

RPC BAKERY

```
.X
const ADD = 0;
const SUB = 1;
const MUL = 2;
const DIV = 3;
struct BAKERY{
    int num;
    int op;
    float arg1;
    float arg2;
    int result;
};
program BAKERY_PROG {
    version BAKERY_VER {
        struct BAKERY GET_NUMBER(struct BAKERY) = 1;
        struct BAKERY SERVE(struct BAKERY) = 2;
    } = 1; /* Version number = 1 */
} = 0x20000001;
```

Client:

```
clnt = clnt_create (host, BAKERY_PROG, BAKERY_VER, "tcp");
retval_1 = get_number_1(&request, &result_1, clnt);
retval_2 = serve_1(&request, &result_2, clnt);
```