

Exercise: RMI Adding messages

Implement a simple RMI system (two IntelliJ modules) where the server contains a list of strings and clients can add strings to this list. Implement it as shown in the UML class diagram below

- In the `addMessage` method (on the server) print out the message being added
- Implement the client to add messages (from keyboard) to the server (in a loop).
- Create a `Server` class with a `main` method and a `Client` class with a `main` method. Test it stating up the registry, the server and a few clients

