

# Point to Point and Publish/Subscribe e Messagings

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## 1. Point to Point and Publish/Subscribe Messagings

## 4. Chapter: Point to Point and Publish/Subscribe Messagings

### 1. Point to Point and Publish/Subscribe Messagings Questions

#### 4.1.1. What is true about Destination components in Point to Point messagi...

Author: JavaChamp Team

What is true about Destination components in Point to Point messaging and Publish/Subscribe messaging?

Please choose all the answers that apply:

- a destination in Point to Point messaging is called Topic
- a destination in Point to Point messaging has one consumer for each message
- messages in a destination of Point to Point messaging are consumed in FIFO order
- messages sent to a destination of Publish/Subscribe messaging must be generated by only one publisher but can be consumed by many subscribers

Check the answer of this question online at QuizOver.com:

Question: [how a topic in publish/subscribe is consumed?](#)

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#### 4.1.2. What design pattern best describes the Publish/Subscribe messaging?

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What design pattern best describes the Publish/Subscribe messaging?

Please choose only one answer:

- Proxy
- Bridge
- Observer
- Builder

Check the answer of this question online at QuizOver.com:

Question: [jms java message service gang of four gof design patterns](#)

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#### 4.1.3. Which of the following messaging approaches requires no timing depe...

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Which of the following messaging approaches requires no timing dependencies between the sender(s) and receiver(s)?

Please choose all the answers that apply:

- Point-to-Point Messaging
- durable Publish/Subscribe Messaging
- non durable Publish/Subscribe Messaging
- Remote Procedure Call

Check the answer of this question online at QuizOver.com:

Question: [timing dependencies timing dependencies between the senders and receivers in messaging](#)

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