

Assignment No. 3

Q. Create program based on RMI using swing components

* Remote Method Invocation (RMI)

It is a mechanism that allows an object residing in one system to access an object running on another JVM.

RMI is used to build distributed applications, it provides remote communication between Java programs. It is provided in the package "Java.rmi".

Architecture - In RMI application, we write two programs, a server program and a client program. The server program is created and referenced of that object is made available for the client. The client program requests the remote object on the server and tries to invoke its methods.

Working - When the client makes call to the remote object, it is received by the stub which eventually passes his request to the RMI. The client-side request receives request which invokes a method called `invoke()` of the object `RemoteRef`. It passes the request to RMI on the server-side.

The RMI on the server side passes the request to the skeleton which finally invokes the required object on server. The result is passed all the way back to the client.