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Software Development with UML and Java 2

Learning Objectives

Understand the concept of Java RMI and write programs using RMI

RMI

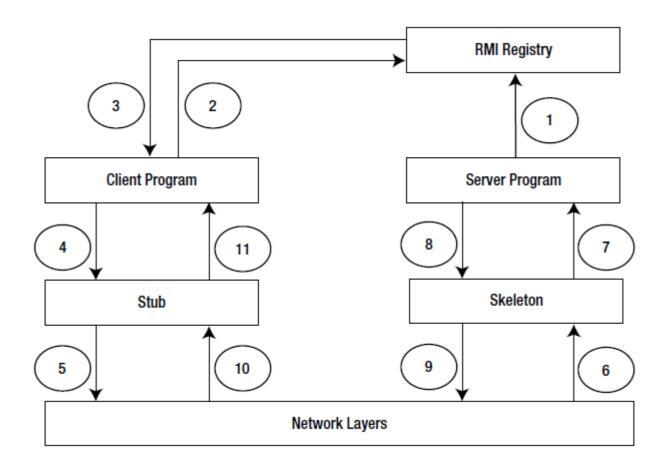
What is the purpose of RMI?

- To instantiate objects and invoke methods on these objects when the objects are located on a remote computer
- To make the method invocation somewhat transparent to whether the objects are local objects or remote objects

What is RMI?

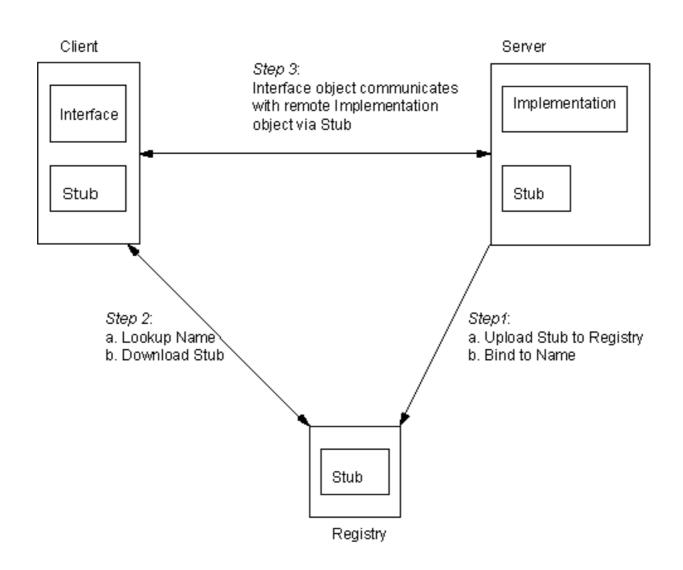
- RMI gives a higher abstraction level with the use of TCP connections and communication hidden from the programmer
- Class files can dynamically be downloaded
- Client and server should both be written in Java

RMI Architecture



Kishori, S. (2014) Beginning Java 8 APIs

RMI - simplified



Sockets versus RMI

Sockets

- More control given to the programmer
- Error prone for implementing complex protocols
- Should implement a protocol layer; classes for sockets and streaming

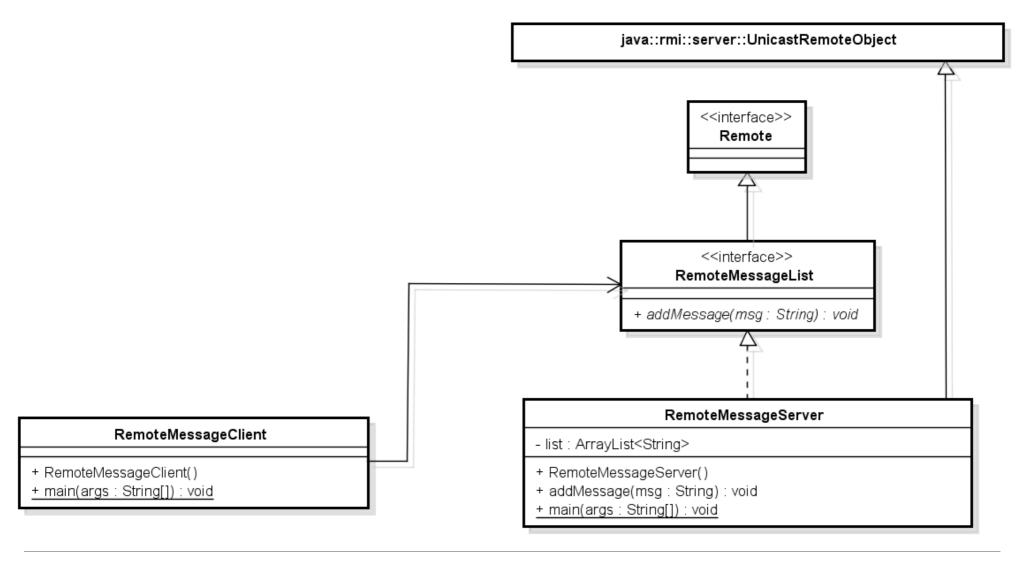
RMI

- Protocol layer somewhat transparent to the programmer
- Security issues

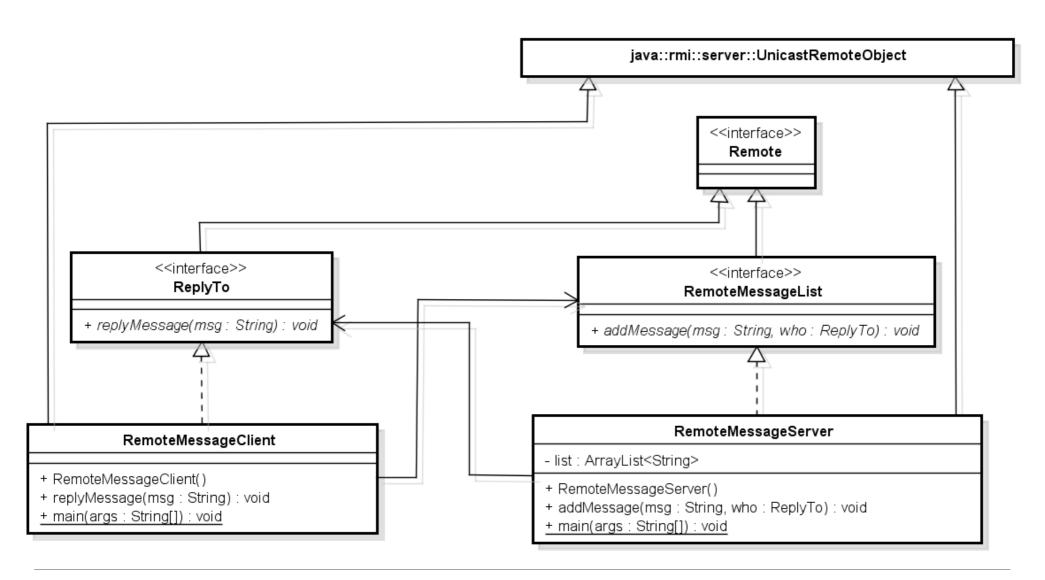
How do I run the program?

- Start the RMI registry
 - rmiregistry is in the Java SDK directory
 - Use "start rmiregistry" on a command window
 - ...or start it from the server implementation:
 - Registry reg = LocateRegistry.createRegistry(1099);
- Start the RMI Server
- Start the RMI Client

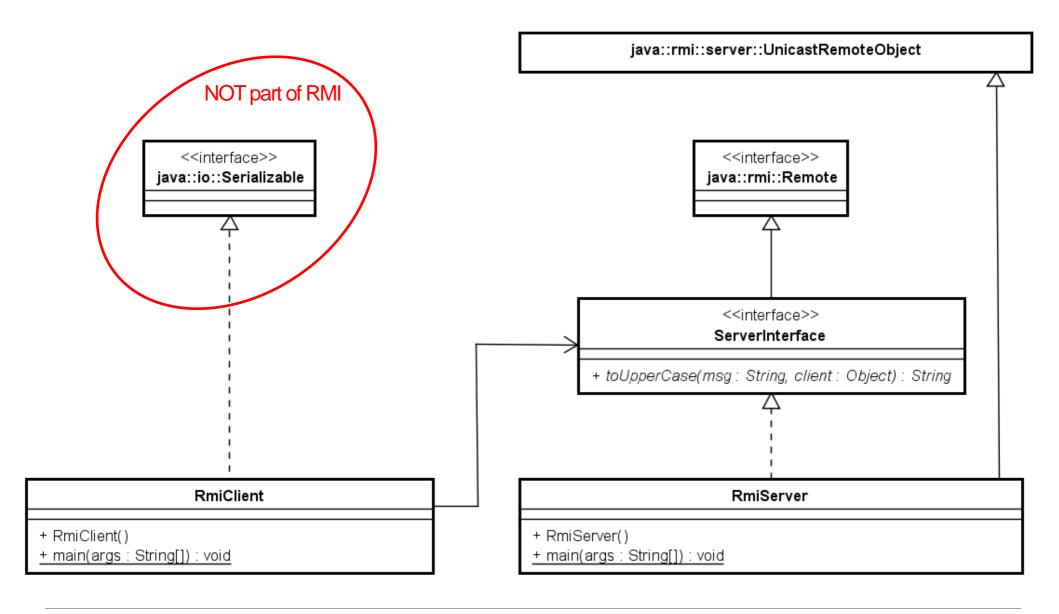
RMI example



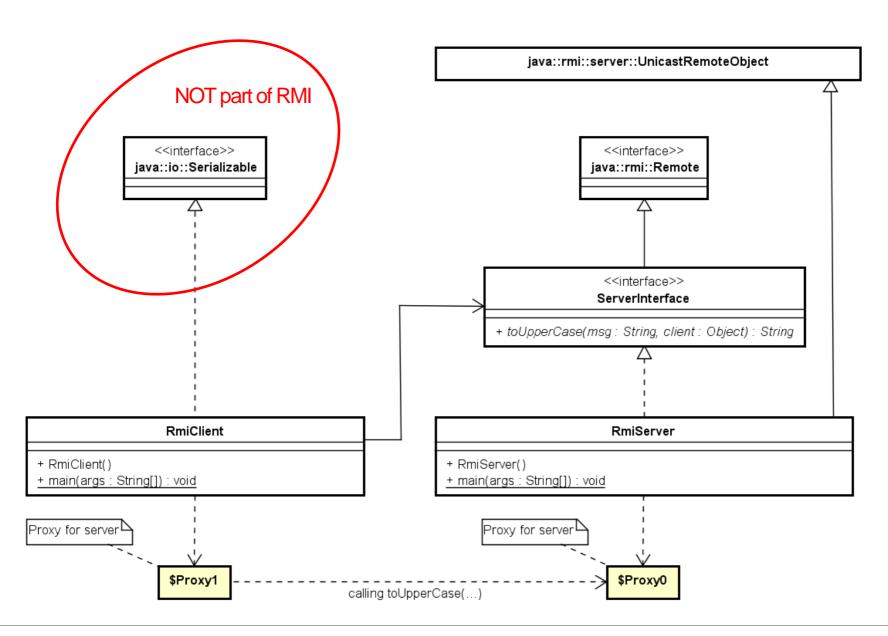
RMI callback



Another RMI example



RMI example



ServerInterface

RmiServer (1/2)

```
import java.rmi.Naming;
import java.rmi.RemoteException;
import java.rmi.registry.LocateRegistry;
import java.rmi.registry.Registry;
import java.rmi.server.UnicastRemoteObject;
public class RmiServer extends UnicastRemoteObject
                        implements ServerInterface
   private static final long serialVersionUID = 2799880385062181564L;
   public static void main(String[] args)
      try
         Registry reg = LocateRegistry.createRegistry(1099);
         ServerInterface rmiServer = new RmiServer();
         Naming.rebind("toUpperCase", rmiServer);
         System.out.println("Starting server...");
```

RmiServer (2/2)

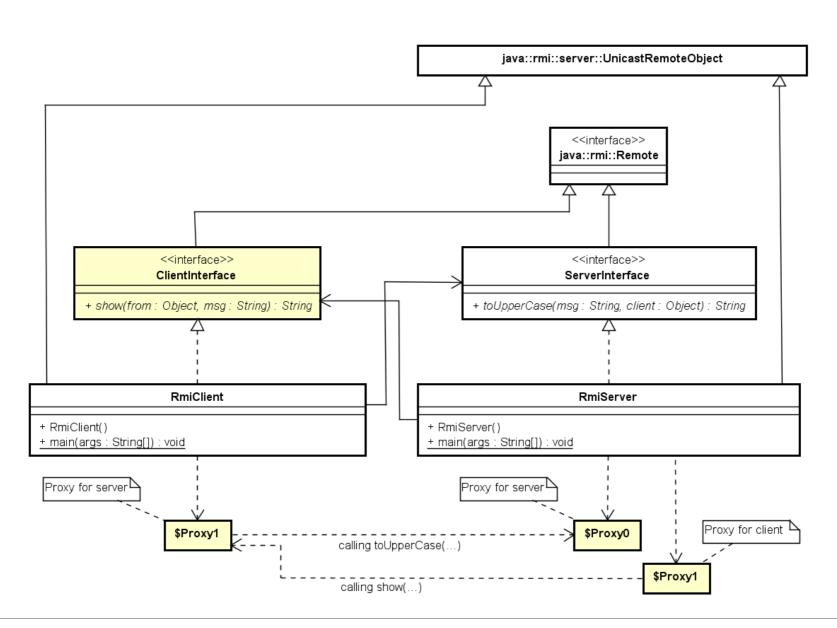
```
catch (Exception ex)
      ex.printStackTrace();
public RmiServer() throws RemoteException
   super();
@Override
public String toUpperCase(String msg, Object client)
                                      throws RemoteException
   System.out.println("toUpperCase: client = " + client);
   return msg.toUpperCase();
```

RmiClient (1/2)

```
import java.io.Serializable;
import java.rmi.Naming;
import java.rmi.RemoteException;
public class RmiClient implements Serializable
   private static final long serialVersionUID = 613190504737132253L;
   private ServerInterface server;
   public RmiClient() throws RemoteException
      super();
      try
         server = (ServerInterface) Naming
                .lookup("rmi://localhost:1099/toUpperCase");
         String msg = server.toUpperCase("greatz", this);
         System.out.println(msq);
```

RmiClient (2/2)

RMI example (call back)



Security – main method

```
public static void main(String[] args) throws RemoteException
{
   if (System.getSecurityManager() == null)
   {
      System.setSecurityManager(new SecurityManager());
   }
   RmiClient client = new RmiClient();
}
```

Security

StartClient.bat

```
java -Djava.security.policy=rmi.policy RmiClient pause
```

rmi.policy

```
grant {
    permission java.net.SocketPermission "*:1024-65535", "connect,accept";
    permission java.net.SocketPermission "*:80", "connect";
};
```

all.policy

```
grant {
    permission java.security.AllPermission;
};
```

Dynamic class downloading

StartClient.bat

```
java -Djava.rmi.server.codebase=http://localhost/Server/bin/
-Djava.security.policy=rmi.policy RmiClient
pause
```

Note: In this example a webserver needs to be running and the class files to download placed in

"webservers-document-root"/Server/bin/