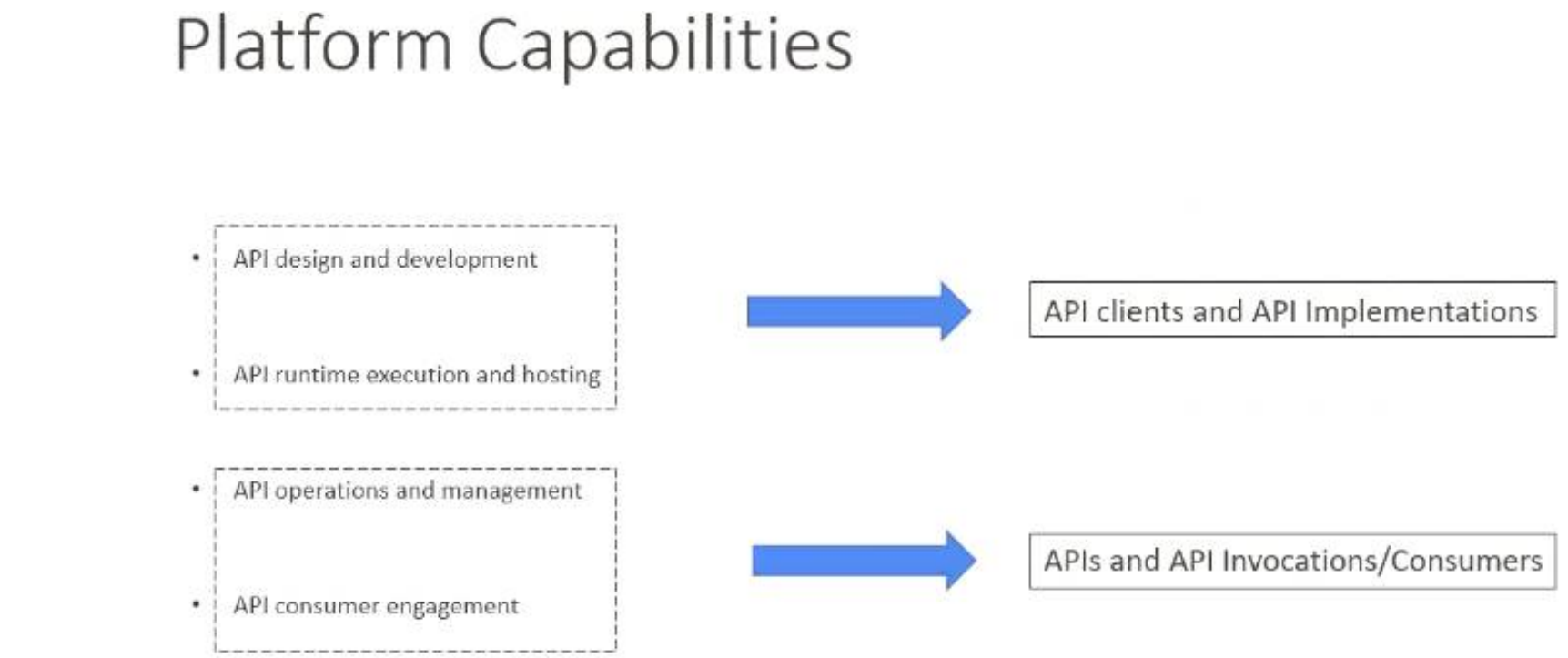
NEW QUESTION 15
What are 4 important Platform Capabilities offered by Anypoint Platform?

A. API Versioning, API Runtime Execution and Hosting, API Invocation, API Consumer Engagement
B. API Design and Development, API Runtime Execution and Hosting, API Versioning, API Deprecation
C. API Design and Development, API Runtime Execution and Hosting, API Operations and Management, API Consumer Engagement
D. API Design and Development, API Deprecation, API Versioning, API Consumer Engagement

Answer: C

Explanation:

Correct Answer
API Design and Development, API Runtime Execution and Hosting, API Operations and Management, API Consumer Engagement
****
>> API Design and Development - Anypoint Studio, Anypoint Design Center, Anypoint Connectors
>> API Runtime Execution and Hosting - Mule Runtimes, CloudHub, Runtime Services
>> API Operations and Management - Anypoint API Manager, Anypoint Exchange
>> API Consumer Management - API Contracts, Public Portals, Anypoint Exchange, API Notebooks



NEW QUESTION 16
When using CloudHub with the Shared Load Balancer, what is managed EXCLUSIVELY by the API implementation (the Mule application) and NOT by Anypoint Platform?

A. The assignment of each HTTP request to a particular CloudHub worker
B. The logging configuration that enables log entries to be visible in Runtime Manager
C. The SSL certificates used by the API implementation to expose HTTPS endpoints
D. The number of DNS entries allocated to the API implementation

Answer: C

Explanation:
Correct Answer
The SSL certificates used by the API implementation to expose HTTPS endpoints
****
>> The assignment of each HTTP request to a particular CloudHub worker is taken care by Anypoint Platform itself. We need not manage it explicitly in the API implementation and in fact we CANNOT manage it in the API implementation.
>> The logging configuration that enables log entries to be visible in Runtime Manager is ALWAYS managed in the API implementation and NOT just for SLB. So this is not something we do EXCLUSIVELY when using SLB.
>> We DO NOT manage the number of DNS entries allocated to the API implementation inside the code. Anypoint Platform takes care of this.
It is the SSL certificates used by the API implementation to expose HTTPS endpoints that is to be managed EXCLUSIVELY by the API implementation. Anypoint Platform does NOT do this when using SLBs.

NEW QUESTION 18
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 update should be identified as a project risk and full regression testing of the functionality that uses this API should be run
B. The API producer should be contacted to understand the change to existing functionality
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

NEW QUESTION 20
What API policy would LEAST likely be applied to a Process API?

A. Custom circuit breaker
B. Client ID enforcement
C. Rate limiting
D. JSON threat protection

Answer: D

Explanation:

Correct Answer

JSON threat protection
****
Fact: Technically, there are no restrictions on what policy can be applied in what layer. Any policy can be applied on any layer API. However, context should also be considered properly before blindly applying the policies on APIs.
That is why, this question asked for a policy that would LEAST likely be applied to a Process API. From the given options:
>> All policies except "JSON threat protection" can be applied without hesitation to the APIs in Process tier.
>> JSON threat protection policy ideally fits for experience APIs to prevent suspicious JSON payload coming from external API clients. This covers more of a security aspect by trying to avoid possibly malicious and harmful JSON payloads from external clients calling experience APIs.
As external API clients are NEVER allowed to call Process APIs directly and also these kind of malicious and harmful JSON payloads are always stopped at experience API layer only using this policy, it is LEAST LIKELY that this same policy is again applied on Process Layer API.

NEW QUESTION 21
What API policy would be LEAST LIKELY used when designing an Experience API that is intended to work with a consumer mobile phone or tablet application?

A. OAuth 2.0 access token enforcement
B. Client ID enforcement
C. JSON threat protection
D. IPwhitellst

Answer: D

Explanation:
Correct Answer
IP whitelist
****
>> OAuth 2.0 access token and Client ID enforcement policies are VERY common to apply on Experience APIs as API consumers need to register and access the APIs using one of these mechanisms
>> JSON threat protection is also VERY common policy to apply on Experience APIs to prevent bad or suspicious payloads hitting the API implementations.
>> IP whitelisting policy is usually very common in Process and System APIs to only whitelist the IP range inside the local VPC. But also applied occassionally on some experience APIs where the End User/ API Consumers are FIXED.
>> When we know the API consumers upfront who are going to access certain Experience APIs, then we can request for static IPs from such consumers and whitelist them to prevent anyone else hitting the API.
However, the experience API given in the question/ scenario is intended to work with a consumer mobile phone or tablet application. Which means, there is no way we can know all possible IPs that are to be whitelisted as mobile phones and tablets can so many in number and any device in the city/state/country/globe.
So, It is very LEAST LIKELY to apply IP Whitelisting on such Experience APIs whose consumers are typically Mobile Phones or Tablets.

NEW QUESTION 23
A new upstream API Is being designed to offer an SLA of 500 ms median and 800 ms maximum (99th percentile) response time. The corresponding API implementation needs to sequentially invoke 3 downstream APIs of very similar complexity.
The first of these downstream APIs offers the following SLA for its response time: median: 100 ms, 80th percentile: 500 ms, 95th percentile: 1000 ms.
If possible, how can a timeout be set in the upstream API for the invocation of the first downstream API to meet the new upstream API's desired SLA?

A. Set a timeout of 50 ms; this times out more invocations of that API but gives additional room for retries
B. Set a timeout of 100 ms; that leaves 400 ms for the other two downstream APIs to complete
C. No timeout is possible to meet the upstream API's desired SLA; a different SLA must be negotiated with the first downstream API or invoke an alternative API
D. Do not set a timeout; the Invocation of this API Is mandatory and so we must wait until it responds

Answer: B

Explanation:

Correct Answer
Set a timeout of 100ms; that leaves 400ms for other two downstream APIs to complete
********** Key details to take from the given scenario:
>> Upstream API's designed SLA is 500ms (median). Lets ignore maximum SLA response times.
>> This API calls 3 downstream APIs sequentially and all these are of similar complexity.
>> The first downstream API is offering median SLA of 100ms, 80th percentile: 500ms; 95th percentile: 1000ms.
Based on the above details:
>> We can rule out the option which is suggesting to set 50ms timeout. Because, if the median SLA itself being offered is 100ms then most of the calls are going to timeout and time gets wasted in retried them and eventually gets exhausted with all retries. Even if some retries gets successful, the remaining time wont leave enough room for 2nd and 3rd downstream APIs to respond within time.
>> The option suggesting to NOT set a timeout as the invocation of this API is mandatory and so we must wait until it responds is silly. As not setting time out would go against the good implementation pattern and moreover if the first API is not responding within its offered median SLA 100ms then most probably it would either respond in 500ms (80th percentile) or 1000ms (95th percentile). In BOTH cases, getting a successful response from 1st downstream API does NO GOOD because already by this time the Upstream API SLA of 500 ms is breached. There is no time left to call 2nd and 3rd downstream APIs.
>> It is NOT true that no timeout is possible to meet the upstream APIs desired SLA.
As 1st downstream API is offering its median SLA of 100ms, it means MOST of the time we would get the responses within that time. So, setting a timeout of 100ms would be ideal for MOST calls as it leaves enough room of 400ms for remaining 2 downstream API calls.

NEW QUESTION 28
What is typically NOT a function of the APIs created within the framework called API-led connectivity?

A. They provide an additional layer of resilience on top of the underlying backend system, thereby insulating clients from extended failure of these systems.
B. They allow for innovation at the user Interface level by consuming the underlying assets without being aware of how data Is being extracted from backend systems.
C. They reduce the dependency on the underlying backend systems by helping unlock data from backend systems In a reusable and consumable way.
D. They can compose data from various sources and combine them with orchestration logic to create higher level value.

Answer: A

Explanation:

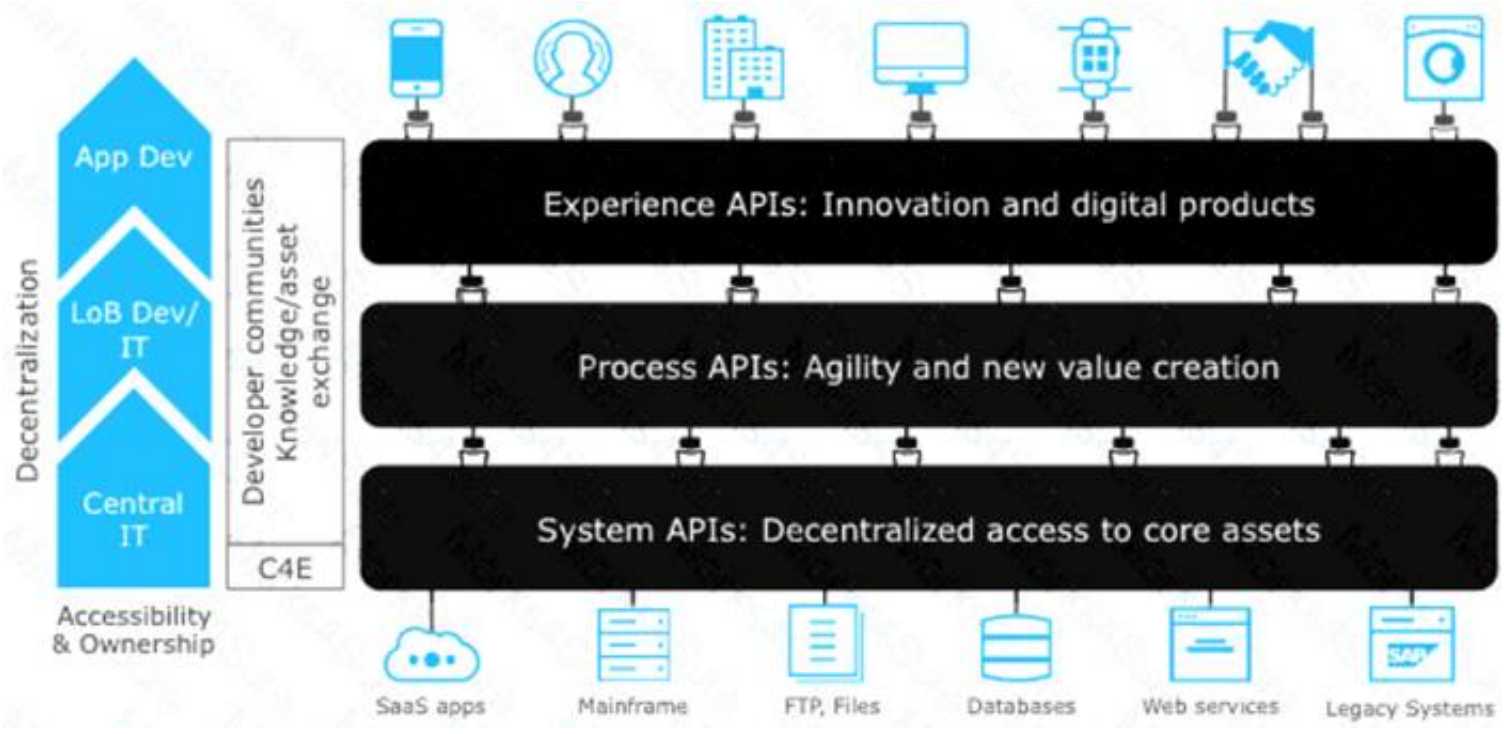
Correct Answer
They provide an additional layer of resilience on top of the underlying backend system, thereby insulating clients from extended failure of these systems.
********** In API-led connectivity,
>> Experience APIs - allow for innovation at the user interface level by consuming the underlying assets without being aware of how data is being extracted from backend systems.
>> Process APIs - compose data from various sources and combine them with orchestration logic to create higher level value
>> System APIs - reduce the dependency on the underlying backend systems by helping unlock data from backend systems in a reusable and consumable way.
However, they NEVER promise that they provide an additional layer of resilience on top of the underlying backend system, thereby insulating clients from extended failure of these systems.
https://dzone.com/articles/api-led-connectivity-with-mule

NEW QUESTION 32
Which layer in the API-led connectivity focuses on unlocking key systems, legacy systems, data sources etc and exposes the functionality?

A. Experience Layer
B. Process Layer
C. System Layer

Answer: C

Explanation:
Correct Answer
System Layer



The APIs used in an API-led approach to connectivity fall into three categories:
System APIs – these usually access the core systems of record and provide a means of insulating the user from the complexity or any changes to the underlying systems. Once built, many users, can access data without any need to learn the underlying systems and can reuse these APIs in multiple projects.
Process APIs – These APIs interact with and shape data within a single system or across systems (breaking down data silos) and are created here without a dependence on the source systems from which that data originates, as well as the target channels through which that data is delivered.
Experience APIs – Experience APIs are the means by which data can be reconfigured so that it is most easily consumed by its intended audience, all from a common data source, rather than setting up separate
point-to-point integrations for each channel. An Experience API is usually created with API-first design principles where the API is designed for the specific user experience in mind.

NEW QUESTION 34
A System API is designed to retrieve data from a backend system that has scalability challenges. What API policy can best safeguard the backend system?

A. IPwhitelist
B. SLA-based rate limiting
C. Auth 2 token enforcement
D. Client ID enforcement

Answer: B

Explanation:

Correct Answer
SLA-based rate limiting
****
>> Client Id enforement policy is a "Compliance" related NFR and does not help in maintaining the "Quality of Service (QoS)". It CANNOT and NOT meant for protecting the backend systems from scalability challenges.
>> IP Whitelisting and OAuth 2.0 token enforcement are "Security" related NFRs and again does not help in maintaining the "Quality of Service (QoS)". They CANNOT and are NOT meant for protecting the backend systems from scalability challenges.
Rate Limiting, Rate Limiting-SLA, Throttling, Spike Control are the policies that are "Quality of Service (QOS)" related NFRs and are meant to help in protecting the backend systems from getting overloaded.
https://dzone.com/articles/how-to-secure-apis

NEW QUESTION 39

An Anypoint Platform organization has been configured with an external identity provider (IdP) for identity management and client management. What credentials or token must be provided to Anypoint CLI to execute commands against the Anypoint Platform APIs?

A. The credentials provided by the IdP for identity management
B. The credentials provided by the IdP for client management
C. An OAuth 2.0 token generated using the credentials provided by the IdP for client management
D. An OAuth 2.0 token generated using the credentials provided by the IdP for identity management

Answer: A

Explanation:

Correct Answer
The credentials provided by the IdP for identity management
****

NEW QUESTION 41
A company has started to create an application network and is now planning to implement a Center for Enablement (C4E) organizational model. What key factor would lead the company to decide upon a federated rather than a centralized C4E?

A. When there are a large number of existing common assets shared by development teams
B. When various teams responsible for creating APIs are new to integration and hence need extensive training
C. When development is already organized into several independent initiatives or groups
D. When the majority of the applications in the application network are cloud based

Answer: C

Explanation:
Correct Answer
When development is already organized into several independent initiatives or groups
****
>> It would require lot of process effort in an organization to have a single C4E team coordinating with multiple already organized development teams which are into several independent initiatives. A single C4E works well with different teams having at least a common initiative. So, in this scenario, federated C4E works well instead of centralized C4E.

NEW QUESTION 46
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 APIs 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 requested to run the old version in parallel with the new one
B. The API producer should be contacted to understand the change to existing functionality
C. The API client code only needs to be changed if it needs to take advantage of the new features
D. The API clients need to update the code on their side and need to do full regression

Answer: C

NEW QUESTION 48
An organization is deploying their new implementation of the OrderStatus System API to multiple workers in CloudHub. This API fronts the organization's on-premises Order Management System, which is accessed by the API implementation over an IPsec tunnel.
What type of error typically does NOT result in a service outage of the OrderStatus System API?

A. A CloudHub worker fails with an out-of-memory exception
B. API Manager has an extended outage during the initial deployment of the API implementation
C. The AWS region goes offline with a major network failure to the relevant AWS data centers
D. The Order Management System is Inaccessible due to a network outage in the organization's on-premises data center

Answer: A

Explanation:

Correct Answer
A CloudHub worker fails with an out-of-memory exception.
****
>> An AWS Region itself going down will definitely result in an outage as it does not matter how many workers are assigned to the Mule App as all of those in that region will go down. This is a complete downtime and outage.
>> Extended outage of API manager during initial deployment of API implementation will of course cause issues in proper application startup itself as the API Autodiscovery might fail or API policy templates and polices may not be downloaded to embed at the time of applicaiton startup etc... there are many reasons that could cause issues.
>> A network outage onpremises would of course cause the Order Management System not accessible and it does not matter how many workers are assigned to the app they all will fail and cause outage for sure.
The only option that does NOT result in a service outage is if a cloudhub worker fails with an out-of-memory exception. Even if a worker fails and goes down, there are still other workers to handle the requests and keep the API UP and Running. So, this is the right answer.

NEW QUESTION 52
An organization makes a strategic decision to move towards an IT operating model that emphasizes consumption of reusable IT assets using modern APIs (as defined by MuleSoft).
What best describes each modern API in relation to this new IT operating model?

A. Each modern API has its own software development lifecycle, which reduces the need for documentation and automation
B. Each modem API must be treated like a product and designed for a particular target audience (for instance, mobile app developers)
C. Each modern API must be easy to consume, so should avoid complex authentication mechanisms such as SAML or JWT D
D. Each modern API must be REST and HTTP based

Answer: B

Explanation:

Correct Answers
* 1. Each modern API must be treated like a product and designed for a particular target audience (for instance mobile app developers)
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NEW QUESTION 56
The implementation of a Process API must change.
What is a valid approach that minimizes the impact of this change on API clients?

A. Update the RAML definition of the current Process API and notify API client developers by sending them links to the updated RAML definition
B. Postpone changes until API consumers acknowledge they are ready to migrate to a new Process API or API version
C. Implement required changes to the Process API implementation so that whenever possible, the Process API's RAML definition remains unchanged
D. Implement the Process API changes in a new API implementation, and have the old API implementation return an HTTP status code 301 - Moved Permanently to inform API clients they should be calling the new API implementation

Answer: C

Explanation:
Correct Answer
Implement required changes to the Process API implementation so that, whenever possible, the Process API's RAML definition remains unchanged.
********** Key requirement in the question is:
>> Approach that minimizes the impact of this change on API clients Based on above:
>> Updating the RAML definition would possibly impact the API clients if the changes require any thing mandatory from client side. So, one should try to avoid doing that until really necessary.
>> Implementing the changes as a completely different API and then redirectly the clients with 3xx status code is really upsetting design and heavily impacts the API clients.
>> Organisations and IT cannot simply postpone the changes required until all API consumers acknowledge they are ready to migrate to a new Process API or API version. This is unrealistic and not possible.
The best way to handle the changes always is to implement required changes to the API implementations so that, whenever possible, the API's RAML definition remains unchanged.

NEW QUESTION 61
A retail company with thousands of stores has an API to receive data about purchases and insert it into a single database. Each individual store sends a batch of purchase data to the API about every 30 minutes. The API implementation uses a database bulk insert command to submit all the purchase data to a database using a custom JDBC driver provided by a data analytics solution provider. The API implementation is deployed to a single CloudHub worker. The JDBC driver processes the data into a set of several temporary disk files on the CloudHub worker, and then the data is sent to an analytics engine using a proprietary protocol. This process usually takes less than a few minutes. Sometimes a request fails. In this case, the logs show a message from the JDBC driver indicating an out-of-file-space message. When the request is resubmitted, it is successful. What is the best way to try to resolve this throughput issue?

A. se a CloudHub autoscaling policy to add CloudHub workers
B. Use a CloudHub autoscaling policy to increase the size of the CloudHub worker
C. Increase the size of the CloudHub worker(s)
D. Increase the number of CloudHub workers

Answer: D

Explanation:
Correct Answer
Increase the size of the CloudHub worker(s)
****
The key details that we can take out from the given scenario are:
>> API implementation uses a database bulk insert command to submit all the purchase data to a database
>> JDBC driver processes the data into a set of several temporary disk files on the CloudHub worker
>> Sometimes a request fails and the logs show a message indicating an out-of-file-space message Based on above details:
>> Both auto-scaling options does NOT help because we cannot set auto-scaling rules based on error messages. Auto-scaling rules are kicked-off based on CPU/Memory usages and not due to some given error or disk space issues.
>> Increasing the number of CloudHub workers also does NOT help here because the reason for the failure is not due to performance aspects w.r.t CPU or Memory. It is due to disk-space.
>> Moreover, the API is doing bulk insert to submit the received batch data. Which means, all data is handled by ONE worker only at a time. So, the disk space issue should be tackled on "per worker" basis. Having multiple workers does not help as the batch may still fail on any worker when disk is out of space on that particular worker.
Therefore, the right way to deal this issue and resolve this is to increase the vCore size of the worker so that a new worker with more disk space will be provisioned.

NEW QUESTION 63
What is a typical result of using a fine-grained rather than a coarse-grained API deployment model to implement a given business process?

A. A decrease in the number of connections within the application network supporting the business process
B. A higher number of discoverable API-related assets in the application network
C. A better response time for the end user as a result of the APIs being smaller in scope and complexity
D. An overall tower usage of resources because each fine-grained API consumes less resources

Answer: B

Explanation:

Correct Answer
A higher number of discoverable API-related assets in the application network.
****
>> We do NOT get faster response times in fine-grained approach when compared to coarse-grained approach.
>> In fact, we get faster response times from a network having coarse-grained APIs compared to a network having fine-grained APIs model. The reasons are below.
Fine-grained approach:
* 1. will have more APIs compared to coarse-grained
* 2. So, more orchestration needs to be done to achieve a functionality in business process.
* 3. Which means, lots of API calls to be made. So, more connections will needs to be established. So, obviously more hops, more network i/o, more number of integration points compared to coarse-grained approach where fewer APIs with bulk functionality embedded in them.
* 4. That is why, because of all these extra hops and added latencies, fine-grained approach will have bit more response times compared to coarse-grained.
* 5. Not only added latencies and connections, there will be more resources used up in fine-grained approach due to more number of APIs.
That's why, fine-grained APIs are good in a way to expose more number of resuable assets in your network and make them discoverable. However, needs more maintenance, taking care of integration points, connections, resources with a little compromise w.r.t network hops and response times.

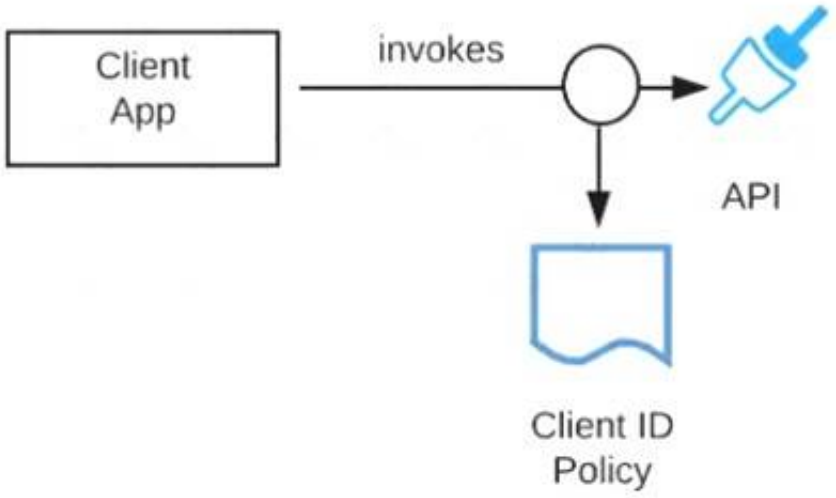
NEW QUESTION 67
A system API has a guaranteed SLA of 100 ms per request. The system API is deployed to a primary environment as well as to a disaster recovery (DR) environment, with different DNS names in each environment. An upstream process API invokes the system API and the main goal of this process API is to respond to client requests in the least possible time. In what order should the system APIs be invoked, and what changes should be made in order to speed up the response time for requests from the process API?

A. In parallel, invoke the system API deployed to the primary environment and the system API deployed to the DR environment, and ONLY use the first response
B. In parallel, invoke the system API deployed to the primary environment and the system API deployed to the DR environment using a scatter-gather configured with a timeout, and then merge the responses
C. Invoke the system API deployed to the primary environment, and if it fails, invoke the system API deployed to the DR environment
D. Invoke ONLY the system API deployed to the primary environment, and add timeout and retry logic to avoid intermittent failures

Answer: A

Explanation:
Correct Answer
In parallel, invoke the system API deployed to the primary environment and the system API deployed to the DR environment, and ONLY use the first response.
****
>> The API requirement in the given scenario is to respond in least possible time.
>> The option that is suggesting to first try the API in primary environment and then fallback to API in DR environment would result in successful response but NOT in least possible time. So, this is NOT a right choice of implementation for given requirement.
>> Another option that is suggesting to ONLY invoke API in primary environment and to add timeout and retries may also result in successful response upon retries but NOT in least possible time. So, this is also NOT a right choice of implementation for given requirement.
>> One more option that is suggesting to invoke API in primary environment and API in DR environment in parallel using Scatter-Gather would result in wrong API response as it would return merged results and moreover, Scatter-Gather does things in parallel which is true but still completes its scope only on finishing all routes inside it. So again, NOT a right choice of implementation for given requirement
The Correct choice is to invoke the API in primary environment and the API in DR environment parallelly, and using ONLY the first response received from one of them.

NEW QUESTION 71
Refer to the exhibit.



A developer is building a client application to invoke an API deployed to the STAGING environment that is governed by a client ID enforcement policy.
What is required to successfully invoke the API?

A. The client ID and secret for the Anypoint Platform account owning the API in the STAGING environment
B. The client ID and secret for the Anypoint Platform account's STAGING environment
C. The client ID and secret obtained from Anypoint Exchange for the API instance in the STAGING environment
D. A valid OAuth token obtained from Anypoint Platform and its associated client ID and secret

Answer: C

Explanation:
Correct Answer
The client ID and secret obtained from Anypoint Exchange for the API instance in the STAGING environment
****

>> We CANNOT use the client ID and secret of Anypoint Platform account or any individual environments for accessing the APIs
>> As the type of policy that is enforced on the API in question is "Client ID Enforcment Policy", OAuth token based access won't work.
Right way to access the API is to use the client ID and secret obtained from Anypoint Exchange for the API instance in a particular environment we want to work on.
References:
Managing API instance Contracts on API Manager https://docs.mulesoft.com/api-manager/1.x/request-access-to-api-task https://docs.mulesoft.com/exchange/to-request-access https://docs.mulesoft.com/api-manager/2.x/policy-mule3-client-id-based-policies

NEW QUESTION 72
Which of the following sequence is correct?

A. API Client implementes logic to call an API >> API Consumer requests access to API >> API Implementation routes the request to >> API
B. API Consumer requests access to API >> API Client implementes logic to call an API >> API routes the request to >> API Implementation
C. API Consumer implementes logic to call an API >> API Client requests access to API >> API Implementation routes the request to >> API
D. API Client implementes logic to call an API >> API Consumer requests access to API >> API routes the request to >> API Implementation

Answer: B

Explanation:
Correct Answer
API Consumer requests access to API >> API Client implementes logic to call an API >> API routes the request to >> API Implementation
****
>> API consumer does not implement any logic to invoke APIs. It is just a role. So, the option stating "API Consumer implementes logic to call an API" is INVALID.
>> API Implementation does not route any requests. It is a final piece of logic where functionality of target systems is exposed. So, the requests should be routed to the API implementation by some other entity. So, the options stating "API Implementation routes the request to >> API" is INVALID
>> The statements in one of the options are correct but sequence is wrong. The sequence is given as "API Client implementes logic to call an API >> API Consumer requests access to API >> API routes the request to
>> API Implementation". Here, the statements in the options are VALID but sequence is WRONG.
>> Right option and sequence is the one where API consumer first requests access to API on Anypoint Exchange and obtains client credentials. API client then writes logic to call an API by using the access client credentials requested by API consumer and the requests will be routed to API implementation via the API which is managed by API Manager.

NEW QUESTION 74
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