

Introduction to Mule Fundamentals (MF-2.x)

Course Summary

This short course delivers a hands-on introduction to Mule 2. It provides the foundation for the official Mule curriculum including the courses “Architecting Enterprise Applications Using Mule”, “Developing Enterprise Applications Using Mule” and “Administrating Mule Enterprise Applications”.

The aim is to provide enterprise architects, developers and administrators with a consistent introduction to Mule. It covers fundamental concepts, Mule architecture, core components and configuration, together with a high-level appreciation of Mule capabilities as a prelude to developing a proof of concept.

Course Objectives

By attending this course, you will learn:

- about ESBs, messaging middleware and why Mule is more than simply an ESB and what distinguishes Mule CE from Mule EE;
- what a design-time container, connector, service component, endpoint, router and transformer is;
- how to use & configure XML namespaces, connectors, service components, endpoints, routers and transformers;
- to create a simple Mule configuration file and Mule instance;
- how to build a Mule 2 instance; host a Java class inside this Mule instance;
- to configure a service using endpoints and a transformer; using global endpoints in the configuration;
- how to configure Mule to accept text from the console and pass it through the components.

There will be a follow up question and answer session at the end of the session where delegates will have the opportunity to discuss questions and issues relevant to their own planned use of Mule 2.

Contact us!

For further information or to register for a course contact us:

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Duration

Approximately three hours.

Lab Ratio

40% of the course is spent acquiring invaluable practical experience during hands-on configuring and implementing a simple Mule 2 application.

Audience

Application developers, architects, administrators and team leaders who need to learn how to build applications and networks with Mule 2.x.

Prerequisites

Delegates must have basic Java and XML skills plus an understanding of Java technologies; including J2EE and JMS.

Programme

- Introduction
- Anatomy of a Mule
- Mule 2 Configuration
- Lab: Configuring a Mule Application