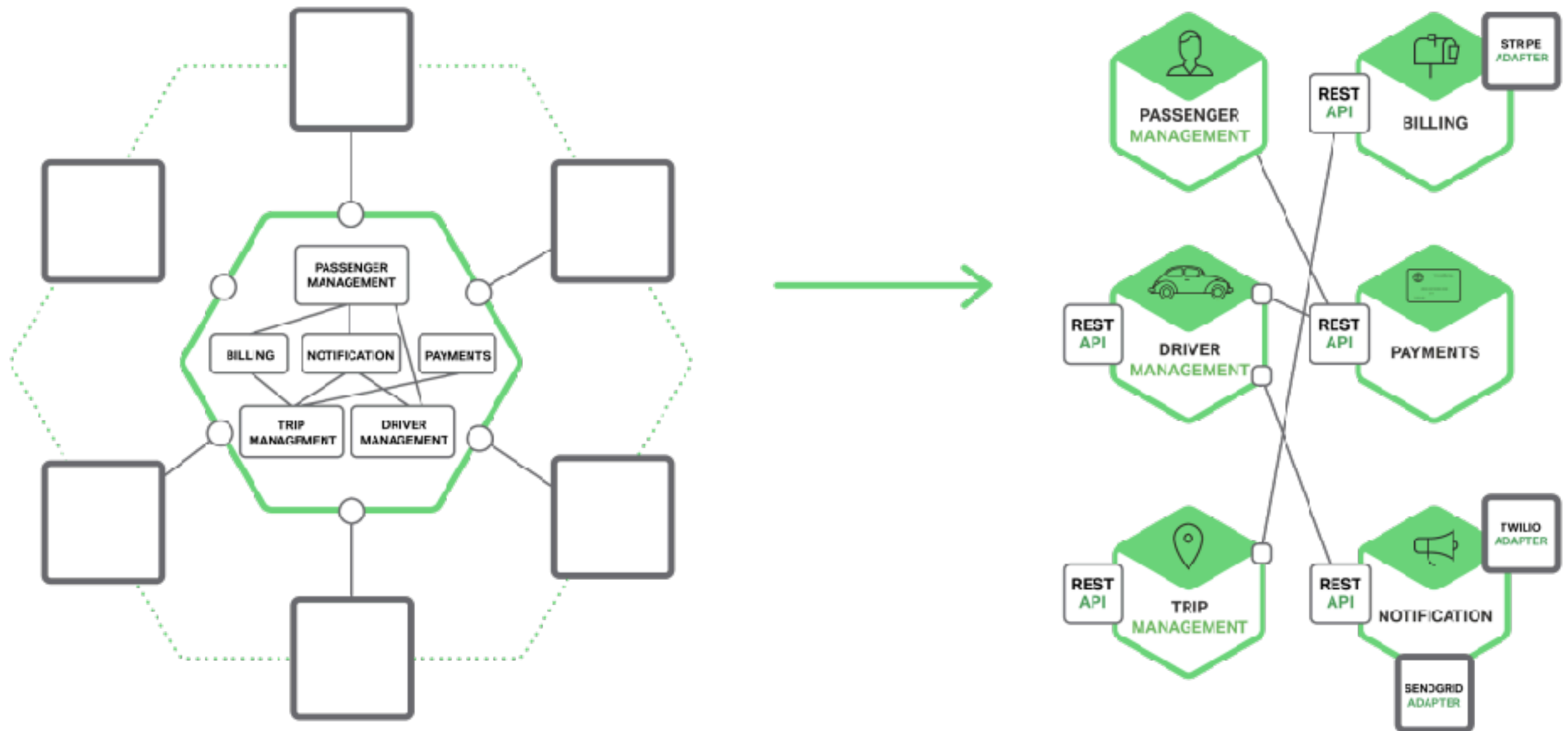


Service Communication



Inter-Process Communication (IPC)



Interaction Styles (1)

One-to-one

One-to-many



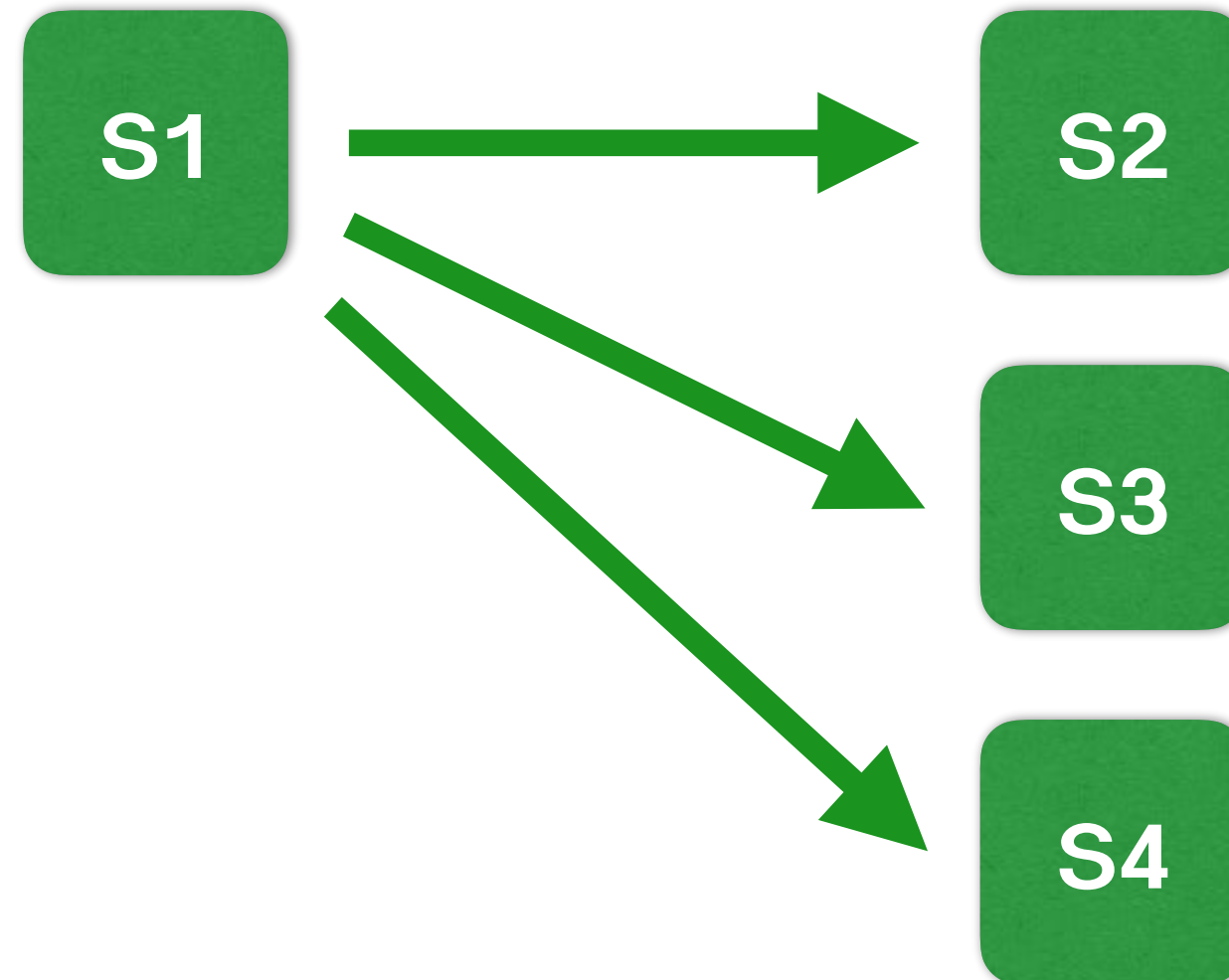
One-to-one

Each client request is processed by exactly one service instance



One-to-many

Each request is processed by multiple service instances



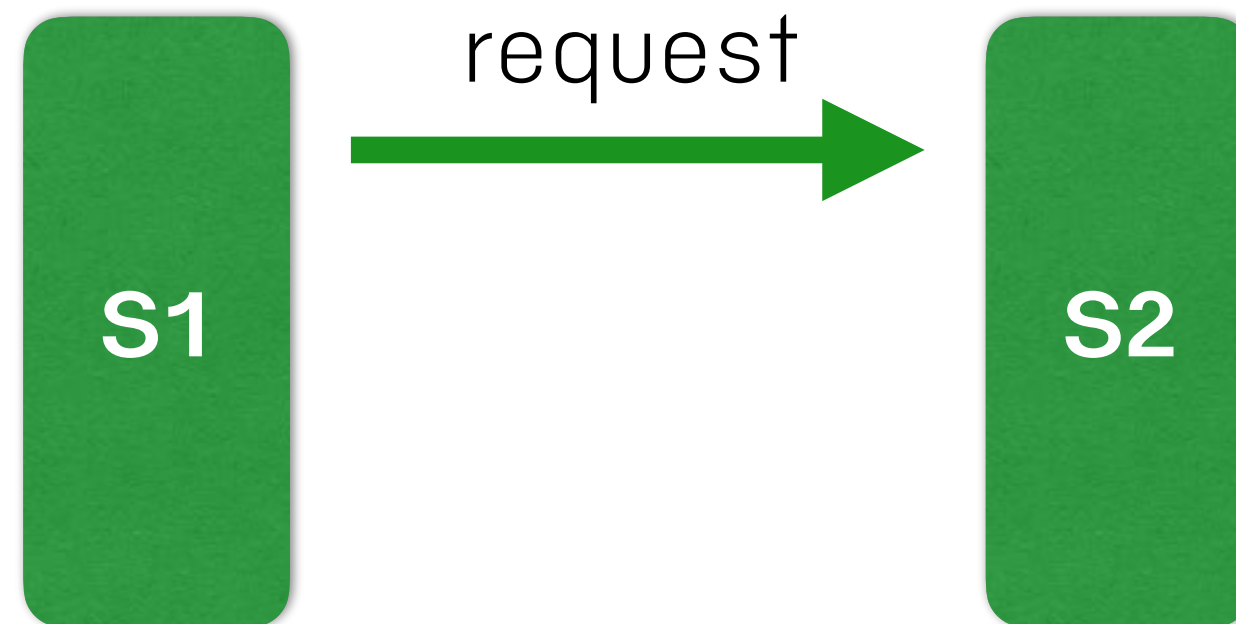
Interaction Styles (2)

Synchronous
Asynchronous



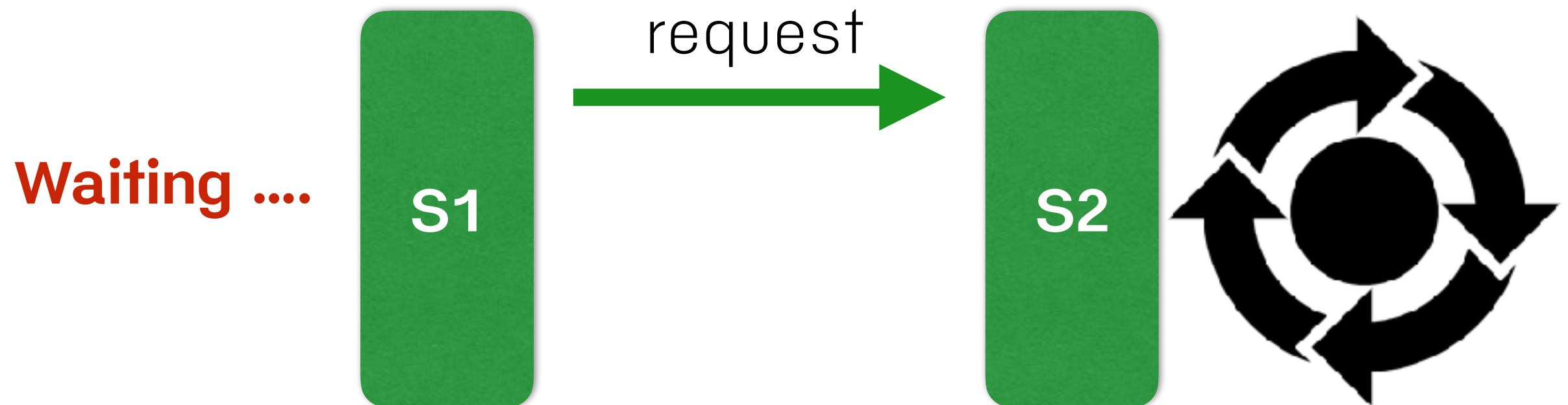
Synchronous

The client expects a timely response from the service and might even block while it waits



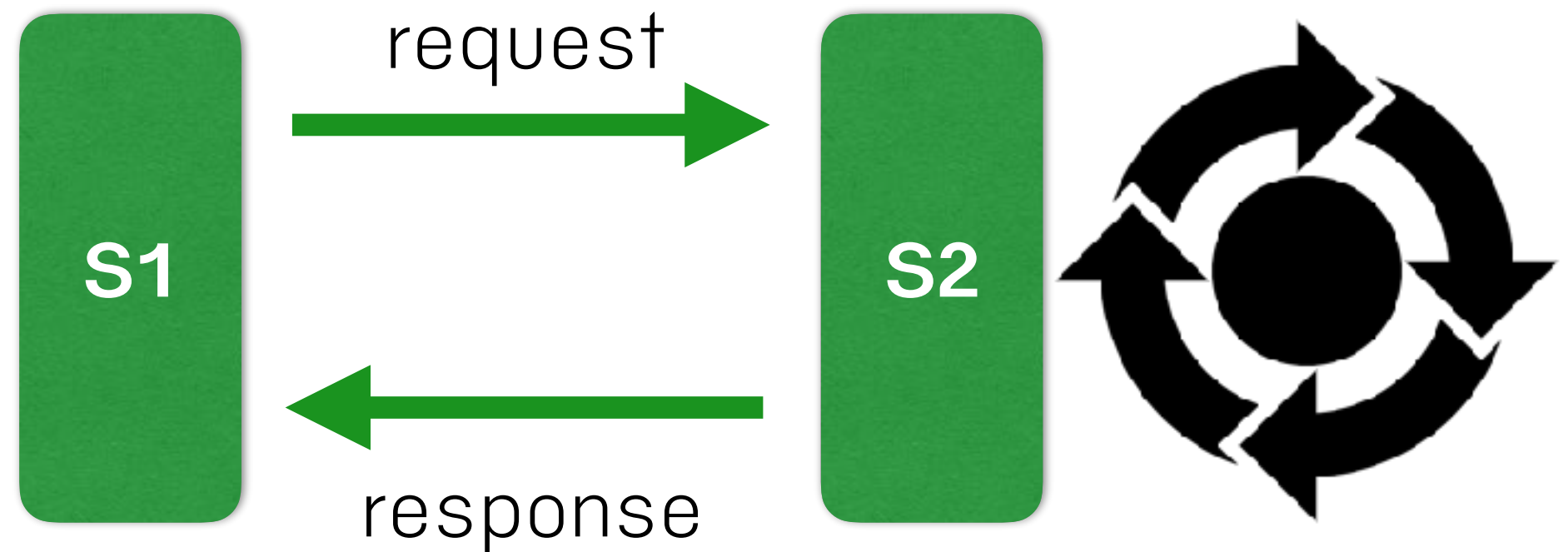
Synchronous

The client expects a timely response from the service and might even block while it waits



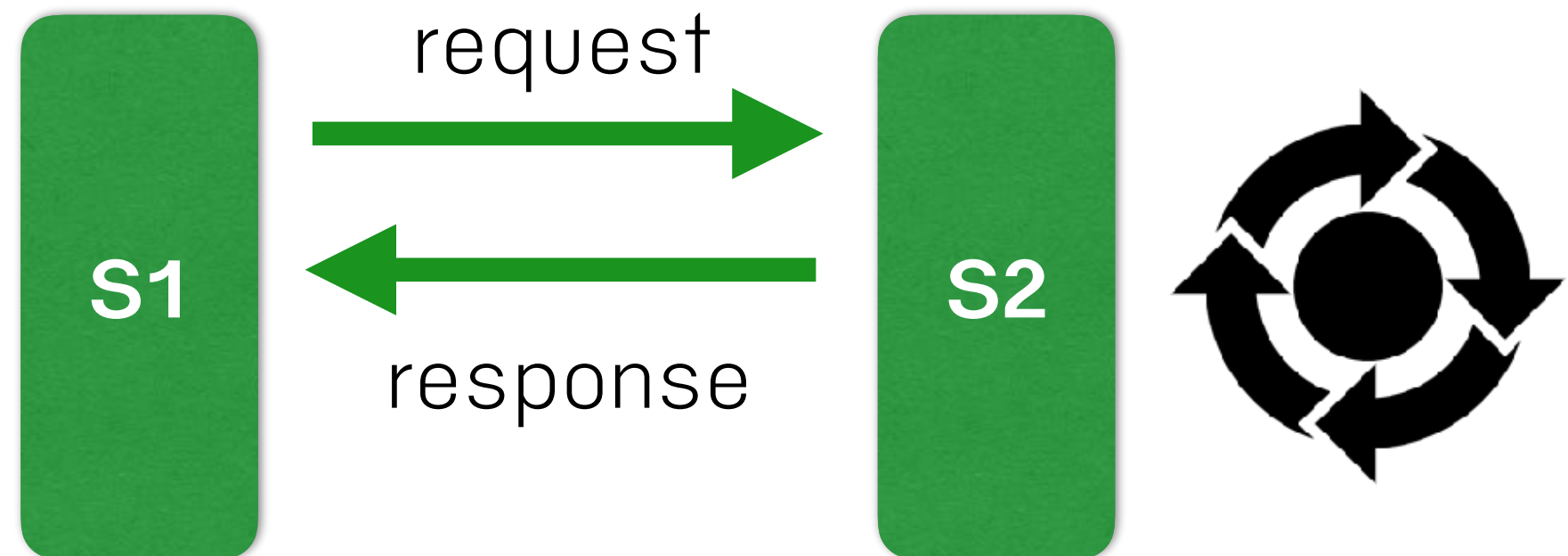
Synchronous

The client expects a timely response from the service and might even block while it waits



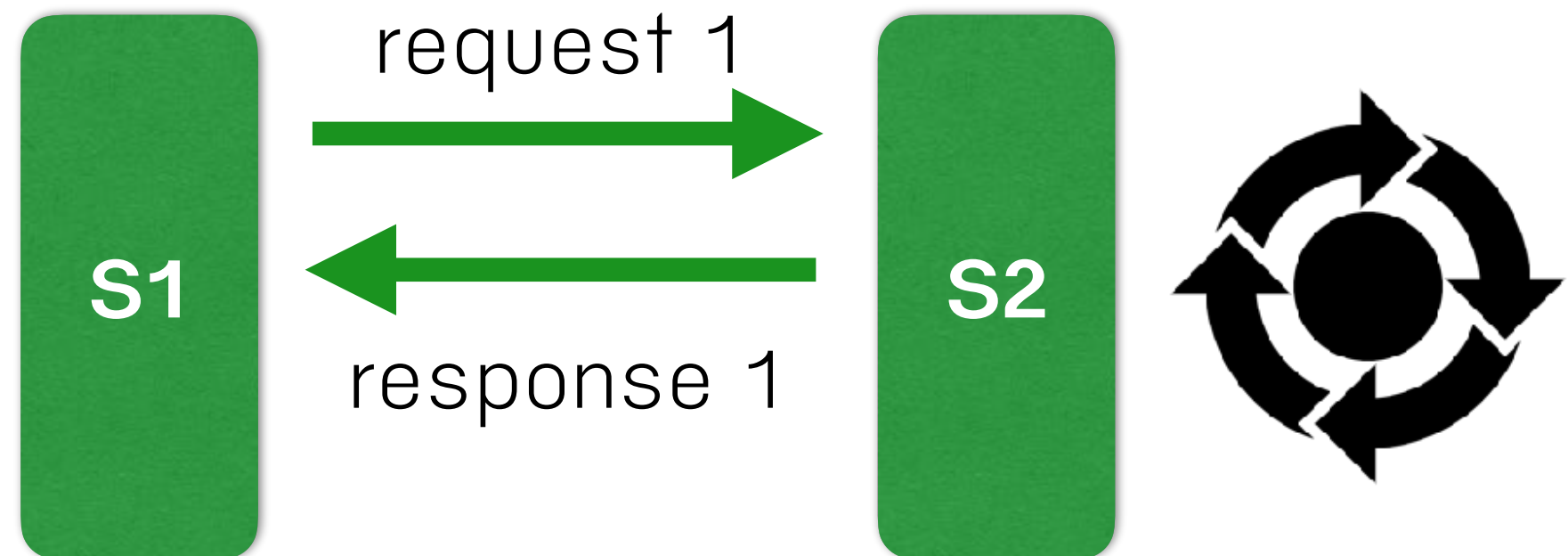
Asynchronous

The client doesn't block while waiting for a response, and the response, if any, isn't necessarily sent immediately



Asynchronous

The client doesn't block while waiting for a response, and the response, if any, isn't necessarily sent immediately



Asynchronous

The client doesn't block while waiting for a response, and the response, if any, isn't necessarily sent immediately



Combination of Styles



Interaction Styles

	One-to-One	One-to-Many
Synchronous	Request/Response	
Asynchronous	Notification	Publish/Subscribe
	Request/Async response	Publish/Async response

