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Class: BE-CO	Batch: 01
Roll no: 18CO48	Experiment No: 01

Aim : To implement the Client / Server using RPC.

Code:

Client.java

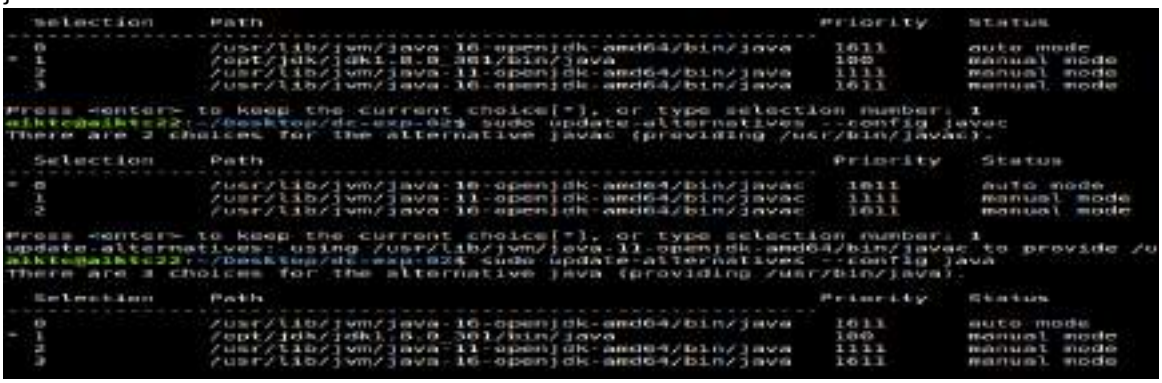
```
int a, b, c;
      while (true) {
         fun = receiveRead.readLine();
         if (fun != null) {
            System.out.println("Operation : " + fun);
         }
         a = Integer.parseInt(receiveRead.readLine());
         System.out.println("Parameter 1 : " + a);
         b = Integer.parseInt(receiveRead.readLine());
         if (fun.compareTo("add") == 0) {
            c = a + b;
            c = a / b;
            System.out.println("Division = " + c);
            pwrite.println("Division = " + c);
         }
         System.out.flush();
      }
```

Code:

Server.java

```
import java.io.*;
import java.net.*;
class cli {
   public static void main(String[] args) throws Exception {
      Socket sock = new Socket("127.0.0.1", 3000);
      BufferedReader keyRead = new BufferedReader(new InputStreamReader(System.in));
      OutputStream ostream = sock.getOutputStream();
      PrintWriter pwrite = new PrintWriter(ostream, true);
```

```
        InputStream istream = sock.getInputStream();
        BufferedReader receiveRead = new BufferedReader(new InputStreamReader(istream));
        System.out.println("Client ready, type and press Enter key");
        String receiveMessage, sendMessage, temp;
        while (true) {
            System.out.println("\nEnter operation to perform(add,sub,mul,div)....");
            temp = keyRead.readLine();
            sendMessage = temp.toLowerCase();
            pwrite.println(sendMessage);
            System.out.println("Enter first parameter :");
            sendMessage = keyRead.readLine();
            pwrite.println(sendMessage);
            System.out.println("Enter second parameter : ");
            sendMessage = keyRead.readLine();
            pwrite.println(sendMessage);
            System.out.flush();
            if ((receiveMessage = receiveRead.readLine()) != null) {
                System.out.println(receiveMessage);
            }
        }
    }
}
```



Conclusion:

We have successfully performed the experiment on client/server using RPC.