

Assignment No : 1

AIM: Implement multi-threaded client/server Process communication using RMI.

Objective:

- Multi-threading.
- How Remote Method Invocation Work.
- How RMI allows objects to invoke methods on remote objects.
- How to write Distributed Object Application.

Outcome:

Implement multi-threaded client/server Process communication using RMI.

Explanation:

Tools used :

1. Windows
2. Linux
3. Java language

RMI (Remote Method Invocation) is used for distributed object references system. A distributed object is an object which publishes its interface on other machines. A Remote Object is a distributed object whose state is encapsulated. Stub and Skeleton are two objects used to communicate with the remote object.

Stub: Stub is a gateway for client program which is used to communicate with skeleton object, by establishing a connection between them.

Skeleton: Resides on Server program which is used for passing the request from stub to the remote interface.

Steps to Run Java RMI Application in Console

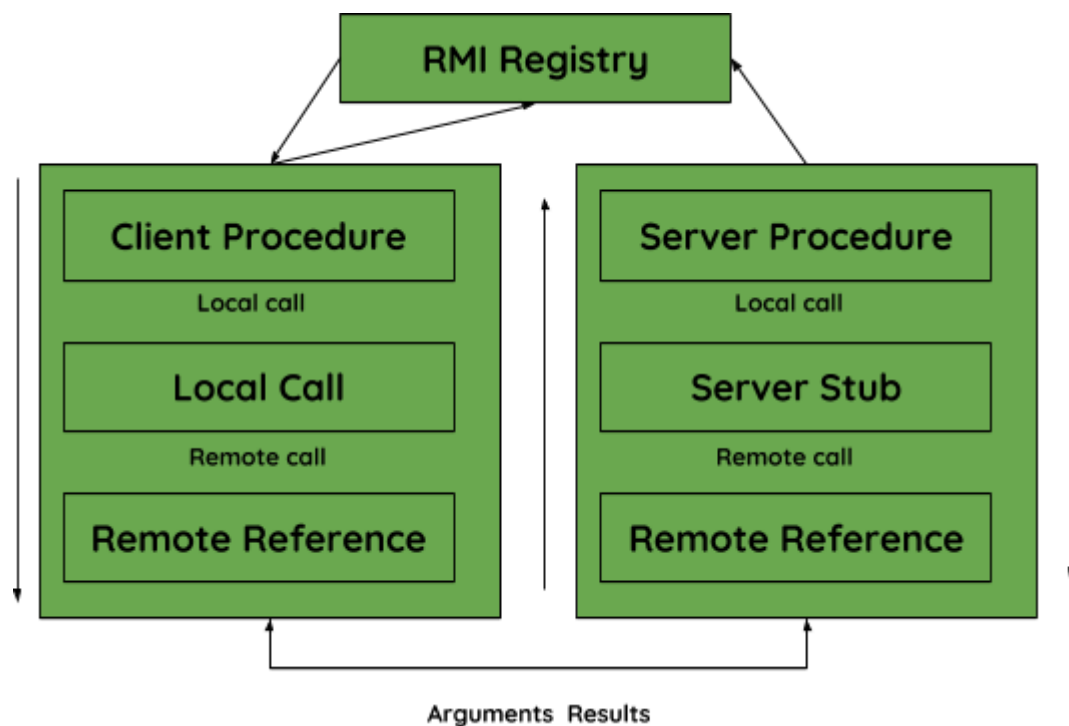
Creation of classes and interfaces for the problem statement: The steps involved in this are as follows:

Create a Remote Interface which extends java.rmi.Remote:

A remote interface determines the object that can be invoked remotely by the client. This interface can be communicated with the client's program. This Interface must extend **java.rmi.Remote** Interface.

Problem Statement: Create an RMI Application for finding the factorial of a number

How communication and process takes place in RMI:



Interface program

```
import java.math.BigInteger;
```

```
// Creating an Interface
```

```
public interface Factorial  
    extends java.rmi.Remote {
```

```
    // Declaring the method
```

```
    public BigInteger fact(int num)  
        throws java.rmi.RemoteException;
```

```
}
```

Create a class which extends `java.rmi.server.UnicastRemoteObject` and implements the previous interface.

This class will implement the remote interface. Do the required calculation for the problem statement.

Implementation of Interface

```
import java.math.BigInteger;
```

```
// Extends and Implement the class
```

```
// and interface respectively
```

```
public class FactorialImpl
    extends java.rmi.server.UnicastRemoteObject
    implements Factorial {

    // Constructor Declaration
    public FactorialImpl()
        throws java.rmi.RemoteException
    {
        super();
    }

    // Calculation for the problem statement
    // Implementing the method fact()
    // to find factorial of a number
    public BigInteger fact(int num)
        throws java.rmi.RemoteException
    {
        BigInteger factorial = BigInteger.ONE;

        for (int i = 1; i <= num; ++i) {
            factorial = factorial
                                .multiply(
                                    BigInteger
                                        .valueOf(i));
        }
        return factorial;
    }
}
```

Server Program

```
import java.rmi.Naming;

public class FactorialServer {

    // Implement the constructor of the class
    public FactorialServer()
    {
        try {
            // Create a object reference for the interface
            Factorial c = new FactorialImpl();

            // Bind the localhost with the service
```

```
        Naming.rebind("rmi:// localhost/FactorialService", c);
    }
    catch (Exception e) {
        // If any error occur
        System.out.println("ERR: " + e);
    }
}

public static void main(String[] args)
{
    // Create an object
    new FactorialServer();
}
}
```

Client Program

```
import java.net.MalformedURLException;
import java.rmi.Naming;
import java.rmi.NotBoundException;
import java.rmi.RemoteException;

public class FactorialClient {
    public static void main(String[] args)
    {

        try {
            // Create an remote object with the same name
            // Cast the lookup result to the interface
            Factorial c = (Factorial);
            Naming.lookup("rmi:// localhost/FactorialService");

            // Call the method for the results
            System.out.println(c.fact(30));
        }

        // If any error occur
        catch (MalformedURLException murle) {
            System.out.println("\nMalformedURLException: "
                               + murle);
        }

        catch (RemoteException re) {
            System.out.println("\nRemoteException: "
```

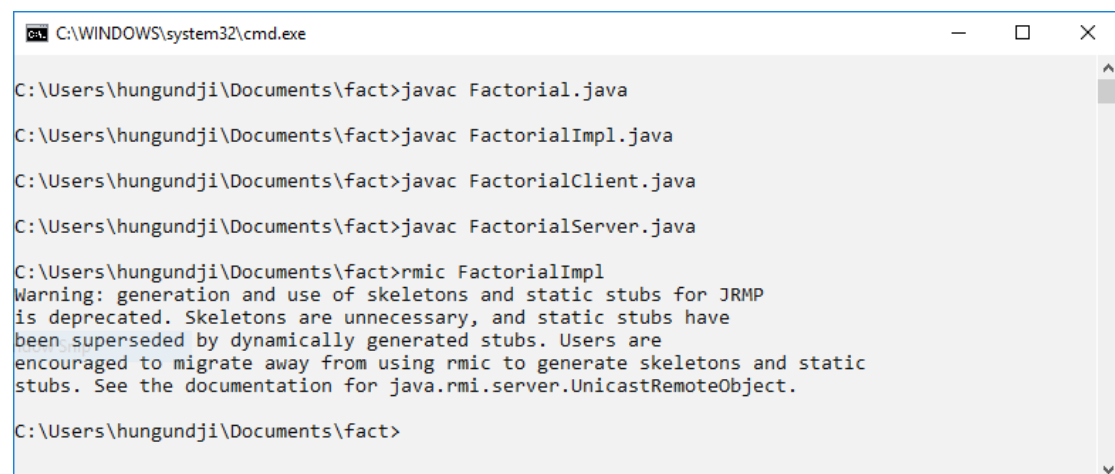
```
                                + re);
        }

        catch (NotBoundException nbe) {
            System.out.println("\nNotBoundException: "
                                + nbe);
        }

        catch (java.lang.ArithmeticException ae) {
            System.out.println("\nArithmeticException: " + ae);
        }
    }
}
```

Compilation of all program

Use javac to compile all four programs and rmic (RMI Compiler) to create a stub and skeleton class files.



```
C:\WINDOWS\system32\cmd.exe

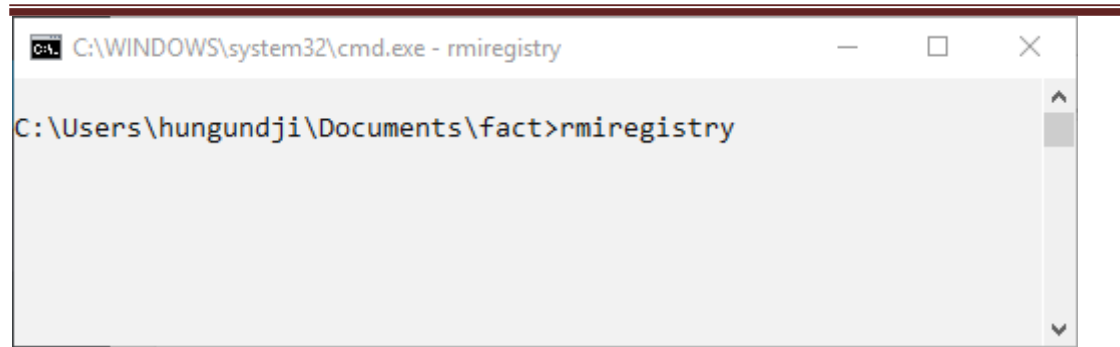
C:\Users\hungundji\Documents\fact>javac Factorial.java
C:\Users\hungundji\Documents\fact>javac FactorialImpl.java
C:\Users\hungundji\Documents\fact>javac FactorialClient.java
C:\Users\hungundji\Documents\fact>javac FactorialServer.java
C:\Users\hungundji\Documents\fact>rmic FactorialImpl
Warning: generation and use of skeletons and static stubs for JRMP
is deprecated. Skeletons are unnecessary, and static stubs have
been superseded by dynamically generated stubs. Users are
encouraged to migrate away from using rmic to generate skeletons and static
stubs. See the documentation for java.rmi.server.UnicastRemoteObject.
C:\Users\hungundji\Documents\fact>
```

Running the system:

After the compilation phase, the system is now ready to run. To run the system, open three console screen (move to that path where the program resides). One for the client, one for server and one for the RMI Registry.

- Start with a registry, use **rmiregistry**, if there is no error registry will start running and now move to second screen.

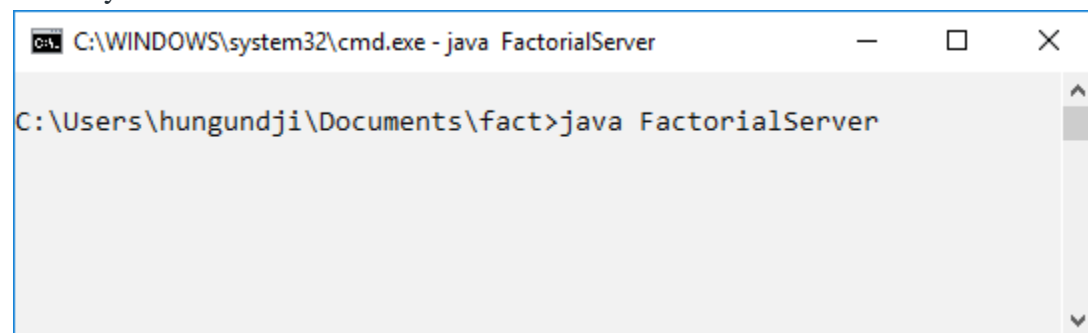
Laboratory Practice -V (414454)
Class: BE(IT)



```
C:\WINDOWS\system32\cmd.exe - rmiregistry

C:\Users\hungundji\Documents\fact>rmiregistry
```

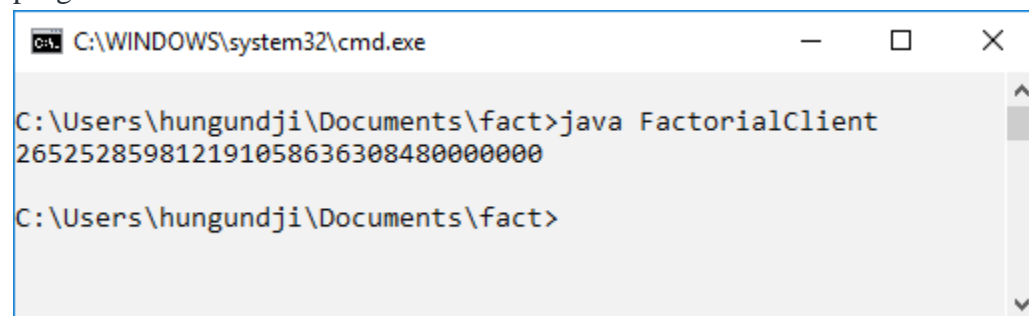
In the second console run the server program and host the FactorialService. It will start and wait for the client connection and it will load the implementation into memory.



```
C:\WINDOWS\system32\cmd.exe - java FactorialServer

C:\Users\hungundji\Documents\fact>java FactorialServer
```

In the third console, run the client program.



```
C:\WINDOWS\system32\cmd.exe

C:\Users\hungundji\Documents\fact>java FactorialClient
26525285981219105863630848000000

C:\Users\hungundji\Documents\fact>
```

Result:

Successfully the Client-Server communication is done

Date:	
Marks obtained:	
Sign of course coordinator:	
Name of course Coordinator :	