

# RabbitMQ for .Net Developers – Part 1

Message Exchange Patterns

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**pluralsight**  
hardcore developer training

# Agenda

- One way messaging
- Worker Queues
- Publish Subscribe
- RPC

**Simple one way messaging**

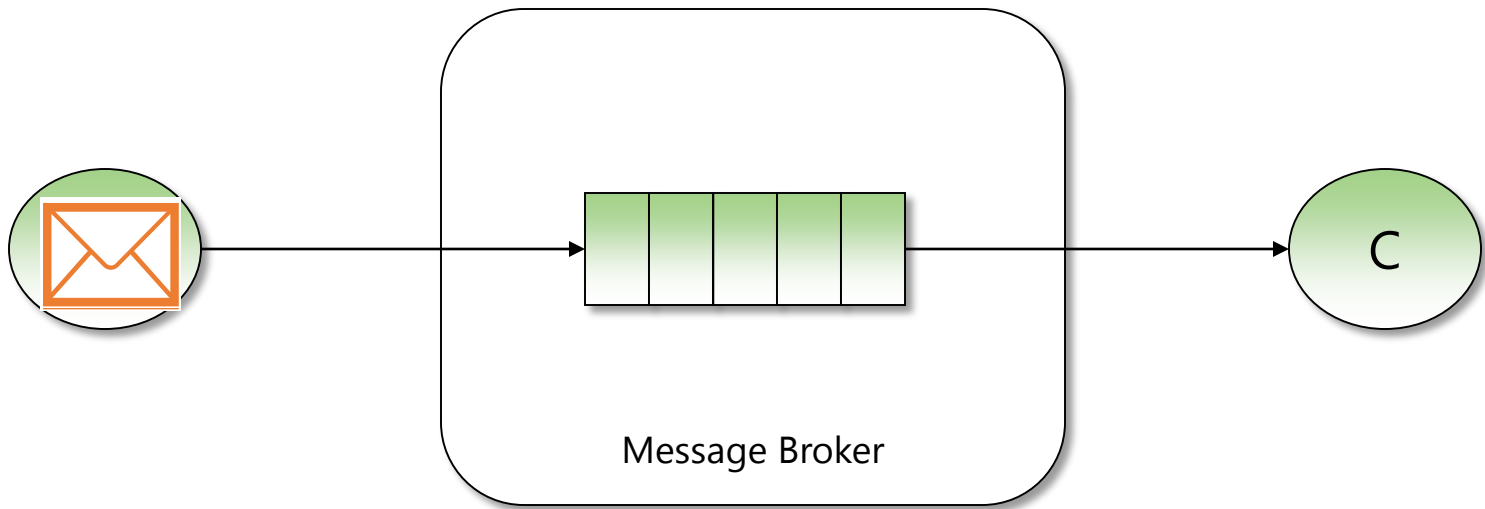
# Pattern

- **Overview**

- A message is sent by sender
- Message is processed by receiver

- **Characteristics**

- Exchange = "" (default exchange)
- Routing Key = The queue to send to



## **Demo – Simple One way messaging**

# **Worker Queues**

# Pattern

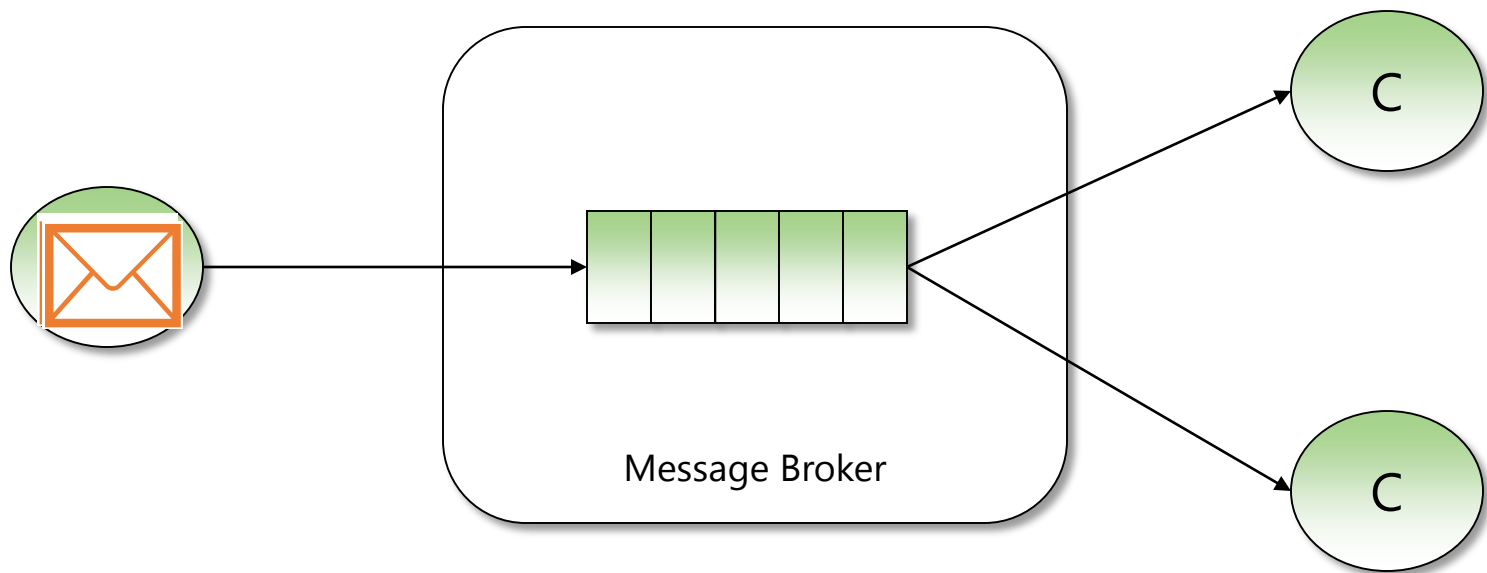
- **Overview**

- Message is sent by the sender
- One listener from many will get the message
- Listeners operate as competing consumers

- **Characteristics**

- Exchange = "" (default exchange)
- Routing Key = The queue to send to
- Multiple competing consumers





## **Demo – Worker Queues**

**Publish Subscribe**

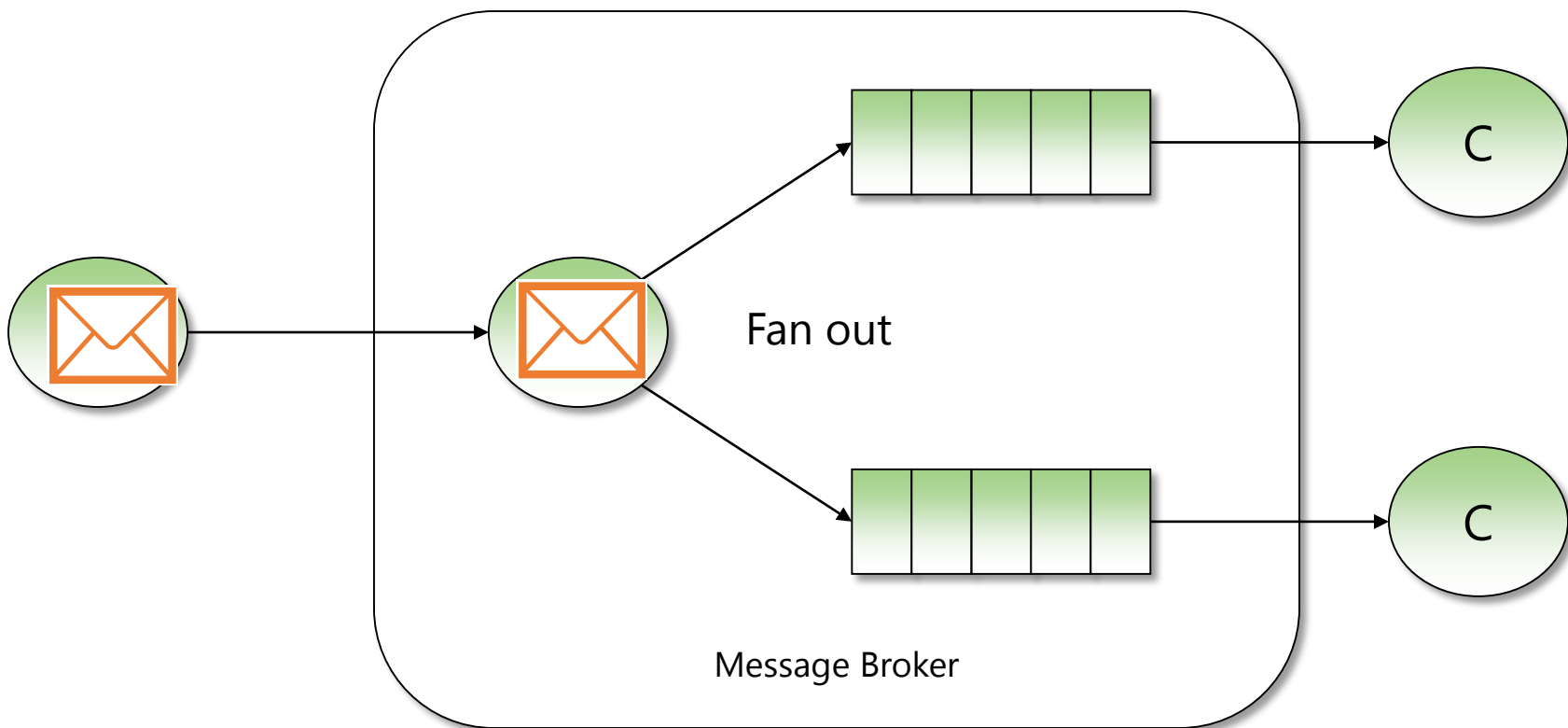
# Pattern

- **Overview**

- A message is sent to an exchange
- The exchange copies the message to all bound queues
- Each queue will have a listener to process the message

- **Characteristics**

- Exchange = The message is sent to a named exchange
- Exchange Type = Fanout
- Message goes to all queues bound to the exchange



**Demo – Publish Subscribe**

**RPC**

# Pattern

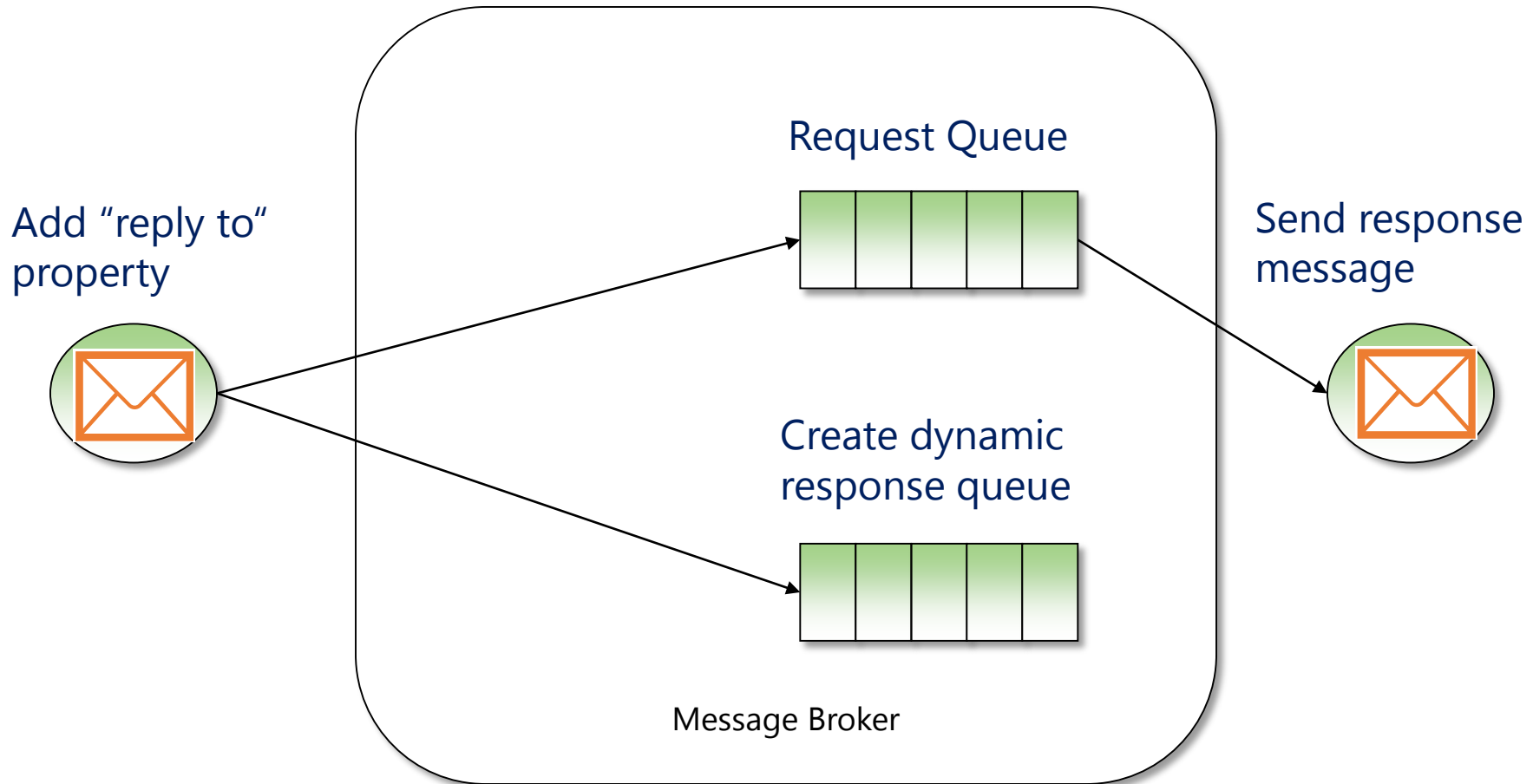
## ■ Overview

- The sender will start listening on a response queue
- Message is sent to a queue via the default exchange
  - Message includes a response queue
- The receiver gets the message and places a response message on the response queue
- The sender gets the response message

## ■ Characteristics

- Exchange = The message is sent to default exchange
- Exchange Type = N/A
- Routing Key = is the queue name





**Demo – RPC**

# Summary

- **Common Message Exchange Patterns**
  - Simple One Way Messaging
  - Worker Queues
  - Publish Subscribe
  - RPC
- **Pretty simple to implement!**