

Point-to-Point Messaging Model Overview

- Point-to-Point Messaging Model
 - Uses *queue* to store messages
 - Messages stored until consumed or expired
 - Only one Consumer can consume a message
 - Consumer acknowledges receipt of the message

```
graph LR; subgraph EMS_Server [TIBCO EMS Server]; direction TB; Q[Queues] -- "Send" --> MS[Message Sender]; MS -- "ACK" --> Q; Q -- "Receive" --> MR[Message Receiver]; MR -- "ACK" --> Q; end; subgraph EMS_Clients [EMS Clients]; MS; MR; end;
```

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Point-to-Point Messaging Model Overview

Point-to-point messaging has one producer and one consumer per message. This style of messaging uses a queue to store messages until they are received. The message producer sends the message to the queue; the message consumer retrieves messages from the queue and sends acknowledgement that the message was received. The message is then taken off the queue so that no other consumer can receive it.

An exclusive queue delivers all its messages to one receiver. A non-exclusive queue can deliver each message to a different receiver, based on factors including receiver availability and load-balancing requirements. Multiple receivers may listen to a single queue, but each message is delivered to no more than one of them.