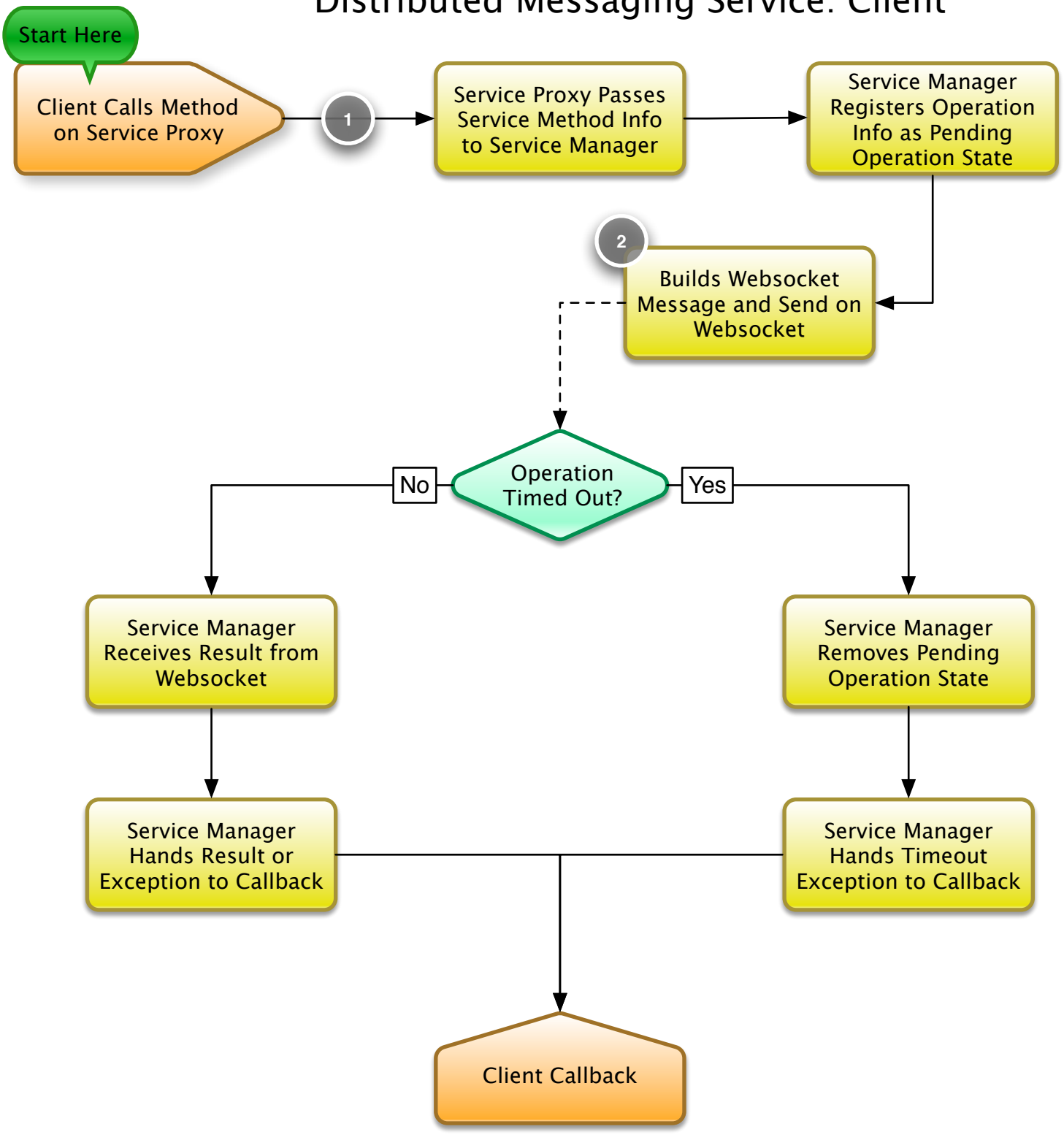
Distributed Messaging Service: Client

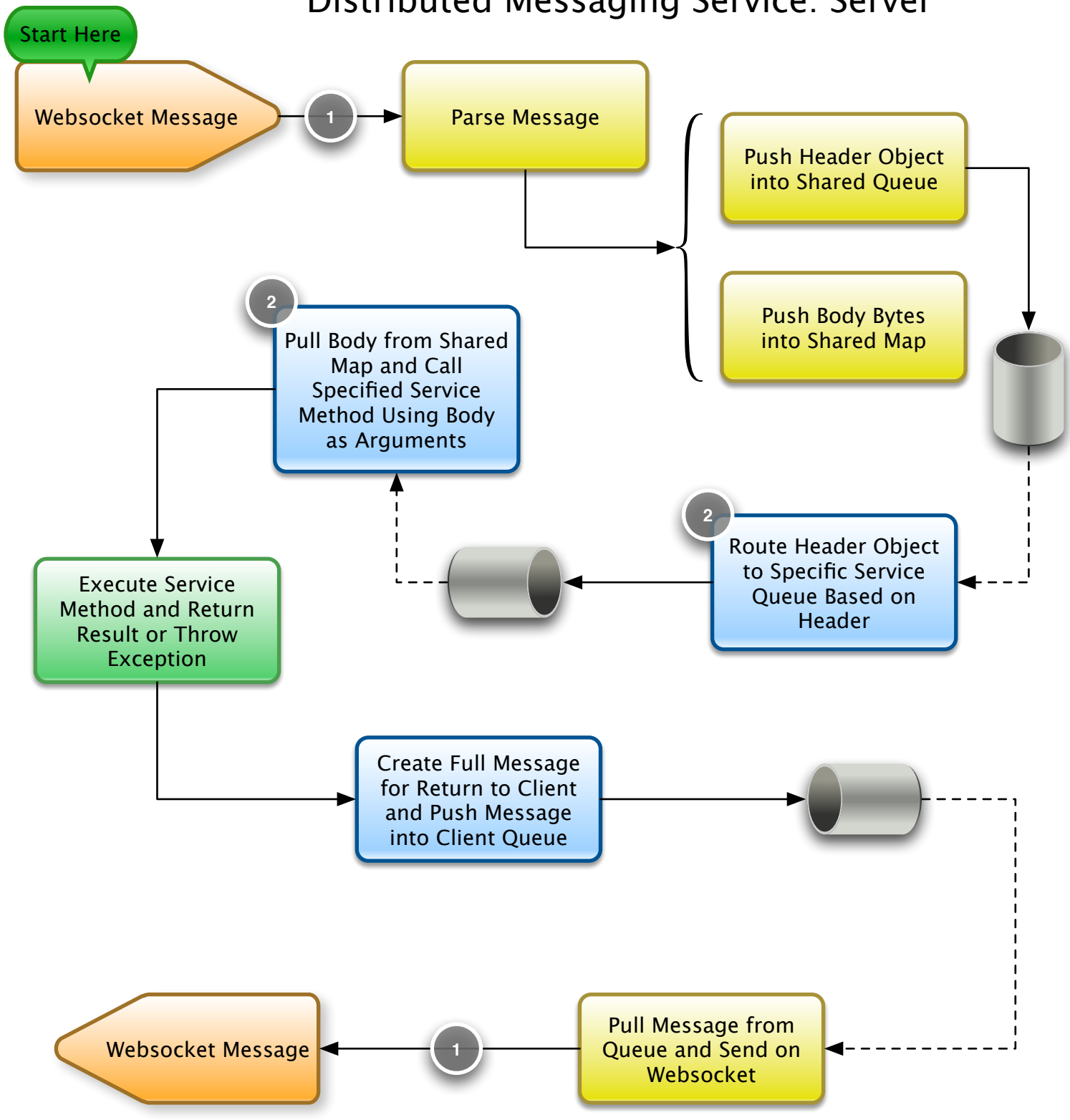


1 Every service proxy methods returns void and provides an additional argument for the caller to specify a callback. These callbacks handle successes & failures.

2 Message is 3 part binary message:

1. Length of header in bytes (32 bit int)
2. Header (byte array, UTF8 JSON or XML)
3. Body (byte array, UTF8 JSON or XML)

Distributed Messaging Service: Server



1. Message is 3 part binary message:
   1. Length of header in bytes (32 bit int)
   2. Header (byte array, UTF8 JSON or XML)
   3. Body (byte array, UTF8 JSON or XML)

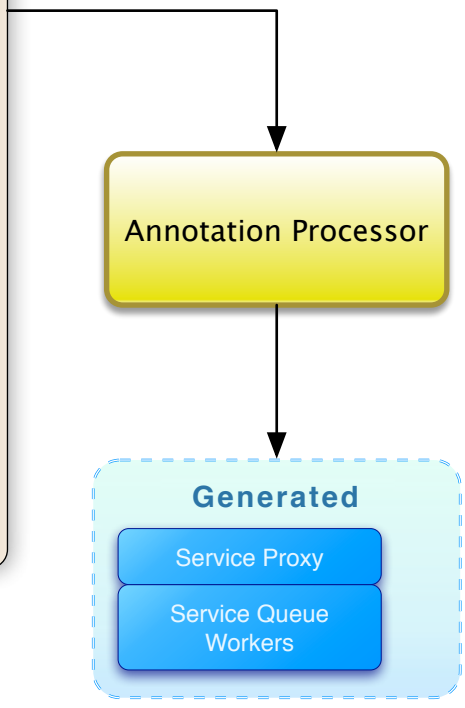
2. Distributed workers that continually pull from Java concurrency queues, preferably distributed.

Distributed Messaging Service: Generators

Java Service Interface

```
@MessageService
public interface MyMessageService
{
   @RemoteMessage
   public String sayHello(String aMyName)
   {
      ...
   }

   public String sayGoodbye(String aMyName)
   {
      ...
   }
}
```



Service Proxy

```
@implementation MyMessageService

#pragma mark Message Service
- (void) sayHelloWithCallback:(Callback*) aCallback myName:(NSString*) aMyName
{
    MethodInfo* info = [MethodInfo info];
    info.channel = @"MyMessageService";
    info.destination = @"sayHello#java.lang.String";
    info.args = [NSArray arrayWithObjects:aMyName];
    info.callback = aCallback;
    [self.manager callWithInfo:info];
}

@end
```

Service Queue Workers

```
public class MessageServiceWorker extends ServiceWorker
{
}
```

Distributed Messaging Service: Topology