

# RPC model

- ➡ A server defines the server's interface using an Interface Definition Language (IDL) that specifies the names, parameters, and types for all client-callable server procedures

A stub compiler reads the IDL and produces two stub procedures for each server procedure (client and server)

- Server programmer implements the server procedures and links them with server-side stubs
- Client programmer implements the client program and links it with client-side stubs
- ➡ The stubs are the “glues” responsible for managing all details of the remote communication between client and server

# RPC information flow

