Group Exercise

Synchronous and Asynchronous Communications

# Messaging Types

Recall the messaging types we have seen:

|  |  |  |
| --- | --- | --- |
|  | **One –to-one** | **One-to-many** |
| **Synchronous** | Request/Response   * Response in timely fashion (might event block) * Tight coupling   One-way notifications | - |
| **Asynchronous** | Async Request/Response   * Client doesn’t block * Loose coupling   One-way notifications | Publish/subscribe   * Client publishes a notification message, one or more servers consume   Publish/async response   * Client publishes request, waits a certain time for responses |

# Chook Tuck Messaging

In the Chook Tuck app, there are a number of interprocess communications necessary. For each of the messaging operations listed below, determine the most appropriate messaging type from this list:

1. Synchronous Request/Response
2. Asynchronous Request/Response
3. One-way notifications
4. Publish/subscribe
5. Publish/async response

## Messaging Operations

* User login
* Send out a promotion on one brand of feed
* User support request
* Transporter requests registration as a transport supplier
* Monthly account summary sent to users
* Monthly bill sent to users
* Request payment confirmation from payment service
* Send updated delivery instructions to driver
* Live chat between transport and farmer
* Personalized special offer with expiry to farmer
* Auction delivery ticket for transport services (i.e. transport must bid to secure delivery ticket)
* Notify all necessary parties of a delivery failure
* Supplier update current stock
* Transport reports breakdown
* User pricelist request
* User places order
* User pays bill

If you have time think of some more!