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QUESTION 1

Which command is used to convert a JKS keystore to PKCS12?

A. Keytool-importkeystore "srckeystore keystore p12-srcstoretype PKCS12 "destkeystore keystore.jks "deststoretype JKS

B. Keytool-importkeystore "srckeystore keystore p12-srcstoretype JKS "destkeystore keystore.p12 " deststoretype PKCS12

C. Keytool-importkeystore "srckeystore keystore jks-srcstoretype JKS "destkeystore keystore.p13 " deststoretype PKCS12

D. Keytool-importkeystore "srckeystore keystore jks-srcstoretype PKCS12 "destkeystore keystore.p12 "deststoretype JKS

Correct Answer: B

To convert a JKS keystore to PKCS12, the developer needs to use the keytool-importkeystore command with the following options: -srckeystore keystore.jks -srcstoretype JKS -destkeystore keystore.p12 -deststoretype PKCS12. This

command imports all entries from a source JKS keystore (keystore.jks) into a destination PKCS12 keystore (keystore.p12).

Reference:

https://docs.oracle.com/en/java/javase/tools/keytool.html#GUID-5990A2E4-78E3-47B7-AE75-6D1826259549

QUESTION 2

Which pattern can a web API use to notify its client of state changes as soon as they occur?

A. HTTP Webhock

B. Shared database trigger

C. Schedule Event Publisher

D. ETL data load

Correct Answer: A

A web API can use HTTP Webhook to notify its client of state changes as soon as they occur. A webhook is an HTTP callback that allows an API to send real-time notifications to another system or application when an event happens. The client registers a URL with the API where it wants to receive notifications, and then the API sends an HTTP request to that URL with information about the event. https://docs.mulesoft.com/connectors/webhook/webhook-connector

QUESTION 3

A scatter-gather router is configured with four routes:Route A, B, C and D. Route C false.

A. Error,errorMesage.payload.results ["2\\']

B. Payload failures["2\\']

C. Error,errorMessage,payload.failures["2\\']

D. Payload ["2\\']

Correct Answer: A

The result of accessing route C failure is Error,errorMessage,payload.failures["2\\']. This is because a scatter- gather router returns an aggregated message that contains an array of results from each route and an array of failures from each

route. The failures array contains error objects with information about each failed route execution. To access route C failure, which is the third route (index 2), the developer needs to use Error.errorMessage.payload.failures["2\\'] expression.

Reference:

https://docs.mulesoft.com/mule-runtime.3/scatter-gather-reference#scatter-gather-output

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QUESTION 4

A new Mule project has been created in Anypoint Studio with the default settings. Which file inside the Mule project must be modified before using Maven to successfully deploy the application?

A. Settings.xml

B. Config.yaml

C. Pom.xml

D. Mule.artificact.json

Correct Answer: C

To use Maven to successfully deploy the application, the developer needs to modify the pom.xml file inside the Mule project. The pom.xml file contains the configuration and dependencies of the Mule application, as well as the deployment information such as the CloudHub region, environment, and worker size. The developer needs to specify these properties in the pom.xml file before using Maven to deploy the application. https:// docs.mulesoft.com/mule-runtime.3/mmpconcept# application-deployment-descriptor

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QUESTION 5

A Mule application deployed to multiple Cloudhub 2.0 replicas needs to temporarily persist large files over 10MB between flow executions, and routinely needs to query whether the file data exists on separate executions. How can this be achieved?

A. Store the contents of the file on separate storage, and store the key and location of the file Object using Object Store v2

B. Use an in-memory Object Store

C. Store the key and full contents of the file in an Object Store D. Store the key and full contents of the file, caching the filename and location between requests

Correct Answer: A

To temporarily persist large files over 10MB between flow executions, and routinely query whether the file data exists on separate executions, the developer should store the contents of the file on separate storage, and store the key and location of the file object using Object Store v2. This way, the developer can avoid storing large files in memory or exceeding the size limit of Object Store v2 (10MB per object). The developer can also use Object Store v2 operations to query, retrieve, or delete the file object by its key. https://docs.mulesoft.com/ object-store/osv2-faq#can-istore-files-in-object-store-v2