ActiveMQ Labs

Once we have installed our ActiveMQ server and checked that it is running we need to configure our SpringBoot Project to use it.

In order for you to understand and to be able to work with the Queue you will need to do some of your own research to configure it, this handout will only guide you so much and is not a complete step-by-step guide.

You should start by creating 2 new Spring Boot Projects, a consumer and a producer, you will use these as a proof of concept for using queueing in your Account Project.

# Producer

We will start by creating our **producer**, a producer creates a message to be put onto the queue so that something can consume it. When you set this project up consider which Spring projects you will need to use.

In our Application.java file where we specify the **Beans** for our project needs we need to add some lines of code. These lines will specify the Beans that our project requires to work with a queue as well as a line of configuration, look at an example project to see what you need to add.

https://github.com/springframeworkguru/spring-boot-active-mq-example

Don’t forget to modify your Application.properties to configure your connection to the ActiveMQ server.

# Consumer

We next need to create our **consumer**, a consumer will listen to a queue, when a message is put on the queue it will remove the message from the queue and do **something,** what it does is up to you.

https://github.com/springframeworkguru/spring-boot-active-mq-example

Don’t forget to modify your:

* Pom.xml
* Application.properties

# Notes

* When you start to send objects, be warned you should not send your entities onto the queue. Instead create a DTO.