

**Chapter 1: Getting Started**

You will learn:

- Message queuing.
- Message Channel Agent.
- Shared queue, a queue-sharing group, and intra-group queuing.
- Main features of message queuing.
- Benefits of message queuing
- MQSeries objects.
- Designing messages.
- Generating MQSeries reports.
- Application programming.
- Call interface.

**Chapter 2: Messages**

You will learn:

- MQSeries messages.
- Message types.
- Report message types.
- Format of message control information and message data.
- Format of message data.
- Application data conversion.
- Message priorities.
- Message persistence.
- Messages that fail to be delivered.
- Messages that are backed out.
- Reply-to queue and Queue Manager.
- Message context.

**Chapter 3: MQSeries Objects**

You will learn:

- MQSeries objects.
- Queue managers.
- Changeable attributes.
- Queues.
- Types of queue.
- Attributes of queues.
- Transmission queues.
- Handling program errors.
- System interruptions.
- Using report messages for problem determination.

**Chapter 4: Message Queue Interface**

You will learn:

- Message Queue Interface.
- Calls.
- Syncpoint Calls.
- MQSeries for OS/390.
- MQSeries for Windows NT.
- MQI - what it is.
- Elementary data types.
- WebSphere MQ for z/OS.
- Parameters common to all the calls.
- Return codes.
- Reason codes.
- Specifying buffers.

**Chapter 5: Connecting a Queue Manager**

You will learn:

- Connecting and disconnecting a queue manager.
- Connecting to a queue manager using the MQCONN Call.
- Connecting to a queue manager using the MQCONNX Call.
- Disconnecting programs from a queue manager using MQDISC.
- Connecting to a memory queue.
- Disconnecting from a queue manager.

**Chapter 6: Open and Closing Objects**

You will learn:

- Opening and closing objects.
- Opening objects using the MQOPEN call.
- Identifying objects - the MQOD structure.
- Options on the MQOPEN call.
- MQOPEN option for putting messages.
- MQOPEN options for removing messages.
- MQOPEN options relating to message context.
- Creating dynamic queues.
- Closing objects using the MQCLOSE call.
- Opening an existing queue.
- Closing a queue.

**Chapter 7: Putting a Message**

You will learn:

- Putting messages on a queue.
- Putting messages on a local queue using the MQPUT call.
- Specifying handles.
- Defining messages using the MQMD structure.
- The data in a message.
- Passing identity context.
- Passing all context.
- Setting identity context.
- Setting all context.
- Putting one message on a queue using the MQPUT1 call.
- Putting a message using MQPUT.
- Putting a message using MQPUT1.

**Chapter 8: Getting Messages**

You will learn:

- Getting messages from a queue.
- Describing messages using the MQMD Structure and the MQGET Call.
- Index types.
- Handling messages greater than 4 MB long.
- Waiting for messages.
- Signaling.
- Skipping backout.
- Application data conversion.
- Browsing messages on a queue.
- Getting a message.
- Getting a message using the Wait option.

**Chapter 9: Committing and Backing Out Units of Work**

You will learn:

- Committing and backing out units of work.
- Syncpoint coordination, syncpoint, unit of work.
- Syncpoints in CICS Transaction Server for z/OS and CICS for MVS/ESA applications.
- Syncpoints in z/OS Batch applications.
- Backing out changes using the MQBACK Call.
- Transaction management and recoverable Resource Manager Services.

**Chapter 10: Triggers**

You will learn:

- Starting WebSphere MQ applications using triggers.
- What triggering is.
- Prerequisites for triggering.
- Controlling trigger events.
- Format of trigger messages.
- Getting a message using signaling.
- Inquiring about the attributes of an object.

**Chapter 11: Data Types**

You will learn:

- Messaging.
- JMS and the J2EE platform.
- JMS API architecture.
- Point-to-point messaging domain.
- Publish/subscribe messaging domain.
- JMS programming model.
- Administered objects.
- Message producers.
- Message consumers.
- Simple JMS client.