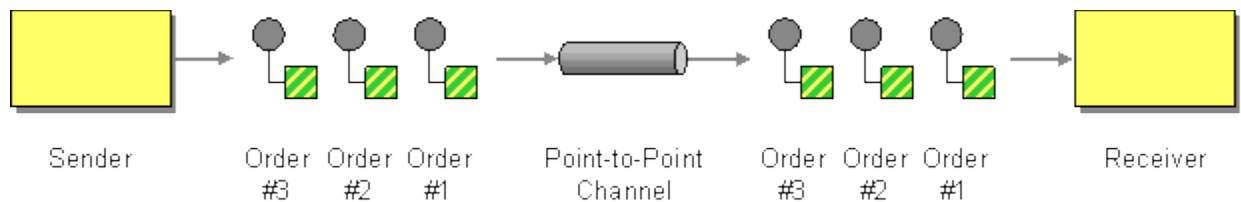


POINT-TO-POINT CHANNEL AND PUBLISH-SUBSCRIBE CHANNEL

Point-to-Point Channel

An application is using *Messaging* to make remote procedure calls (RPC's) or transfer documents.

How can the caller be sure that exactly one receiver will receive the document or perform the call?



Send the message on a *Point-to-Point Channel*, which ensures that only one receiver will receive a particular message.

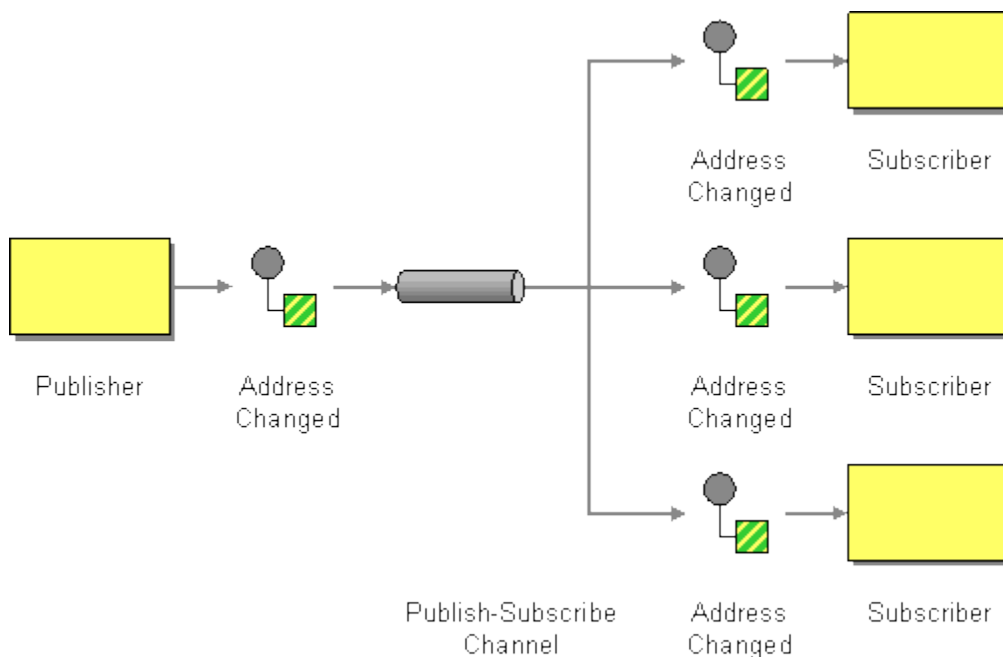
A *Point-to-Point Channel* ensures that only one receiver consumes any given message. If the channel has multiple receivers, only one of them can successfully consume a particular message. If multiple receivers try to consume a single message, the channel ensures that only one of them succeeds, so the receivers do

not have to coordinate with each other. The channel can still have multiple receivers to consume multiple messages concurrently, but only a single receiver consumes any one message.

Publish-Subscribe Channel

An application is using *Messaging* to announce events.

How can the sender broadcast an event to all interested receivers?



Send the event on a *Publish-Subscribe Channel*, which delivers a copy of a particular event to each receiver.

A *Publish-Subscribe Channel* works like this: It has one input channel that splits into multiple output channels, one for each subscriber. When an event is published into the channel, the *Publish-Subscribe Channel* delivers a copy of the message to each of the output channels. Each output channel has only one subscriber, which is only allowed to consume a message once. In this way, each subscriber only gets the message once and consumed copies disappear from their channels.

Source:

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