

## Windows Azure Service Bus Messaging Namespace V 1.0

Focus Namespace: Microsoft.ServiceBus.Messaging

What is a Service Bus?

Service Bus is the middleware that mainly handles the communication between the connectors of several applications in an enterprise. The service bus mainly solve the complexity of the integration of applications and how they can send and receive messages from and to each others. There are two types of messaging, the Brokered Messaging and Relayed Messaging.

What is the Relay Messaging?

The Windows Azure Relay Messaging Service is mainly designed to build hybrid applications. The Service Bus relay Service makes the reaching for the web services (WCF) hosted on-premises data center without the need to make any change in the network infrastructure, or even open a port in the firewall. The sender and the receiver must be both online when sending the message otherwise, the message will not be received by the receiver.

What is the Brokered Messaging?

This is an asynchronous messaging that supports decoupled messaging features whether by using the Windows Azure Service Bus Queue or the Windows Azure Service Bus Topic/Subscription. One of the key features for this type of service is that the receiver doesn't have to be online in the same time of sending the message.

Brokered Messaging VS Relayed Messaging:

Each type of messaging service has its own time of use and its own targets. The Relay Service mainly gives the ability to build hybrid cloud solutions without the need to make any changes in the Network infrastructure. For the brokered messaging, it is an asynchronous messaging not like the relay service this is mainly used to more organize the big number of endpoints in a web service in other words, it can distribute the load, between them or send each one of them what is related no matter how the number of nodes is increasing.

Classes:

- BrokeredMessage:
  - o This is the unit of communication between the service bus clients.
  - o Non Asynchronous:
    - BrokeredMessage (Constructor)
      - *Null*
      - Object
      - Stream, bool
      - Object, Serializer
    - Abandon (this is mainly called when a certain process for a Service Bus message faces a problem)
      - *Null*

- Complete (function called to mark that the required process on and from a certain Service Bus message has finished)
      - *Null*
    - Deadletter
    - Defer
    - Dispose
    - GetBody
  - Asynchronous:
    - BeginAbandon
      - Callback, Object
 Followed by:
    - EndAbandon
      - IAsyncResult
    - BeginComplete
      - Callback, Object
 Followed by:
    - EndComplete
      - IAsyncResult
    - BeginDeadLetter
      - DeadLetterReason (string), DeadLetterErrorDescription (string), Callback, Object
      - Callback, Object
 Followed by:
    - EndDeadLetter
      - IAsyncResult
    - BeginDefer
 Followed by:
    - EndDefer
      - IAsyncResult
- QueueClient:
  - Asynchronous:
    - BeginAcceptMessageSession
      - Callback, Object
      - SessionId (string), Callback, Object
      - ServerWaitTime (TimeSpan), Callback, Object
      - SessionId (string), ServerWaitTime (TimeSpan), Callback, Object
 Followed by:
    - EndAcceptMessageSession
      - IAsyncResult
    - BeginAbandon
      - LockToken (GUID), Callback, Object
 Followed by:
    - EndAbandon

- IAsyncResult
- Begin DeadLetter
  - LockToken (GUID), Callback, Object
  - LockToken (GUID), DeadLetterReason, DeadLetterErrorDescription, Callback, Object

Followed by:
- EndDeadLetter
  - IAsyncResult
- BeginSend
  - BrokeredMessage, Callback, Object

Followed by:
- EndSend
  - IAsyncResult
- BeginReceive
  - *Null*
  - ServerWaitTime (TimeSpan), Callback, Object
  - SequenceNumber (long), Callback, Object

Followed by:
- EndReceive
  - IAsyncResult
- BeginDefer
  - LockToken (GUID), Callback, Object

Followed by:
- EndDefer
  - IAsyncResult
- BeginComplete
  - LockToken (GUID), Callback, Object

Followed by:
- EndComplete
  - IAsyncResult
- Non Asynchronous:
  - AcceptMessageSession
    - *Null*
    - SessionId (string)
    - ServerWaitTime (TimeSpan)
    - SessionId (string), ServerWaitTime (TimeSpan)
  - Abandon
    - LockToken (GUID)
  - Complete
    - LockToken (GUID)
  - Defer
    - LockToken (GUID)
  - Receive

- *Null*
    - ServerWaitTime
    - SequenceNumber (long)
  - Send
    - BrokeredMessage
  - DeadLetter
    - LockToken (GUID)
    - LockToken (GUID), DeadLetterReason, DeadLetterErrorDescription
  - FormatDeadLetterPath
    - QueuePath (string)
- Abstract
  - OnAbort
    - *Null*
  - OnBeginAcceptMessageSession
    - SessionID(string), ReceiveMode, Timeout (TimeSpan), Callback, Object
 Followed by:
  - OnEndAcceptMessageSession
    - IAsyncResult
  - OnBeginClose
    - Timeout (TimeSpan), Callback, Object
 Followed by:
  - OnEndClose
    - IAsyncResult
  - OnBeginCreateReceiver
    - ReceiveMode, Timeout (TimeSpan), Callback, Object
    - SubQueueName (string), ReceiveMode, Timeout (TimeSpan), Callback, Object
 Followed by:
  - OnEndCreateReceiver
    - IAsyncResult
  - OnBeginCreateSender
    - Timeout (TimeSpan), Callback, Object
 Followed by:
  - OnEndCreateSender
    - IAsyncResult
- Properties
  - InternalReceiver
  - InternalSender
  - IsSubQueue
  - MessagingFactory
  - Mode
  - Path
  - PrefetchCount

- TopicClient:
  - Asynchronous
    - BeginSend
      - BrokeredMessage, Callback, Object
 Followed by:
    - EndSend
      - IAsyncResult
  - Non Asynchronous
    - Send
      - BrokeredMessage
  - Abstract
    - OnAbort
      - *Null*
    - OnClose
      - Timeout (TimeSpan)
    - OnBeginCreateSender
      - Timeout (TimeSpan), Callback, Object
 Followed by:
    - OnEndCreateSender
      - IAsyncResult
    - OnBeginClose
      - Timeout (TimeSpan), Callback, Object
 Followed by:
    - OnEndClose
      - IAsyncResult
  - Properties
    - InternalSender
    - IsSubQueue
    - MessagingFactory
    - Path
- RuleDescription:
  - Non Asynchronous
    - RuleDescription
      - *Null*
      - Name (string)
      - Filter
      - Name (string), Filter
  - Properties
    - Action
    - Filter
    - Name
- NetMessagingTransportSettings:
  - Non Asynchronous

- Clone
      - *Null*
    - NetMessagingTransportSettings
      - *Null*
  - Properties
    - BatchFlushInterval
    - EnabledRedirect
- SubscriptionClient:
  - Asynchronous
    - BeginAcceptMessageSession
      - Callback, Object
      - SessionId (string), Callback, Object
      - ServerWaitTime (TimeSpan), Callback, Object
      - SessionId (string), ServerWaitTime (TimeSpan), Callback, Object

Followed by:
    - EndAcceptMessageSession
      - IAsyncResult
    - BeginAbandon
      - LockToken (GUID), Callback, Object

Followed by:
    - EndAbandon
      - IAsyncResult
    - Begin DeadLetter
      - LockToken (GUID), Callback, Object
      - LockToken (GUID), DeadLetterReason, DeadLetterErrorDescription, Callback, Object

Followed by:
    - EndDeadLetter
      - IAsyncResult
    - BeginSend
      - BrokeredMessage, Callback, Object

Followed by:
    - EndSend
    - BeginReceive
      - *Null*
      - ServerWaitTime (TimeSpan), Callback, Object
      - SequenceNumber (long), Callback, Object

Followed by:
    - EndReceive
      - IAsyncResult
    - BeginDefer
      - LockToken (GUID), Callback, Object

Followed by:

- EndDefer
  - IAsyncResult
- BeginComplete
  - LockToken (GUID), Callback, Object
 Followed by:
- EndComplete
  - IAsyncResult
- BeginAddRule
  - RuleDescription, Callback, Object
  - RuleName, Filter, Callback, Object
 Followed by:
- EndAddRule
  - IAsyncResult
- BeginRemoveRule
  - RuleName (string), Callback, Object
 Followed by:
- EndRemoveRule
  - IAsyncResult
- Non Asynchronous
  - AcceptMessageSession
    - *Null*
    - SessionId (string)
    - ServerWaitTime (TimeSpan)
    - SessionId (string), ServerWaitTime (TimeSpan)
  - Abandon
    - LockToken (GUID)
  - Complete
    - LockToken (GUID)
  - Defer
    - LockToken (GUID)
  - Receive
    - *Null*
    - ServerWaitTime
    - SequenceNumber (long)
  - Send
    - BrokeredMessage
  - DeadLetter
    - LockToken (GUID)
    - LockToken (GUID), DeadLetterReason, DeadLetterErrorDescription
  - FormatDeadLetterPath
    - TopicPath, SubscriptionName
  - AddRule
    - RuleName, Filter

- RuleDescription
  - RemoveRule
    - RuleName
- Abstract
  - OnAbort
    - *Null*
  - OnBeginAcceptMessageSession
    - SessionID(string), ReceiveMode, Timeout (TimeSpan), Callback, Object
 Followed by:
  - OnEndAcceptMessageSession
    - IAsyncResult
  - OnBeginAddRule
    - RuleDescription, Timeout (TimeSpan), Callback, Object
 Followed by
  - OnEndAddRule
    - IAsyncResult
  - OnBeginClose
    - Timeout (TimeSpan), Callback, Object
 Followed by:
  - OnEndClose
    - IAsyncResult
  - OnBeginCreateReceiver
    - ReceiveMode, Timeout (TimeSpan), Callback, Object
    - SubQueueName (string), ReceiveMode, Timeout (TimeSpan), Callback, Object
 Followed by:
  - OnEndCreateReceiver
    - IAsyncResult
  - OnBeginCreateSender
    - Timeout (TimeSpan), Callback, Object
 Followed by:
  - OnEndCreateSender
    - IAsyncResult
  - OnBeginRemoveRule
    - RuleName, TimeOut, Callback, Object
  - OnEndRemoveRule
    - IAsyncResult
- Properties
  - InternalReceiver
  - IsSubQueue
  - MessagingFactory
  - Mode
  - Name



- PrefetchCount
  - TopicPath
- SqlFilter:
  - Non Asynchronous
    - Match
      - BrokeredMessage
    - Validate
      - *Null*
    - SqlFilter
      - *Null*
    - Preprocess
      - *Null*
  - Properties
    - CompatibilityLevel
    - RequiresPreprocessing
    - SqlExpression
- QueueDescription:
  - Non Asynchronous
    - QueueDescription
      - Path
  - Properties
    - Authorization
    - AutoForwardDestinationEntityPath
    - DefaultMessageTimeToLive
    - DuplicateDetectionHistoryTimeWindow
    - EnabledBatchedOperations
    - EnabledDeadLetteringOnMessageExpiration
    - IsAnonymousAccessible
    - LockDuration
    - MaxDeliveryCount
    - MaxSizeInMegabytes
    - MessageCount
    - Path
    - RequiresDuplicateDetection
    - RequiresSession
    - SizeInBytes
    - Status
- TopicDescription:
  - Non Asynchronous
    - TopicDescription
      - Path (string)
  - Properties
    - Authorization
    - DefaultMessageTimeToLive

- DuplicateDetectionHistoryTimeWindow
  - EnabledBatchedOperations
  - EnabledFilteringMessageBeforePublishing
  - IsAnonymousAccessible
  - MaxSizeInMegabytes
  - Path
  - RequiresDuplicateDetection
  - SizeInBytes
  - Status
- SubscriptionDescription:
  - Non Asynchronous
    - SubscriptionDescription
      - TopicPath, SubscriptionName
  - Properties
    - Authorization
    - AutoForwardingDestinationEntityPath
    - DefaultMessageTimeToLive
    - EnabledBatchedOperations
    - EnabledDeadLetteringOnFilterEvaluationExceptions
    - EnableDeadLetteringOnMessageExpiration
    - LockDuration
    - MaxDeliveryCount
    - MessageCount
    - Name
    - RequiresSession
    - Status
    - TopicPath
- SqlRuleAction:
  - Non Asynchronous
    - Preprocess
      - *Null*
    - SqlRuleAction
      - SqlExpression
      - SqlExpression, CompatibilityLevel
    - Validate
      - *Null*
    - Execute
      - BrokeredMessage
  - Properties
    - CompatibilityLevel
    - RequiresPreprocessing
    - SqlExpression
- Filer:
  - Non Asynchronous

- Match
      - BrokeredMessage
    - Validate
      - *Null*
    - Preprocess
      - *Null*
  - Properties
    - RequiresPreprocessing
- AllowRule:
  - Non Asynchronous
    - AllowRule
      - IssuerName (string), ClaimType (string), ClaimValue (string), IEnumerable<string> rights
- RuleAction:
  - Non Asynchronous
    - Validate
      - *Null*
    - Preprocess
      - *Null*
    - Execute
      - BrokeredMessage
  - Properties
    - RequiresPreprocessing
- TrueFilter:
  - Non Asynchronous
    - Match
      - BrokeredMessage
    - Validate
      - *Null*
    - TrueFilter
      - *Null*
    - Preprocess
      - *Null*
  - Properties
    - RequiresPreprocessing
- MessageSender:
  - Asynchronous
    - BeginSend
      - BrokeredMessage, Callback, Object
 Followed by:
    - EndSend
      - IAsyncResult
  - Non Asynchronous

- Send
      - BrokeredMessage
  - Abstract
    - OnSend
      - TrackingContext, IEnumerable<BrokeredMessage>, Timeout (TimeSpan)
    - OnBeginSend
      - TrackingContext, IEnumerable<BrokeredMessage>, Timeout (TimeSpan), Callback, Object
    - Followed By:
    - OnEndSend
      - IAsyncResult
  - Properties
    - BatchFluchInterval
    - BatchingEnabled
    - Path
- AuthorizationRules:
  - Non Asynchronous
    - Add
      - AuthorizationRule
    - AuthorizationRules
      - *Null*
      - IEnumerable<AuthorizationRule>
    - Clear
      - *Null*
    - GetEnumerator
      - *Null*
    - Contains
      - AuthorizationRule
    - CopyTo
      - AuthorizationRule[], arrayindex
    - GetRules
      - ClaimValue
    - Remove
      - AuthorizationRule
  - Properties
    - Count
    - IsReadOnly
- EntityDescription:
  - Non Asynchronous
    - ThrowIfReadOnly
      - *Null*
  - Properties
    - ExtensionData

- IsReadOnly
- CorrelationFilter:
  - Non Asynchronous
    - Validate
      - *Null*
    - Preprocess
      - *Null*
    - Match
      - BrokeredMessage
    - CorrelationFilter
      - CorrelationId
  - Properties
    - CorrelationId
    - RequiresPreprocessing
- MessagingFactorySettings:
  - Non Asynchronous
    - Clone
      - *Null*
    - MessagingFactorySettings
      - *Null*
      - MessagingFactorySettings
  - Abstract
    - OnBeginCreateFactory
      - IEnumerable<URI>, Callback, Object
      - Uri, Callback, Object
    - Followed by:
    - OnEndCreateFactory
      - IAsyncResult
  - Properties
    - NetMessagingTransportSettings
    - OperationTimeout
    - TokenProvider
- BrokeredMessageProperty:
  - Non Asynchronous
    - BrokeredMessageProperty
  - Properties
    - ContentType
    - CorrelationId
    - DeliveryCount
    - EnqueuedTimeUtc
    - ExpiresAtUtc
    - Lable
    - LockedUntilUtc
    - LockToken

- Message
  - MessageId
  - Properties
  - ReplyTo
  - ReplyToSessionId
  - ScheduledEnqueueTimeUtc
  - SequenceNumber
  - SessionId
  - TimeToLive
  - To
- AuthorizationRule:
  - Properties
    - ClaimType
    - ClaimName
    - IssuerName
    - Rights
- FalseFilter:
  - Non Asynchronous
    - Match
      - BrokeredMessage
    - FalseFilter
      - *Null*
    - Preprocess
      - *Null*
    - Validate
      - *Null*
  - Properties
    - RequiresPreprocessing
- MessageClientEntity:
  - Asynchronous
    - BeginClose
      - Callback, Object
 Followed By:
    - EndClose
      - IAsyncResult
  - Non Asynchronous
    - Fault
      - *Null*
    - Close
      - *Null*
    - ThrowIfClosed
      - *Null*
    - ThrowIfDisposed
      - *Null*

- ThrowIfDisposedOrImmutable
      - *Null*
    - ThrowIfDisposedOrNotOpen
      - *Null*
    - ThrowIfFaulted
      - *Null*
  - Abstract
    - OnAbort
      - *Null*
    - OnOpen
      - *Null*
    - OnFaulted
      - *Null*
    - OnOpened
      - Timeout (TimeSpan)
    - OnClose
      - TimeSpan
    - OnClosed
      - *Null*
    - OnBeginClose
      - Timeout (TimeSpan), Callback, Object
 Followed by:
    - OnEndClose
      - IAsyncResult
    - OnBeginOpen
      - Timeout (TimeSpan), Callback, Object
 Followed by:
    - OnEndOpen
      - IAsyncResult
  - Properties1
    - IsClosed
- MessagingFactory:
  - Asynchronous
    - BeginAcceptMessageSession
      - Callback, Object
      - Timeout, Callback, Object
 Followed by:
    - EndAcceptMessageSession
      - IAsyncResult
    - BeginCreate
      - Address (string), Callback, Object
      - IEnumerable<addresses> (string), Callback, Object
      - Address (Uri), Callback, Object

- IEnumerable<addresses> (Uri), Callback, Object
- Address (string), TokenProvider, Callback, Object
- IEnumerable<addresses> (string), TokenProvider, Callback, Object
- Address (Uri), TokenProvider, Callback, Object
- IEnumerable<addresses> (Uri), TokenProvider, Callback, Object
- Address(string), FactorySettings, Callback, Object
- IEnumerable<addresses> (string), FactorySettings, Callback, Object
- Address (Uri), FactorySettings, Callback, Object
- IEnumerable<addresses> (Uri), FactorySettings, Callback, Object

Followed by:

- EndCreate
  - IAsyncResult
- BeginCreateMessageSender
  - EntityPath, Callback, Object
  - transferDestinationEntityPath, ViaEntityPath, Callback, Object

Followed by:

- EndCreateMessageSender
  - IAsyncResult
- BeginCreateMessageReceiver
  - EntityPath, Callback, Object
  - EntityPath, ReceiveMode, Callback, Object

Followed by:

- EndCreateMessageReceiver
  - IAsyncResult

○ Non Asynchronous

- AcceptMessageSession
  - *Null*
  - Timeout
- Create
  - Address (string)
  - IEnumerable<addresses> (string)
  - Address (Uri)
  - IEnumerable<addresses> (Uri)
  - Address (string), TokenProvider
  - IEnumerable<addresses> (string), TokenProvider
  - Address (Uri), TokenProvider
  - IEnumerable<addresses> (Uri), TokenProvider
  - Address(string), FactorySettings
  - IEnumerable<addresses> (string), FactorySettings
  - Address (Uri), FactorySettings
  - IEnumerable<addresses> (Uri), FactorySettings
- CreateMessageSender
  - EntityPath



- transferDestinationEntityPath, ViaEntityPath
  - CreateMessageReceiver
    - EntityPath
    - EntityPath, ReceiveMode
  - CreateFromConfiguration
    - *Null*
    - Name
  - CreateQueueClient
    - Path, ReceiveMode
  - CreateTopicClient
    - Path
  - CreateSubscriptionClient
    - TopicPath, Name
    - TopicPath, Name, ReceiveMode
  - Getsettings
    - *Null*
- Abstract
  - OnAbort
    - *Null*
  - OnAcceptMessageSession
    - ReceiveMode, Timeout
  - OnAcceptMessageReceiver
    - EntityId, SessionId, ReceiveMode, Timeout
  - OnBeginAcceptMessageSession
    - ReceiveMode, Timeout, Callback, Object
 Followed by:
  - OnEndAcceptMessageSession
    - IAsyncResult
  - OnBeginMessageReceiver
    - EntityId, SessionId, ReceiveMode, Timeout, Callback, Object
 Followed by:
  - OnEndMessageReceiver
    - IAsyncResult
  - OnBeginClose
    - Timeout
 Followed by:
  - OnEndClose
    - IAsyncResult
  - OnBeginCreateMessageReceiver
    - EntityName, ReceiveMode, Timeout, Callback, Object
 Followed by:
  - OnEndCreateMessageReceiver
    - IAsyncResult

- OnBeginCreateMessageSender
      - TransferDestinationEntityName, ViaEntityName, Timeout, Callback, Object
      - EntityName, ReceiveMode, Timeout, Callback, Object
 Followed by:
    - OnEndCreateMessageSender
      - IAsyncResult
    - OnClose
      - *Null*
    - OnCreateMessageReceiver
      - EntityName, ReceiveMode, Timeout
    - OnCreateMessageSender
      - TransferDestinationEntityName, ViaEntityName, Timeout
      - EntityName, TimeOut
    - OnCreateQueueClient
      - Path, ReceiveMode
    - OnCreateTopicClient
      - Path
    - OnCreateSubscriptionClient
      - TopicPath, Name, ReceiveMode
  - Properties
    - PrefetchCount
    - Address
- MessageReceiver:
  - Asynchronous:
    - BeginAbandon
      - LockToken (GUID), Callback, Object
 Followed by:
    - EndAbandon
      - IAsyncResult
    - BeginDeadLetter
      - LockToken (GUID), Callback, Object
      - LockToken (GUID), DeadLetterReason, DeadLetterErrorDescription, Callback, Object
 Followed by:
    - EndDeadLetter
      - IAsyncResult
    - BeginReceive
      - *Null*
      - ServerWaitTime (TimeSpan), Callback, Object
      - SequenceNumber (long), Callback, Object
 Followed by:
    - EndReceive

- IAsyncResult
  - BeginDefer
    - LockToken (GUID), Callback, Object
 Followed by:
  - EndDefer
    - IAsyncResult
  - BeginComplete
    - LockToken (GUID), Callback, Object
 Followed by:
  - EndComplete
    - IAsyncResult
- Non Asynchronous:
  - AcceptMessageSession
    - *Null*
    - SessionId (string)
    - ServerWaitTime (TimeSpan)
    - SessionId (string), ServerWaitTime (TimeSpan)
  - Abandon
    - LockToken (GUID)
  - Complete
    - LockToken (GUID)
  - Defer
    - LockToken (GUID)
  - GetLockToken
    - BrokeredMessage
  - GetLockTokens
    - IEnumerable <BrokeredMessage>
  - Receive
    - *Null*
    - ServerWaitTime
    - SequenceNumber (long)
  - DeadLetter
    - LockToken (GUID)
    - LockToken (GUID), DeadLetterReason, DeadLetterErrorDescription
- Abstract
  - OnAbandon
    - TrackingContext, IEnumerable<Guid>, Timeout
  - OnBeginAbandon
    - TrackingContext, IEnumerable<Guid>, Timeout, Callback, Object
 Followed by:
  - OnEndAbandon
    - IAsyncResult
  - OnBeginComplete

- TrackingContext, IEnumerable<Guid>, Timeout, Callback, Object
  - Followed by:
  - OnEndComplete
    - IAsyncResult
  - OnBeginDeadLetter
    - TrackingContext, IEnumerable<GUID>, deadletterreason, deadlettererrordescription, timeout, Callback, Object
  - Followed by:
  - OnEndDeadLetter
    - IAsyncResult
  - OnBeginDefer
    - TrackingContext, IEnumerable<GUID>, Timeout, Callback, Object
  - Followed by:
  - OnEndDefer
    - IAsyncResult
  - OnBeginTryReceive
    - TrackingContext, MessageCount, Timeout, Callback, Object
    - TrackingContext, IEnumerable<Receipts>, Timeout, Callback, Object
  - Followed by:
  - OnEndTryReceive
    - IAsyncResult
  - OnComplete
    - TrackingContext, IEnumerable<GUID>, Timeout
  - OnDeadLetter
    - TrackingContext, IEnumerable<GUID>, DeadLetterReason, DeadLetterDescription, Timeout
  - OnDefer
    - TrackingContext, IEnumrable<GUID>, Timeout
  - OnTryReceive
    - TrackingContext, MessageCount, Timeout
    - TrackingContext, IEnumerable<Receipts>, Timeout
- Properties
  - Mode
  - Path
  - PrefetchCount
  - BatchFlushInterval
  - BatchingEnabled
- MessageSession:
  - Asynchronous
    - BeginGetState
      - Callback, Object
    - Followed by:
    - EndGetState

- IAsyncResult
  - BeginSetState
    - Stream, Callback, Object
 Followed by:
  - EndSetState
    - IAsyncResult
- Non Asynchronous
  - SetState
    - Stream
  - GetState
    - *Null*
- Abstract
  - OnAbandon
    - TrackingContext, IEnumerable<Guid>, Timeout
  - OnBeginAbandon
    - TrackingContext, IEnumerable<Guid>, Timeout, Callback, Object
 Followed by:
  - OnEndAbandon
    - IAsyncResult
  - OnBeginComplete
    - TrackingContext, IEnumerable<Guid>, Timeout, Callback, Object
 Followed by:
  - OnEndComplete
    - IAsyncResult
  - OnBeginDeadLetter
    - TrackingContext, IEnumerable<GUID>, deadletterreason, deadlettererrordescription, timeout, Callback, Object
 Followed by:
  - OnEndDeadLetter
    - IAsyncResult
  - OnBeginDefer
    - TrackingContext, IEnumerable<GUID>, Timeout, Callback, Object
 Followed by:
  - OnEndDefer
    - IAsyncResult
  - OnBeginTryReceive
    - TrackingContext, MessageCount, Timeout, Callback, Object
    - TrackingContext, IEnumerable<Receipts>, Timeout, Callback, Object
 Followed by:
  - OnEndTryReceive
    - IAsyncResult
  - OnComplete
    - TrackingContext, IEnumerable<GUID>, Timeout

- OnDeadLetter
      - TrackingContext, IEnumerable<GUID>, DeadLetterReason, DeadLetterDescription, Timeout
    - OnDefer
      - TrackingContext, IEnumerable<GUID>, Timeout
    - OnTryReceive
      - TrackingContext, MessageCount, Timeout
      - TrackingContext, IEnumerable<Receipts>, Timeout
    - OnBeginGetState
      - TrackingContext, Timeout, Callback, Object
    - OnBeginSetState
      - TrackingContext, Stream, Timeout, Callback, Object
    - OnGetState
      - TrackingContext, Timeout
    - OnSetState
      - TrackingContext, Stream, Timeout
  - Properties
    - Path
    - PrefetchCount
    - SessionId
- NetMessagingTransportBindingElement:
  - Non Asynchronous
    - BuildChannelFactory<TChannel>
      - BindingContext
    - BuildChannelListener<TChannel>
      - BindingContext
    - CanBuildChannelFactory<TChannel>
      - BindingContext
    - CanBuildChannelListener<TChannel>
      - BindingContext
    - Clone
      - *Null*
    - GetProperty
      - BindingContext
    - NetMessagingTransportBindingElement
      - *Null*
  - Properties
    - PrefetchCount
    - Scheme
    - SessionIdleTimeout
    - TransportSettings
- NetMessagingBinding:
  - Non Asynchronous

- NetMessagingBinding
  - *Null*
  - ConfigurationName
- CreateBindingElements
  - *Null*
- Properties:
  - MaxBufferPoolSize
  - PrefetchCount
  - Scheme
  - SessionIdleTimeout
  - TransportSettings