Implementing the Queueing Code



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Overview

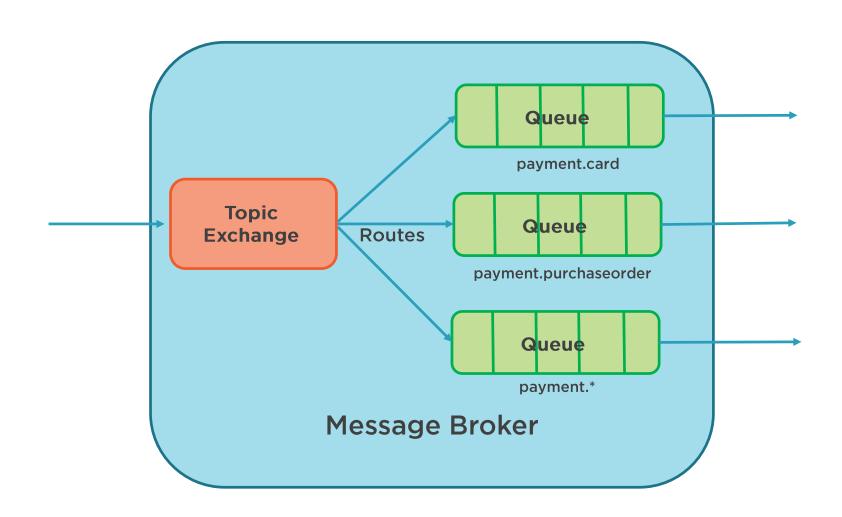


Implement our WebAPI and consumers

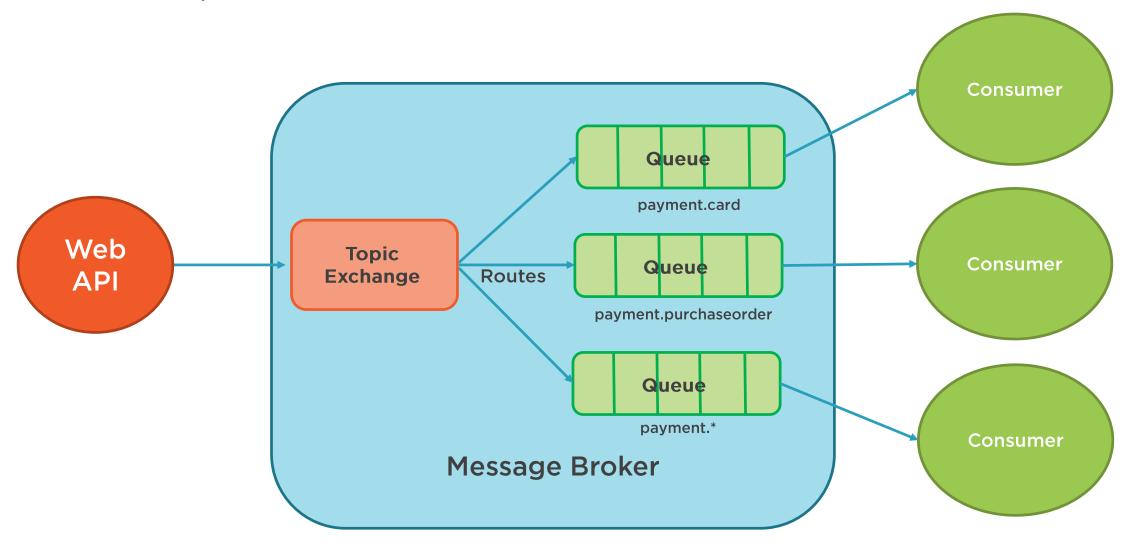
Topic based publisher and subscribe

Remote procedure calls











- ▲ Payments API
 - Properties
 - ▶ ■■ References
 - App_Start
 - Controllers
 - ▲ C* DirectCardPaymentController.cs
 - DirectCardPaymentController
 - ▲ C* QueueCardPaymentController.cs
 - QueueCardPaymentController
 - ▲ C* OueuePurchaseOrderController.cs
 - QueuePurchaseOrderController
 - MakePayment(PurchaseOrder): IHttpActionResult



- ▲ Payments API
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 - App_Start
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 - QueuePurchaseOrderController



```
try
    RabbitMQClient client = new RabbitMQClient();
    client.SendPayment(payment);
    client.Close();
catch (Exception)
    return StatusCode(HttpStatusCode.BadRequest);
return Ok(payment);
```



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return Ok(payment);
```



```
private static ConnectionFactory _factory;
private static IConnection _connection;
private static IModel _model;
private const string ExchangeName = "Topic_Exchange";
private const string CardPaymentQueueName = "CardPaymentTopic_Queue";
private const string PurchaseOrderQueueName = "PurchaseOrderTopic_Queue";
private const string AllQueueName = "AllTopic_Queue";
```



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```



```
private static void CreateConnection()
            _factory = new ConnectionFactory { HostName = "localhost",
                                                UserName = "guest",
                                                Password = "guest" };
            _connection = _factory.CreateConnection();
            _model = _connection.CreateModel();
            _model.ExchangeDeclare(ExchangeName, "topic");
```



```
_model.QueueDeclare(CardPaymentQueueName, true, false, false, null);
_model.QueueDeclare(PurchaseOrderQueueName, true, false, false, null);
_model.QueueDeclare(AllQueueName, true, false, false, null);
_model.QueueBind(CardPaymentQueueName, ExchangeName, "payment.card");
_model.QueueBind(PurchaseOrderQueueName, ExchangeName, "payment.purchaseorder");
_model.QueueBind(AllQueueName, ExchangeName, "payment.*");
```



```
_model.QueueDeclare(CardPaymentQueueName, true, false, false, null);
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_model.QueueBind(AllQueueName, ExchangeName, "payment.*");
```



```
public void SendPayment(CardPayment payment)
    SendMessage(payment.Serialize(), "payment.card");
public void SendPurchaseOrder(PurchaseOrder purchaseOrder)
    SendMessage(purchaseOrder.Serialize(), "payment.purchaseorder");
```



- Solution 'Module 7' (5 projects)
- - ▶ C# AccountsAuditConsumer
 - DirectPaymentCardConsumer
 - ▶ C# PaymentCardConsumer
 - ▶ C# PurchaseOrderConsumer
- Payments API



```
RabbitMQConsumer client = new RabbitMQConsumer();
client.CreateConnection();
client.ProcessMessages();
```



```
private static ConnectionFactory _factory;
private static IConnection _connection;

private const string ExchangeName = "Topic_Exchange";
private const string CardPaymentQueueName = "CardPaymentTopic_Queue";
```





```
public void ProcessMessages()
    using (_connection = _factory.CreateConnection())
        using (var channel = _connection.CreateModel())
            channel.ExchangeDeclare(ExchangeName, "topic");
            channel.QueueDeclare(CardPaymentQueueName, true, false, false, null);
            channel.QueueBind(CardPaymentQueueName, ExchangeName,
                                                     "payment.cardpayment");
```



```
public void ProcessMessages()
    using (_connection = _factory.CreateConnection())
        using (var channel = _connection.CreateModel())
            channel.ExchangeDeclare(ExchangeName, "topic");
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                                                     "payment.cardpayment");
```





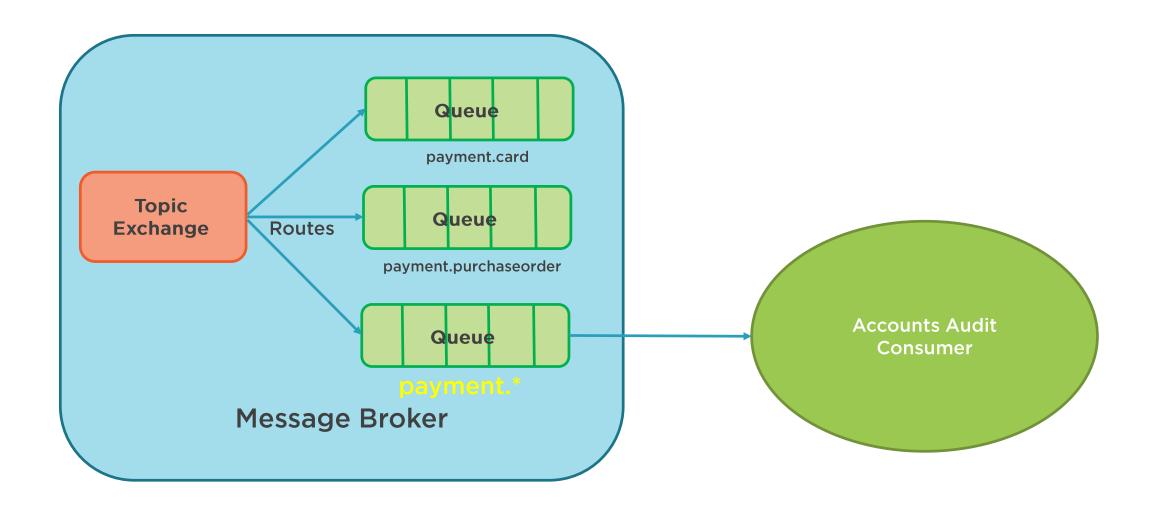


```
while (true)
    BasicDeliverEventArgs deliveryArguments = subscription.Next();
    var message =
         (CardPayment)deliveryArguments.Body.DeSerialize(typeof(CardPayment));
    var routingKey = deliveryArguments.RoutingKey;
    subscription.Ack(deliveryArguments);
```

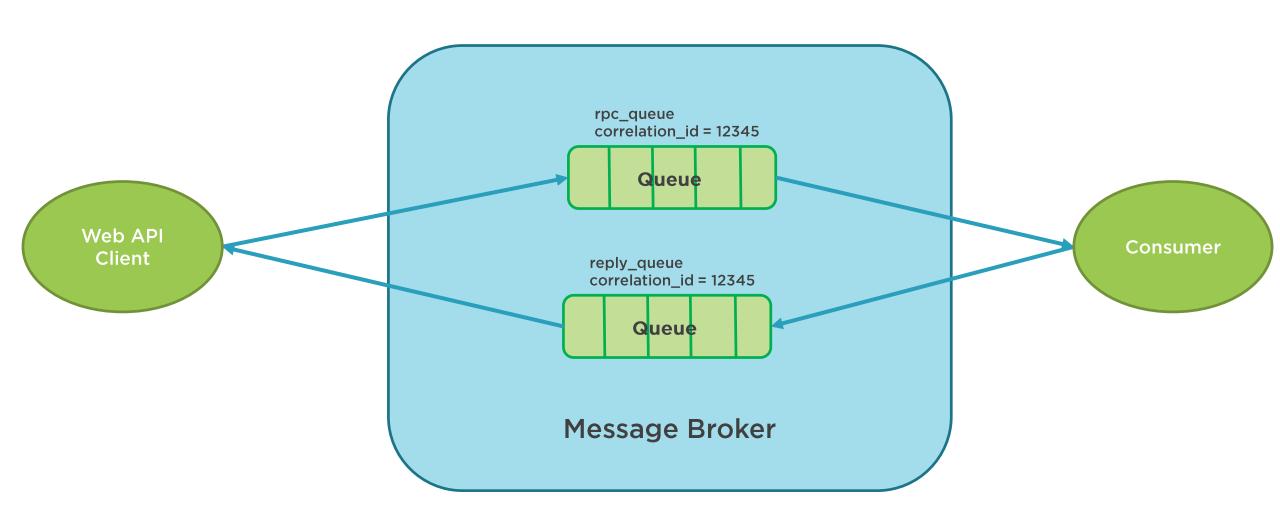
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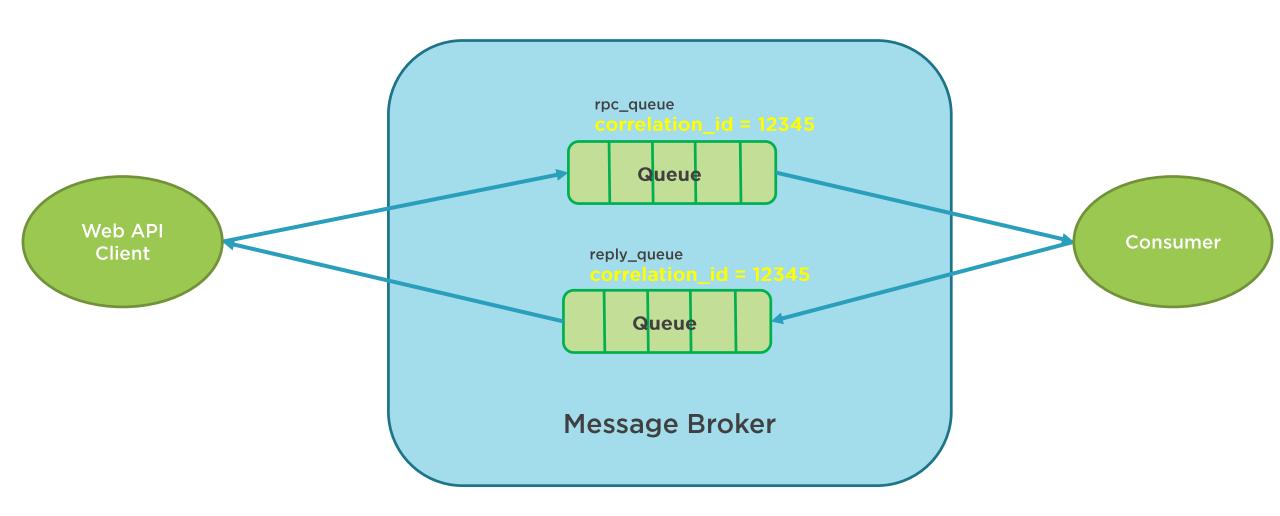














```
try
     RabbitMQDirectClient client = new RabbitMQDirectClient();
      client.CreateConnection();
      reply = client.MakePayment(payment);
      client.Close();
catch (Exception)
     return StatusCode(HttpStatusCode.BadRequest);
```



```
public void CreateConnection()
    var factory = new ConnectionFactory { HostName = "localhost",
                                           UserName = "guest",
                                           Password = "guest" };
    _connection = factory.CreateConnection();
    _channel = _connection.CreateModel();
```







```
public string MakePayment(CardPayment payment)
{
    var props = _channel.CreateBasicProperties();
    props.ReplyTo = _replyQueueName;
    props.CorrelationId = Guid.NewGuid().ToString();
    _channel.BasicPublish("", "rpc_queue", props, payment.Serialize());
```



```
public string MakePayment(CardPayment payment)
{
    var props = _channel.CreateBasicProperties();
    props.ReplyTo = _replyQueueName;
    props.CorrelationId = Guid.NewGuid().ToString();
    _channel.BasicPublish("", "rpc_queue", props, payment.Serialize());
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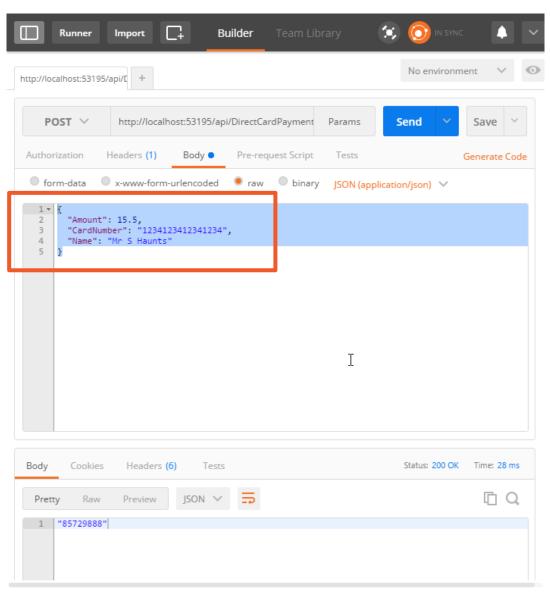


```
while (true)
    var ea = _consumer.Queue.Dequeue();
    if (ea.BasicProperties.CorrelationId != corrId) continue;
    var authCode = Encoding.UTF8.GetString(ea.Body);
    return authCode;
```

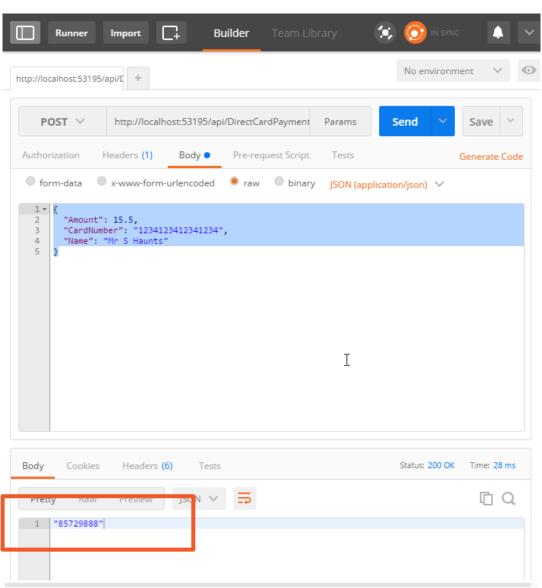


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    var authCode = Encoding.UTF8.GetString(ea.Body);
    return authCode;
```











```
_channel.QueueDeclare("rpc_queue", false, false, false, null);
_channel.BasicQos(0, 1, false);
_consumer = new QueueingBasicConsumer(_channel);
_channel.BasicConsume("rpc_queue", false, _consumer);
_rnd = new Random();
```



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_channel.QueueDeclare("rpc_queue", false, false, false, null);
_channel.BasicQos(0, 1, false);
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_rnd = new Random();
```



```
var ea = _consumer.Queue.Dequeue();
var props = ea.BasicProperties;

var replyProps = _channel.CreateBasicProperties();
replyProps.CorrelationId = props.CorrelationId;
```



```
var ea = _consumer.Queue.Dequeue();
var props = ea.BasicProperties;

var replyProps = _channel.CreateBasicProperties();
replyProps.CorrelationId = props.CorrelationId;
```



```
try{
     response = MakePayment(ea);
finally {
    if (response != null)
         var responseBytes = Encoding.UTF8.GetBytes(response);
         _channel.BasicPublish("", props.ReplyTo, replyProps, responseBytes);
     _channel.BasicAck(ea.DeliveryTag, false);
```

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     response = MakePayment(ea);
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```

```
C:\Users\Stephen haunts\Dropbox (Personal)\Pluralsight\RabbitMQ By Example\r... —
Payment - 1234123412341234 : £15.5 : Auth Code <40992432>
Correlation ID = 0eb24672-9b41-4895-97ee-c9221600e685
Payment - 1234123412341234 : £15.5 : Auth Code <91353014>
Correlation ID = 6f7d3adf-b585-4e3f-9b93-8b1b804253be
Payment - 1234123412341234 : £15.5 : Auth Code <44855265>
Correlation ID = 6d13716f-3960-4c80-9587-2ce5260f9e64
'ayment - 1234123412341234 : £15.5 : Auth Code <56519483>
Correlation ID = 172118d6-9eda-40b6-b332-76d1efb8117f
ayment - 1234123412341234 : £15.5 : Auth Code <33898864>
Correlation ID = aac4b607-6b40-49f3-b2ab-e3445dcdc6d1
oyment - 1234123412341234 : £15.5 : Auth Code <99809055>
Correlation ID = 121a7a04-23ee-4097-a84d-8a2612d22500
Payment - 1234123412341234 : £15.5 : Auth Code <93937511>
Correlation ID = e7dc036a-9eff-4951-9ddf-79863ba357cd
Payment - 1234123412341234 : £15.5 : Auth Code <85729888>
Correlation ID = 11a22b20-7228-489c-8fca-7b666edd696f
```

