

## JMS: Point-to-Point using Queues

- One receiver per message
- Guaranteed message delivery
  - Whether receiver active when message is sent or not
- Messages stored in **queues**
  - Sequentially cached on server until delivery

```
graph LR; SC[Sender Messaging Client] --> JI1[JMS Interface]; JI1 --> JS[JMS Server]; JS --> JI2[JMS Interface]; JI2 --> RC[Receiver Messaging Client]; JS[RPC Queue, Queue Browser]
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## JMS: Point-to-Point using Queues

With Point-to-Point messaging:

- There is one sender and one receiver per message.
- The receiver can get the message whether or not the receiver is active at the time the message is sent.
- Messaging is queue-based – the messages are in a queue, waiting to be retrieved.
- A queue can have multiple receivers.
- 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.