

Question: 1

A Mule event consists of:

- A. Only the payload
- B. Payload, attributes, and variables
- C. Headers only
- D. Payload and headers only

Answer: B

Explanation:

A Mule 4 event contains three parts: payload, attributes, and variables. These elements travel together through the flow. They represent the complete message context.

Question: 2

Anypoint Studio is primarily used to:

- A. Host Mule applications
- B. Design, develop, and debug Mule apps
- C. Monitor production logs
- D. Manage user accounts

Answer: B

Explanation:

Anypoint Studio is the IDE for building Mule applications. It supports flow design, testing, and debugging. It integrates with the Mule runtime.

Question: 3

Which language is used for data transformation in Mule 4?

- A. XPath
- B. Groovy
- C. DataWeave 2.0
- D. JavaScript

Answer: C

Explanation:

DataWeave 2.0 is MuleSoft's transformation language. It maps, filters, and transforms data between formats like JSON and XML.

Question: 4

What does an HTTP Listener do?

- A. Sends HTTP requests
- B. Listens for inbound HTTP requests

- C. Transforms HTTP headers
- D. Logs HTTP traffic

Answer: B

Explanation:

The HTTP Listener acts as an inbound endpoint. It receives HTTP requests and triggers Mule flows.

Question: 5

Which scope allows conditional routing of messages?

- A. Try
- B. Choice
- C. Scatter-Gather
- D. Until Successful

Answer: B

Explanation:

The Choice router evaluates conditions and routes messages accordingly. It supports multiple when branches and an otherwise path.

