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Networking in JDK 1.3 and 1.4, Java I/O, Threads, Java security model, Multicasting, Java URI, handler architecture, Seralization, RMI, CC

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### **Beginning Java Networking**

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# **Messaging with JMS**

In any enterprise, many applications are used to support the business processes. Just as departments of enterprises need to communicate with each other to get their work done, different applications will nee to communicate with each other to achieve the same. The communication between applications within one enterprise is sometimes called **enterprise messaging**. Other forms of communication between applications also exist, examples of these forms are:

- Business to business: Here applications belonging to different enterprises interact
- Inter-application: Here an application is a distributed solution with components (perhaps viewed as an application) on several different pieces of hardware

Enterprise messaging applications exchange information using the concept of message passing. This means an application will inform another application it wants something done by sending a message to it. For example, a sales department would send a copy of an order to the finance department for it to send out a bill.

This chapter explains the basics of using enterprise messaging with Java applications. It will cover the different techniques for enterprise messaging and make clear what the respective advantages and drawbacks are. At the end of the chapter, you will be able to implement enterprise messaging in your own applications.

In particular, this chapter will cover:

- Message oriented middleware
- Hub and spoke architecture
- Java Messaging Service (JMS)

### **Enterprise Messaging**

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Before getting started on programming enterprise messaging applications, we must examine the basic models on which our applications will be built. The explanations will often refer to the scenario of the interaction between a sales application and a finance application. For instance, the sales application

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