**Homework 4**

**Distributed Dining Philosophers in CORBA**

For this homework you will convert a distributed version of dining philosophers to use CORBA communication. You may use either of the algorithms we have seen: the original distributed algorithm (the starting point for Homework 3) or the Chandy-Misra algorithm (your solution to Homework 3). The folder for Homework 4 (Diners\_Corba) contains the same Diner.java as the starting point for Homework 3.

The best model for your CORBA communication code is the Hello example. Each diner must register itself using its name, and look up its neighbors by name. The Chat example is not a good model because ChatClients don’t register themselves by name; instead they pass their reference to the ChatServer.

Since the Diner takes command line arguments to find out the names of its neighbors, you can’t pass these when initializing your orb. Instead you need to do something like this:

String[] corbaArgs = {"-ORBInitialPort", "1050"};

ORB orb = ORB.init(corbaArgs, null);

You may want to print out all three resolved references (one for the diner, two for its neighbors). This will help you make sure your diners are correctly connected.

When running your application, YOU MUST START UP A NEW ORB EACH TIME. Otherwise you may get a reference to a neighbor that was running earlier but is no longer running.