



CS544 EA

# Integration

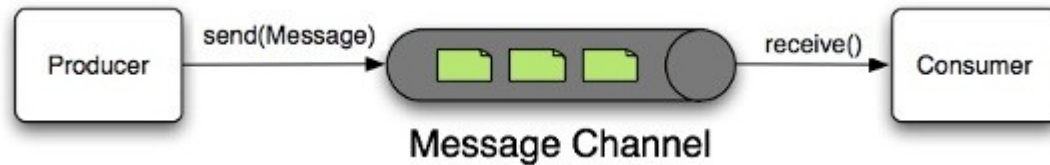
## Integration: Pipes

# Pipes

- Pipes can be **external** systems
  - Filesystems, databases, remote procedures, messaging middleware
- Pipes can also be **local** channels
  - Essentially just queues managed locally

# Channel

- Message channels are **local pipes**.
  - You can quite literally think of them as a Queue
  - Messages go in on the one end, out on the other
  - Depending on the type of channel it may or may not buffer them (otherwise sends right away)



# P2P and PubSub

- As with messaging middleware both **P2P** and **PubSub** channels are available
  - Big difference: these are only stored in memory
  - Middleware does storage & delivery guarantee

