RPC example

Server Interface:

```
int Add(int x, int y);
```

Client Program:

```
...

sum = server->Add(3,4);

...
```

Server Program:

```
int Add(int x, int y) {
    return x + y;
}
```

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