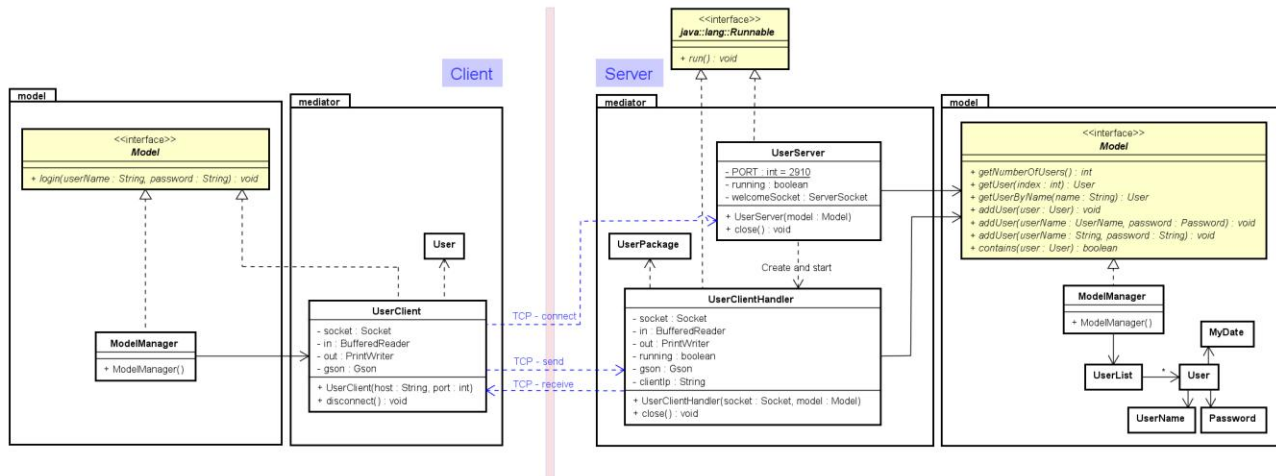


## Exercise: An RMI version of the login exercise

The purpose for this exercise is to design and implement an RMI version of the login exercise (logging in means calling an addUser method in the server model, and there is no broadcast). The following diagram represents the design of the Socket version (exercise from session 11)



## Step 1: Design

Draw a class diagram of an RMI version of this exercise

## Step 2: Server

Implement the server side of your design from step 1

## Step 3: Client

Implement the client side of your design from step 1

## Step 4: Run/test

Start the server and run a couple of clients