using RabbitMQ.Client;

using RabbitMQ.Client.Events;

using System;

using System.Text;

class Receive

{

public static void Main()

{

//var server = "199.63.213.99 ";

//var password = "guest";

//var username = "guest";

//var factory = new ConnectionFactory() { HostName = server , UserName=@"GLOBAL\H225456" , Password="@aniH45\_bear"};

//var factory = new ConnectionFactory() { HostName = "IE3BDT3L3D9F2" , Port = 5672 , UserName = @"GLOBAL\H225456", Password = "@aniH45\_bear" };

//var factory = new ConnectionFactory() { HostName = "IE3BDT3L3D9F2" , UserName = "agennt", Password = "agennt"};

ConnectionFactory factory = new ConnectionFactory();

//factory.UserName = @"GLOBAL\H225456";

//factory.Password = "@aniH45\_bear";

//factory.VirtualHost = "/";

//factory.Protocol = Protocols.DefaultProtocol;

//factory.HostName = "IE3BDT3L3D9F2";

//factory.Port = AmqpTcpEndpoint.UseDefaultPort;

factory.UserName = "agennt";

factory.Password = "agennt";

//factory.VirtualHost = "/";

factory.Protocol = Protocols.DefaultProtocol;

factory.HostName = "199.63.213.99";

factory.Port = AmqpTcpEndpoint.UseDefaultPort;

using (IConnection connection = factory.CreateConnection())

using (var channel = connection.CreateModel())

{

channel.QueueDeclare(queue: "hello",

durable: false,

exclusive: false,

autoDelete: false,

arguments: null);

var consumer = new EventingBasicConsumer(channel);

consumer.Received += (model, ea) =>

{

var body = ea.Body;

var message = Encoding.UTF8.GetString(body);

Console.WriteLine(" [x] Received {0}", message);

};

channel.BasicConsume(queue: "hello",

noAck: true,

consumer: consumer);

Console.WriteLine(" Press [enter] to exit.");

Console.ReadLine();

}

}

}

using System;

using RabbitMQ.Client;

using System.Text;

class Send

{

public static void Main()

{

//var client = "10.77.12.89 ";

//var username = "guest";

//var password = "guest";

//var factory = new ConnectionFactory() { HostName = client, UserName= "admin-PC", Password="PasswordVFT" };

//var factory = new ConnectionFactory() { HostName = client , Port = 5672 , UserName = "admin-PC", Password = "PasswordVFT" };

//var factory = new ConnectionFactory() { HostName = client , UserName = "agennt", Password = "agennt" };

//ConnectionFactory cf = new ConnectionFactory();

//cf.RequestedConnectionTimeout = 180;

//cf.RequestedHeartbeat = 180;

//ConnectionFactory factory = new ConnectionFactory();

//factory.UserName = "admin-PC";

//factory.Password = "PasswordVFT";

//factory.VirtualHost = "/";

//factory.Protocol = Protocols.DefaultProtocol;

//factory.HostName = "10.77.12.89";

//factory.Port = AmqpTcpEndpoint.UseDefaultPort;

//IConnection conn = factory.CreateConnection();

ConnectionFactory factory = new ConnectionFactory();

factory.UserName = "agennt";

factory.Password = "agennt";

//factory.VirtualHost = "/";

factory.Protocol = Protocols.DefaultProtocol;

factory.HostName = "10.77.12.89";

factory.Port = AmqpTcpEndpoint.UseDefaultPort;

using (IConnection connection = factory.CreateConnection())

using (var channel = connection.CreateModel())

{

channel.QueueDeclare(queue: "hello",

durable: false,

exclusive: false,

autoDelete: false,

arguments: null);

string message = "Hello World ani!";

var body = Encoding.UTF8.GetBytes(message);

channel.BasicPublish(exchange: "",

routingKey: "hello",

basicProperties: null,

body: body);

Console.WriteLine(" [x] Sent {0}", message);

}

Console.WriteLine(" Press [enter] to exit.");

Console.ReadLine();

}

}