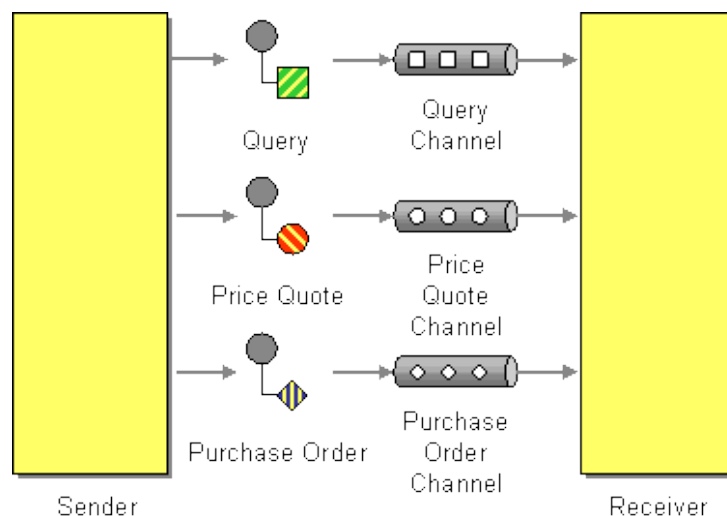


DATATYPE CHANNEL AND INVALID MESSAGE CHANNELS

Datatype Channel

An application is using *Messaging* to transfer different types of data, such as different types of documents.

How can the application send a data item such that the receiver will know how to process it?



Use a separate *Datatype Channel* for each data type, so that all data on a particular channel is of the same type.

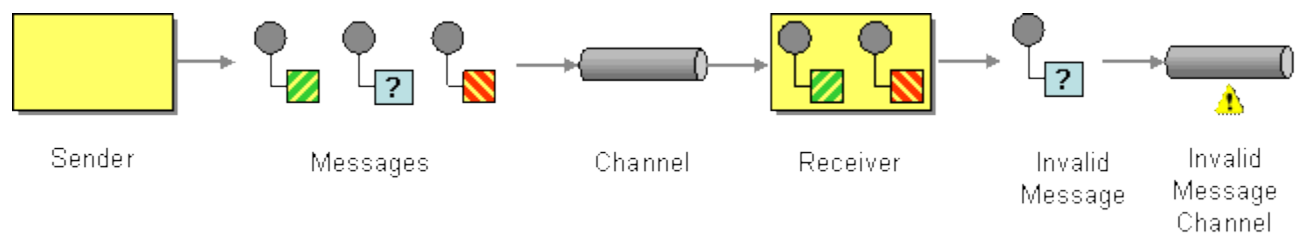
By using a separate *Datatype Channel* for each type of data, all of the messages on a given channel will contain the same type of data.

The sender, knowing what type the data is, will need to select the appropriate channel to send it on. The receiver, knowing what channel the data was received on, will know what its type is.

Invalid Message Channels

An application is using *Messaging* to receive *Messages*.

How can a messaging receiver gracefully handle receiving a message that makes no sense?



The receiver should move the improper message to an *Invalid Message Channel*, a special channel for messages that could not be processed by their receivers.

When designing a messaging system for applications to use, the administrator will need to define one or more *Invalid Message Channels* for the applications to use.

Source:

<http://www.enterpriseintegrationpatterns.com/patterns/messaging/InvalidMessageChannel.html>