NATS Messages

Regarding to the Business Object Exchange concept, microservices have to be informed about data updates. The Pool[2] uses a NATS message broker instance to implement a simple provider-subscriber model. Every microservice can publish updates of its business objects and subscribe to updates of data that is handled by other microservices. The following sections show for every microservice its published messages and all subscriptions of this microservice.

Drops - Published Messages

Drops publishes the following messages:

Subject	Message body	Description
LOGOUT	UUID	Will be published, if a user cancels their session.
CREATE	UUID	Will be published, if a user has been created.
UPDATE	UUID	Will be published, if a user has been updated.
DELETE	UUID	Will be published, if a user has been deleted.

play2-oauth-client - Subscribed Messages

The play2-oauth-client subscribes the following messages:

Subject	Message body	Description
LOGOUT	UUID	If a message will be received, the contained UUID will be added to a list of user IDs whose sessions will be killed on their next incoming request.