Point-to-Point Model

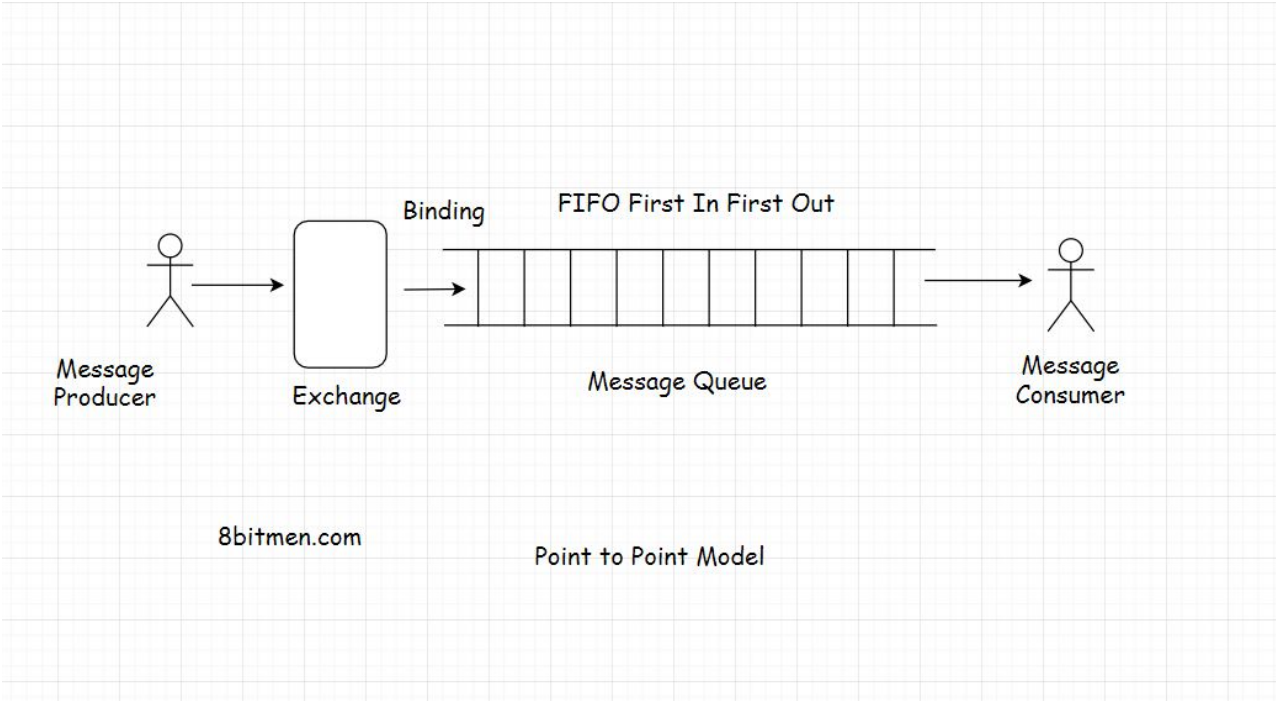
In this lesson, you will learn about the point to point messaging model, its applications, popular message queue protocols & the technology used to implement them.

We'll cover the following

- What is a point-to-point model?
- Messaging protocols
- Technology used to implement the messaging protocols

What is a point-to-point model?#

> The use case for * Point-to-point* communication is pretty simple. It’s where the message from the producer is consumed by only one consumer.



It's like a *one-to-one* relationship, while a *publish-subscribe* model is a *one to many* relationships.

Though based on the business requirements, we can set up multiple combinations in this messaging model, including adding multiple producers and consumers to a queue. However, at the end of the day, a message sent by the producer will be consumed by only one consumer. This is why it's called a *point-to-point* queuing model. It's not a broadcast of messages rather an entity to entity communication.

Messaging protocols#

Speaking of the messaging protocols, there are two popular protocols when working with message queues: AMQP Advanced Message Queue Protocol (https://en.wikipedia.org/wiki/Advanced_Message_Queuing_Protocol) and STOMP Simple or Streaming Text Oriented Message Protocol (https://en.wikipedia.org/wiki/Streaming_Text_Oriented_Messaging_Protocol).

Technology used to implement the messaging protocols#

Queuing tech widely used in the industry, are *RabbitMQ*, *ActiveMQ*, *Apache Kafka*, etc.

So, this is pretty much it on the queuing models. Next, you will get an insight into how notification systems work with message queues.

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