



Red Hat AMQ Clients 2.11

AMQ Clients Overview

For Use with AMQ Clients 2.11

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Abstract

This document highlights features and components of AMQ Clients 2.11. It also demonstrates common use cases and design patterns supported in this release.

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MAKING OPEN SOURCE MORE INCLUSIVE

Red Hat is committed to replacing problematic language in our code, documentation, and web properties. We are beginning with these four terms: master, slave, blacklist, and whitelist. Because of the enormity of this endeavor, these changes will be implemented gradually over several upcoming releases. For more details, see [our CTO Chris Wright's message](#).

AMQ Clients is a suite of AMQP 1.0 and JMS clients, adapters, and libraries. It includes JMS 2.0 support and new, event-driven APIs to enable integration into existing applications.

AMQ Clients is part of Red Hat AMQ. For more information, see [Introducing Red Hat AMQ 7](#).

CHAPTER 1. KEY FEATURES

- An open standard protocol - AMQP 1.0
- Industry-standard APIs - JMS 1.1 and 2.0
- New event-driven APIs for fast, efficient messaging
- Adaptors for integrating with other platforms and components
- Broad language support - C++, Java, JavaScript, Python, Ruby, and .NET
- Wide availability - Linux, Windows, and JVM-based environments

CHAPTER 2. COMPONENTS

2.1. AMQP CLIENTS

AMQ Clients includes a suite of AMQP 1.0 messaging APIs. AMQP is an ISO-standard, general-purpose messaging protocol with rich messaging capabilities. AMQ Broker and AMQ Interconnect offer AMQP 1.0 support and therefore interoperate with any AMQP 1.0 client.

- [AMQ C++](#)
- [AMQ JavaScript](#)
- [AMQ JMS](#) (Java)
- [AMQ .NET](#)
- [AMQ Python](#)
- [AMQ Ruby](#)

2.2. JMS CLIENTS

AMQ Clients offers multiple implementations of the widely used Java Message Service (JMS) API.

- [AMQ JMS](#) - AMQ JMS provides full AMQP 1.0 support and works with any AMQ AMQP 1.0 server or service.
- [AMQ Core Protocol JMS](#) - To support existing applications based on the ActiveMQ Artemis Core protocol, AMQ includes the AMQ Core Protocol JMS client.

2.3. ADAPTERS AND LIBRARIES

AMQ Clients includes components for integrating with other platforms and components.

- [AMQ JMS Pool](#) - To support efficient use of JMS resources, AMQ includes the AMQ JMS Pool library. It enables reuse of connection resources beyond the standard lifecycle defined by the JMS API.
- [AMQ Spring Boot Starter](#) - A Spring Boot starter that enables you to build standalone Spring applications that use AMQP 1.0 messaging.
- [Quarkus extension for Qpid JMS \(AMQ JMS\)](#) - A Quarkus extension that enables you to build Quarkus applications that use AMQP 1.0 messaging.

2.4. COMPONENT COMPATIBILITY

The following table lists the supported languages, platforms, protocols, and servers for the AMQ Clients components.

Component	Languages	Platforms	Protocols	Servers
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Component	Languages	Platforms	Protocols	Servers
AMQ C++	C++	Linux, Windows	AMQP 1.0	AMQ Broker, AMQ Interconnect, and A-MQ 6
AMQ JavaScript	JavaScript	Linux, Windows, browsers	AMQP 1.0	AMQ Broker, AMQ Interconnect, and A-MQ 6
AMQ JMS	Java	JVM	AMQP 1.0	AMQ Broker, AMQ Interconnect, and A-MQ 6
AMQ JMS Pool	Java	JVM	-	-
AMQ Core Protocol JMS	Java	JVM	Core Protocol	AMQ Broker and A-MQ 6
AMQ .NET	C#	Linux, Windows	AMQP 1.0	AMQ Broker, AMQ Interconnect, and A-MQ 6
AMQ Python	Python	Linux, Windows	AMQP 1.0	AMQ Broker, AMQ Interconnect, and A-MQ 6
AMQ Ruby	Ruby	Linux	AMQP 1.0	AMQ Broker, AMQ Interconnect, and A-MQ 6
AMQ Spring Boot Starter	Java	JVM	AMQP 1.0	AMQ Broker, AMQ Interconnect, and A-MQ 6
Quarkus extension for Qpid JMS (AMQ JMS)	Java	JVM	AMQP 1.0	AMQ Broker, AMQ Interconnect, and A-MQ 6

For more information, see [Red Hat AMQ Supported Configurations](#) .

CHAPTER 3. EVENT-DRIVEN APIS

Many of the APIs provided with AMQ Clients are asynchronous, event-driven APIs. These include the C++, JavaScript, Python, and Ruby APIs.

These APIs work by executing application event-handling functions in response to network activity. The library monitors network I/O and fires events. The event handlers run sequentially on the main library thread.

Because the event handlers run on the main library thread, the handler code must not contain any long-running blocking operations. Blocking in an event handler blocks all library execution. If you need to execute a long blocking operation, you must call it on a separate thread. The event-driven APIs include cross-thread communication facilities to support coordination between the library thread and application threads.



AVOID BLOCKING IN EVENT HANDLERS

Long-running blocking calls in event handlers stop all library execution, preventing the library from handling other events and performing periodic tasks. Always start long-running blocking procedures in a separate application thread.

CHAPTER 4. AMQP

AMQP is an open internet protocol for reliably sending and receiving messages. It is supported by multiple software vendors and major institutions. AMQP 1.0 became an OASIS standard in 2012 and an ISO standard in 2014.

- A framed protocol with session multiplexing
- Supports peer-to-peer and client-server connections
- Provides a standard type system for lossless data exchange
- Offers flow control, heartbeating, and resource limits for increased reliability in distributed systems
- Uses a space-efficient binary encoding and pipelining to reduce latency

4.1. AMQP DELIVERY GUARANTEES

The AMQP model for settlement is based on the lifecycle of a message delivery. At each end of a link, an entity representing a message transfer is created, it exists for some period of time, and finally it is "settled", meaning it can be forgotten. There are four events of interest in the combined lifecycle of a delivery.

- The delivery is created at the sender.
- The delivery is created at the receiver.
- The delivery is settled at the sender.
- The delivery is settled at the receiver.

Because the sender and receiver are operating concurrently, these events can occur in various orders, and the order of these events results in differing message delivery guarantees.

At-most-once delivery

At-most-once delivery is also known as "presettled" or "fire and forget" delivery.

1. The delivery is created at the sender.
2. The delivery is settled at the sender.
3. The delivery is created at the receiver.
4. The delivery is settled at the receiver.

In this configuration the sender settles (that is, forgets) the delivery before it reaches the receiver, and if anything happens to the delivery in flight, the sender has no basis for resending.

This mode is suited to applications where temporary message loss is acceptable, such as for periodic sensor data, or when the application itself can detect the failure and resend.

At-least-once delivery

1. The delivery is created at the sender.
2. The delivery is created at the receiver.

3. The delivery is settled at the receiver.
4. The delivery is settled at the sender.

In this configuration, the receiver settles the delivery when it has received it, and the sender settles once it sees the receiver has settled. If anything happens to the delivery in flight, the sender can resend. The receiver, however, has already forgotten the delivery, so a resend will result in a duplicate message delivery. Applications can use unique message IDs to filter out duplicates.

CHAPTER 5. IMPORTANT NOTES

5.1. PREFERRED CLIENTS

In general, AMQ clients that support the AMQP 1.0 standard are preferred for new application development. However, the following exceptions apply:

- If your implementation requires distributed transactions, use the AMQ Core Protocol JMS client.
- If you require MQTT or STOMP in your domain (for IoT applications, for instance), use community-supported MQTT or STOMP clients.

5.2. LEGACY CLIENTS

- **Deprecation of the AMQ OpenWire JMS client**
The AMQ OpenWire JMS client is now deprecated in AMQ 7. It is recommended that users of this client migrate to AMQ JMS or AMQ Core Protocol JMS.
- **Deprecation of the CMS and NMS APIs**
The ActiveMQ CMS and NMS messaging APIs are deprecated in AMQ 7. It is recommended that users of the CMS API migrate to AMQ C++, and users of the NMS API migrate to AMQ .NET. The CMS and NMS APIs might have reduced functionality in AMQ 7.
- **Deprecation of the legacy AMQ C++ client**
The legacy AMQ C++ client (the C++ client previously provided in MRG Messaging) is deprecated in AMQ 7. It is recommended that users of this API migrate to AMQ C++.
- **The Core API is unsupported**
The Artemis Core API client is not supported. This client is distinct from the AMQ Core Protocol JMS client, which is supported.

CHAPTER 6. IMPORTANT LINKS

- [Red Hat AMQ Supported Configurations](#)
- [Red Hat AMQ Component Details](#)

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