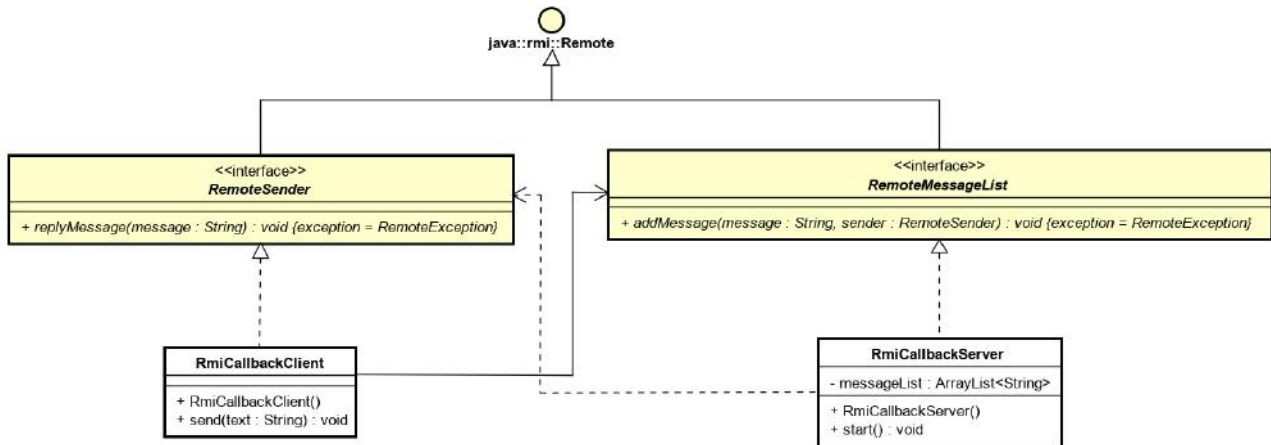## Exercise: RMI Adding messages with a call-back

Modify the previous exercise (RMI - Adding a message) to become an RMI call-back system as shown in the class diagram below.

- Start copying to another module and rename modules to RmiCallbackClient and RmiCallbackServer
- Implement the client (`RmiCallbackClient`) to implement an interface `RemoteSender` extending `Remote` and remember to call `UnicastRemoteObject.exportObject(…)` in order to create the stub needed to make a remote call to the method in the interface. In the `replyMessage` method just print out whatever message received.
- Method `addMessage` now takes two arguments. In the method implemented on the server side, add the message to the list, print it out and reply with the message "Thank you"

Note: You <u>only</u> make one lookup in the registry – the server never makes a lookup because it is getting the remote object (RemoteSender) as an argument when the client calls addMessage. In other words: the client does not upload the stub to the registry.