## System-Modell <<AssemblyContext>> <<AssemblyContext>> Sender1 Queue1 <<AssemblyContext>> Exchange1 <<AssemblyContext>> <<AssemblyContext>> Queue2 Empfänger1 <<AssemblyContext>> Sender2 <<AssemblyContext>> <<AssemblyContext>> <<AssemblyContext>> Sender3 Queue3 Exchange2 <<AssemblyContext>> Empfänger2