

Message queue server

- Introduction to **Message queue servers**

Also known as:

- Messaging server
- JMS server (Java messaging service)
- Message broker

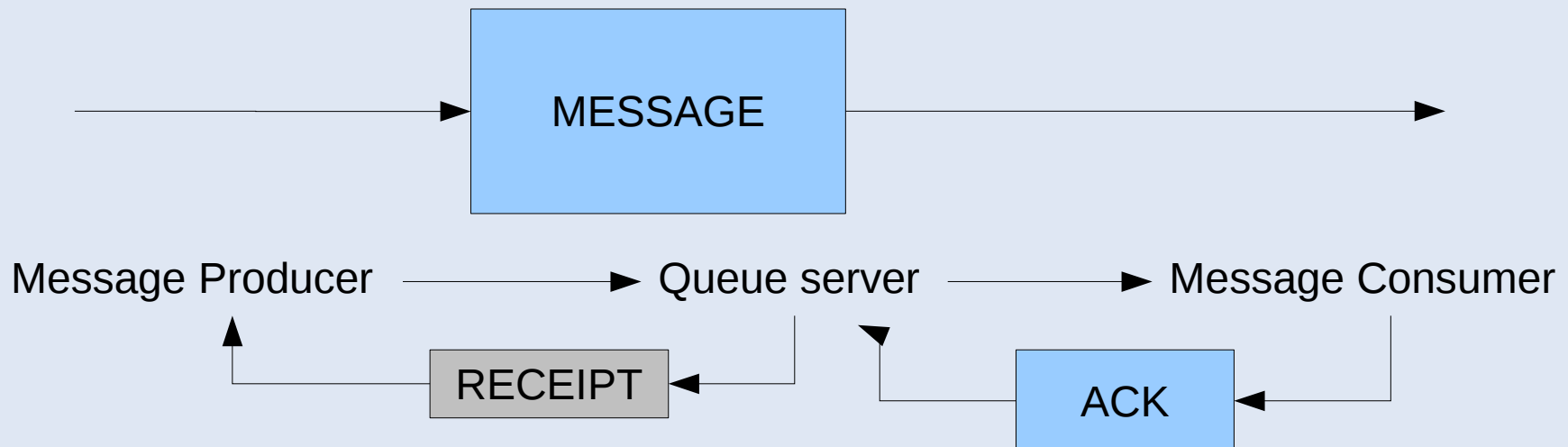
Messaging

”Infrastructure focused on sending and receiving messages that increases the interoperability and portability of an application by allowing the application to be distributed over heterogeneous platforms. It insulates the application developer from the details of the various operating system and network interfaces” (wikipedia)

- Inter-process inter-server communication
- Asynchronous

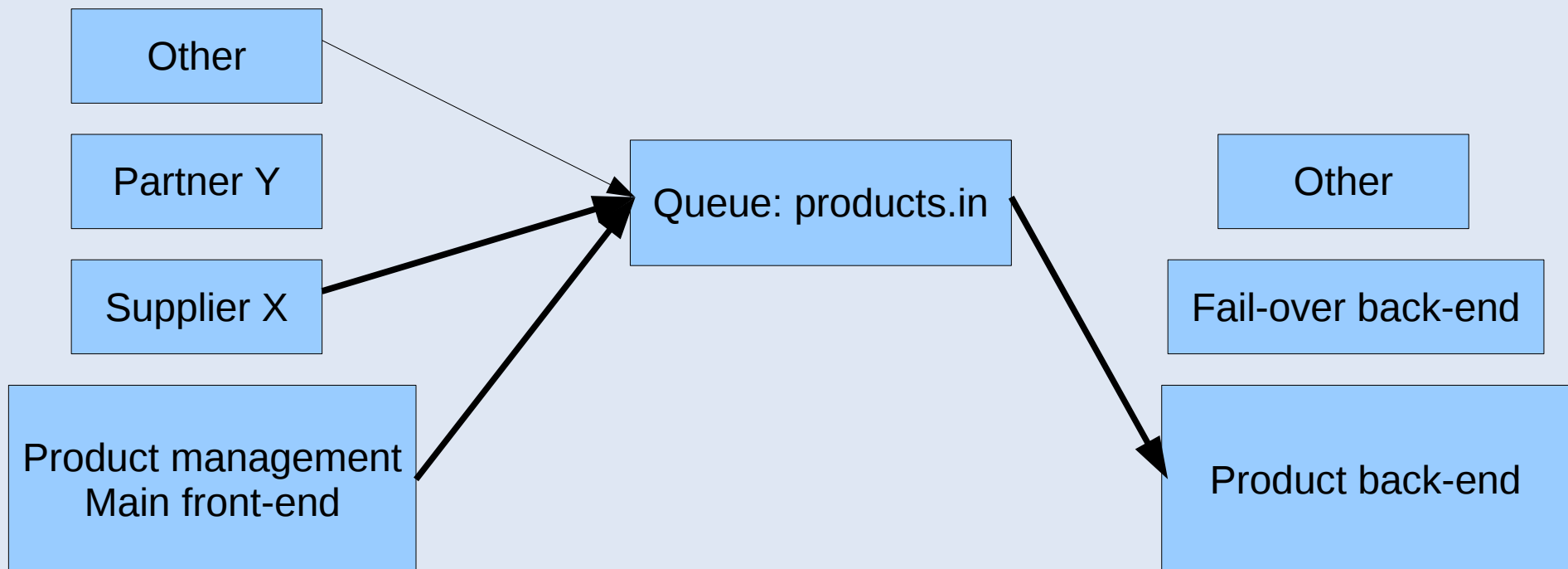
Message

- Fundamental part of the system
- Can be persistent or not persistent
- Message acknowledgement
- Allows loosely-coupling of components



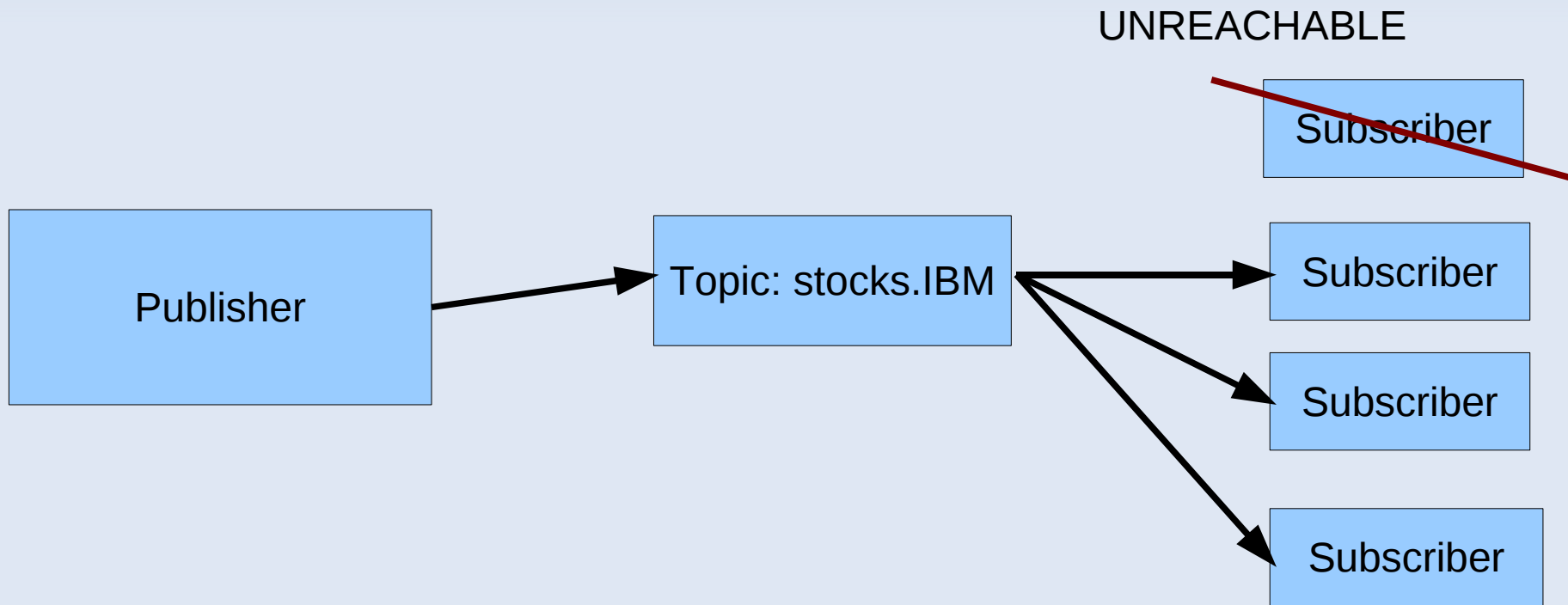
Destinations: Queue

- Delivery guaranteed, in order.
- **1:1**/1:N/N:1/N:N producers-consumers
- Competing consumers



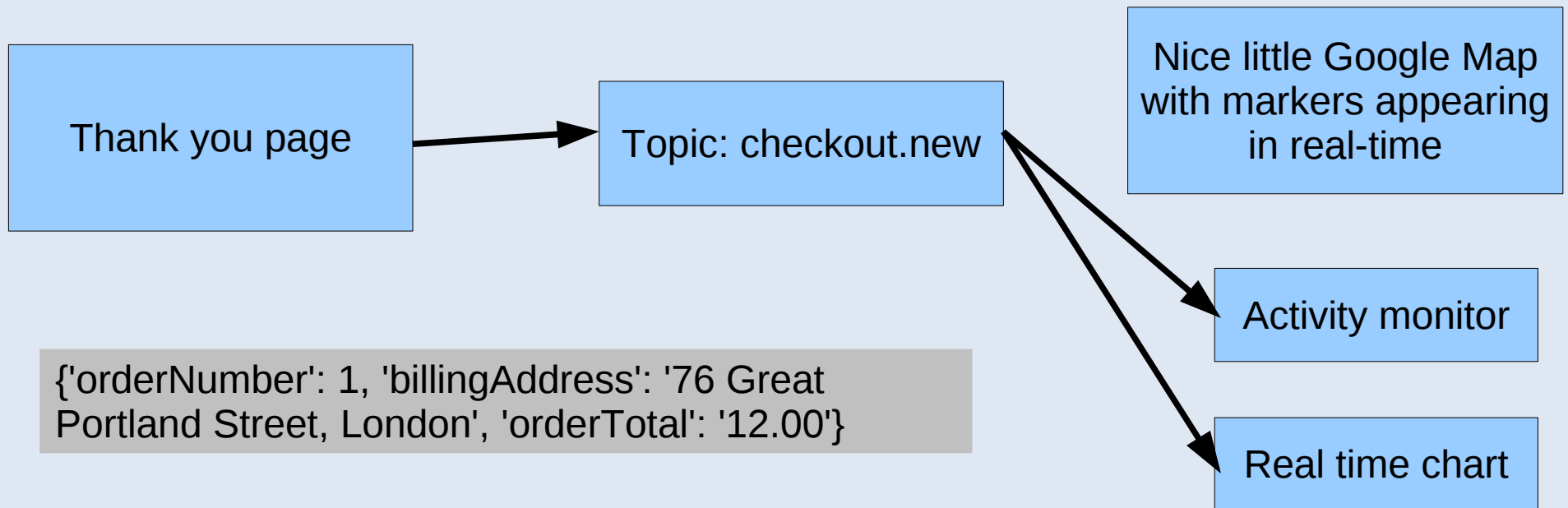
Destinations: Topic

- Delivery NOT guaranteed
- 1:1/**1:N**/N:1/N:N publishers-subscribers



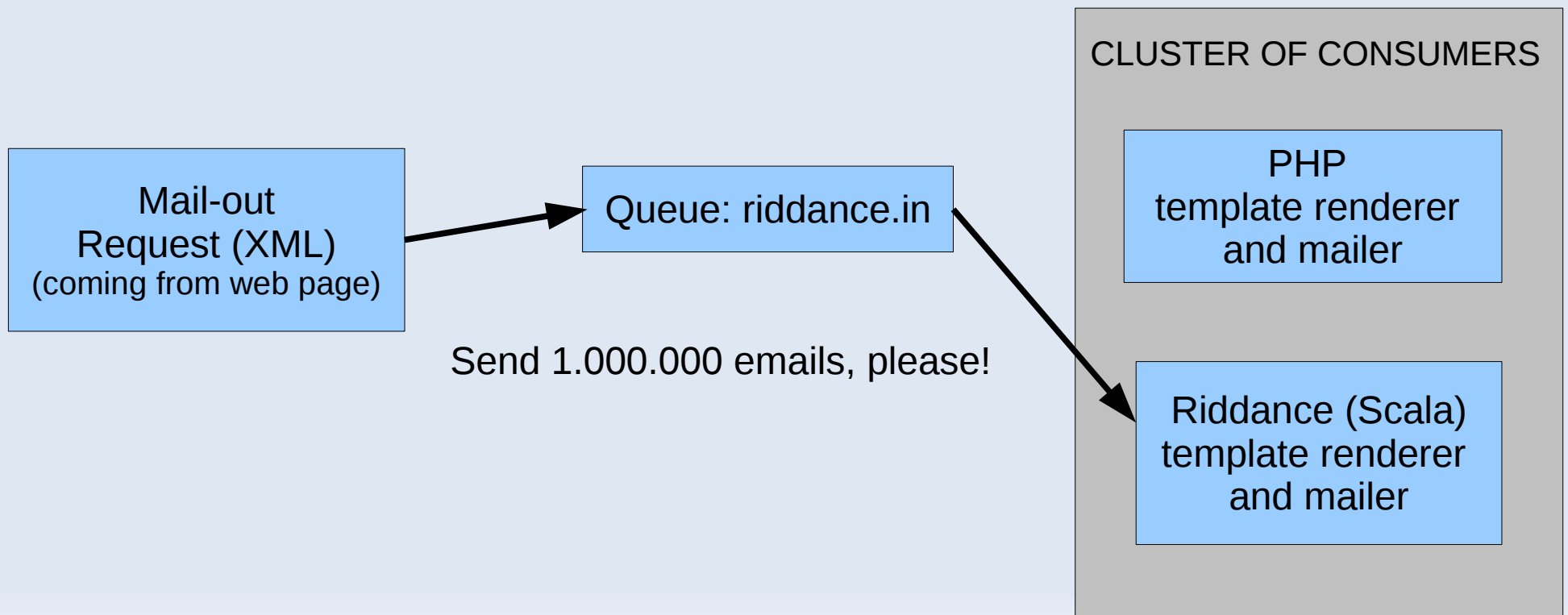
USE CASE 1: Taoshop checkout

- Notification of new order
- Best effort to notify all subscribers (topic)



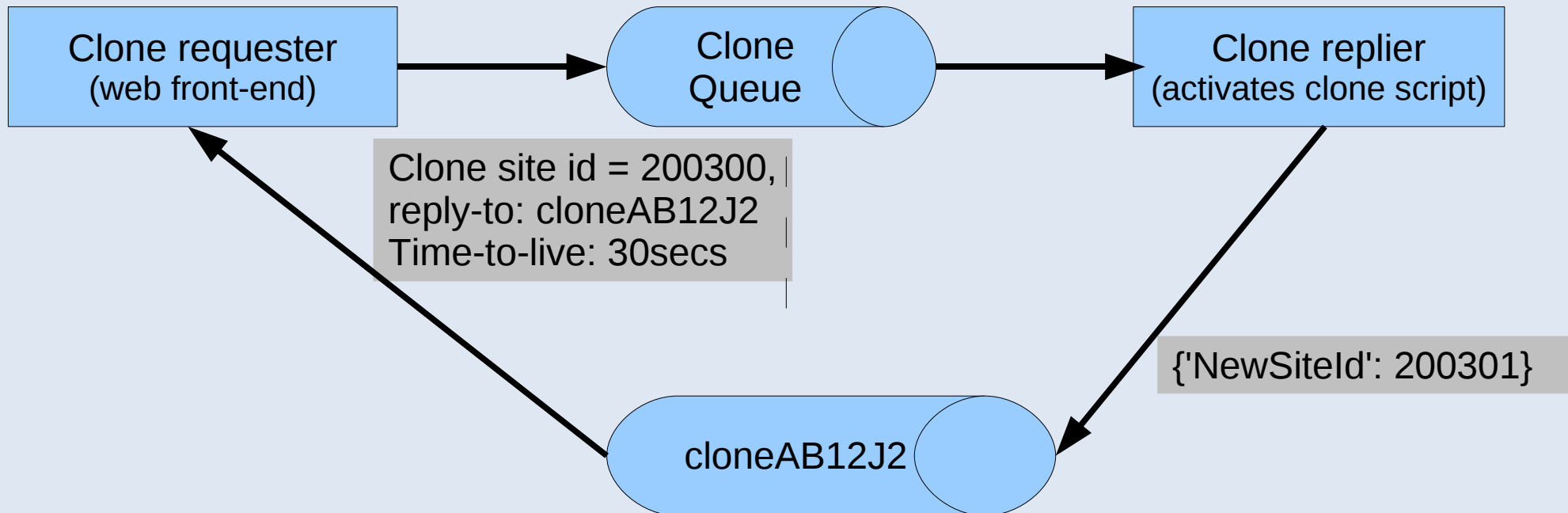
USE CASE 2: Long-running tasks

- Apache/PHP can terminate scripts anytime!
- Also activate them anytime..
- Needs a queue and process separation



USE CASE 3: Firebrand cloning

- REQUEST-REPLY pattern
- Long-running task, cannot be interrupted.
- Output need to be returned to web interface



Taobase Messaging API

- Encapsulates PHP Stomp client
- Implements content-type recognition
- Abstracts from Stomp specific settings
- Namespace per project/environment
- Two EIP integration patterns: FireAndForget and Request-Reply
- Uses by default:
messaging.tangentlabs.co.uk