

```
1  module ChatApp {
2      interface ChatCallback {
3          void callback(in string message);
4      };
5      interface Chat
6      {
7          void join(in ChatCallback objref, in string userName);
8          void leave(in ChatCallback objref);
9          void post(in ChatCallback objref, in string message);
10         void list(in ChatCallback objref);
11         void gomoku(in ChatCallback objref, in string color);
12         void add(in ChatCallback objref, in long x, in long y);
13     };
14 };
15
```