

PART ONE

Introduction to RabbitMQ	8
Microservices and RabbitMQ	10
What is RabbitMQ?	14
Exchanges, Routing Keys and Bindings.....	26
RabbitMQ and client libraries	36
Rabbitmq with Ruby and Bunny	38
RabbitMQ and Node.js with Amqplib	44
RabbitMQ and Python with Pika.....	54
The Management Interface	60
Arguments and properties	78
Policies.....	82

PART TWO

Advanced Message Queuing	88
Quorum Queues.....	90
Prefetch.....	92
RabbitMQ streams	96
Queue Federation.....	100
RabbitMQ Best Practice	106
Best Practices for High Performance	120
Best Practices for High Availability	124
RabbitMQ Protocols.....	128

1) Design, Develop and Implement a menu driven Program in C for the following Array operations

- a. Creating an Array of N Integer Elements**
- b. Display of Array Elements with Suitable Headings**
- c. Inserting an Element (ELEM) at a given valid Position (POS)**
- d. Deleting an Element at a given valid Position(POS)**
- e. Exit.**

Support the program with functions for each of the above operations

```
#include<stdio.h>
#include<stdlib.h>
int a[20];
int n,val,i,pos;

/*Function Prototype*/
void create();
void display();
void insert();
void delete();

int main()
{
    int choice=1;
    while(choice)
    {
        printf("\n\n-----MENU-----\n");
        printf("1.CREATE\n");
        printf("2.DISPLAY\n");
        printf("3.INSERT\n");
        printf("4.DELETE\n");
        printf("5.EXIT\n");
        printf("-----");
        printf("\nENTER YOUR CHOICE:\t");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:
                create();
                break;
            case 2:
                display();
                break;
            case 3:
                insert();
                break;
            case 4:
```