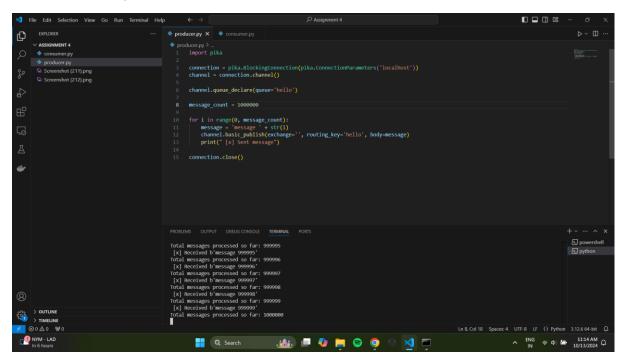
## Asynchronous Message Queues: RabbitMQ

To create a simple asynchronous messaging system, I used the same Producer and Consumer applications, paired with RabbitMQ. The producer loops a million times to post a message to the queue, while the consumer is switched off. After a few minutes, the consumer comes alive and receives the messages from the queue directly. The code for this is available on <a href="Github">Github</a>.

After installing and starting RabbitMQ on my system, I started the producer which started posting messages to the queue. After the producer application had sent a million messages, I waited a minute and then switched the consumer on to make these applications entirely asynchronous. The consumer was also able to read all million messages from the queue, independently from the producer application. I was able to confirm the same from the logs by maintaining a global variable 'total count' in the consumer application. It was observed that all 1,000,000 messages were consumed correctly.



Having enabled the RabbitMQ Management Plugin, I was able to view some additional metadata on the 15672 port on localhost. It was observed that the production and the consumption of the messages was done independently and not a single message was dropped in the process. The initial increase in the messages displays the producer phase where a million messages were posted. The middle constant phase represents the minute I waited before switching on the consumer. The final decreasing phase represents the consumer reading messages from the queue, until we go from a million messages to zero in the queue.

