The execution of the RMI is as follows

1. rmiregistry 1099 & //start the rmi
2. java Server // to create the Server
3. java Client -SH localhost -N Romeo -L -20 20 -S M -A 25 // to start the client
4. java Client -SH localhost -N juliet -L -10 20 -S F -A 20 // to start the client

screen shots of the execution and results

1.starting RMI Registry

rmiregistry 1099 &

starting the RMIRegistry


2. creating the server

java Server

A screenshot of a cell phone

Description generated with high confidence

3. client connected to the server and server has updated the information of the client

java Client -SH localhost -N Romeo -L -20 20 -S M -A 25

A screenshot of a computer screen

Description generated with very high confidence

4.client 2 conencted to the server and has updated it’s info in the server

java Client -SH localhost -N juliet -L -10 20 -S F -A 20

A screenshot of a computer screen

Description generated with very high confidence

1. client 1 and 2 tries to search for it’s neighbours

list 30

client 1 sends message to 2 and client 1 also recieves the message from romeo

send 2 Hello Juli !!

A screenshot of a computer

Description generated with very high confidence

1. Romeo client tries change location

Go -50 0

A screenshot of a computer screen

Description generated with very high confidence

1. Client 1 and 2 quits the connection

A screenshot of a computer screen

Description generated with very high confidence

1. Client exit status is updated in the registry

A screenshot of a cell phone

Description generated with very high confidence

I have implemented the simple chat application using Java RMI which can perform

1. List 30 to list all it’s neighbors in 30 circumference.
2. G0 30 10 Move it’s location
3. Get location – to get it’s current location
4. Send 2 hello – sends message to the neighbors
5. Quit – quits the connection.

I have created clientInterface remote object for the clients to get connected to the network. I provides the services to set the information of the client and retrieve the information of the clients using the methods setname, getname, setlocation, getlocation, printlist, getID. ServerInterface remote object provides the services to add the clients to server and show the message over the connections.