

EIP

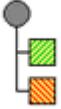
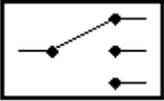
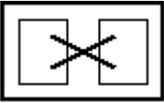
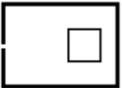
Enterprise Integration Patterns

Camel supports most of the [Enterprise Integration Patterns](#) from the excellent book by [Gregor Hohpe](#) and [Bobby Woolf](#).

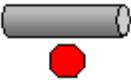
If you are new to Camel you might want to try the [Getting Started](#) in the [User Guide](#) before attempting to implement these patterns.

The EIP icons library is available as a Visio stencil file adapted to render the icons with the Camel color : sand. Download it [here](#) for your presentation, functional and technical analysis documents. The original EIP stencil is also available in [OpenOffice 3.x Draw](#) (thanks to Marco Garbelini) , [Microsoft Visio](#), or [Omnigraffle](#).

Messaging Systems

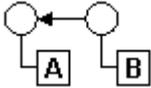
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|---|------------------------------------|--|
|  | Message Channel | How does one application communicate with another using messaging? |
|  | Message | How can two applications connected by a message channel exchange a piece of information? |
|  | Pipes and Filters | How can we perform complex processing on a message while maintaining independence and flexibility? |
|  | Message Router | How can you decouple individual processing steps so that messages can be passed to different filters depending on a set of conditions? |
|  | Message Translator | How can systems using different data formats communicate with each other using messaging? |
|  | Message Endpoint | How does an application connect to a messaging channel to send and receive messages? |

Messaging Channels

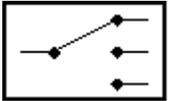
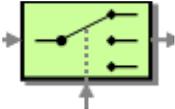
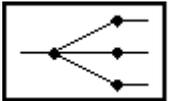
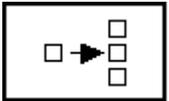
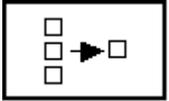
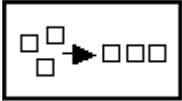
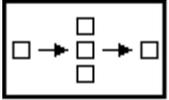
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| | Point to Point Channel | How can the caller be sure that exactly one receiver will receive the document or perform the call? |
| | Publish Subscribe Channel | How can the sender broadcast an event to all interested receivers? |
|  | Dead Letter Channel | What will the messaging system do with a message it cannot deliver? |
|  | Guaranteed Delivery | How can the sender make sure that a message will be delivered, even if the messaging system fails? |

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|---|--------------------|---|
|  | <p>Message Bus</p> | <p>What is an architecture that enables separate applications to work together, but in a de-coupled fashion such that applications can be easily added or removed without affecting the others?</p> |
|---|--------------------|---|

Message Construction

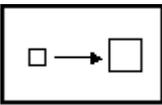
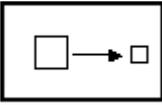
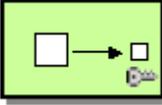
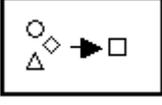
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|  | <p>Event Message</p> | <p>How can messaging be used to transmit events from one application to another?</p> |
|  | <p>Request Reply</p> | <p>When an application sends a message, how can it get a response from the receiver?</p> |
|  | <p>Correlation Identifier</p> | <p>How does a requestor that has received a reply know which request this is the reply for?</p> |
|  | <p>Return Address</p> | <p>How does a replier know where to send the reply?</p> |

Message Routing

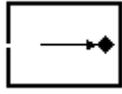
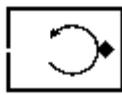
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|  | <p>Content Based Router</p> | <p>How do we handle a situation where the implementation of a single logical function (e.g., inventory check) is spread across multiple physical systems?</p> |
|  | <p>Message Filter</p> | <p>How can a component avoid receiving uninteresting messages?</p> |
|  | <p>Dynamic Router</p> | <p>How can you avoid the dependency of the router on all possible destinations while maintaining its efficiency?</p> |
|  | <p>Recipient List</p> | <p>How do we route a message to a list of (static or dynamically) specified recipients?</p> |
|  | <p>Splitter</p> | <p>How can we process a message if it contains multiple elements, each of which may have to be processed in a different way?</p> |
|  | <p>Aggregator</p> | <p>How do we combine the results of individual, but related messages so that they can be processed as a whole?</p> |
|  | <p>Resequencer</p> | <p>How can we get a stream of related but out-of-sequence messages back into the correct order?</p> |
|  | <p>Composed Message Processor</p> | <p>How can you maintain the overall message flow when processing a message consisting of multiple elements, each of which may require different processing?</p> |

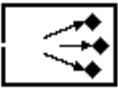
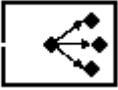
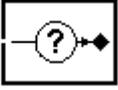
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| | Scatter-Gather | How do you maintain the overall message flow when a message needs to be sent to multiple recipients, each of which may send a reply? |
|  | Routing Slip | How do we route a message consecutively through a series of processing steps when the sequence of steps is not known at design-time and may vary for each message? |
| | Throttler | How can I throttle messages to ensure that a specific endpoint does not get overloaded, or we don't exceed an agreed SLA with some external service? |
| | Sampling | How can I sample one message out of many in a given period to avoid downstream route does not get overloaded? |
| | Delayer | How can I delay the sending of a message? |
| | Load Balancer | How can I balance load across a number of endpoints? |
| | Hystrix | To use Hystrix Circuit Breaker when calling an external service. |
| | Service Call | To call a remote service in a distributed system where the service is looked up from a service registry of some sorts. |
| | Multicast | How can I route a message to a number of endpoints at the same time? |
| | Loop | How can I repeat processing a message in a loop? |

Message Transformation

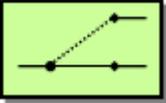
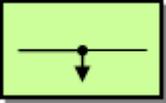
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|  | Content Enricher | How do we communicate with another system if the message originator does not have all the required data items available? |
|  | Content Filter | How do you simplify dealing with a large message, when you are interested only in a few data items? |
|  | Claim Check | How can we reduce the data volume of message sent across the system without sacrificing information content? |
|  | Normalizer | How do you process messages that are semantically equivalent, but arrive in a different format? |
| | Sort | How can I sort the body of a message? |
| | Script | How do I execute a script which may not change the message? |
| | Validate | How can I validate a message? |

Messaging Endpoints

| | | |
|---|-----------------------|---|
| | Messaging Mapper | How do you move data between domain objects and the messaging infrastructure while keeping the two independent of each other? |
|  | Event Driven Consumer | How can an application automatically consume messages as they become available? |
|  | Polling Consumer | How can an application consume a message when the application is ready? |

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|--|----------------------|---|
|  | Competing Consumers | How can a messaging client process multiple messages concurrently? |
|  | Message Dispatcher | How can multiple consumers on a single channel coordinate their message processing? |
|  | Selective Consumer | How can a message consumer select which messages it wishes to receive? |
|  | Durable Subscriber | How can a subscriber avoid missing messages while it's not listening for them? |
| | Idempotent Consumer | How can a message receiver deal with duplicate messages? |
|  | Transactional Client | How can a client control its transactions with the messaging system? |
|  | Messaging Gateway | How do you encapsulate access to the messaging system from the rest of the application? |
|  | Service Activator | How can an application design a service to be invoked both via various messaging technologies and via non-messaging techniques? |

System Management

| | | |
|---|-----------------|--|
|  | ControlBus | How can we effectively administer a messaging system that is distributed across multiple platforms and a wide geographic area? |
|  | Detour | How can you route a message through intermediate steps to perform validation, testing or debugging functions? |
|  | Wire Tap | How do you inspect messages that travel on a point-to-point channel? |
| | Message History | How can we effectively analyze and debug the flow of messages in a loosely coupled system? |
| | Log | How can I log processing a message? |