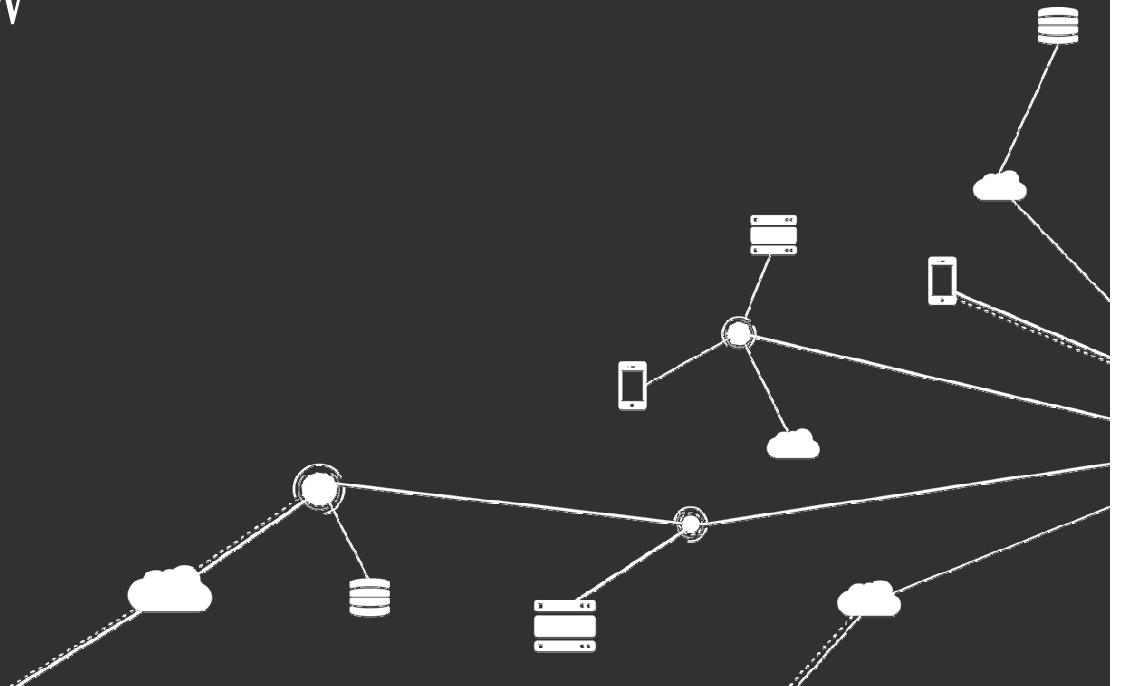
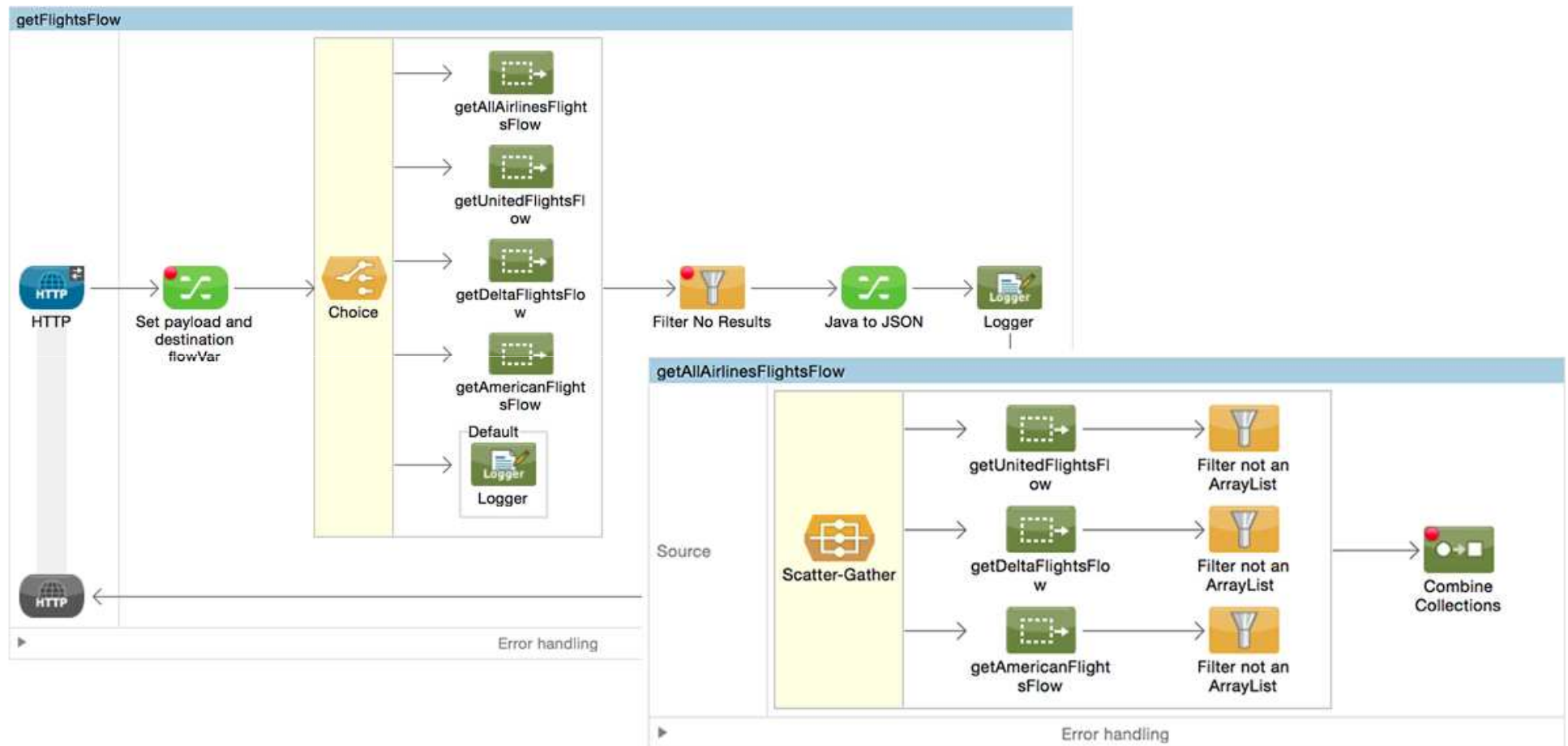




# Module 8: Controlling Message Flow



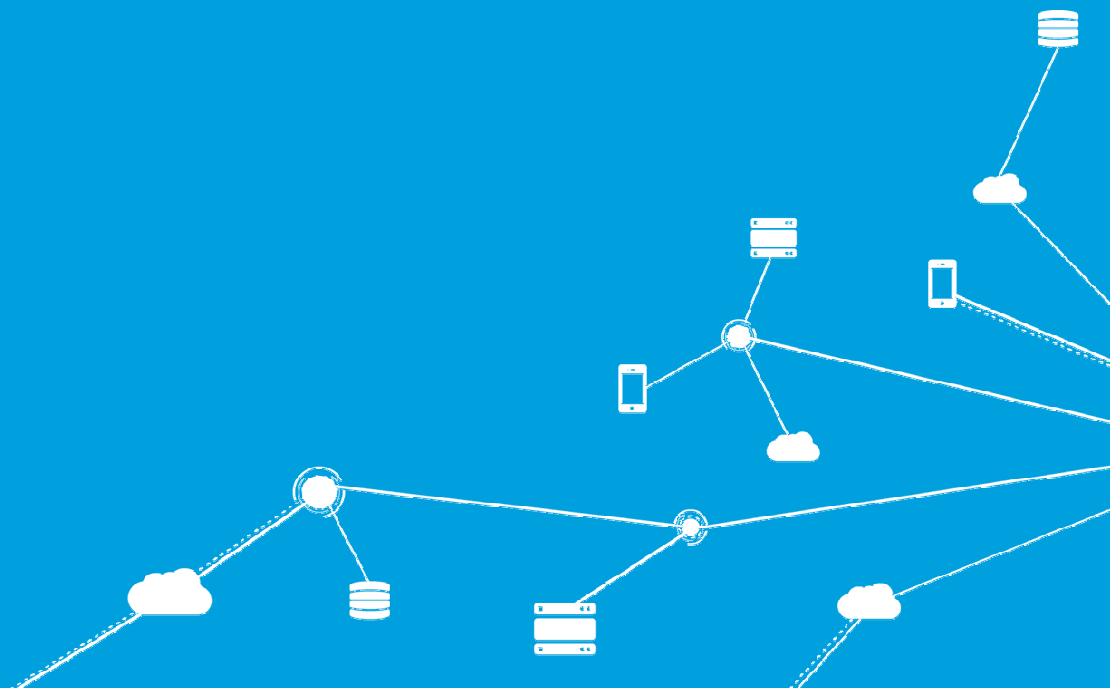
# Goal



# Objectives

- In this module, you will learn:
  - About flow control and filter elements
  - To multicast a message
  - To route message based on conditions
  - To filter messages
  - About synchronous and asynchronous flows
  - To create an asynchronous flow

# Routing messages

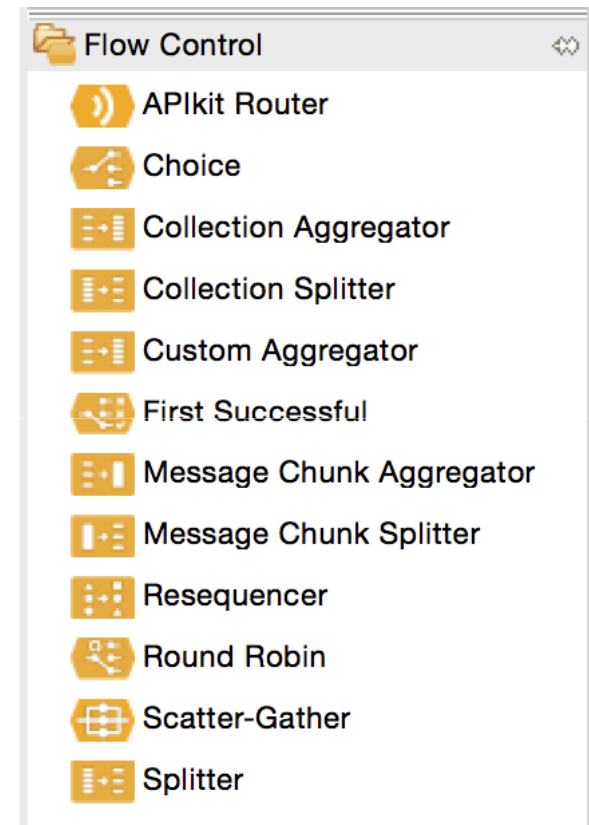


# Routers

- Route messages to various destinations in a Mule flow
- Some incorporate logic to analyze and possibly transform messages before routing takes place
- Some change the payload, some don't

# Available flow controls

- Two main types, those that
  - Split and/or aggregate
    - Scatter-Gather
  - Multicast and aggregate
    - Scatter-Gather
  - Check logic and route
    - Choice

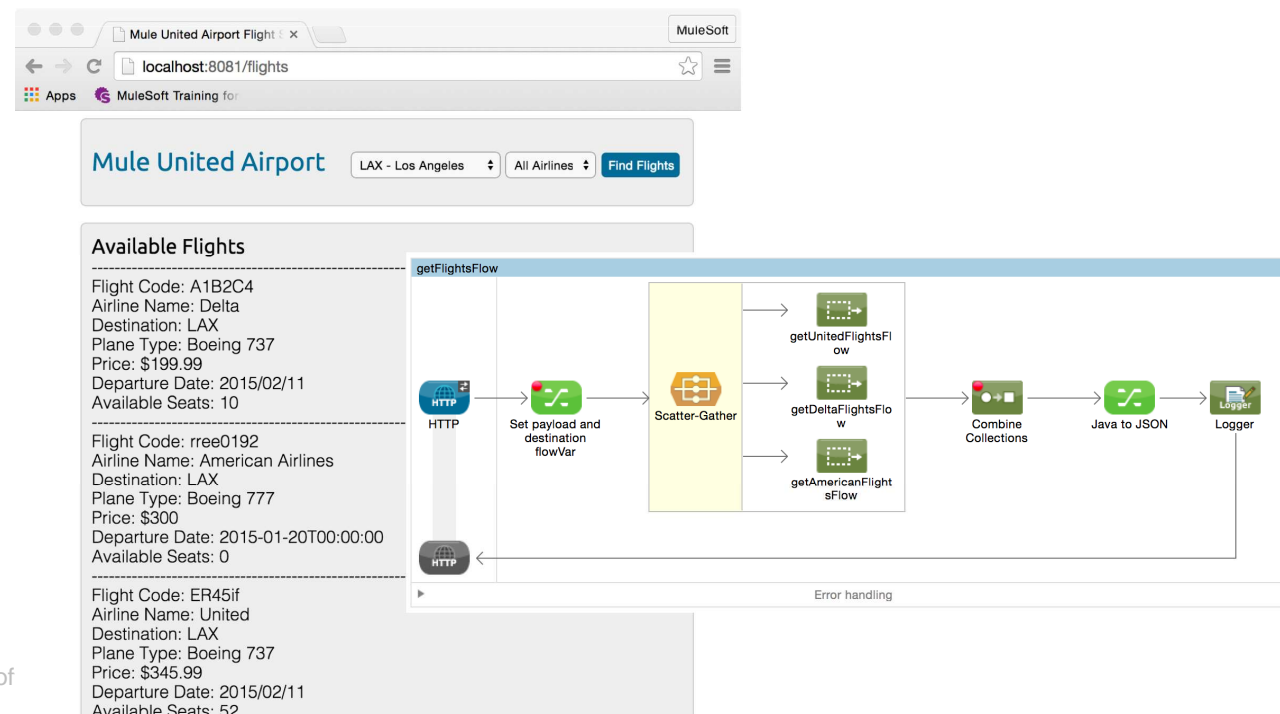


# The Scatter-Gather router

- Scatter-Gather sends the message to each route concurrently and returns a collection of all results
- Is often used with the Combine Collections transformer
  - Flattens a collection of collections into one collection

# Walkthrough 8-1: Multicast a message

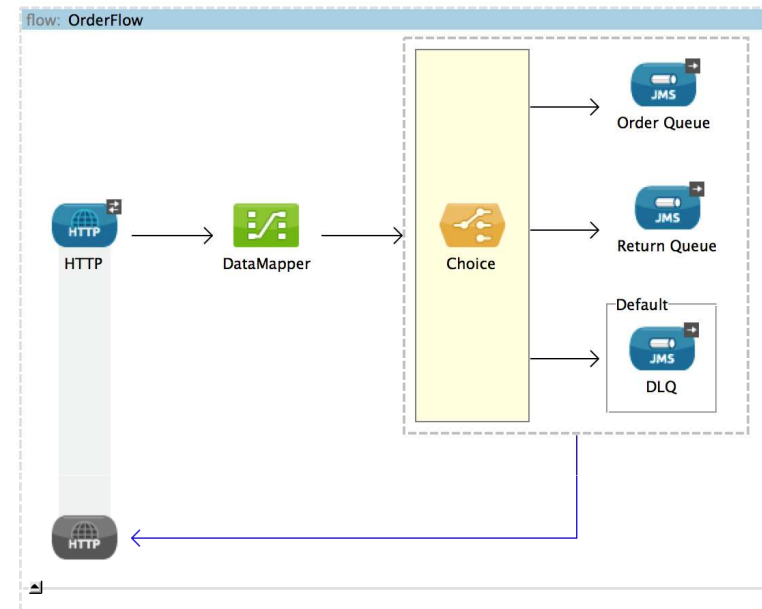
- In this walkthrough, you will:
  - Use a Scatter-Gather router to concurrently call all flight services
  - Use a Combine Collections transformer to combine a collection of three ArrayLists of objects into one collection
  - Use DataWeave to sort the flights and return them as JSON to the form








# The Choice router

- Sends the message to one route based on conditions
  - Each path can include multiple message processors

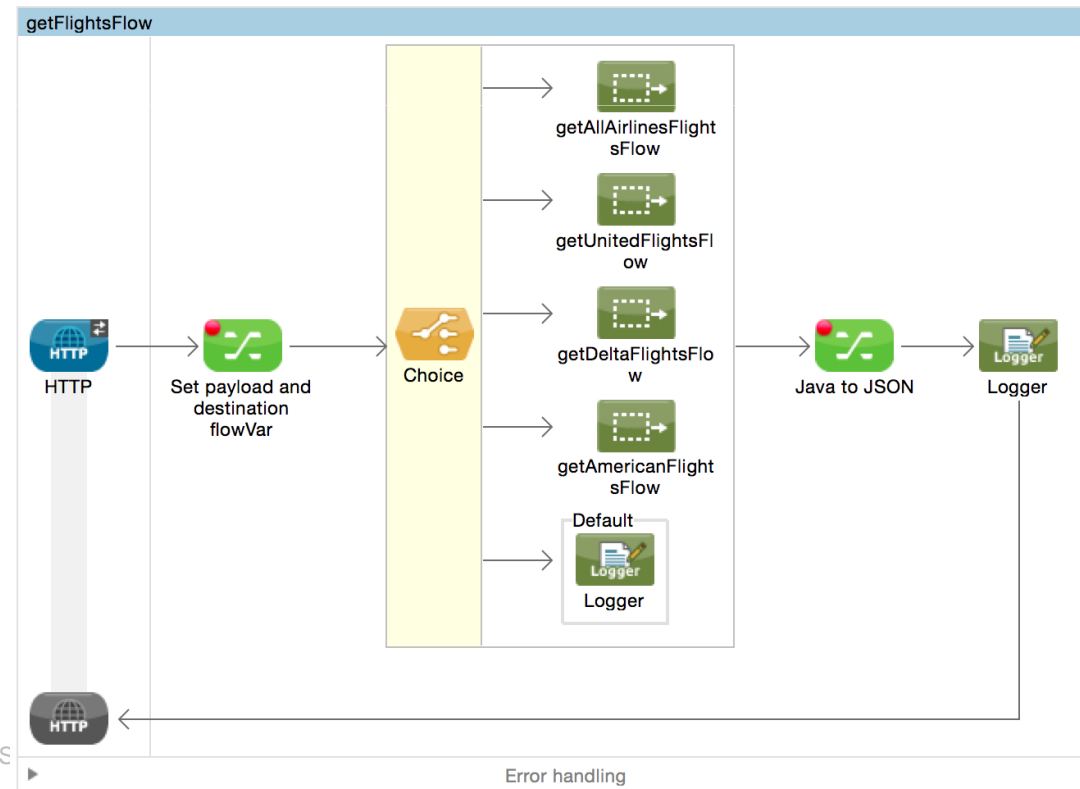


- The conditions are written with MEL

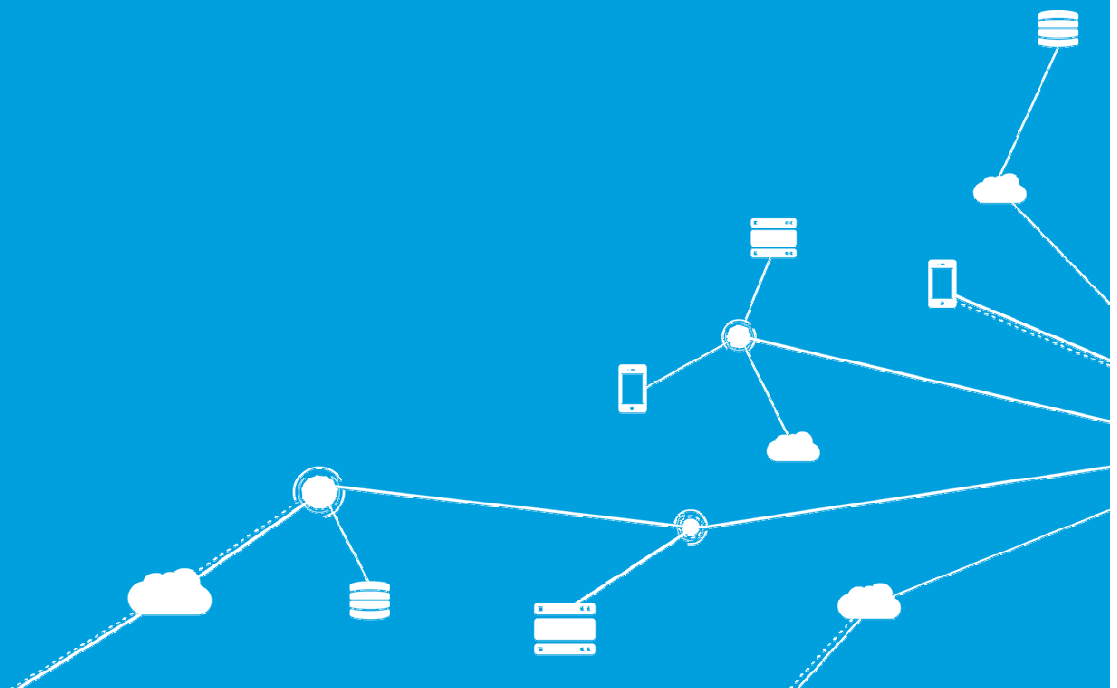
| When                                                                 | Route Message to                                                                                   |
|----------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|
| <code>#[message.inboundProperties['requestType']] == 'order'</code>  |  Order Queue  |
| <code>#[message.inboundProperties['requestType']] == 'return'</code> |  Return Queue |
| Default                                                              |  DLQ          |

## Walkthrough 8-2: Route messages based on conditions

- In this walkthrough, you will:
  - Use a Choice router to get flight results for all three airlines or only a specific airline
  - Set the router paths based on the airline value sent from the flight form



# Filtering messages

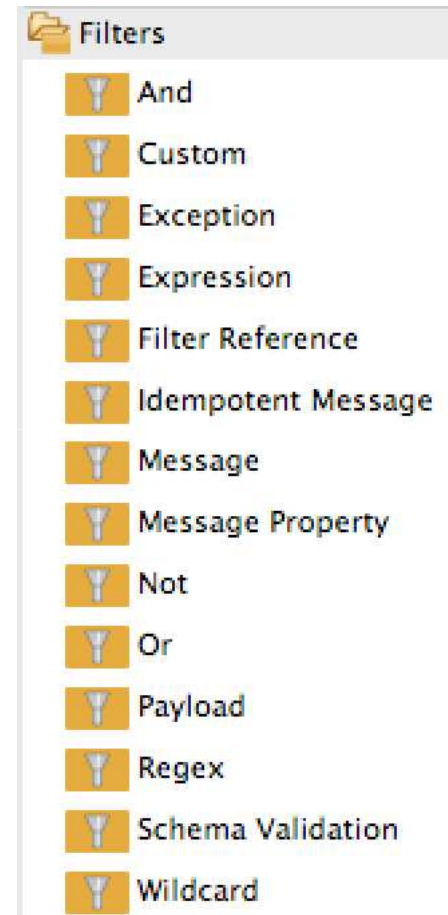


# Filters

- Determine whether a message can proceed in a Mule flow
- By default, filtered messages are dropped and processing of the message ends
  - Keeps subsequent processors from receiving irrelevant or incomprehensible messages
  - Filters can be configured to throw an exception

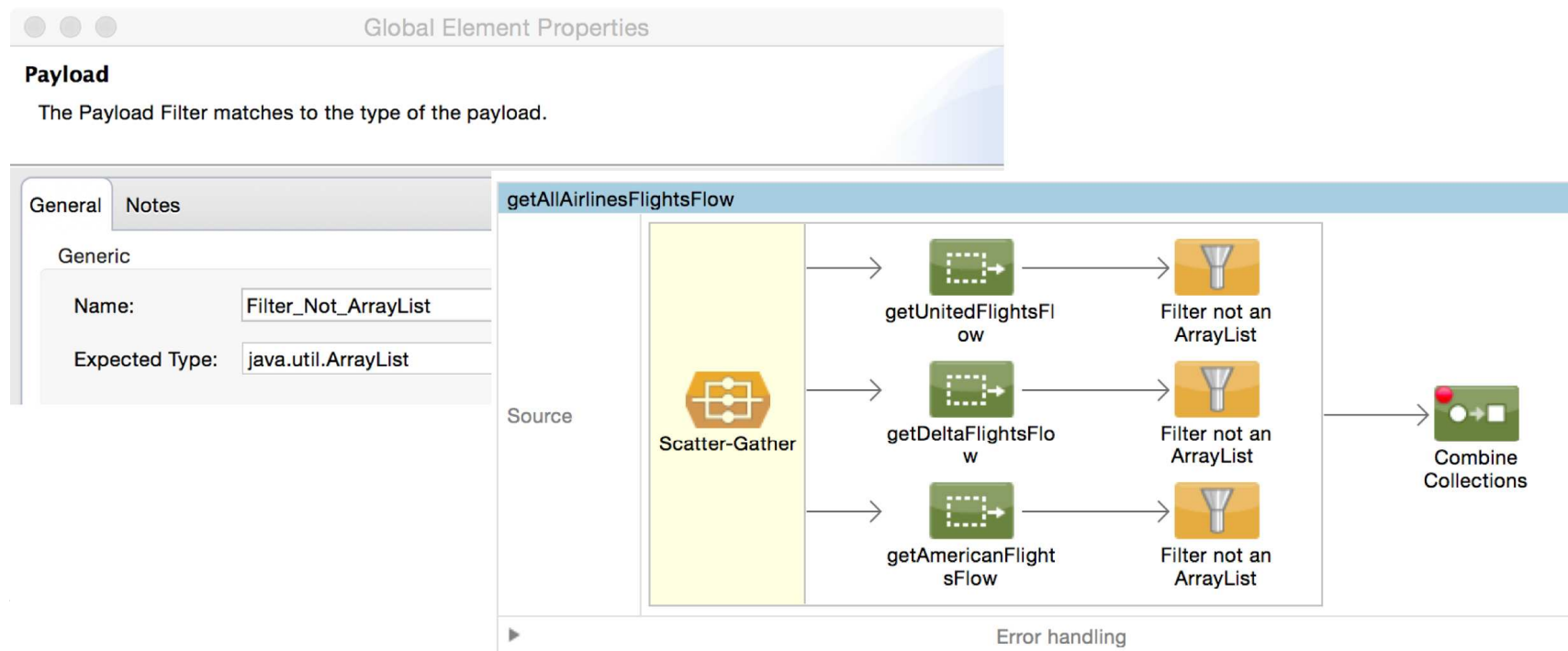
# Available filters

- There are 12 bundled filters
  - Expression and Payload are often used
  - And, Or, Not apply Boolean logic
  - Message filter nests other filters for more complex logical conditions
  - Idempotent ensures a message is not delivered more than once
- You can create custom filters
- You can define global filters and reference them for reuse

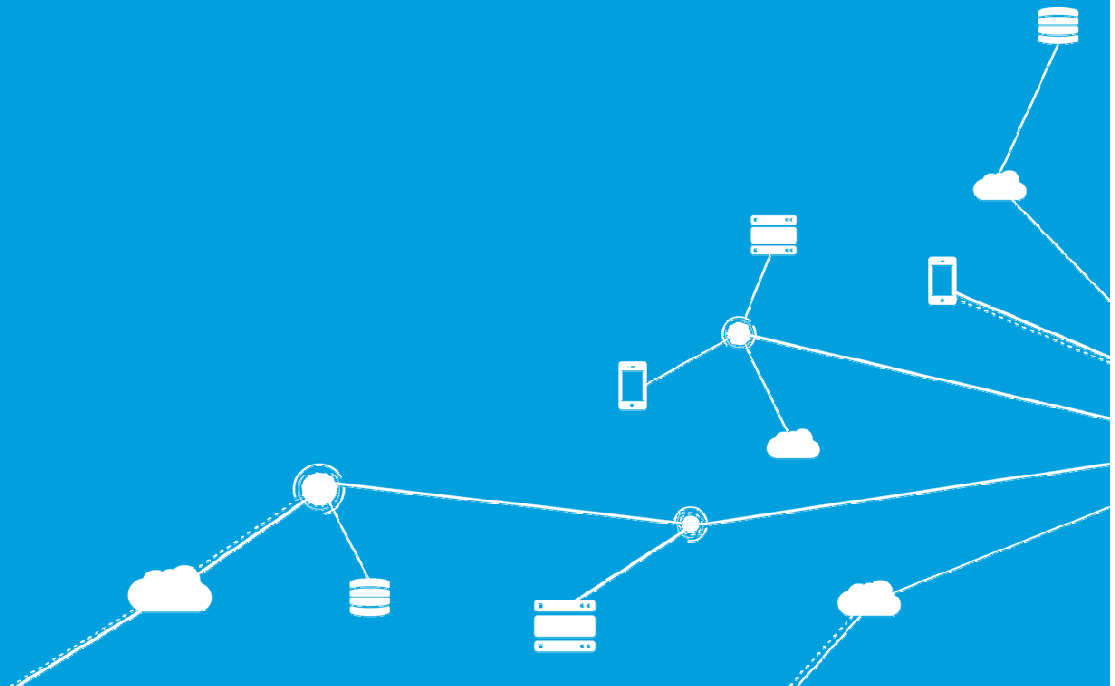


## Walkthrough 8-3: Filter messages

- In this walkthrough, you will:
  - Filter the results in the multicast to ensure they are ArrayLists and not exception strings
  - Use the Payload and Expression filters
  - Create and use a global filter



# Understanding flow processing strategies



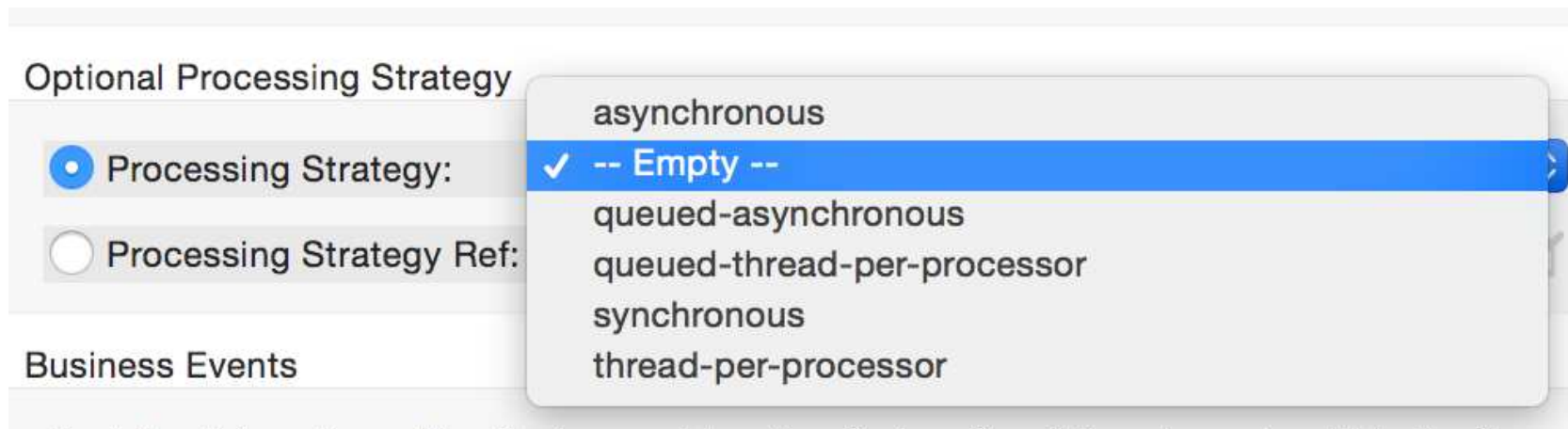
# What is a flow processing strategy?

- A flow **processing strategy** determines how Mule implements message processing for a given flow
  - Should the message be processed synchronously (on the same thread) or asynchronously (on a different thread)?
  - If asynchronously, what are the properties of the pool of threads used to process the messages?
  - If asynchronously, how will messages wait for their turn to be processed in the second thread?



# Flow processing strategies

- All Mule flows have an implicit processing strategy which Mule applies automatically
  - Either synchronous or queued-asynchronous
  - Each of these is optimal for certain flows
- The processing strategy can be changed



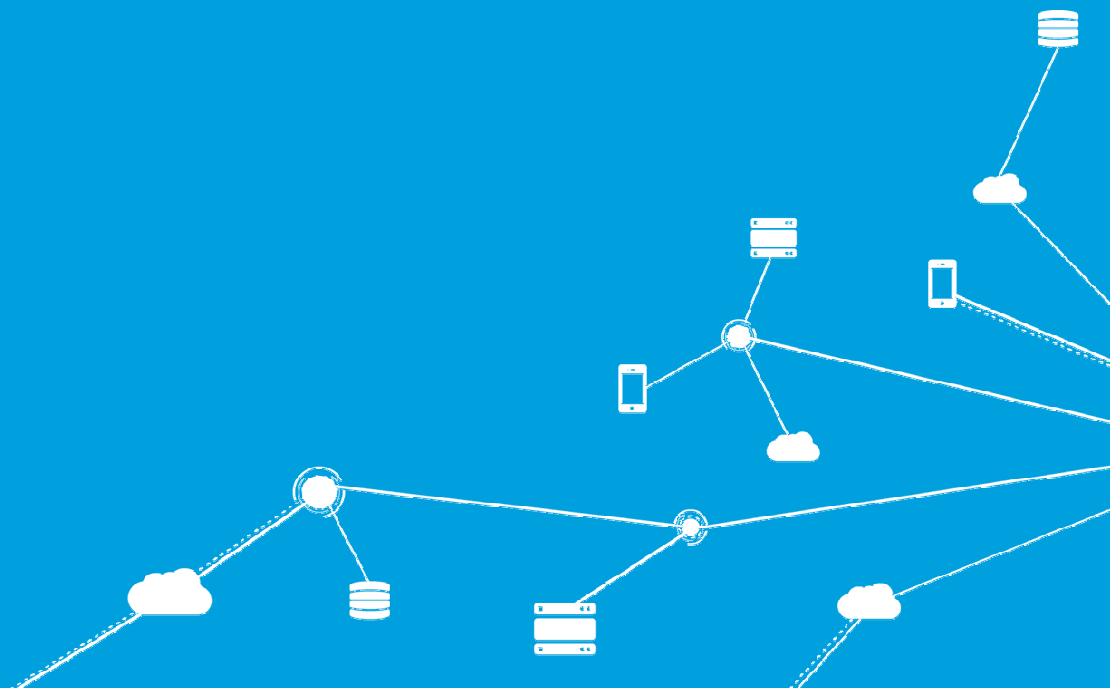
# The common flow processing strategies

- Synchronous
  - After the flow receives a message, all processing, including the processing of the response, is done in the same thread
    - With the exception of asynchronous scope Async
- Queued-asynchronous
  - Default if no other processing strategy is configured
  - Higher throughput
  - Uses a queue to decouple the flow's receiver from the rest of the steps in the flow
  - Works the same way in a scope as in a flow
  - Can fine tune number of threads, number queued, object store
  - Asynchronous strategy is same except it doesn't use a queue so cannot be distributed across nodes in a cluster

# What determines a flow's processing strategy?

- Mule selects a processing strategy for a flow based the flow's exchange pattern (and if its transactional)
- The flow exchange pattern is determined by the exchange pattern of the inbound endpoint
  - A **request-response exchange pattern** is used when the sender of the messages expects a response
    - Mule applies a synchronous processing strategy
  - A **one-way exchange pattern** is used when no response is expected
    - Mule applies a queued-asynchronous processing strategy

# Passing messages to an asynchronous block

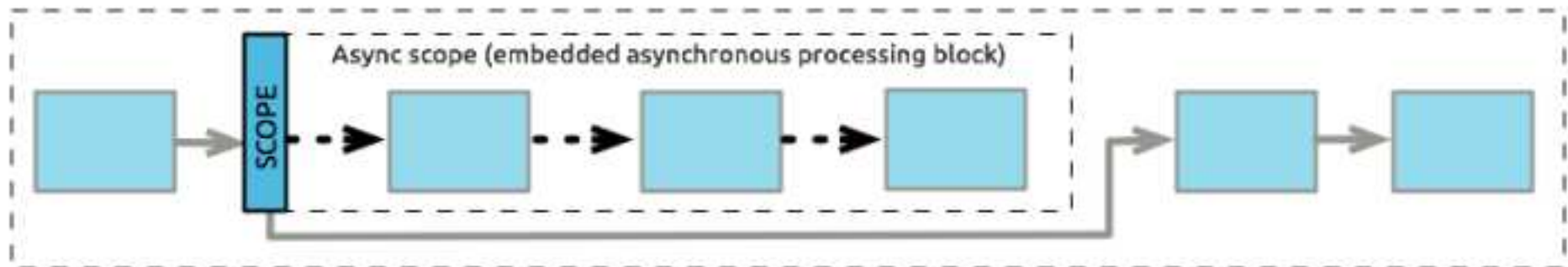


# Async scope

- A branch processing block that executes simultaneously with the parent message flow
  - Useful for executing time-consuming operations that do not require sending a response back to the initiating flow
    - Printing a file or connecting to a mail server

# Async scope

- Sends a message copy to
  - The first message processor in its own processing block
  - The next message processor in the main flow
- The payload is not copied
  - The same payload object(s) will be referenced by both messages in the two flows

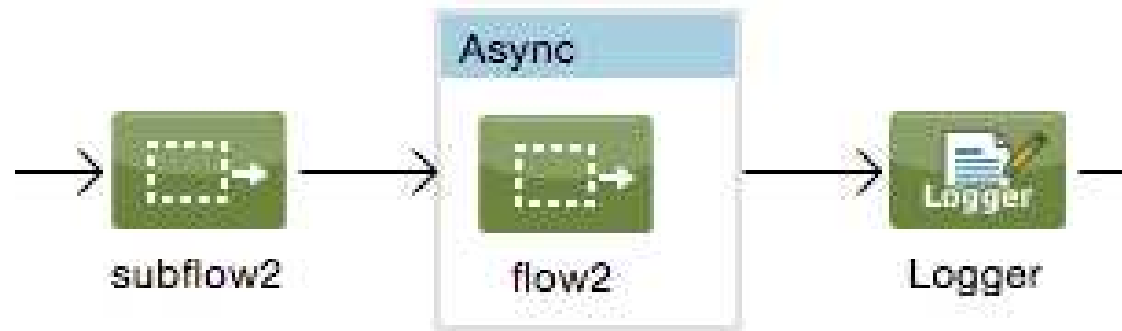


# Async scopes vs asynchronous flows

- Similarities
  - Processes the message asynchronously with the main flow without pausing the processing in the main flow thread
  - Does not pass data back into the main flow thread
  - Can have its own processing strategy
- Differences
  - Exists in-line with the main flow thread
  - Is not called by a flow reference component
  - Is not re-usable
  - Cannot have its own exception handling strategy

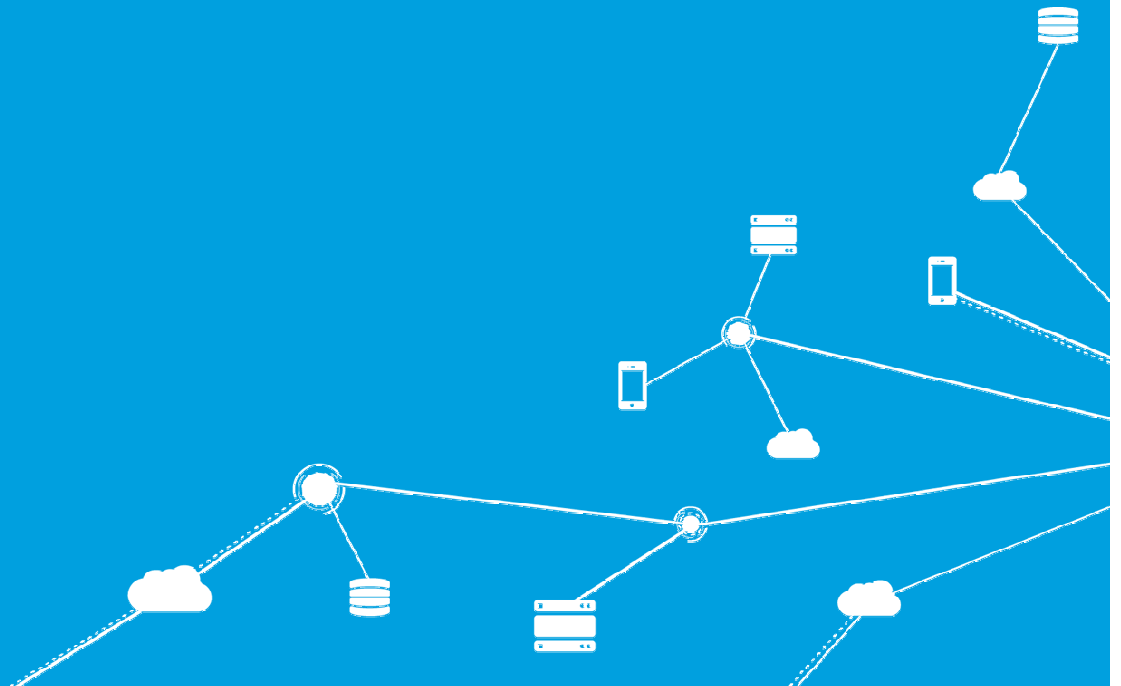
## Walkthrough 8-4: Pass messages to an asynchronous flow

- In this walkthrough, you will:
  - Use the Async scope element to create an asynchronous flow
  - Use the Mule Debugger to watch messages flow through both flows





# Summary



# Summary

- In this module, you learned to use different, routers, filters, and scopes to control message flow
- Use the Scatter-Gather router to send a message concurrently to multiple routes
  - A collection of all results is returned
  - Use Combine Collections to flatten the collection
- Use the Choice router to send a message to one route based on conditions
- Use filters to determine whether a message can proceed in a Mule flow

## Summary

- A flow processing strategy determines how Mule implements message processing for a given flow
- All Mule flows have an implicit processing strategy which Mule applies automatically
  - Endpoints with a request-response exchange pattern are set to synchronous
  - Endpoints with a one-way exchange pattern are set to queued-asynchronous
- Use Async scope to create a branch processing block that executes simultaneously with the parent message flow