

This assignment uses RMI with stub and skeleton objects for client-server communication.

The remote object is the BankServerImpl class which is in the COMMON package. It follows the BankServerInterface interface which is following the specification requirements.

Each bank will use ServerDrive class to create an instance BankServerImpl class for their branch. This is the skeleton of the RMI.

For clients, they are in the client package. There are AdminClient which allows admins to create account, edit account record, and get all branches account count using UDP/IP

Remote Invocable Methods work as follow:

- When the method is invoked in the client, it will start a connection with the remote object (BankServerImpl Class).
- The client will then wait for the result from the server.
- The skeleton will be the BankServerImpl object of the branch.
- It will read the parameter, in this case, the user info
- Then, the skeleton will invoke the method on the actual remote object.
- If the method will return a result, then the skeleton will write and transmits (marshals) the result to the client (stub).