

Communications Model

The **Communications Model** underlying the network [middleware](#) is the most important factor in how applications communicate. The communications model impacts the [performance](#), the ease to accomplish different communication transactions, the nature of detecting errors, and the robustness to different error conditions. Unfortunately, there is no “one size fits all” approach to [distributed applications](#). Different communications models are better suited to handle different classes of application domains.

We commonly discuss three main types of network communications models:

- [point-to-point](#)
- [client-server](#)
- [publish-subscribe](#)

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