

# Java Message Service

## JMS 2.0

# Outline

- Introduction to JMS
- Basic JMS API concepts
- JMS Programming Model



# Messaging

- Method of communication
- Peer to peer
- Loosely coupled
- Email → communication between people
- Messaging → communication between software

# JMS API

- API to
  - Create messages
  - Send messages
  - Receive messages
  - Read messages

# JMS API

---

- Loosely coupled
- Asynchronous
- Reliable

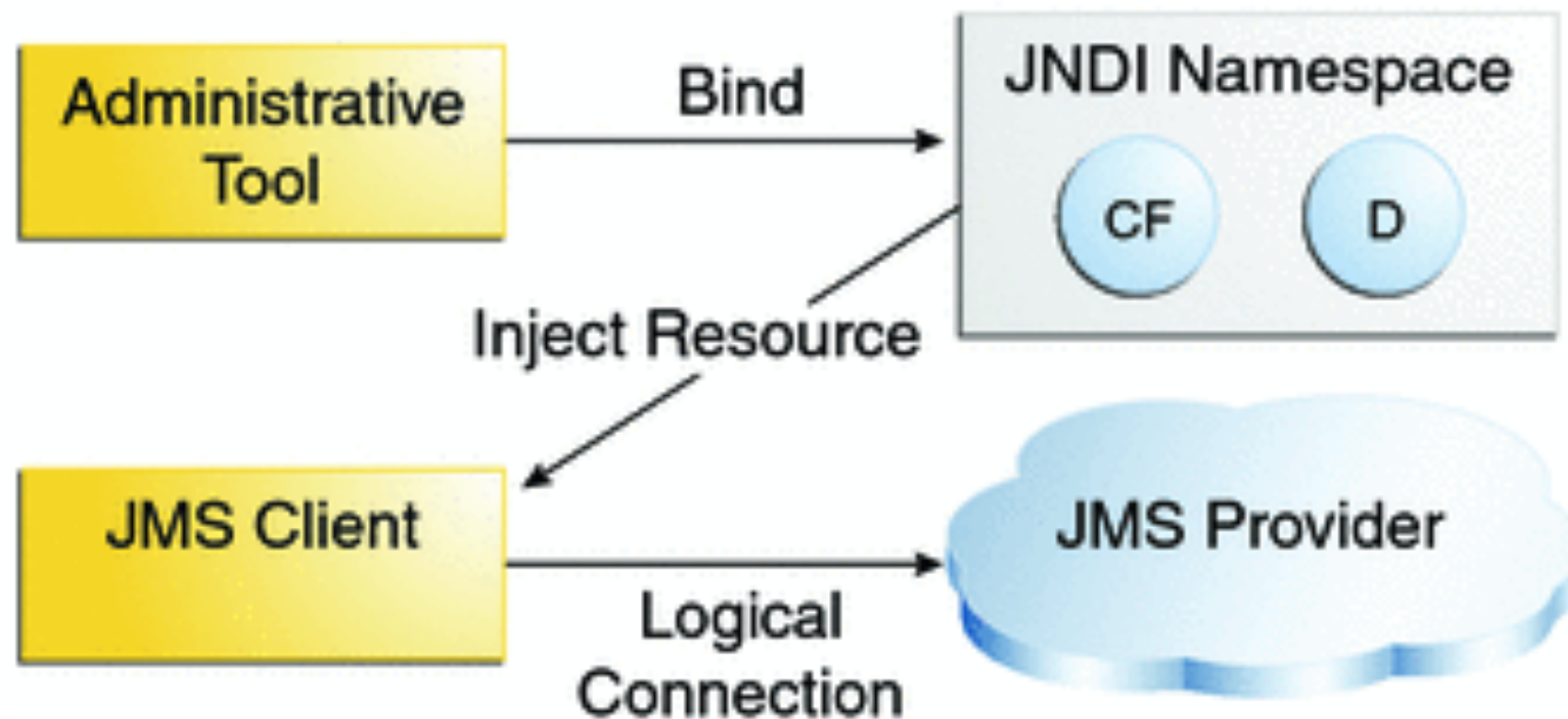
# Reasons to use JMS

- Not depended on interfaces
- Run applications whether or not all components are up and running simultaneously.
- Send information and continue to operate without receiving an immediate response

# Basic JMS API concepts

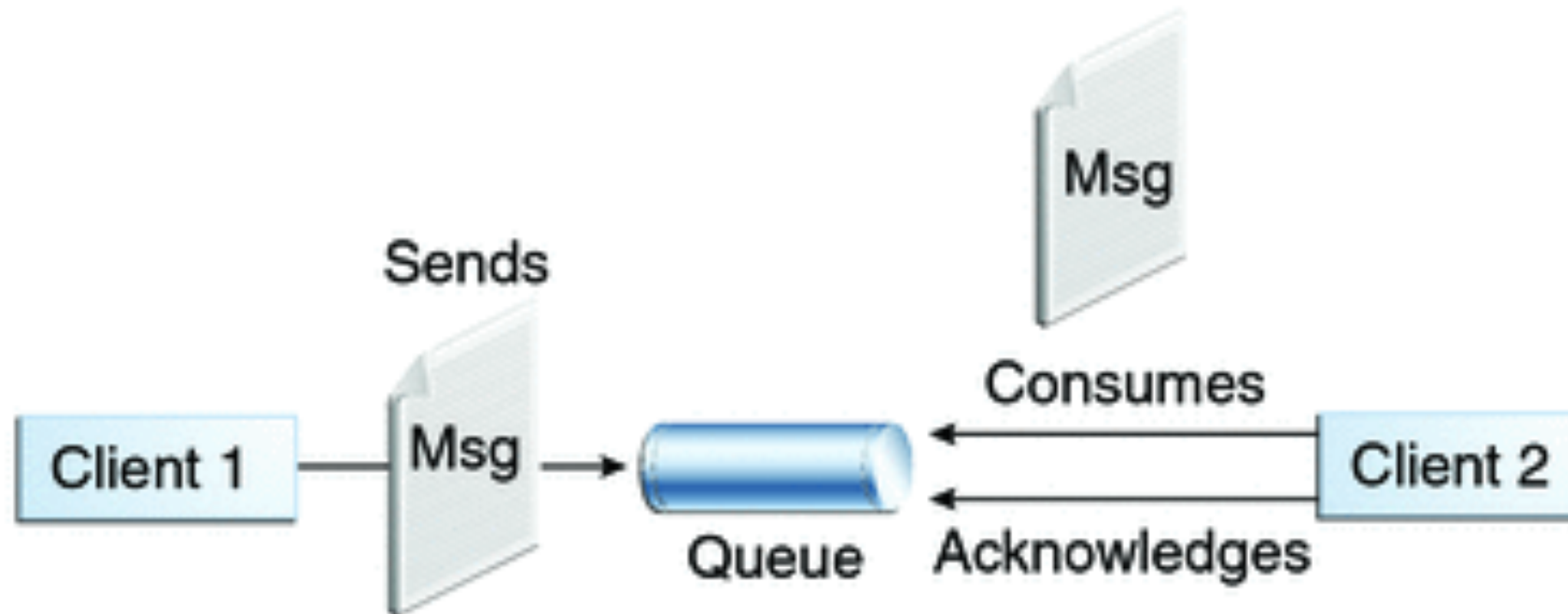
## ■ JMS architecture

- ***JMS Provider*** → implements JMS interfaces
- ***JMS clients*** → can produce or consume messages
- ***Messages*** → communication objects
- ***Administered objects*** → preconfigured JMS objects



# Basic JMS API concepts

- Point – to – point Messaging





# Basic JMS API concepts

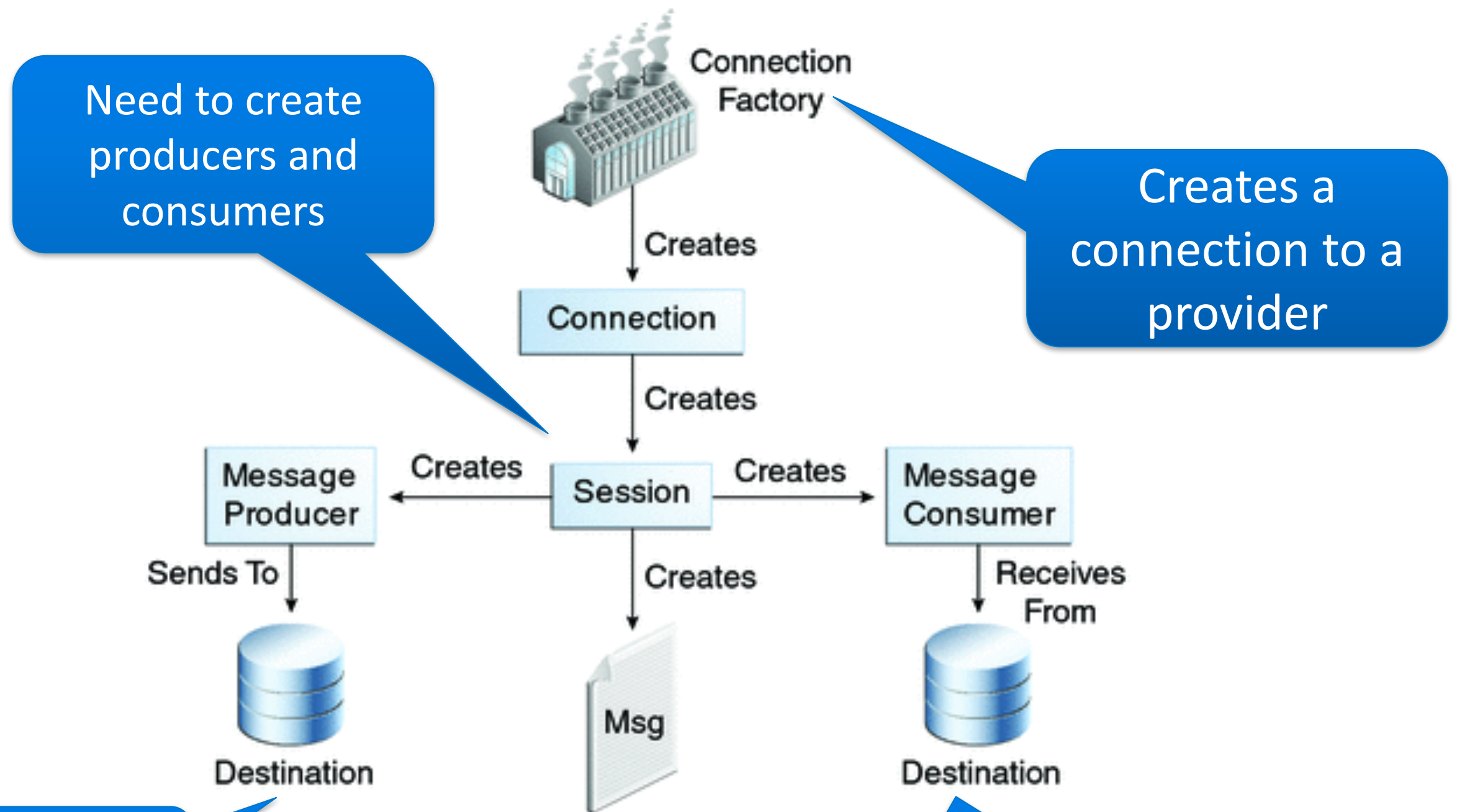
- Publish / Subscribe Messaging



# Basic JMS API concepts

- Message Consumption
- Two ways of consumption:
  - Synchronously
    - *receiveBody()* method can block or can time out
  - Asynchronously
    - *onMessage()*

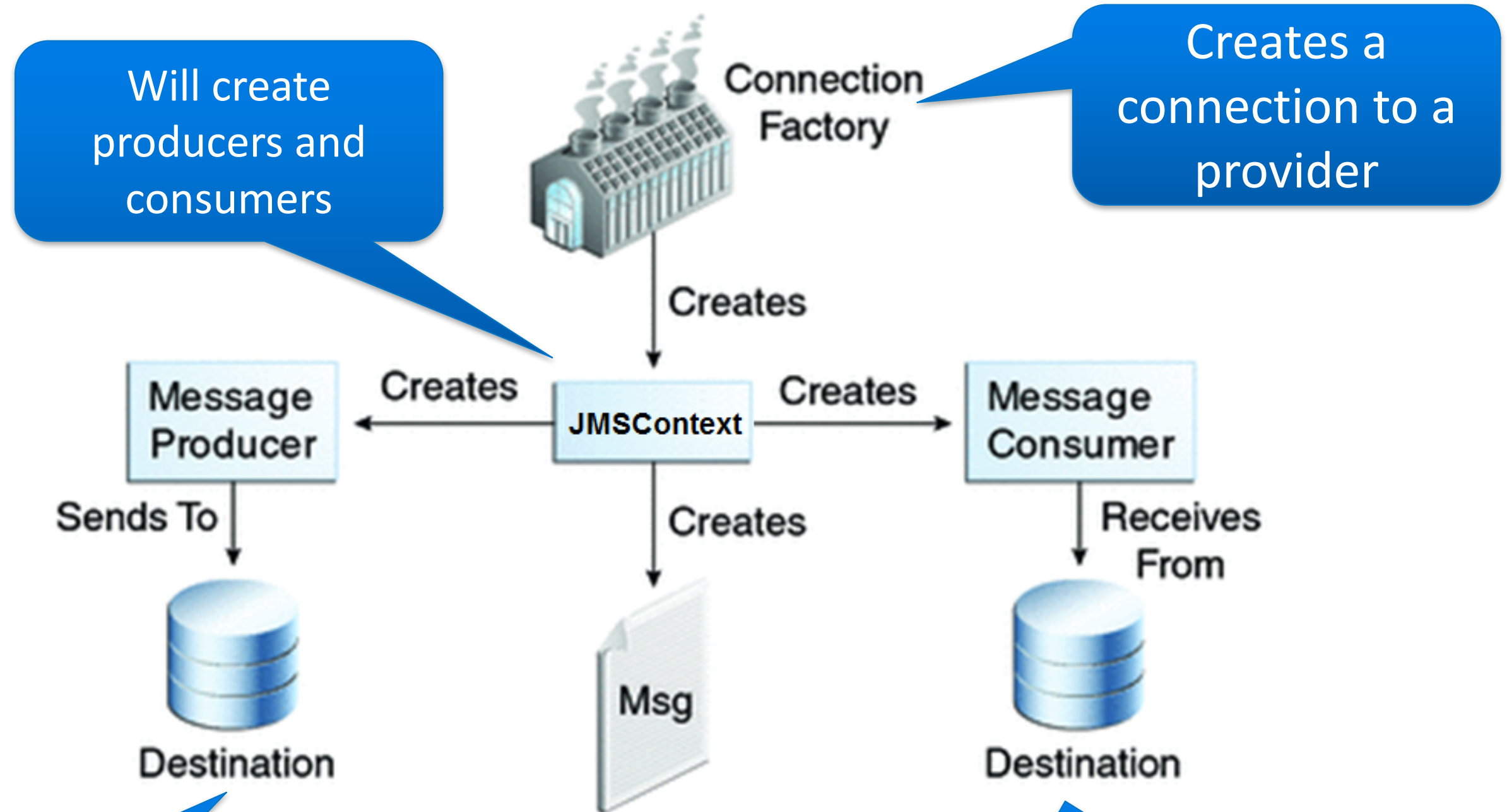
# Original JMS API Programming Model



Topic / Queue

Administrative object (like data source)

# Simplified JMS API Programming Model



Topic / Queue

Administrative object (like data source)

# JMS Context

- Encapsulates a
  - Connection
  - Session
  - MessageProducer
- Call close() or use in a try-with-resource block
- Can be injected
- Used to create a JMSProducer
- Used to create a JMSConsumer

# Steps to send a message

---

- Inject a ConnectionFactory
- Create an JMXContext with the factory
- Create a producer with the context
- Send message

# Lookup resources

```
@Resource(lookup = "jms/myQueue")
```

```
private static Queue queue;
```

```
@Resource(lookup = "jms/myConFactory")
```

```
private static ConnectionFactory factory;
```

or lookup:

```
ctx = new InitialContext();
```

```
ctx.lookup("jms/myConFactory");
```

# Create producer

```
JMSContext context =  
    factory.createConnex();
```

```
JMSProducer producer =  
    context.createProducer();
```

```
Producer.send(queue, "Hello world");
```



# Consume messages

```
JMSConsumer consumer =  
    context.createConsumer(queue);  
  
// synchronous  
String message =  
    consumer.receiveBody(String.class);  
  
// asynchronous  
Listener myListener = new Listener();  
consumer.setMessageListener(myListener);
```

# Comparing the old and the simplified API

	Old	Simplified
Producer	<pre>Connection connection =     factory.createConnection(); Session session =     connection.createSession(...); MessageProducer producer =     session.createProducer(queue); TextMessage message =     session.createTextMessage();  message.setText("Hello World");  producer.send(queue, message);</pre>	<pre>JMSContext context =     factory.createConnnext();  JMSProducer producer =     context.createProducer();  Producer.send(queue, "Hello world");</pre>
Consumer	<pre>MessageConsumer consumer =     session.createConsumer(queue);  // synchronous Message message = consumer.receive();  // asynchronous Listener myListener = new Listener(); consumer.setMessageListener(myListener);</pre>	<pre>JMSConsumer consumer =     context.createConsumer(queue);  // synchronous String message =     consumer.receiveBody(String.class);  // asynchronous Listener myListener = new Listener(); consumer.setMessageListener(myListener);</pre>

# JMS Messages

- Message header fields
- Message bodies
- Several message types
- Message properties

# JMS Header Fields

- JMS Destination
- JMS Delivery Mode
- JMS Expiration
- JMS Priority
- JMS Message ID
- JMS Timestamp
- JMS CorrelationID
- JMS Reply To
- JMS type
- JMS Redelivered

# JMS Message Types

Message Type	Contains
TextMessage	<code>java.lang.String</code>
MapMessage	Name value pairs (Key → String, Value → primitive)
BytesMessage	Stream of bytes
ObjectMessage	Serializable object
Message	No body