

Java Message Service (JMS)

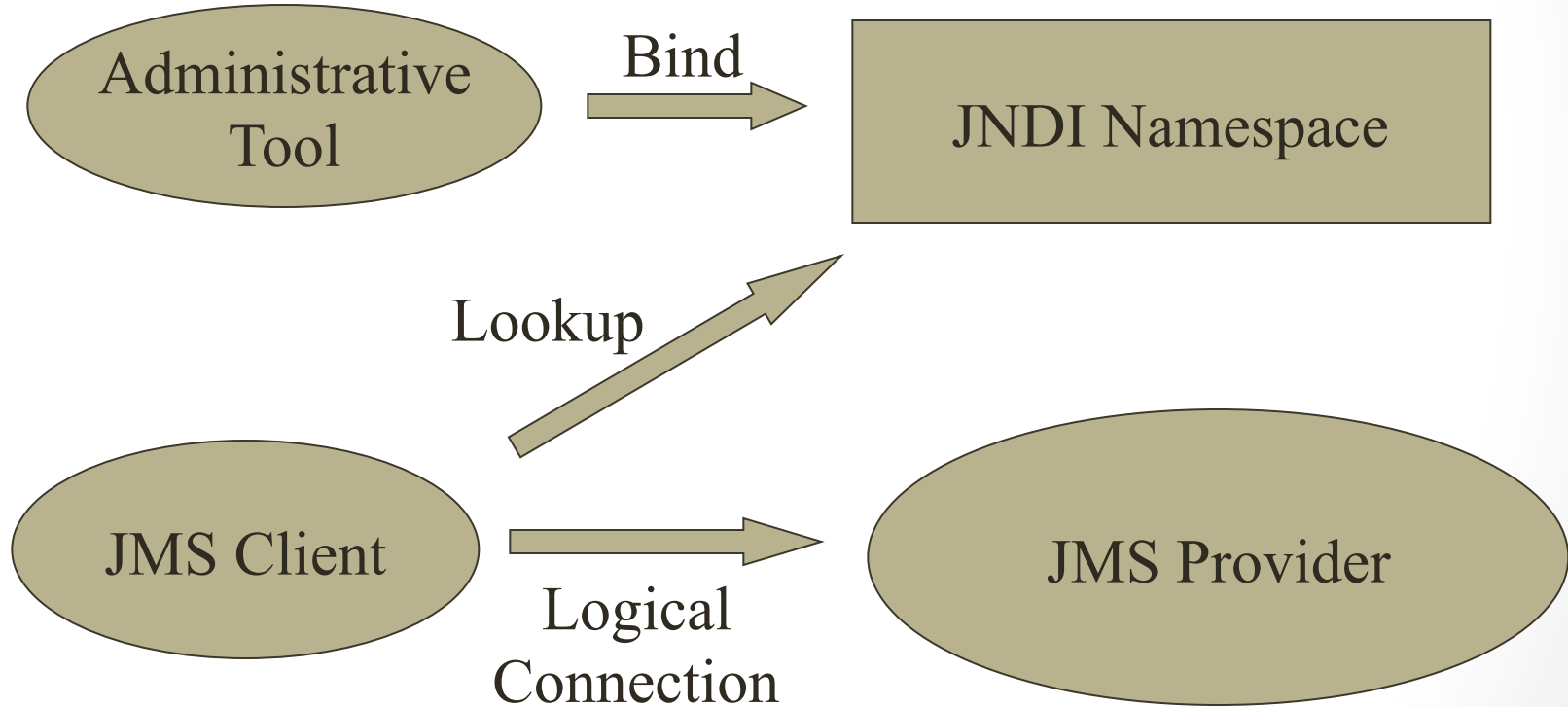
What is JMS?

- A common way for Java programs to
 - **create, send, receive**
 - and **read** distributed enterprise **messages**
- *loosely coupled* **communication**
- *Asynchronous* messaging
- **Reliable** delivery
 - A message is guaranteed to be delivered once and only once.

A JMS Application

- JMS Clients
 - Java programs that **send/receive** messages
- Messages
- Administered Objects
 - preconfigured JMS objects created by an admin for the use of clients
 - ConnectionFactory, Destination (queue or topic)
- JMS Provider
 - messaging system that implements JMS and **administrative** functionality

JMS Administration

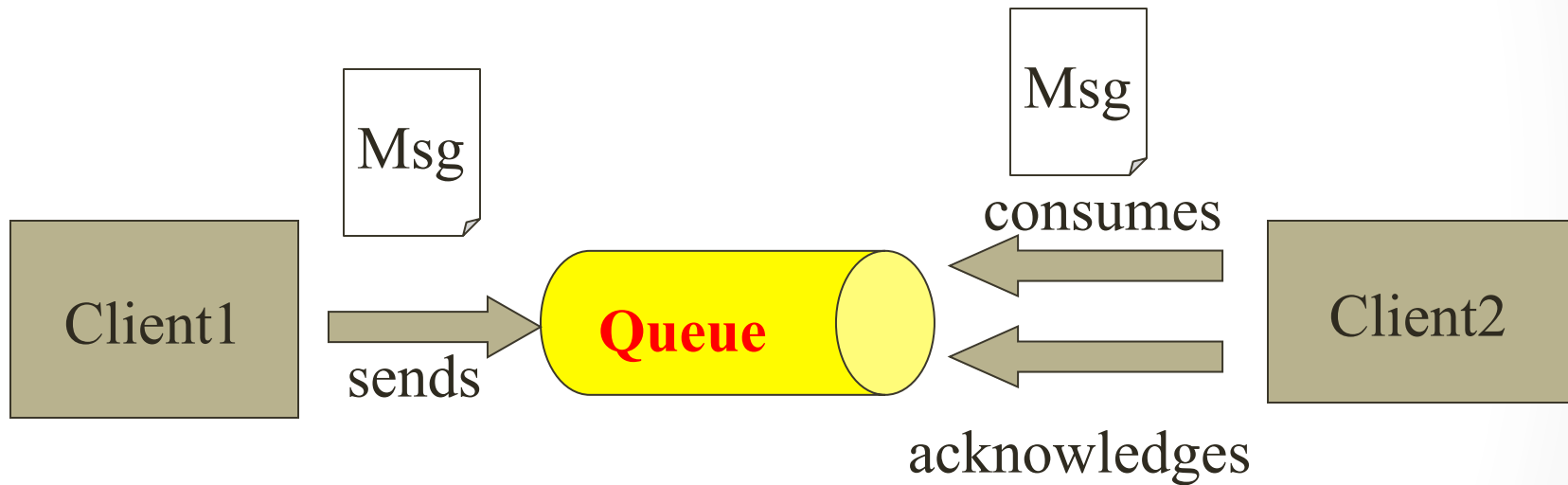


Java Naming & Directory Interface (JNDI)

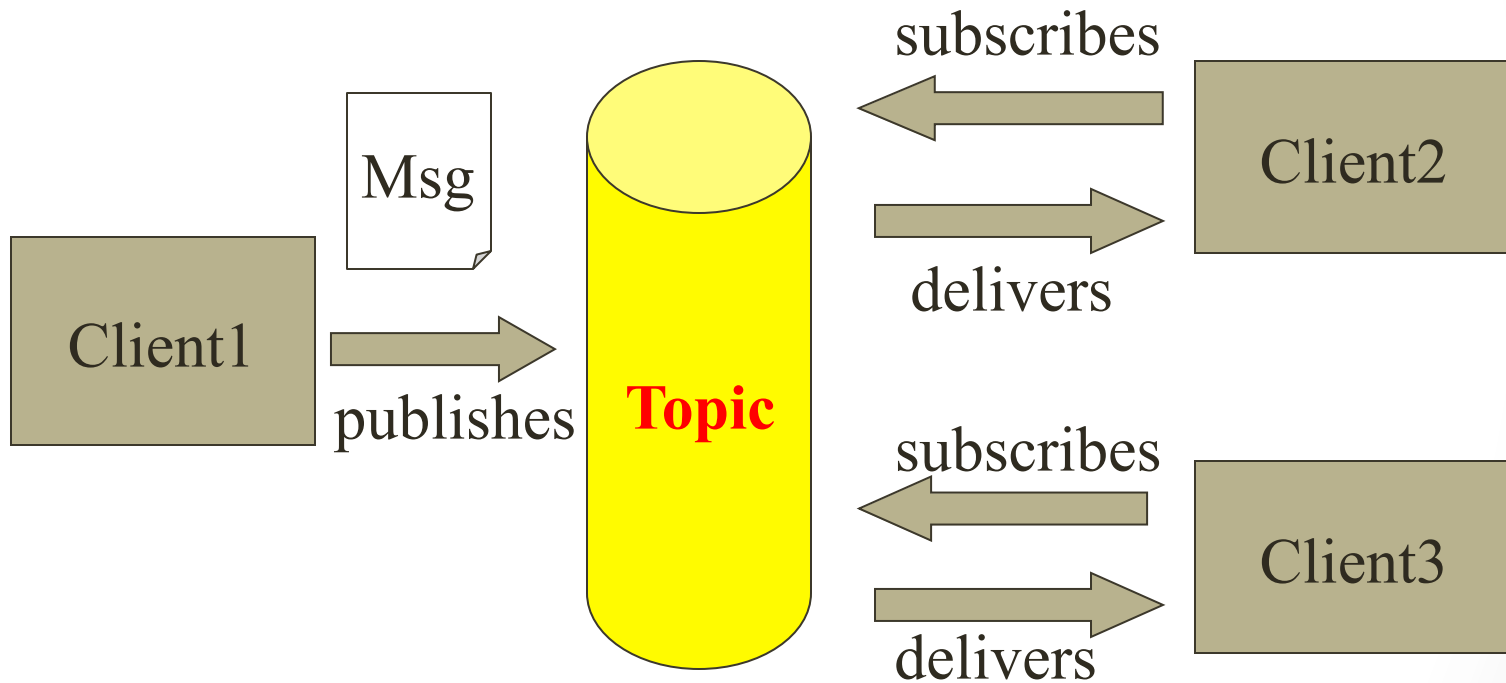
JMS Messaging Domains

- **Point-to-Point (PTP)**
 - built around the concept of message queues
 - each message has only one consumer
- **Publish-Subscribe systems**
 - uses a “topic” to send and receive messages
 - each message has multiple consumers

Point-to-Point (PTP) Messaging



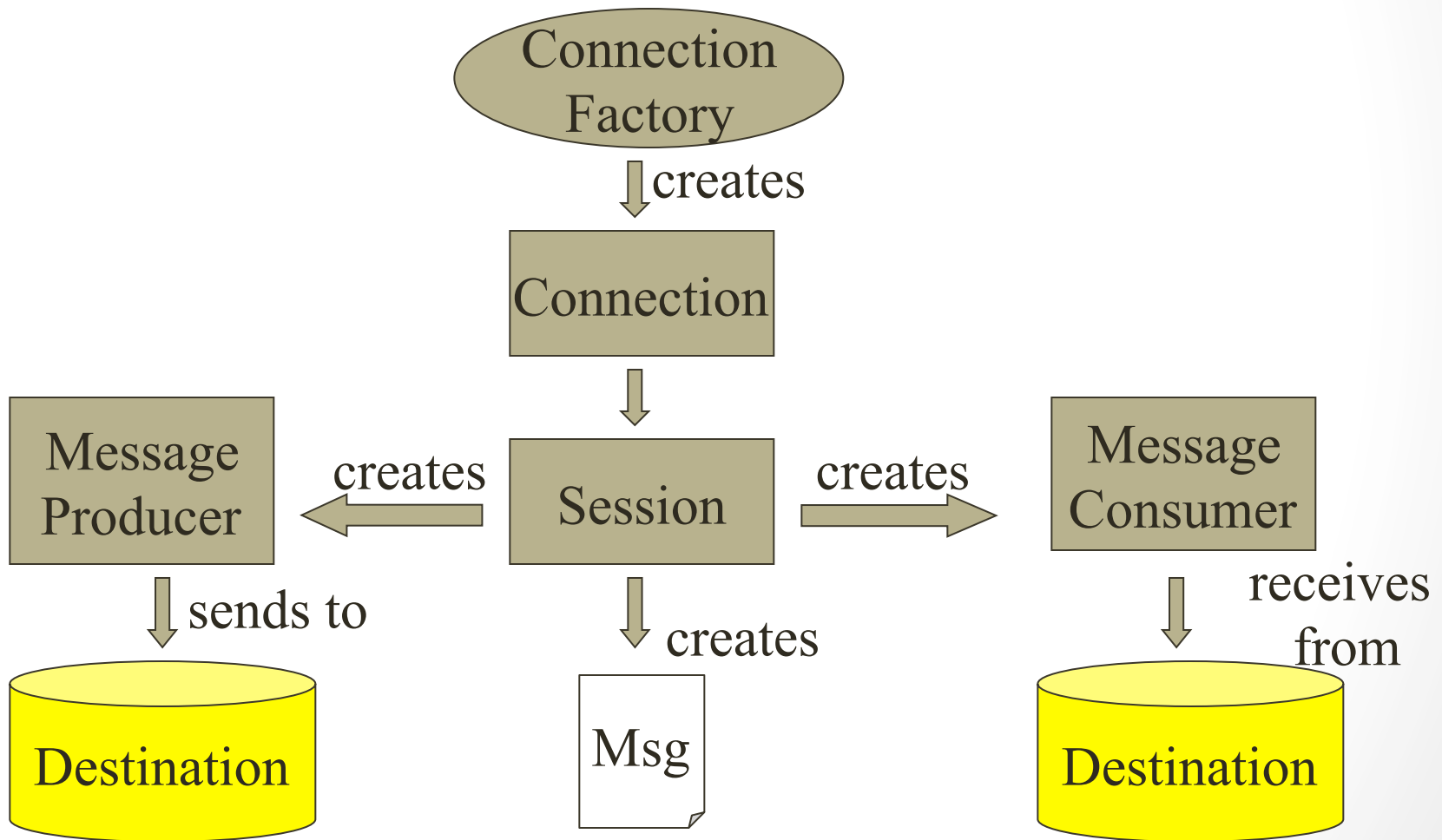
Publish/Subscribe Messaging



Message Consumptions

- **Synchronously**
 - A subscriber or a receiver explicitly fetches the message from the destination by calling the receive method.
 - The receive method can **block** until a message arrives or can time out if a message does not arrive within a specified time limit.
- **Asynchronously**
 - A client can register a *message listener* with a consumer.
 - Whenever a message arrives at the destination, the JMS provider delivers the message by calling the **listener's** `onMessage()` method.

JMS API Programming Model



JMS Client Example

- Setting up a connection and creating a session

```
InitialContext jndiContext = new InitialContext();  
//look up for the connection factory  
ConnectionFactory cf = jndiContext.lookup(connectionfactoryname);  
//create a connection  
Connection connection = cf.createConnection();  
//create a session  
Session session =  
    connection.createSession(false,Session.AUTO_ACKNOWLEDGE);  
//create a destination object  
Destination queue = (Queue) jndiContext.lookup( “/jms/myQueue” );  
//for PointToPoint  
Destination topic = (Topic)jndiContext.lookup( “/jms/myTopic” );  
//for publish-subscribe
```

Producer Sample

- Setup connection and create a session..

- Creating producer

```
MessageProducer producer =  
    session.createProducer(dest1);
```

- Send a message

```
Message m = session.createTextMessage();  
m.setText( "just another message" );  
producer.send(m);
```

- Closing the connection

```
connection.close();
```

Consumer Sample (Synchronous)

- Setup connection and create a session..
- Creating consumer

```
MessageConsumer consumer =  
    session.createConsumer(dest1);
```

- Start receiving messages

```
connection.start();  
Message m = consumer.receive();
```

Consumer Sample

(Asynchronous)

- Setup the connection, create a session...

- Create consumer

- Registering the listener

```
MessageListener listener=new MyListener();  
consumer.setMessageListener(listener);
```

- **MyListener** should have onMessage()

```
public void onMessage(Message msg){  
    //read the message and do computation  
}
```

Listener Example

```
public void onMessage(Message message) {  
    TextMessage msg = null;  
    try {  
        if (message instanceof TextMessage) {  
            msg = (TextMessage) message;  
            System.out.println("Reading message:" + msg.getText());  
        } else {  
            System.out.println("Message of wrong type");  
        }  
    } catch (Exception e) {  
        System.out.println("Exception: " + e.getMessage());  
    }  
}
```

JMS Messages

- Message Header
 - used for **identifying** and **routing** messages
 - contains vendor-specified values, but could also contain application-specific data
 - typically **name/value** pairs
- Message Properties (optional)
- Message Body(optional)
 - contains the data
 - five different message body types in the JMS specification

JMS Message Types

Message Type	Contains	Some Methods
TextMessage	String	getText,setText
MapMessage	set of name/value pairs	setString,setDouble,setLong,getDouble,getString
BytesMessage	stream of uninterpreted bytes	writeBytes,readBytes
StreamMessage	stream of primitive values	writeString,writeDouble,writeLong,readString
ObjectMessage	serialize object	setObject,getObject

More JMS Features

- Durable subscription
 - by default a subscriber gets only messages published on a topic while a subscriber is alive
 - durable subscription retains messages until a they are received by a subscriber or expire

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- Request/Reply
 - by creating temporary queues and topics
 - `Session.createTemporaryQueue()`
 - `producer=session.createProducer(msg.getJMSReplyTo());`
`reply= session.createTextMessage(“reply”);`
`reply.setJMSCorrelationID(msg.getJMSMessageID);`
`producer.send(reply);`

More JMS Features

- Transacted sessions
 - `session=connection.createSession(true,0)`
 - combination of queue and topic operation in one transaction is allowed
 - ```
void onMessage(Message m) {
 try { Message m2=processOrder(m);
 publisher.publish(m2); session.commit();
 } catch(Exception e) { session.rollback(); }
```

# More JMS Features

- Persistent/nonpersistent delivery
  - `producer.setDeliveryMethod(DeliveryMode.NON_PERSISTENT);`
  - `producer.send(msg, DeliveryMode.NON_PERSISTENT ,3,1000);`
- Message selectors
  - SQL-like syntax for accessing header:  
`subscriber = session.createSubscriber(topic, “priority > 6 AND type = ‘alert’ ” );`
  - Point to point: selector determines single recipient
  - Pub-sub: acts as filter

# JMS API in a Java EE Applications

- Java EE components can use the JMS API to send messages that can be consumed asynchronously by a specialized Enterprise Java Bean
  - **message-driven bean**

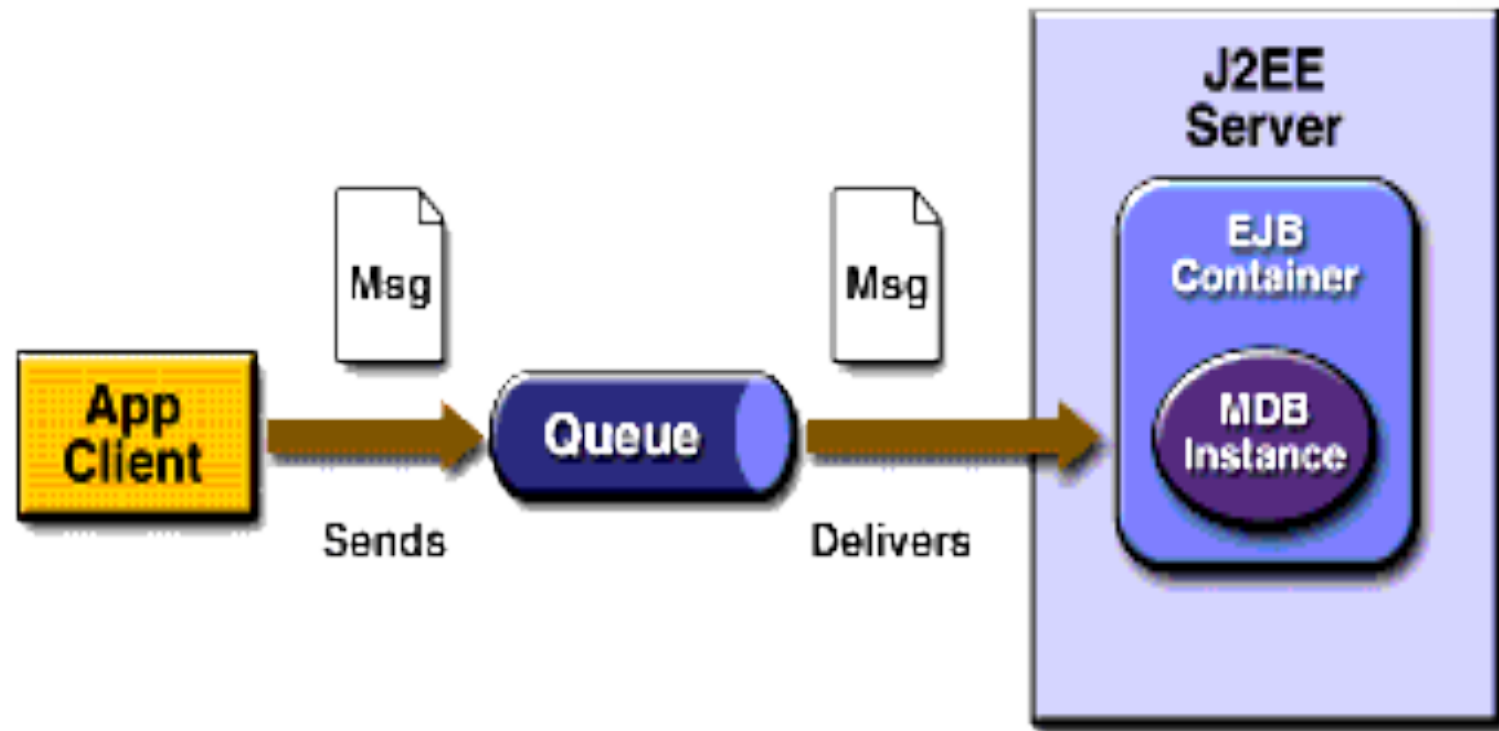
# Enterprise Java Beans (EJB)

- EJB is a server-side component
  - encapsulates the **business logic** of an application
- EJB simplifies the development of large, distributed applications
  - EJB Container provides system-level services
    - e.g. **transaction management, authorization**
  - Control logic

# Message-Driven Bean

- acts as a listener for the JMS,
  - processing messages **asynchronously**
- **specialized** adaptation of the JMS API used in the context of Java EE applications

# JMS with EJB Example





# MDB Example

```
public class MessageBean implements MessageDrivenBean,
 MessageListener{

 public void ejbCreate(){}
 public void ejbRemove(){}
 public void setMessageDrivenContext(MessageDrivenContext mdc){}

 public void onMessage(Message m){
 //do computation on the incoming message
 try {
 if (m instanceof TextMessage) {
 System.out.println("Mbean:message" + m.getText());
 }
 } catch (JMSEException exp){ ...}
 }
}
```

# JMS and JNDI

- JMS utilizes Java Naming & Directory Interface(JNDI).
- Advantages:
  - It **hides provider-specific details** from JMS clients.
  - It **abstracts JMS administrative information** into Java objects that are easily organized and administrated from a common management console.

# SOAP and JMS

- Use JMS as a transportation layer for SOAP
- Example: Sun™ ONE Message Queue
  - enables to send JMS messages with **SOAP payload**
  - transportation of SOAP messages **reliably** and **publishing** SOAP messages to JMS subscribers

# SOAP and JMS

## (using Sun™ ONE MQ)

Send a SOAP message

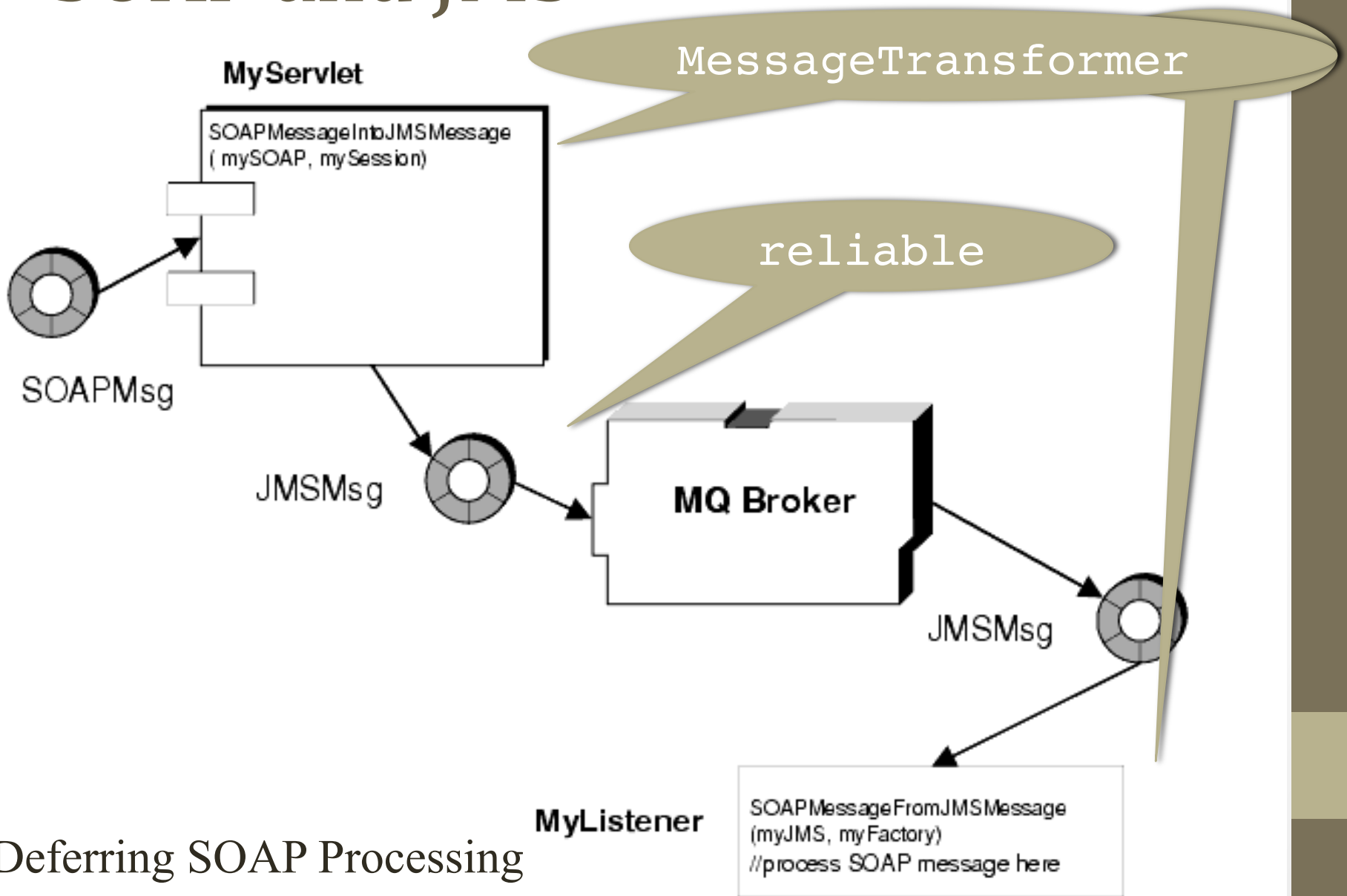
- Create a JMS session
- Create a SOAP message
- Transfer the SOAP message into JMS message

```
Message msg = MessageTransformer.SOAPMessageIntoJMSMessage
 (SOAPMessage, Session);
```

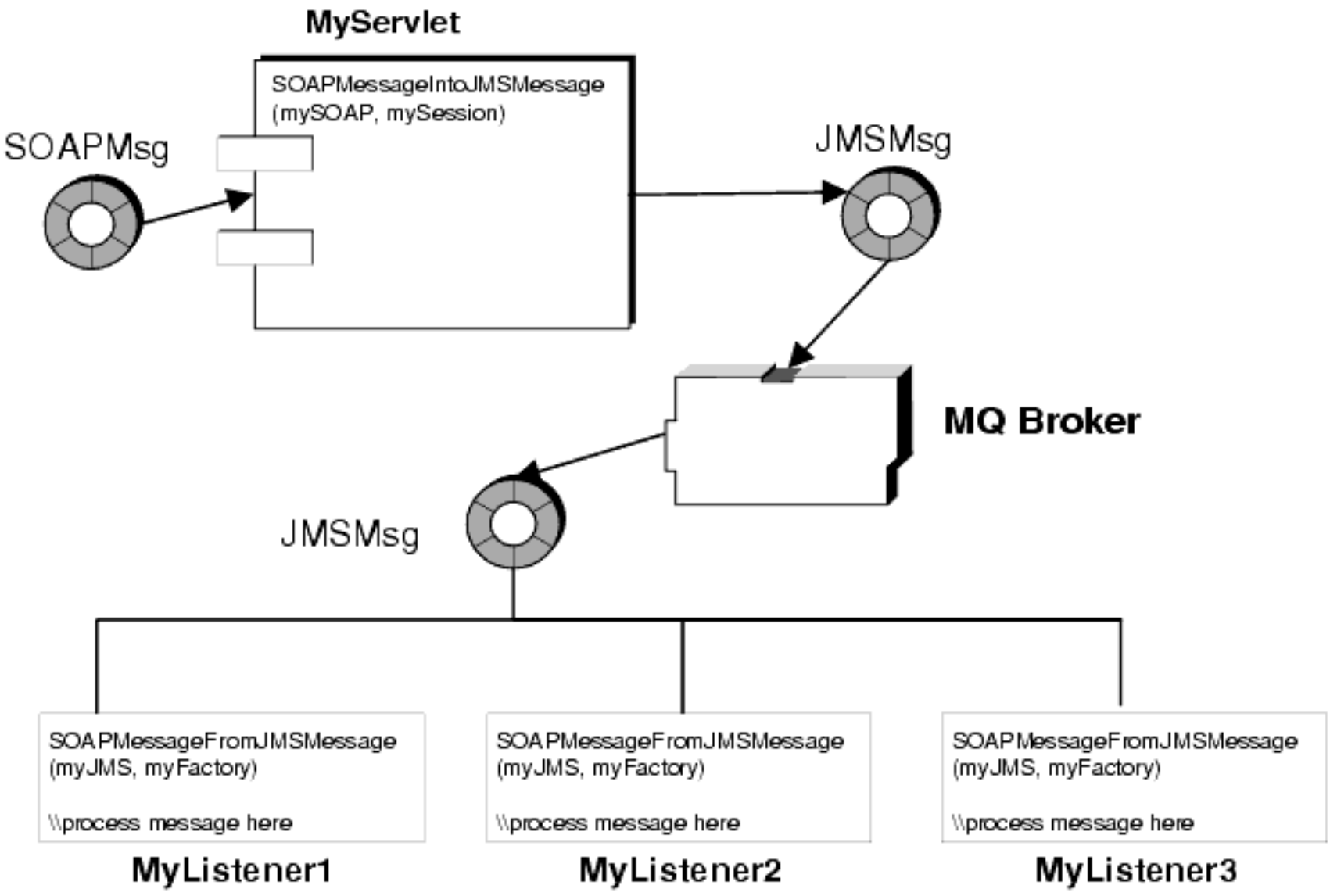
- Send the JMS message



# SOAP and JMS



Deferring SOAP Processing



Publishing a SOAP message

# JMS Providers

- SunONE Message Queue (SUN)
- MQ JMS (IBM)
- WebLogic JMS (BEA)
- JMSCourier (Codemesh)
  - merging C++ applications into a JMS environment