

JAC444 - BTP400 Course Object-Oriented Software Development II - Java

Remote Method Invocation

Segment 1

Remote Method Invocation



In this lesson you will be learning about:

- What is RMI and distributed computing in Java platform
- The RMI architecture
- The distributed object model defined and supported by RMI



Definition of Terms

- *Remote object* is an object whose methods can be invoked from another Java virtual machine.
- *Remote method invocation (RMI)* is the action of invoking a method on a remote object.
- *Remote interface* is an interface that declares a set of methods that may be implemented by a remote Java virtual machine.

```
public interface BankAccount extends java.rmi.Remote {  
  
    public void deposit(float amount)  
        throws java.rmi.RemoteException;  
  
}
```



Distributed objects



The RMI architecture is based on one important principle:

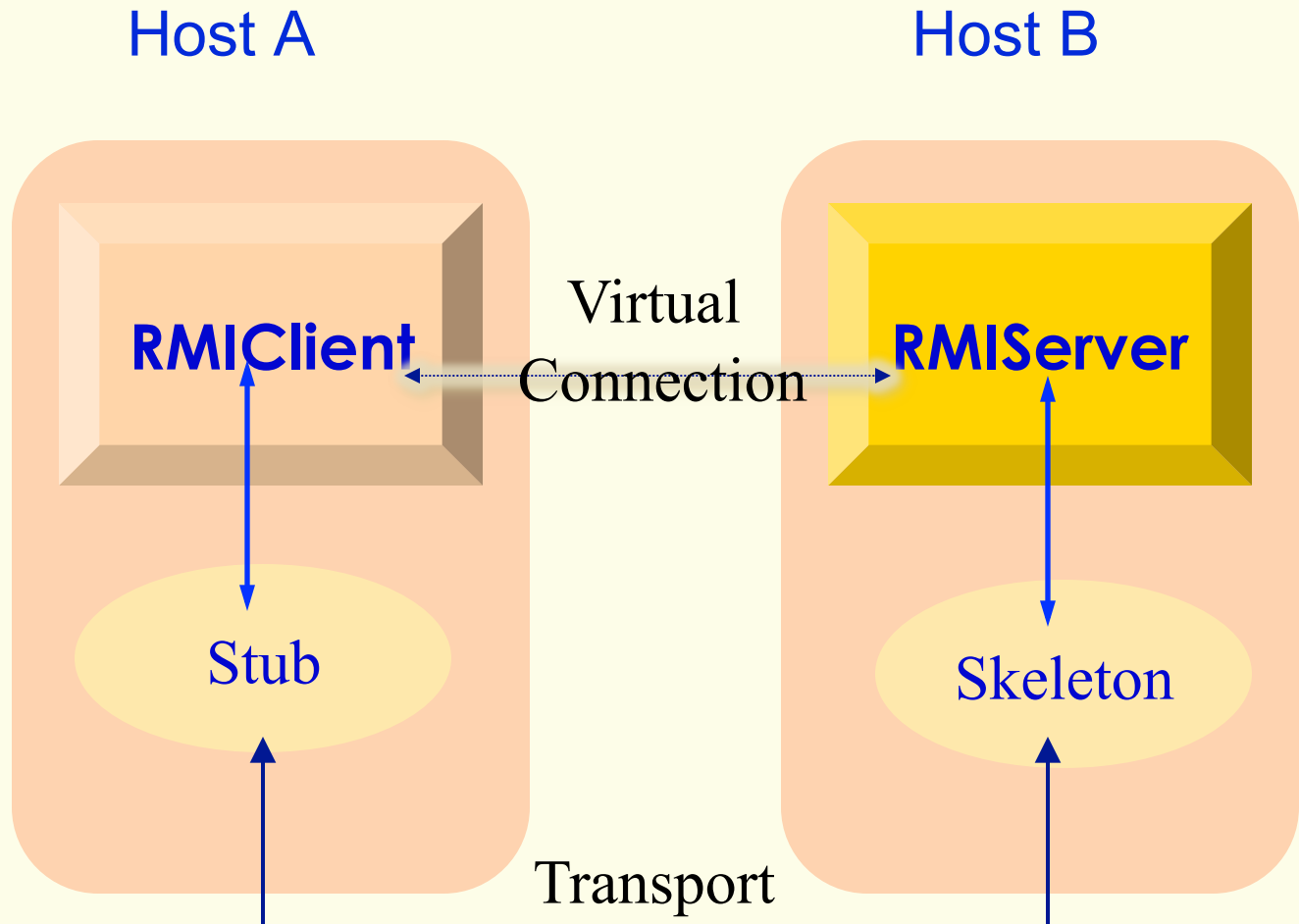
The definition of behavior and the implementation of that behavior are two separate concepts:

interfaces define behavior and *classes define implementation*

- RMI applications are comprised of two programs, a server and a client:
 - A RMI server application creates remote objects, makes references to them accessible, and waits for clients to invoke methods on these remote objects
 - A RMI client application gets a remote reference to one or more remote objects in the server and then invokes methods on them.



RMI Architecture



Design RMI System

**Define Methods for
RMI Interfaces**

1

**RMI
Interfaces**

**Implement Methods
defined by Interfaces**

2

**RMI
Server**

**Invoke Methods
defined by Interfaces**

3

**RMI
Client**

RMI System

A working RMI system is composed of the following parts:

- Interface definitions for the remote services - *programmer*
- Implementations of the remote services - *programmer*
- A server to host the remote services — *programmer*
- A client program that needs the remote services – *programmer*
- RMI Naming service allows clients to find the remote services — *RMI system*



Building a RMI System



- 1 Design and implement Java RMI interfaces
- 2 Develop Java code implementing classes defined by RMI interfaces
- 3 Develop code for Java RMI server program
- 4 Develop code for Java RMI client program
- 5 Install and run RMI system

