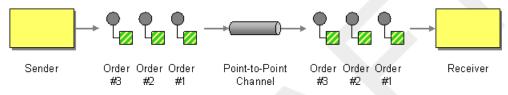
## **Point-to-Point Channel**

## Overview

A point-to-point channel is a message channel on page 22 that guarantees that only one receiver consumes any given message (contrast this with a publish-subscribe channel on page 38, which allows multiple receivers to consume the same message). In particular, with a point-to-point channel, it is possible for multiple receivers to subscribe to the same channel. If more than one receiver competes to consume a message, it is up to the message channel to ensure that only one receiver actually consumes the message.

Figure 9. Point to Point Channel Pattern



## Components that support point-to-point channel

The following Mediation Router components support the point-to-point channel pattern:

- JMS on page 36
- ActiveMQ on page 37
- SEDA on page 37
- xJPA on page 37
- XMPP on page 37

**JMS** 

In JMS, a point-to-point channel is represented by a *queue*. For example, you could specify the endpoint URI for a JMS queue called  ${\tt Foo.Bar}$  as follows:

jms:queue:Foo.Bar

The qualifier, queue:, is optional, because the JMS component creates a queue endpoint by default. Hence, you could also specify the following equivalent endpoint URI:

jms:Foo.Bar

See JMS in the Component Reference for more details.

ActiveMQ

In ActiveMQ, a point-to-point channel is represented by a queue. For example, you could specify the endpoint URI for an ActiveMQ queue called Foo.Bar as follows:

activemq:queue:Foo.Bar

See ActiveMQ in the Component Reference for more details.

**SEDA** 

The Mediation Router Staged Event-Driven Architecture (SEDA) component is implemented using a blocking queue. Use the SEDA component, if you want to create a lightweight point-to-point channel that is *internal* to the Mediation Router application. For example, you could specify an endpoint URI for a SEDA queue called SedaQueue as follows:

seda:SedaQueue

JPA

The JPA component is an EJB 3 persistence standard that is used to write Entity beans out to a database. See JPA in the *Component Reference* for more details.

**XMPP** 

The XMPP (Jabber) component supports the point-to-point channel pattern when it is used in the person-to-person mode of communication. See XMPP in the *Component Reference* for more details.