

A Mini Project Report  
On  
**Client-Server Using RMI Method**

Submitted in partial fulfillment of requirements for the Course  
CSE18R272 - JAVA PROGRAMMING

**Bachelor's of Technology**  
In  
**Computer Science and Engineering**

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# ABSTRACT

Our project is to say how the system works. The System works like client server and the project is to explain about how the server and client connects. And I am writing client server program using RMI i.e Remote Method Invocation. In this project I will say how to connect client and server using a Remote object and after connecting how to upload,download,making directories,delete directories and to list the directories in files.

# DECLARATION

I hereby declare that the work presented in this report entitled “**Client-Server using RMI Method**”, in partial fulfilment of the requirements for the course CSE18R272- Java Programming and submitted in **Department of Computer Science and Engineering, Kalasalingam Academy of Research and Education (Deemed to be University)** is an authentic record of our own work carried out during the period from **Jan 2020** under the guidance of Mr. **Dr. R. Ramalakshmi** (Associate Professor).

The work reported in this has not been submitted by me for the award of any other degree of this or any other institute.

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# Chapter 1

## INTRODUCTION

Our project is to say how the system works. When we are searching in google the user is client and the information is sent to the server in some where and it returns an information what you need .This is the basic method we are using in our systems.

This project is to explain about how the server and client connects. And I am writing client server program using RMI i.e Remote Method Invocation. In this project I will say how to connect client and server using a Remote object and after connecting how to upload,download,making directories,delete directories and to list the directories in files. These client-server are connected by a port number(Any Number) and server number(For ex:127.0.0.1).The port is same for client and server methods when the server port number is given an 80 then the client port number number should be also 80 then it connects to communicate with each other.

### 1.0.1 Objectives

List the objectives of the project work...

1. To develop a code on RMI Method
2. To implement a project for to invoke methods from distance on remote objects (these objects are located on other systems). In order to use a remote object, we have to gain a reference for that object. The methods that will be used for that object are invoked in the same way as the local objects.

## Chapter 2

# RMI METHOD

The RMI (Remote Method Invocation) is an API that provides a mechanism to create distributed application in java. The RMI allows an object to invoke methods on an object running in JVM(JAVA VIRTUAL MACHINE). The RMI provides remote communication between the applications using two objects.

### 2.0.1 Steps to write RMI method

1. Creating the Remote Interface
2. Developing a class which implements the interface from 1.
3. Develop the server component (process).
4. Develop the client component (process).

To write these steps we need to write some java packages like

1.java.io.\*;

2.java.rmi.\*;

rmi.server;

rmi.server.UnicastRemoteObject;

rmi.RemoteException;

3.java.rmi.registry.\*;

rmi.registry.Locateregistry;



```
rmi.registry.Registry;
```

This project is about the file transfer using java RMI method. In that it has upload, download, make directories, list the directories, delete directories.

## 2.0.2 How to Compile the programs

1. Compile all the 4 classes.
2. Run the server class RMIServer.java, pass a port number available on your local machine to run the server on.
3. Set the server location (local host and port number) to your environment variables.
4. Run the client code:
  - 4.1. To upload a file  
`java RMIClient.java`  
`upload <path on client> <C:/ServerStorage/filename>`
  - 4.2. To download a file.

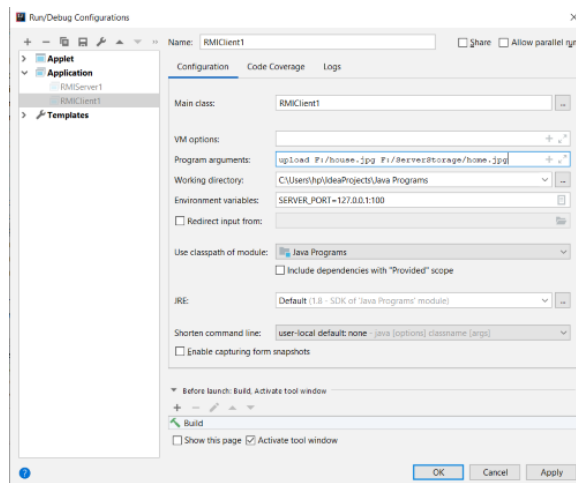


Figure 2.1: Uploading Command

```
java RMIClient.java
download <C:/ServerStorage/existing filename on server> <path on client/
newfilename>
```

- 4.3. To list the directories and file present on the server.  
`java RMIClient.java`

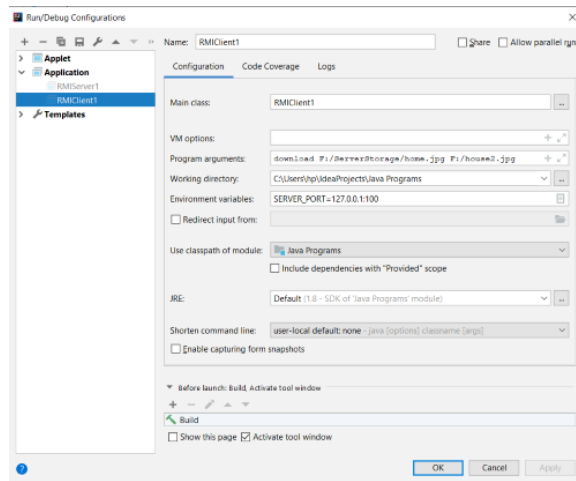


Figure 2.2: Downloading Command

`dir <C:/ServerStorage/path existing directory on server>`

4.4.To create a new directory.

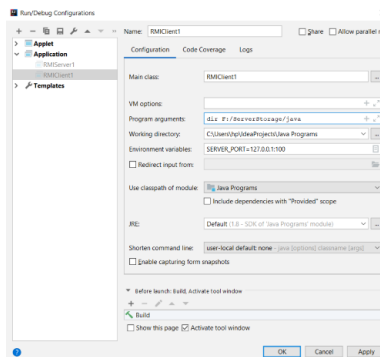


Figure 2.3: listof directories command

`java RMIclient.java`

`mkdir <C:/ServerStorage/new directory name>`

4.5.To delete an existing directory.

`java RMIclient.java`

`rmdir <C:/ServerStorage/existing directory name>`

4.6.To shutdown the client.

`java RMIclient.java shutdown`

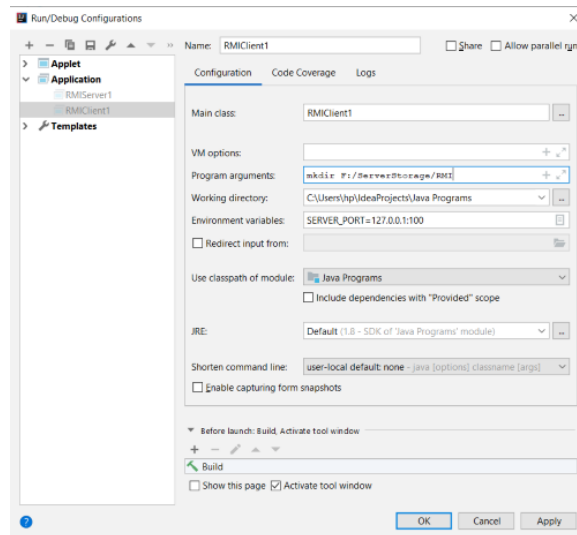


Figure 2.4: Making Directory Command

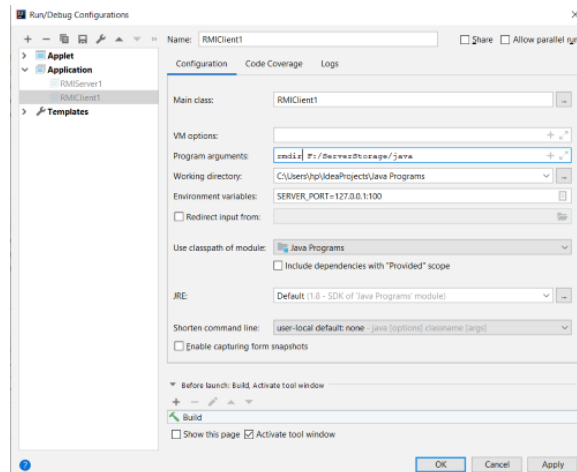


Figure 2.5: Remove Directory Command

## Chapter 3

# CONCLUSION

RMI provides a solid platform for truly object distributed computing. You can use RMI to connect to java components or to existing components written in other languages. As java proves itself in your environment, you can expand your java use and get all the benefits-no porting, low maintenance costs, and safe, secure environment. RMI gives you a platform to expand java into any part your system in an incremental fashion. As you add java, its benefits flow through all the java i your system. RMI makes this easy, secure, and powerful.

# Appendices

## SOURCE CODE

```

import java.io.*;
import java.rmi.*;
import java.rmi.registry.*;
public interface RmiInterface1 extends Remote
{

    public void uploadFileToServer(byte[] mybyte,
        ↪ String serverpath, int length) throws
        ↪ RemoteException;
    public byte[] downloadFileFromServer(String
        ↪ servername) throws RemoteException;
    public String[] listFiles(String serverpath) throws
        ↪ RemoteException;
    public boolean createDirectory(String serverpath)
        ↪ throws RemoteException;
    public boolean removeDirectoryOrFile(String
        ↪ serverpath) throws RemoteException;

}

```

```

import java.io.*;
import java.rmi.RemoteException;
import java.rmi.server.UnicastRemoteObject;

public class RmiImplementation1 extends
    ↪ UnicastRemoteObject implements RmiInterface,
    ↪ Serializable
{

    protected RmiImplementation1(String s) throws
        ↪ RemoteException
    {
        File storageDir = new File (s);
        storageDir.mkdir();
    }

    public void uploadFileToServer(byte[] mydata,
        ↪ String serverpath, int length) throws

```

```

    ↪ RemoteException
{
    try
    {
        File serverpathfile = new File(serverpath);
        FileOutputStream out=new FileOutputStream(
            ↪ serverpathfile);
        byte [] data=mydata;

        out.write(data);
        out.flush();
        out.close();

    }
    catch (IOException e)
    {

        e.printStackTrace();
    }

    System.out.println("Done_writing_data...");
}

public byte[] downloadFileFromServer(String
    ↪ serverpath) throws RemoteException
{

    byte [] mydata;

    File serverpathfile = new File(serverpath);
    mydata=new byte[(int) serverpathfile.length()];
    FileInputStream in;
    try
    {
        in = new FileInputStream(serverpathfile);
        try
        {
            in.read(mydata, 0, mydata.length);

```

```

    }
    catch (IOException e)
    {
        e.printStackTrace();
    }
    try
    {
        in.close();
    }
    catch (IOException e)
    {
        e.printStackTrace();
    }
}
catch (FileNotFoundException e)
{
    e.printStackTrace();
}

return mydata;
}

public String[] listFiles(String serverpath) throws
    ↪ RemoteException
{
    File serverpathdir = new File(serverpath);
    return serverpathdir.list();
}

public boolean createDirectory(String serverpath)
    ↪ throws RemoteException
{
    File serverpathdir = new File(serverpath);

```



```

        return serverpathdir.mkdir();
    }

    public boolean removeDirectoryOrFile(String
        ↪ serverpath) throws RemoteException
    {
        File serverpathdir = new File(serverpath);
        return serverpathdir.delete();
    }
}

```

```

import java.io.*;
import java.rmi.registry.*;

public class RMIServer1 implements Serializable
{
    static int portnumber;
    //String remoteObject = "remoteObject";
    static String start = "start";

    public static void main(String[] args)
    {

        try
        {
            if(start.equals(args[0]))
            {
                portnumber = Integer.parseInt(args[1]);
            }
            Registry reg = LocateRegistry.
                ↪ createRegistry(portnumber);    //
                ↪ Creates and exports a Registry
                ↪ instance on the local host that
                ↪ accepts requests
            //on the specified port.

```

```

        RmiImplementation imp = new
            ↪ RmiImplementation("F://ServerStorage"
            ↪ );
        reg.bind("remoteObject", imp);
        System.out.println("Server_is_ready.");
        System.out.println(portnumber);
    }
    catch(Exception e)
    {
        System.out.println("Server_failed:_ " + e);
    }
}
}

```

```

import java.io.*;
import java.net.MalformedURLException;
import java.rmi.NotBoundException;
import java.rmi.RemoteException;
import java.rmi.registry.LocateRegistry;
import java.rmi.registry.Registry;

public class RMIClient1 implements Serializable
{

    public static void main(String[] args) throws
        ↪ IOException
    {

        String environment;
        String hostname;
        int portnumber;
        String clientpath;
        String serverpath;
        String upload = "upload";
        String download = "download";
        String dir= "dir";
        String mkdir= "mkdir";
        String rmdir= "rmdir";
    }
}

```

```

String rm= "rm";
String shutdown= "shutdown";

try
{

    environment = System.getenv("SERVER_PORT");
    System.out.println(environment);

    hostname = environment.split(":")[0];

    portnumber = Integer.parseInt(environment.
        ↪ split(":")[1]);
    System.out.println("seeking connection on:"
        ↪ + environment);

    Registry myreg = LocateRegistry.getRegistry
        ↪ (hostname, portnumber);
    RmiInterface inter = (RmiInterface)myreg.
        ↪ lookup("remoteObject");

    //to upload a file
    if(upload.equals(args[0]))
    {
        clientpath= args[1];
        serverpath = args[2];

        File clientpathfile = new File(
            ↪ clientpath);
        byte [] mydata=new byte[(int)
            ↪ clientpathfile.length()];
        for (byte b : mydata) {
            //      System.out.println((int)b);
            //
        }
        try
        {
            FileInputStream in = new
                ↪ FileInputStream(
                ↪ clientpathfile);

```

```

        System.out.println("uploading to
            ↪ server...");
        int smtg = in.read(mydata,0,mydata.
            ↪ length);
        System.out.println(smtg);
        inter.uploadFileToServer(mydata,
            ↪ serverpath, (int)
            ↪ clientpathfile.length());

        in.close();
    } catch (IOException e) {
        e.printStackTrace();
    }
}
//to download a file
if(download.equals(args[0]))
{
    serverpath = args[1];
    clientpath= args[2];

    byte [] mydata = inter.
        ↪ downloadFileFromServer(serverpath
        ↪ );
    System.out.println("downloading...");
    File clientpathfile = new File(
        ↪ clientpath);
    FileOutputStream out=new
        ↪ FileOutputStream(clientpathfile);
    out.write(mydata);
        out.flush();
    out.close();
}

//to list all the files in a directory
if(dir.equals(args[0]))
{
    serverpath = args[1];
    String[] filelist = inter.listFiles(
        ↪ serverpath);
    for (String i: filelist)

```

```

        {
            System.out.println(i);
        }
    }

    //to create a new directory
    if(mkdir.equals(args[0]))
    {
        serverpath = args[1];
        boolean bool = inter.createDirectory(
            ↪ serverpath);
        System.out.println("directory created
            ↪ : " + bool);
    }

    //to remove/delete a directory
    if(rmdir.equals(args[0]) || rm.equals(args
        ↪ [0]))
    {
        serverpath = args[1];
        boolean bool = inter.
            ↪ removeDirectoryOrFile(serverpath)
            ↪ ;
        System.out.println("directory deleted
            ↪ : " + bool);
    }

    //to shutdown the client
    if(shutdown.equals(args[0]))
    {
        System.exit(0);
        System.out.println("Client has shutdown
            ↪ . Close the console");
    }
}
catch(Exception e)
{
    e.printStackTrace();
    System.out.println("error with connection
        ↪ or command. Check your hostname or

```

