Point to Point Model

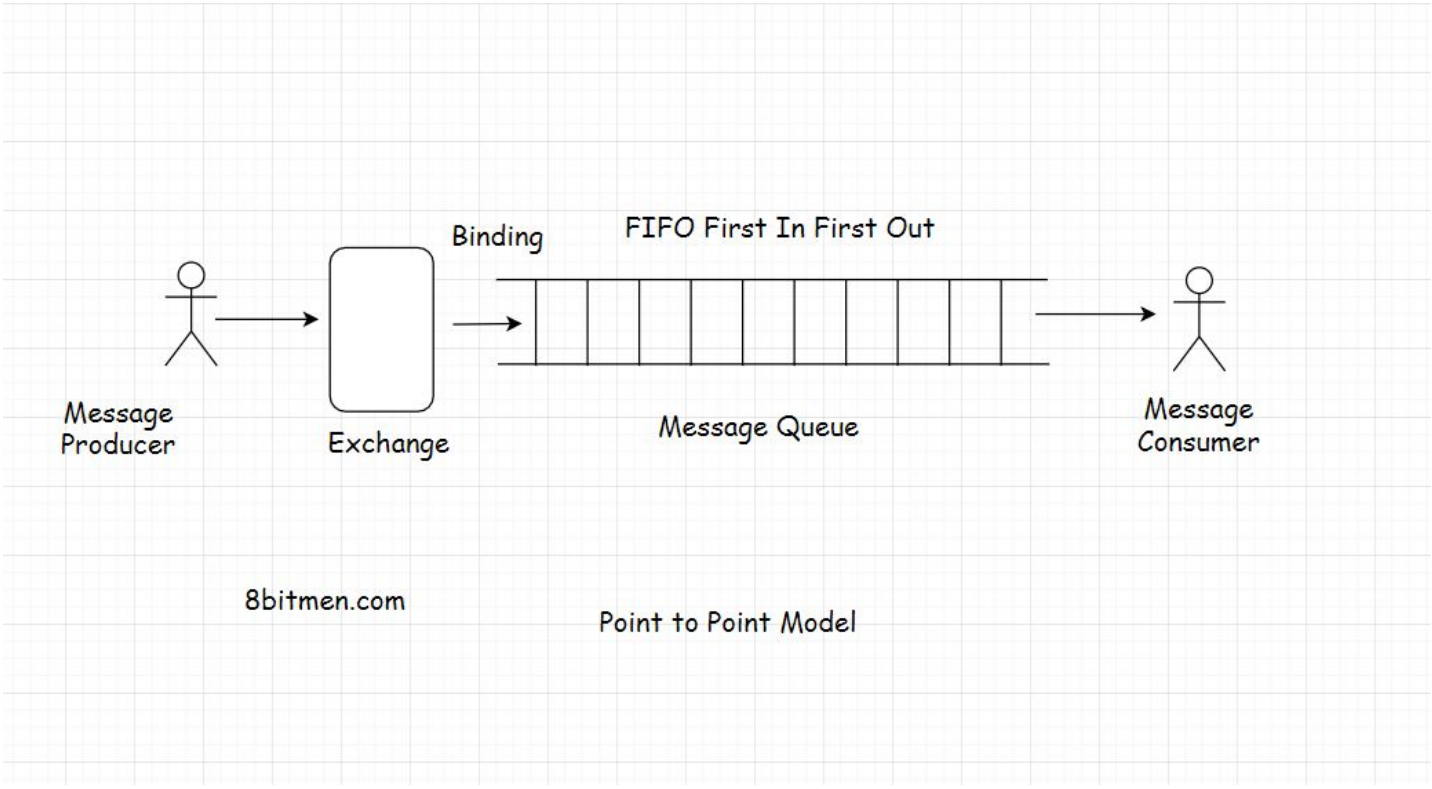
In this lesson, we will learn about the point to point messaging model, its applications, popular message queue protocols & the technology used to implement them.

We'll cover the following

- What Is Point to Point Model?
- Messaging Protocols
- Technology Used To Implement the Messaging Protocols

What Is Point to Point Model?

> *Point to point* communication is a pretty simple use case where the message from the producer is consumed by only one consumer.



It's like a *one to one* relationship, a *publish-subscribe* model is a *one to many* relationship.

Though based on the business requirements we can set up multiple combinations

in this messaging model, like adding multiple producers & consumers to a queue. But at the end of the day, a message sent by the producer will be consumed by only one consumer. This is why it's called a *point to point* queuing model. It's not a broadcast of messages rather an entity to entity communication.

Messaging Protocols

Speaking of the messaging protocols, there are two protocols popular when working with message queues. AMQP Advanced Message Queue Protocol & STOMP Simple or Streaming Text Oriented Message Protocol.

Technology Used To Implement the Messaging Protocols

Speaking of the queuing tech widely used in the industry, they are *RabbitMQ*, *ActiveMQ*, *Apache Kafka* etc.

So, this is pretty much it on the queuing models. Now, let's have an insight into how do notification systems work with message queues.