

## Why *MuleSoft* Developer Certification Matters

Taking the **MuleSoft Developer Certification** can significantly boost your career. It validates your skills in *Salesforce MuleSoft Integration*, opening up many opportunities in the IT world.

## Understanding the *MuleSoft Anypoint Platform*

The **MuleSoft Anypoint Platform** is the core tool you'll work with. Familiarizing yourself with its features is essential, as it allows seamless integration between various applications.

## Getting Started with *MuleSoft Training Courses*

Before diving into the exam, consider enrolling in a **MuleSoft training course**. These courses provide structured learning paths covering important topics, ensuring you understand all necessary concepts.

## Your Step-by-Step *MuleSoft Developer Exam* Guide

Here's a simple guide to help you prepare for the exam:

**Study the Exam Structure:** Know how many questions and the time allowed.

**Focus on Key Concepts:** Study *Salesforce Integration Patterns* thoroughly.

**Practice with Sample Questions:** Find sample questions that reflect the exam format.

## Tips for Understanding *Salesforce Integration Patterns*

Understanding **Salesforce Integration Patterns** is crucial. These patterns provide best

practices for integrating different services. Familiarize yourself with the common patterns and apply them in practical scenarios.

## Explore Community Resources

The **MuleSoft community** is an excellent resource. You can join forums and groups as sharing experiences with others can provide insights that textbooks won't offer. Consider looking into the [MuleSoft Developer Certification](#) for structured guidance.

## Practice Makes Perfect

**Hands-on experience** is invaluable. Work on projects using the *MuleSoft Anypoint Platform*. This practical exposure will reinforce your learning and prepare you for real-world challenges.

## Mock Exams: Gauge Your Readiness

Taking **mock exams** is a great way to assess your knowledge. They help you familiarize yourself with the exam pressure. Find reputable resources that offer mock exams tailored for the *MuleSoft Developer Certification*, including [certification preparation materials](#).

## Stay Updated with the Latest Trends

The tech world is always changing. Keeping up with the latest news in *MuleSoft* can give you an edge. Follow blogs and join webinars to stay informed.

## Final Thoughts

Becoming a certified **MuleSoft Developer** is a rewarding journey. With dedication and the right resources, you can achieve your certification and advance your career. Remember, every step you take brings you closer to your goal. Good luck!

# Real Exam Questions 2025

Below given questions are for demo purposes only. **The full version** is up-to-date and contains actual questions and answers.

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# Salesforce

## SALESFORCE-MULESOFT-DEVELOPER-I Exam

### Salesforce Certified MuleSoft Developer I

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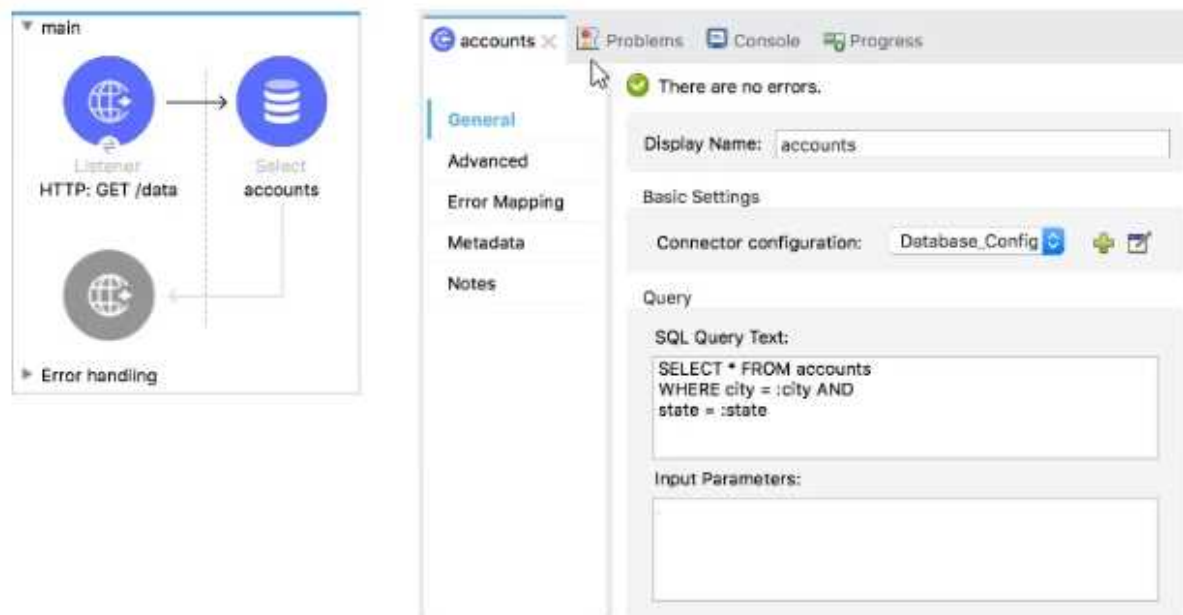
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# Version: 14.0

## Question: 1

Refer to the exhibit.



What expression correctly specifies input parameters to pass the city and state values to the SQL query?

A)

```
#[
  {
    city: "San Francisco",
    state: "CA"
  }
]
```

B)

```
#[
  {
    "San Francisco",
    "CA"
  }
]
```

C)

```
#[
  inputParams: {
    city: "San Francisco",
    state: "CA"
  }
]
D)
#[
  inputParams: [
    "San Francisco",
    "CA"
  ]
]
```

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

---

**Answer: A**

---

Explanation:

MuleSoft Documentation Reference : <https://docs.mulesoft.com/db-connector/1.9/database-connector-select>

---

**Question: 2**

---

A Mule flow has three Set Variable transformers. What global data structure can be used to access the variables?

- A. Mule event attributes
- B. Mule event message
- C. Mule application properties
- D. Mule event

---

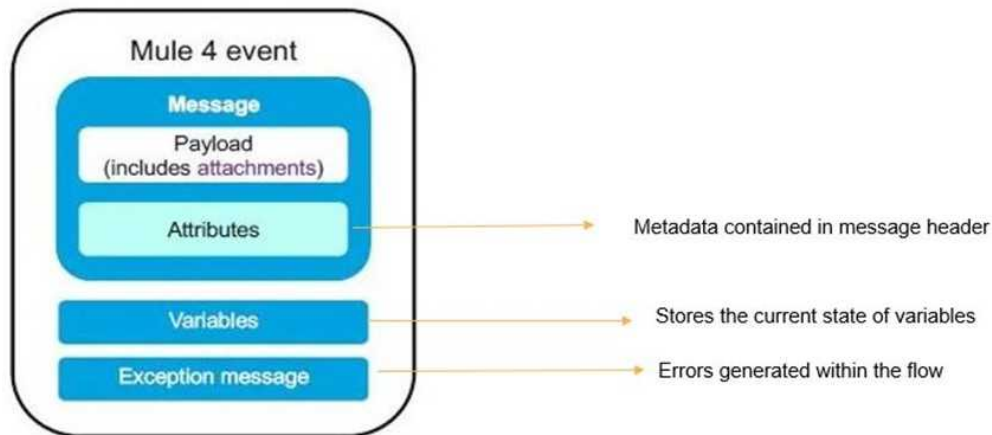
**Answer: D**

---

Explanation:

Mule event is correct answer. Mule event has two parts which are as follows

- 1) Message (which contains payload and attributes like headers and query/uri parameters)
- 2) Variables



---

**Question: 3**

---

In an application network. If the implementation but not the interface of a product API changes, what needs to be done to the other APIs that consume the product API?

- A. The applications associated with the other APIs must be restarted
- B. The applications associated with the other APIs must be recoded
- C. The other APIs must be updated to consume the updated product API
- D. Nothing needs to be changed in the other APIs or their associated applications

---

**Answer: D**

---

Explanation:

Correct answer is Nothing needs to be changed in the other APIs or their associated applications  
This is the benefit of having separate interface layer. As there are no changes to interface , no changes are required on the API's which consumes this API in context

---

**Question: 4**

---

Refer to the exhibit.



```
<flow name="validatePayload">
  <http:listener doc:name="HTTP: GET /" config-ref="HTTP_Listener_config" path="/" />
  <set-payload value="Before" doc:name="Before" />
  <validation:is-null doc:name="payload" value="#[payload]" message="Validation Error"/>
  <set-payload value="After" doc:name="After" />
</flow>
```

What is the response to a web client request to <http://localhost:8081>?

- A. After
- B. before
- C. Validation Error
- D. null

**Answer: C**

Explanation:

The screenshot shows the Mule IDE interface with a flow named 'question12Flow' and an 'Advanced REST client' window. The flow diagram includes a 'Listener' (HTTP: GET), 'Set Payload' (Before), 'Is null payload', 'Set Payload' (After), and a 'Logger'. The 'Advanced REST client' window shows a GET request to 'http://localhost:8086/q12' resulting in a '500 Server Error' (3941.33 ms). The error message is 'Validation Error', which is circled in blue. The console output shows the following log entries:

```
INFO 2020-02-06 21:20:20,499 [[MuleRuntime].cpuLight.10: [question12]
INFO 2020-02-06 21:20:20,512 [[MuleRuntime].cpuLight.18: [question12]
ERROR 2020-02-06 21:20:20,809 [[MuleRuntime].cpuLight.18: [question12]
Message : Validation Error.
Error type : VALIDATION:NOT_NULL
Element : <validation:is-null doc:name="payload" value="#[payload]" message="Validation Error"/>
Element XML : <validation:is-null doc:name="payload" doc:id="3d0272d6-ba27-46ea-bf46-bcc26b1e660b" value="#[payload]" message="Validation Error"/></validation:is-null>
(set debug level logging or '-Dmule.verbose.exceptions=true' for everything)
```

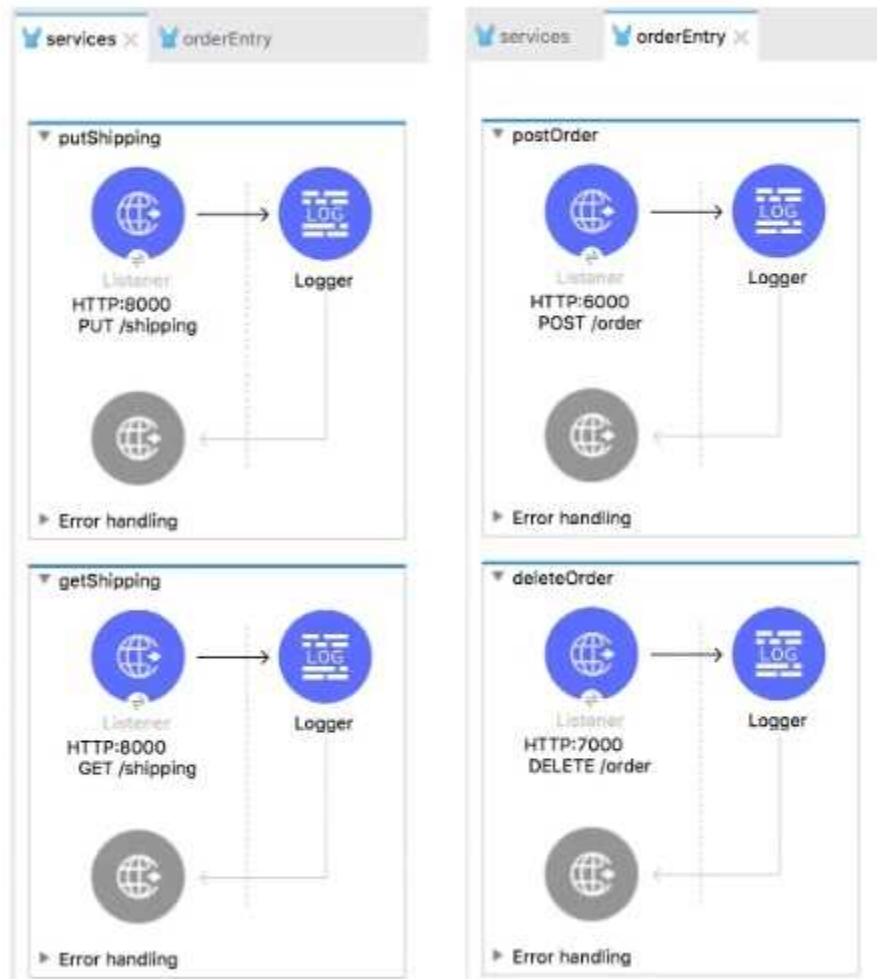


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**Question: 5**

---

Refer to the exhibits.



The two Mule configuration files belong to the same Mule project. Each HTTP Listener is configured with the same host string and the port number, path, and operation values are shown in the display names.

What is the minimum number of global elements that must be defined to support all these HTTP Listeners?

- A. 1
- B. 2
- C. 3
- D. 4

---

**Answer: C**

---

Explanation:

In this case three configurations will be required each for port 8000, 6000 and 7000. There would be three global elements defined for HTTP connections.

Each HTTP connection will have host and port. One example shown below with host as localhost and port 6000

The screenshot shows the 'Global Element Properties' dialog box for an 'HTTP Listener config'. The dialog has a title bar with a close button. Below the title bar, the text 'Configuration element for a HttpListener.' is displayed. The 'General' tab is selected, showing the 'Name' field with the value 'HTTP\_Listener\_config'. Below this, the 'Connection' section is expanded, showing a sub-dialog with 'General', 'TLS', and 'Advanced' tabs. The 'General' sub-tab is selected, showing the 'Protocol' set to 'HTTP (Default)', the 'Host' set to 'All Interfaces [0.0.0.0] (default)', and the 'Port' set to '6000'. At the bottom of the main dialog are buttons for '?', 'Test Connection...', 'OK', and 'Cancel'.

To use an HTTP listener, you need to declare a configuration with a corresponding connection. This declaration establishes the HTTP server that will listen to requests.

Additionally, you can configure a base path that applies to all listeners using the configuration.

```
<http:listener-config name="HTTP_Listener_config" basePath="api/v1">
```

```
  <http:listener-connection host="0.0.0.0" port="8081" />
```

```
</http:listener-config>
```

<https://docs.mulesoft.com/http-connector/1.6/http-listener-ref#http-listener-configuration>

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