Terna Engineering College
Computer Engineering Department
Program: Sem VIII

Course: Distributed Computing Lab (CSL802)

Faculty: Rohini Patil

Experiment No. 3

A.1 Aim: To Implement any application using RMI/RPC.

PART B
(PART B: TO BE COMPLETED BY STUDENTS)

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Class: BE COMPS B 50	**Batch:** B3
Date of Experiment: 27-01-2022	**Date of Submission:** 27-01-2022
Grade:	

B.1 Software Code written by student:

- **Server.py**

```
import Pyro4
import random
import os
import datetime
import subprocess
import math

now=datetime.datetime.now()
print('date: '+now.strftime('%d-%m-%y')+' Time:'+now.strftime('%H:%M:%S'))
@Pyro4.expose

class Server(object):
    def get_usid(self, name):
        return "Hello, {0}.\n" \
        "Your Current User Session is {1}:".format(name, random.randint(0,1000))
```

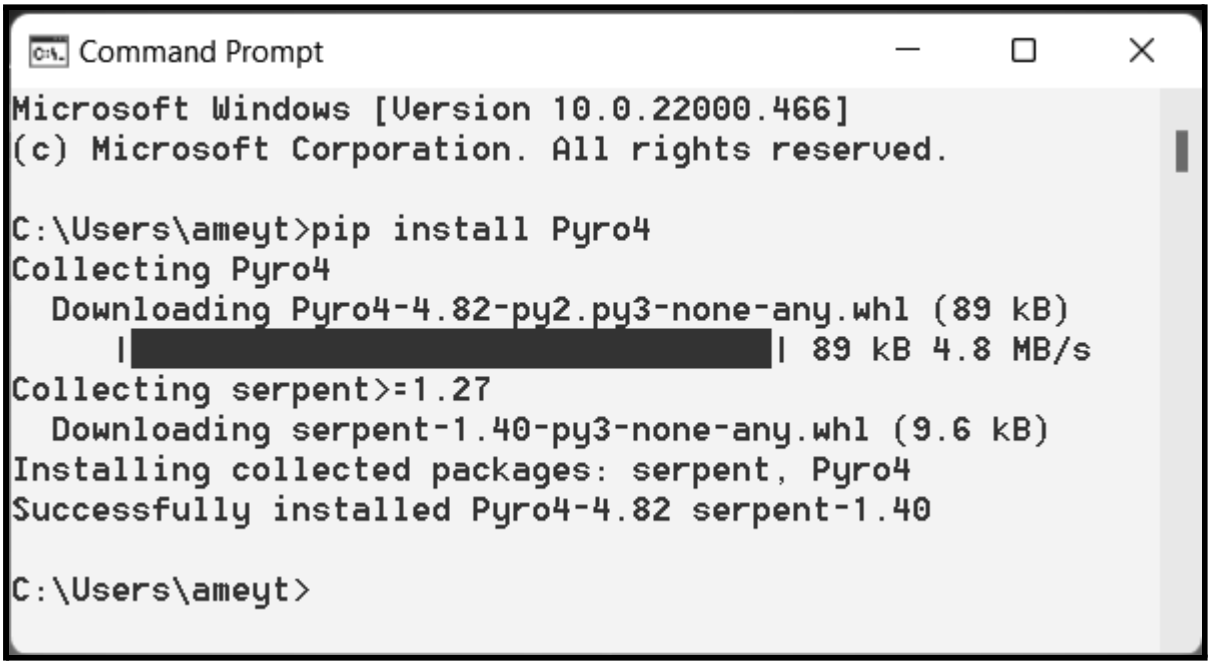
```
    def add(self, a, b):
        return "{0} + {1} = {2}".format(a, b, a+b)

    def subtract(self, a, b):
        return "{0} - {1} = {2}".format(a, b, a-b)

    def multiply(self, a, b):
        return "{0} * {1} = {2}".format(a, b, a*b)

    def division(self, a, b):
        return "{0} / {1} = {2}".format(a, b, a/b)

    def sqr(self, a):
        return "{0} ^ 2 = {1}".format(a, a**2)

    def sqrt(self, a):
        return "sqrt({0}) = {1}".format(a, math.sqrt(a))

    def mod(self, a, b):
        return "{0} % {1} = {2}".format(a, b, a%b)

    def per(self, a, b):
        return "( {0} / {1} ) * 100 = {2}".format(a, b, (a/b)*100)

    def exp(self, a, b):
        return "{0} ** {1} = {2}".format(a, b, a**b)

daemon = Pyro4.Daemon()
ns = Pyro4.locateNS()
url = daemon.register(Server)
ns.register("RMI.calculator", url)

print("The Server is now active., please request your calculations or start file transfer")

daemon.requestLoop()
```

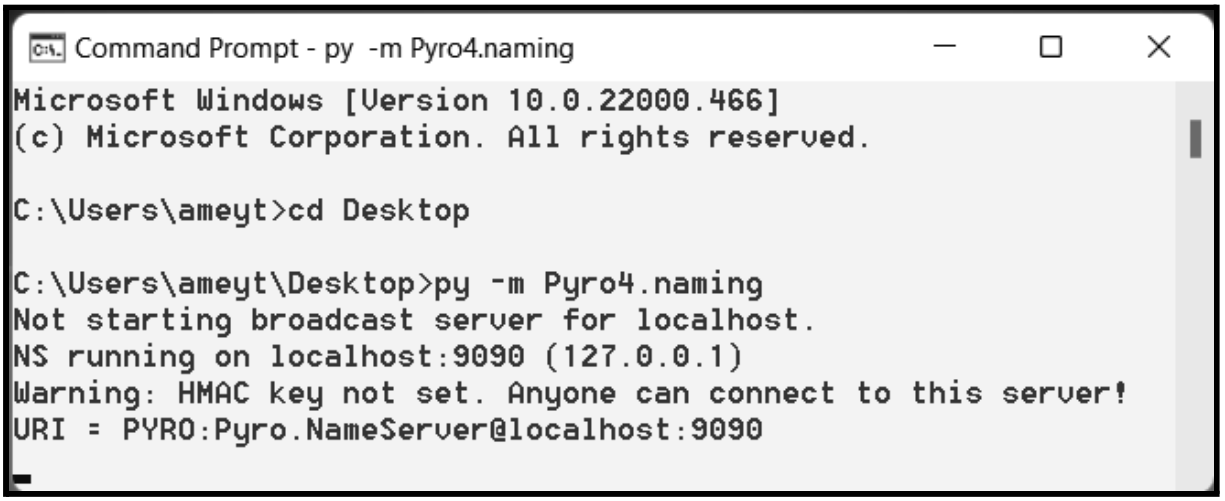
- **Client.py**

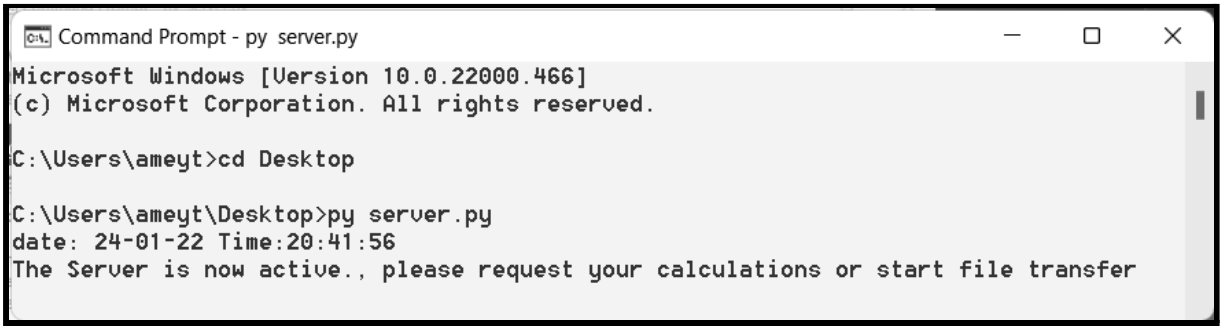
```
import Pyro4
import os
import datetime

Client = Pyro4.Proxy("PYRONAME:RMI.calculator")
name =input("What is your name? ").strip()
```

```
now=datetime.datetime.now()

print('date: '+now.strftime('%d-%m-%y')+' Time:'+now.strftime('%H:%M:%S'))
print(Client.get_usid(name))
print("Enter the number of calculations to be done")
n=int(input("Enter n: "))

while (n>0):
    n=n-1
    print()
    a =int(input("Enter a: "))
    b =int(input("Enter b: "))

        print("Enter number for desired calculations: \n" +'1.ADD \n'+'2.SUBTRACT \n'+
'3.MULTIPLY \n'+ '4.DIVISION \n'+'5.SQUARE \n'+'6.SQRT \n'+ '7.MOD \n'+
'8.PERCENTAGE \n'+'9.EXPONENTIATION')

    c=int(input('Enter your choice: '))

    if (c==1):
        print(Client.add(a,b))
    elif (c==2):
        print(Client.subtract(a,b))
    elif (c==3):
        print(Client.multiply(a,b))
    elif (c==4):
        print(Client.division(a,b))
    elif (c==5):
        print(Client.sqr(a))
    elif (c==6):
        print(Client.sqrt(a))
    elif (c==7):
        print(Client.mod(a, b))
    elif (c==8):
        print(Client.per(a, b))
    elif (c==9):
        print(Client.exp(a, b))
    else:
        print('invalid input')
```

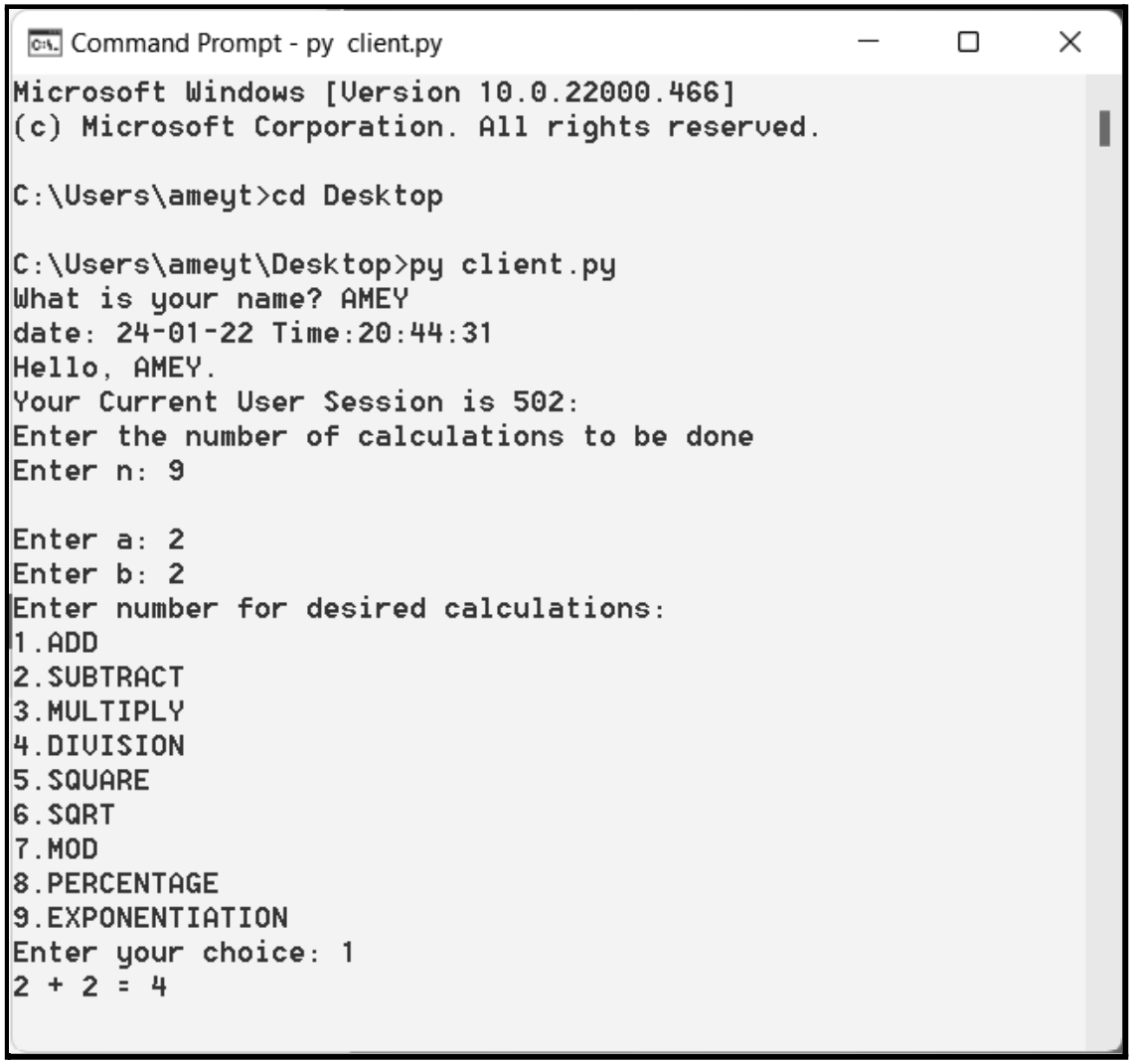
B.2 Input and Output:



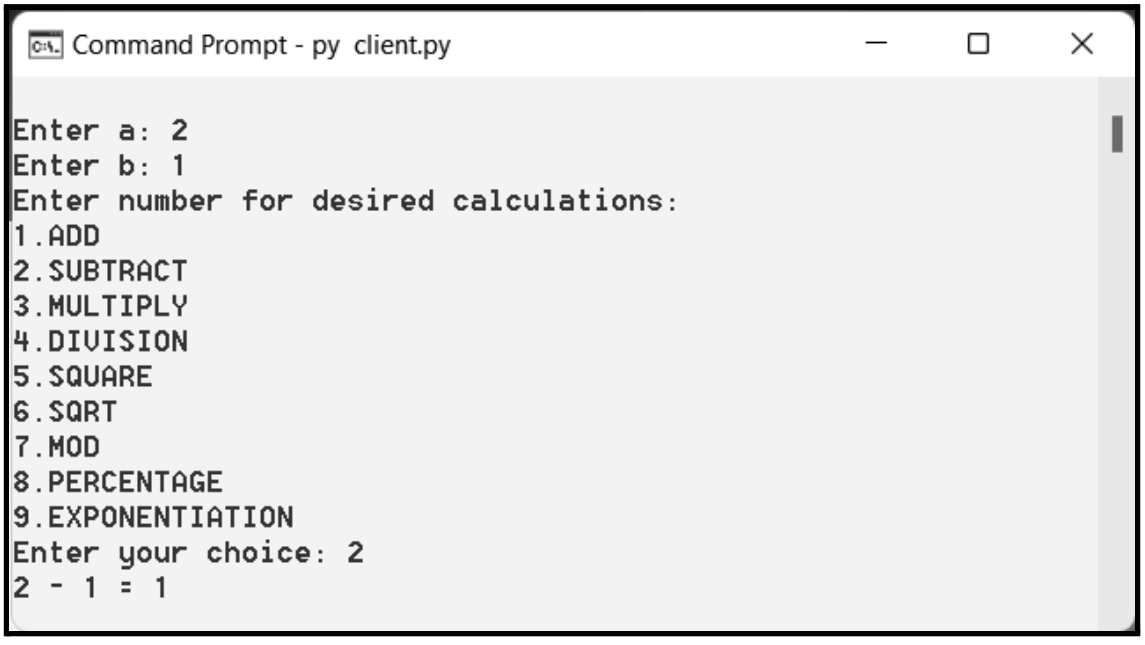




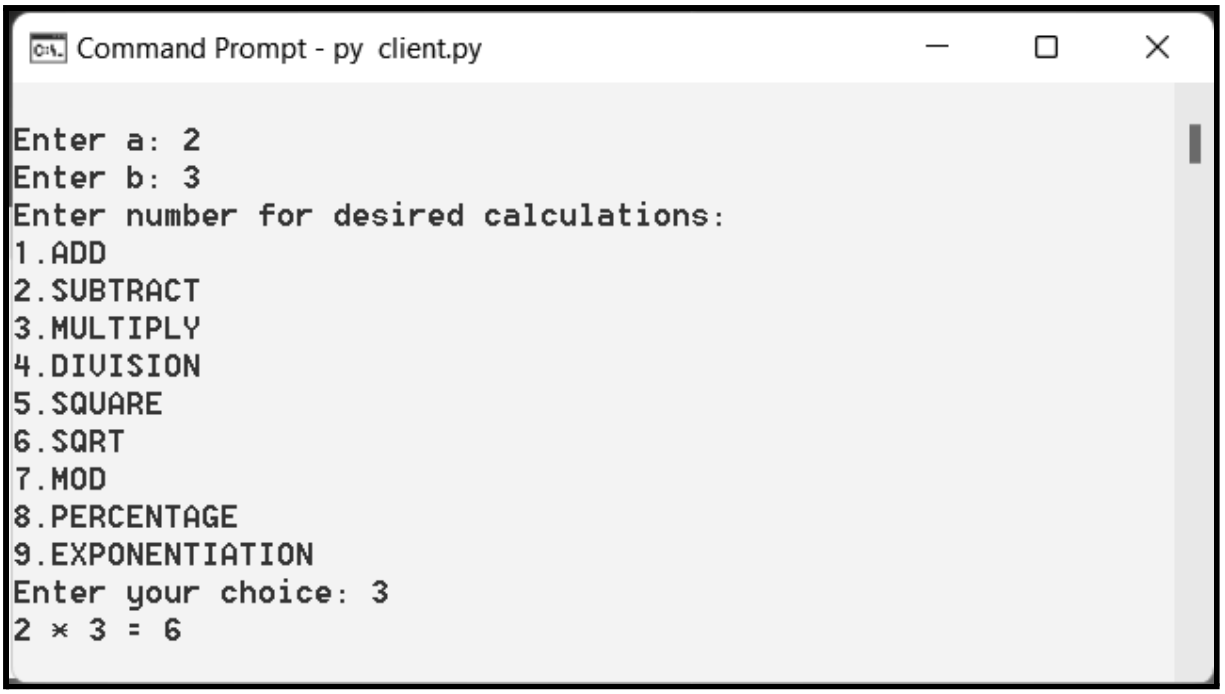
1. **ADDITION**



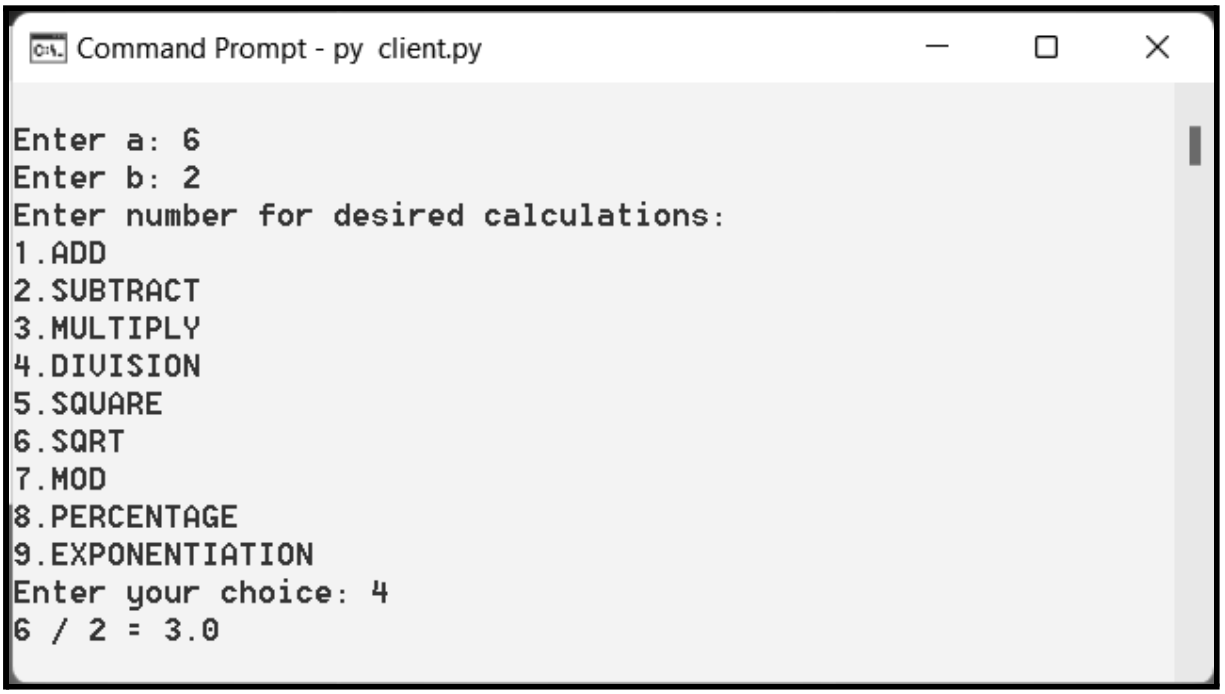
2. **SUBTRACTION**



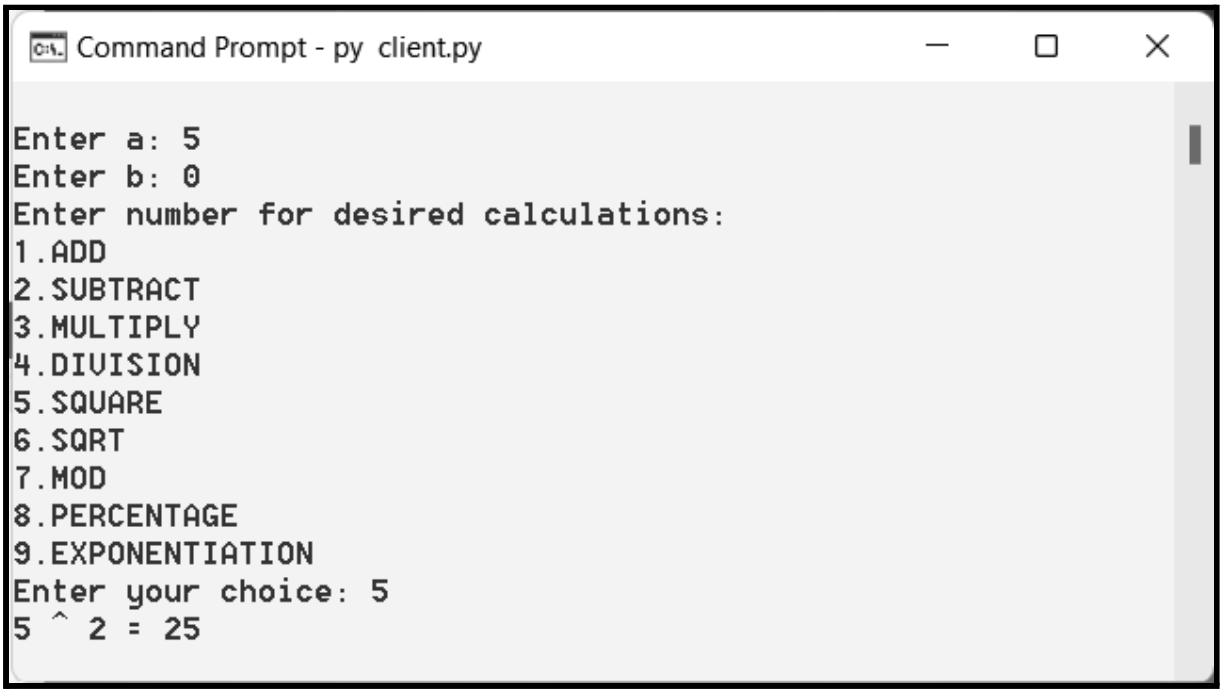
3. MULTIPLICATION



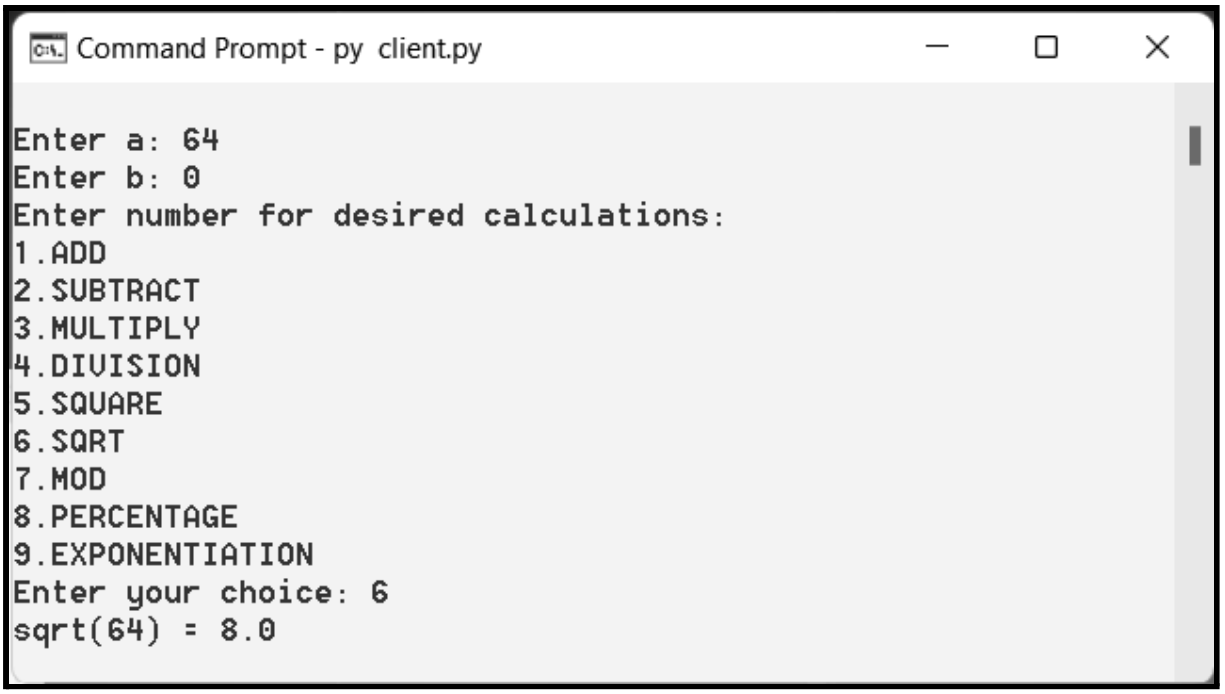
4. DIVISION



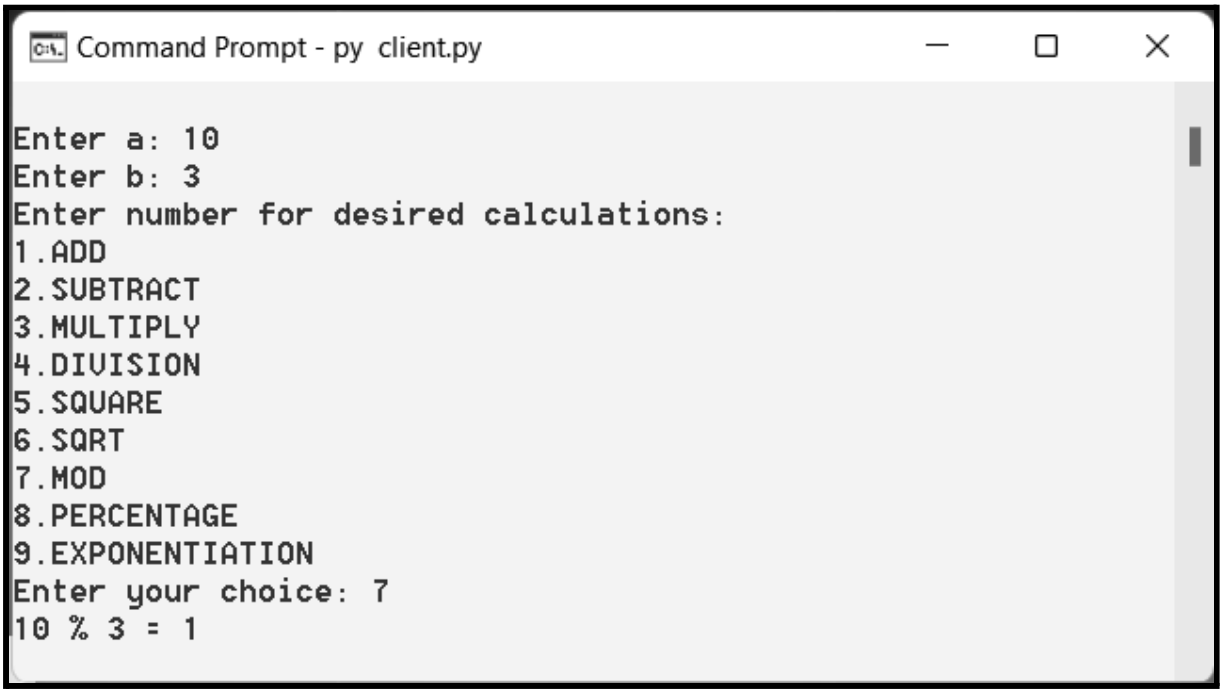
5. **SQUARE**



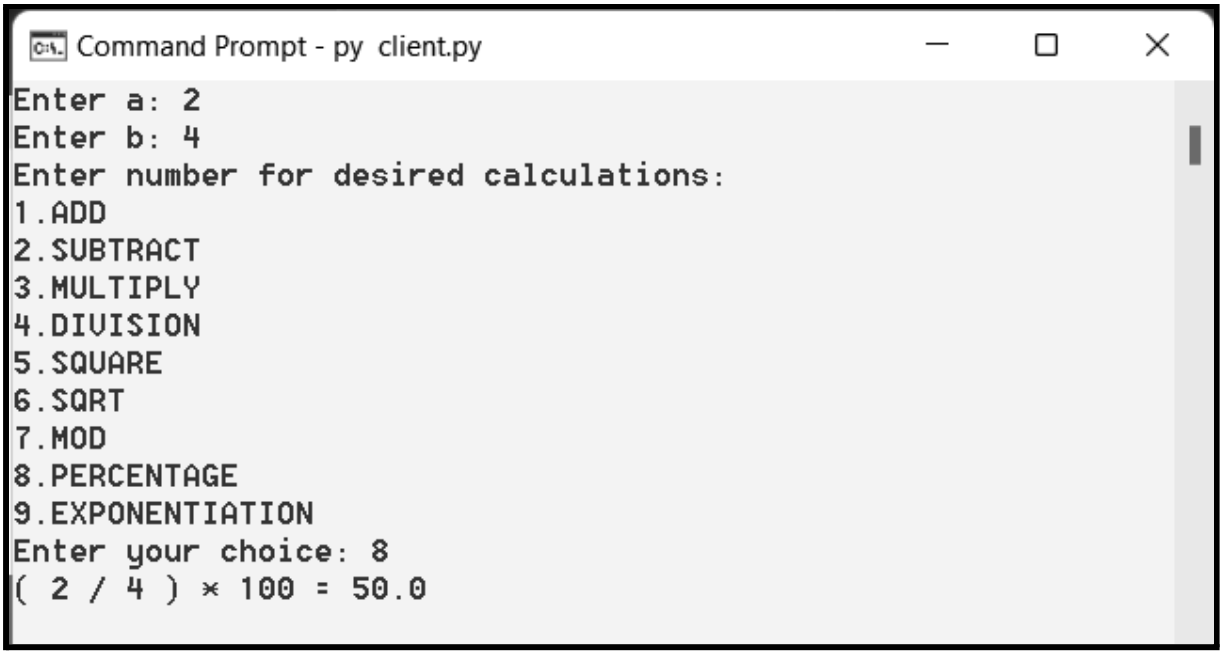
6. **SQRT**



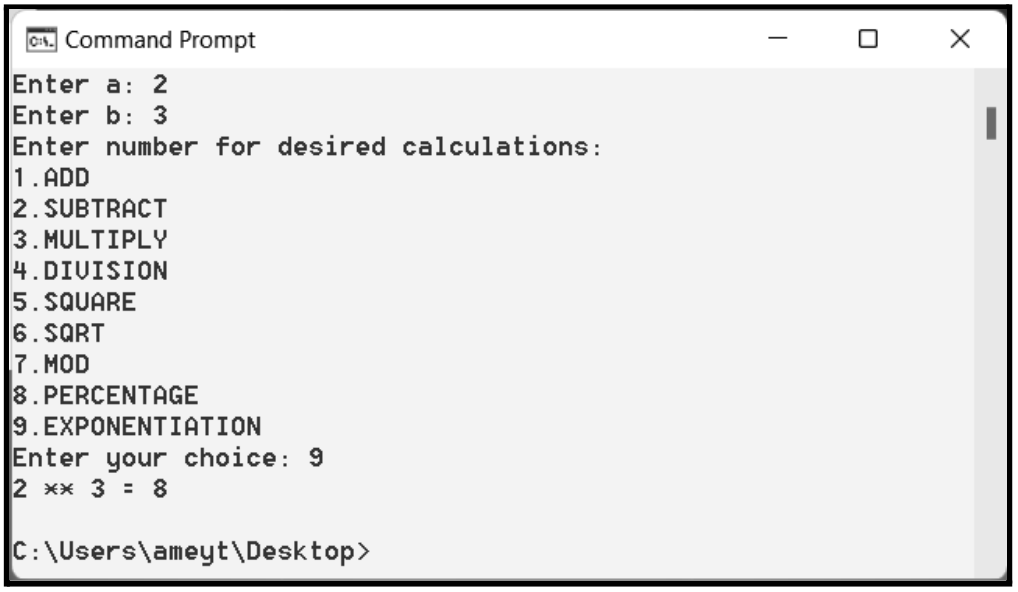
7. **MOD**



8. **PERCENTAGE**



9. **EXPONENTIATION**



B.3 Observations and learning:

In a distributed computing environment, remote method invocation (RMI) refers to calling a method on a remote object. It is analogous to a remote procedure call.

B.4 Conclusion:

Successfully implemented a calculator application using RMI.

B.5 Question of Curiosity.

Q1: What do you mean by stub? What are the functions of Stub?

ANS:

- A method stub or simply stub in software development is a piece of code used to stand in for some other programming functionality. A stub may simulate the behaviour of existing code (such as a procedure on a remote machine; such methods are often called mocks) or be a temporary substitute for yet-to-be-developed code.

Q2: What is marshalling and unmarshalling?

ANS:

- Marshalling is the process of transforming the memory representation of an object into another format, which is suitable for storage or transmission to other software applications.
- Unmarshalling is the process in which an object or data structure is deserialized.

Q3: How is the stub generated?

ANS:

- Stubs are generated either manually or automatically. In a manual generation, a remote procedure call implementer provides translation functions, from which a user constructs stubs. They handle complex parameter types. Automatic stub generation is commonly used to generate stubs. They use integration description language to define client and server interfaces.