Aim: To develop any distributed application through implementing client-server communication programs based on java RMI.

```
//AddClient.java
import java.rmi.*;
public class AddClient{
public static void main(String args[]) {
try{
String addServerURL = "rmi://" + args[0] + "/AddServerImpl";
AddServerIntf addServerIntf =
(AddServerIntf)Naming.lookup(addServerURL);
System.out.println("The first number is: " + args[1]);
double d1 = Double.valueOf(args[1]).doubleValue();
System.out.println("The second number is: " + args[2]);
double d2 = Double.valueOf(args[2]).doubleValue();
System.out.println("The sum is: " + addServerIntf.add(d1,d2));
}
catch(Exception e) {
System.out.println("Exception: " + e);
}
}
}
//AddServer.java
import java.net.*;
import java.rmi.*;
public class AddServer {
public static void main(String args[]) {
```

```
try {
AddServerImpl addServerImpl = new AddServerImpl();
Naming.rebind("AddServerImpl", addServerImpl);
}
catch(Exception e) {
System.out.println("Exception: " + e);
}
}
}
//AddServerImpl.java
import java.rmi.*;
import java.rmi.server.*;
public\,class\,AddServerImpl\,extends\,UnicastRemoteObject
implements AddServerIntf {
public AddServerImpl() throws RemoteException {
}
public double add(double d1,double d2) throws RemoteException {
return d1 + d2;
}
}
//AddServerIntf.java
import java.rmi.*;
public interface AddServerIntf extends Remote {
double add(double d1, double d2) throws RemoteException;
}
```

Output







