REQ client

void \*context = zmq\_ctx\_new();

Void \*worker = zmq\_socket(context,ZMQ\_REQ);

S\_set\_id(worker);

Zmq\_connect(worker,”tcp://\*:5671”);

While(1)

{

S\_send(worker,”Hi Boss”);

Char \*workload = s\_recv(worker);

...

}

Zmq\_close(worker);

Zmq\_ctx\_destroy(context);

Router server接收消息

void \*context = zmq\_ctx\_new();

Void \*broker = zmq\_socket(context,ZMQ\_ROUTER);

Zmq\_bind(broker,”tcp://\*:5671”);

//[1]

Char \*identity = s\_recv(broker);

//[2]

s\_recv(broker) 封包分割符

//[3]

s\_recv(broker) 消息内容

//[1]

S\_sendmore(broker,identity);

//[2]

S\_sendmore(broker,””);

//[3]

S\_sendmore(broker,”worker hard”);

Zmq\_close(broker);

Zmq\_ctx\_destroy(context);

Dealer 发送 (1) 空消息 (2)消息正文

Void \*ctx = zmq\_ctx\_new();

Void \*clients = zmq\_socket(ctx,ZMQ\_DEALER);

Char identity[10];

Sprintf(identity,”%04x-%04x”,randof(0x10000),randof(0x10000));

Zmq\_connect(client,”tcp://\*:5570”);

//[1]

zmq\_setsockopt(clients , ZMQ\_IDENTITY, identity, strlen(identity));

Zframe\_send(&content,clients,”zframe\_reuse”);

//[2]

Zframe\_send(&identity,clients,,)

Zframe\_send(&content,clients,..)

//

Dealer 接收(0)identity (1) 空帧 (2)消息正文

Void \*worker = zmq\_socket(ctx,ZMQ\_DEALER);

Zmq\_connect(worker,””inproc://backend”);

Zmsg\_t \*msg = zmsg\_recv(worker);

Zframe\_t \*identity = zmsg\_pop(msg);

Zframe\_t \*content = zmsg\_pop(msg);

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