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Aim : 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;

        System.out.println("Addition = " + c);

        pwrite.println("Addition = " + c);

      }

      if (fun.compareTo("sub") == 0) {

        c = a - b;

        System.out.println("Subtraction = " + c);

        pwrite.println("Subtraction = " + c);

      }

      if (fun.compareTo("mul") == 0) {

        c = a * b;

         System.out.println("Multiplication = " + c);
```

```
                pwrite.println("Multiplication = " + c);

            }

          if (fun.compareTo("div") == 0) {

             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();
```

```java
            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.