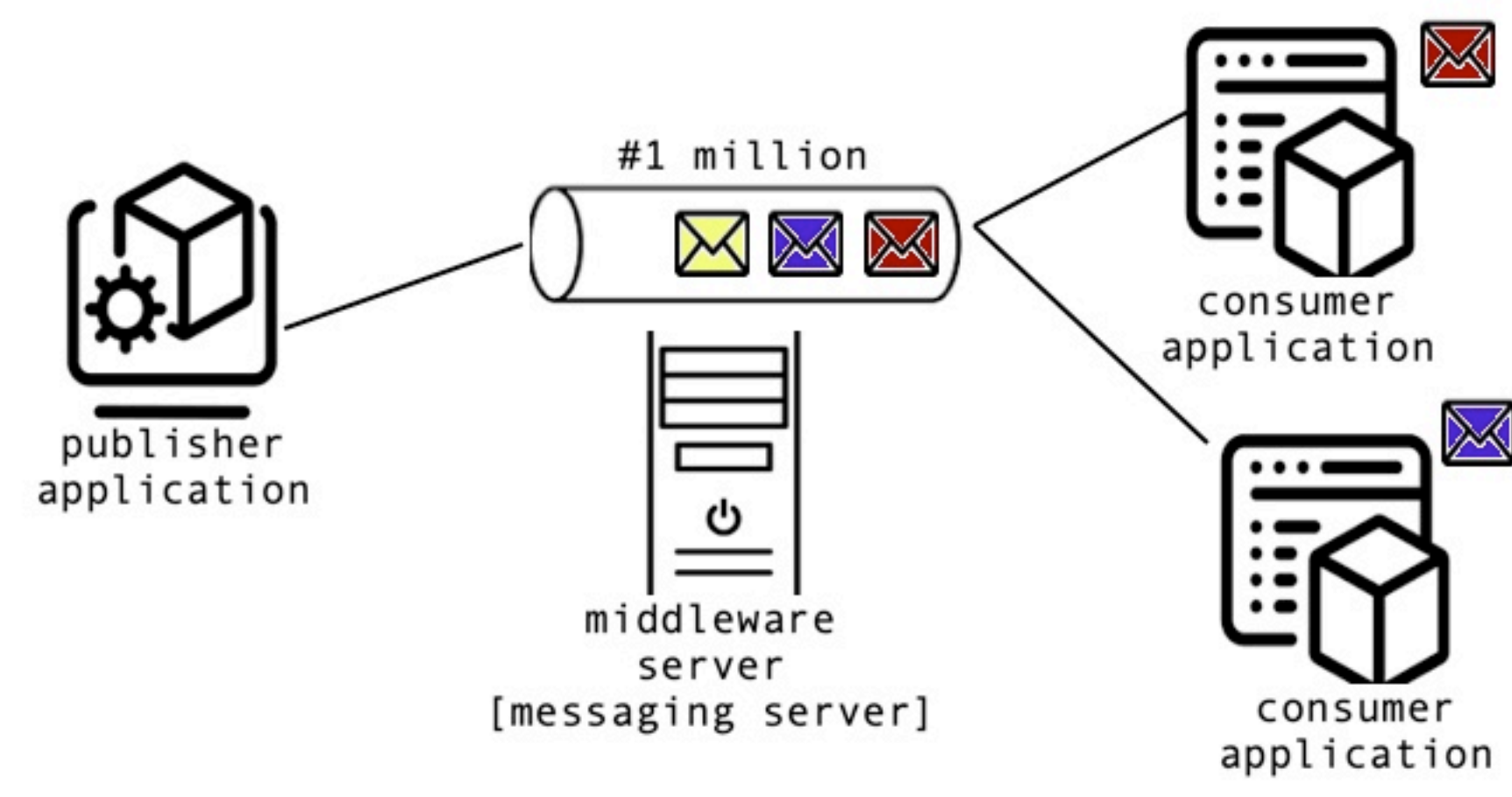


messaging service/
queuing service



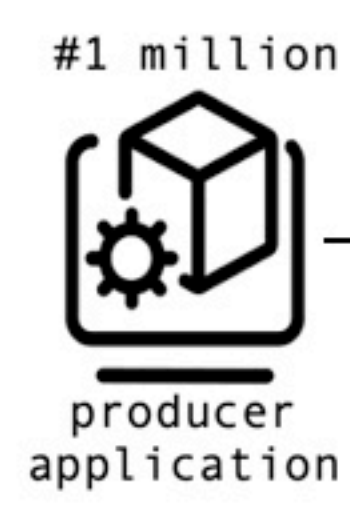
1. There can be multiple queue consumers are there, but always one message is delivered to only consumer of the queue. No 2 consumers receives the same message
2. upon consuming a message by a consumer, immediately the message will be deleted from the queue. Due to this there is no replay capability
3. A publisher upon publishing an message, waits for ACK from the queue/message server which slows down the scalability.
4. since all the messages are stored and processed by the middleware server (or) physical computer the about of messages being handled is limited by storage capacity of the machine and speed at which those are processed is dependent on cpu of the machine. So we cannot achieve high-scalable system.



Zookeeper is a centralized service for maintaining configuration information, naming provider, distributed synchronization and provide group services.

Kafka

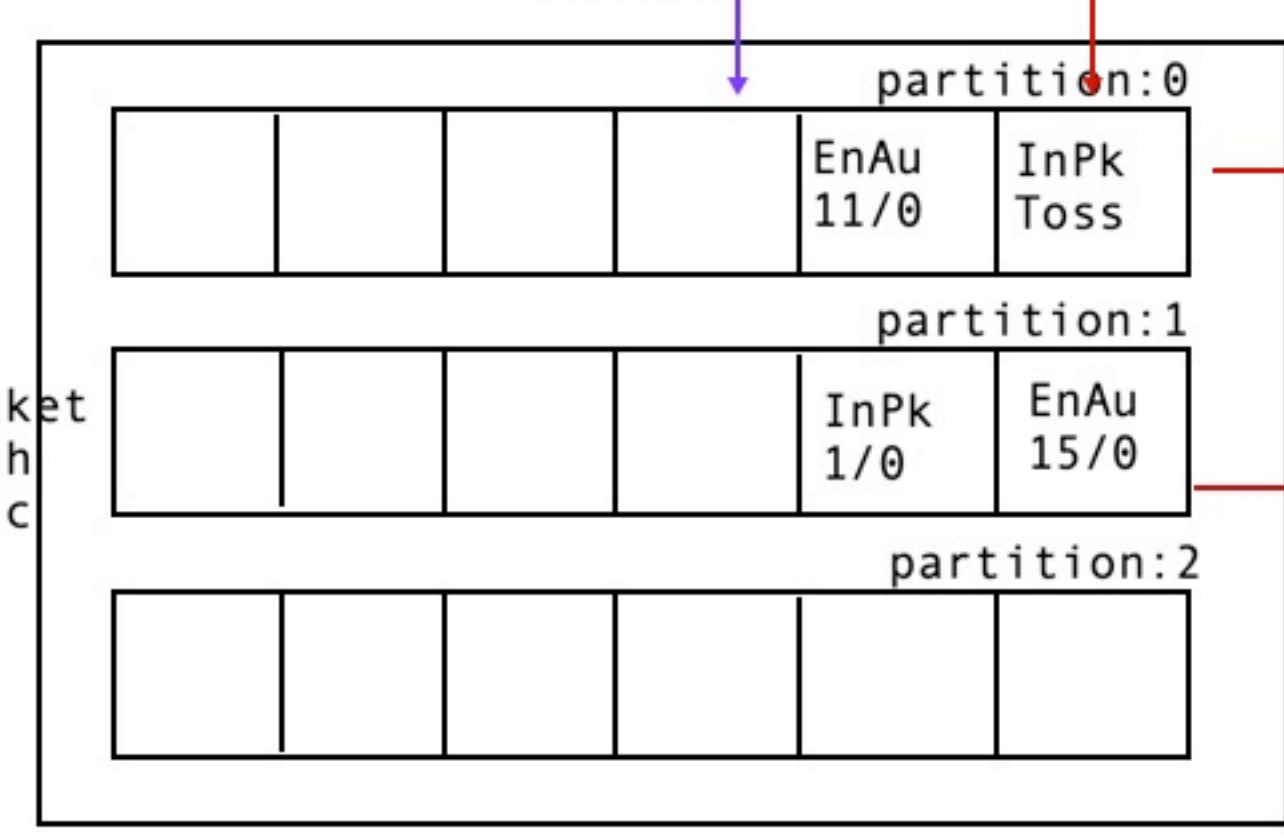
1. Live Streaming
2. Log
3. maps
4. uber (traffic)
5. user activity tracking



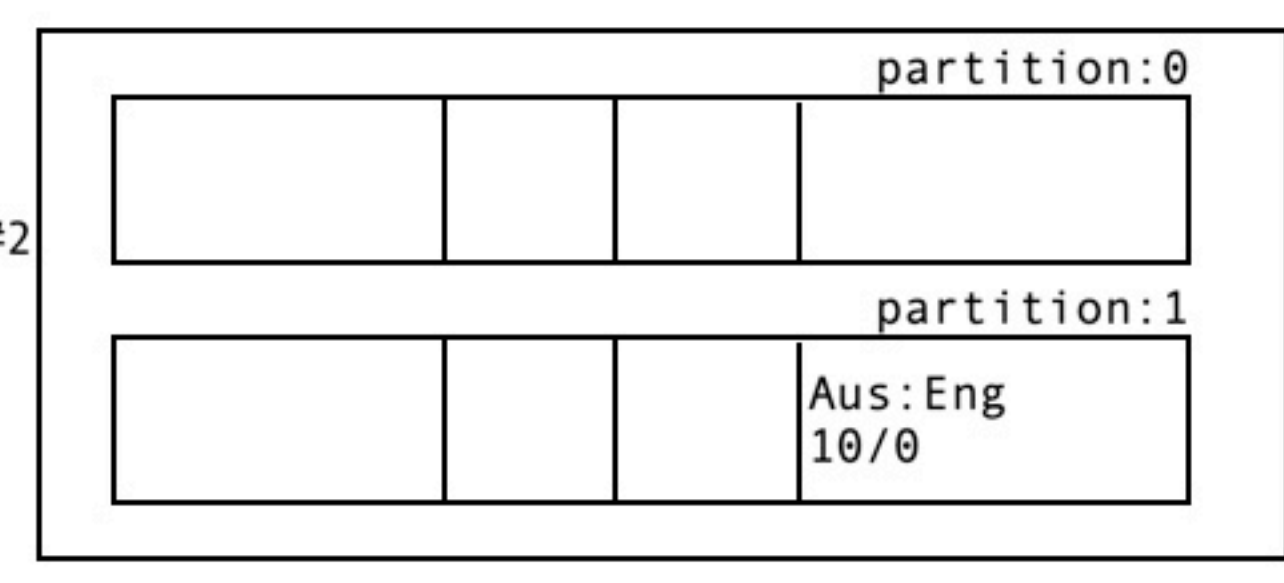
#1 million

Cricket Match Topic

Partition Key: Match Name
"Ind:Pak"



Topic#2



#5Cricket Matches
InPk
EnAu
SaWi
BgNz
ZiSl

