Initial Configuration

```
PS E:\DS_Practicals\_2_CORBA\mycorba> idlj -fall PallindromeString.idl
PS E:\DS_Practicals\_2_CORBA\mycorba> javac PallindromeString/*.java
Note: PallindromeString\PallindromePOA.java uses unchecked or unsafe operations.
Note: Recompile with -Xlint:unchecked for details.
PS E:\DS_Practicals\_2_CORBA\mycorba> javac -cp . Server.java
PS E:\DS_Practicals\_2_CORBA\mycorba> javac -cp . Client.java
PS E:\DS_Practicals\_2_CORBA\mycorba> orbd -ORBInitialPort 1050
```

Server.java

```
PS E:\DS_Practicals\_2_CORBA\mycorba> java -cp . Server -ORBInitialPort 1050
Pallindrome Checker Server is Listening...
String received from client : madam
String received from client : level
String received from client : doll
String received from client : radar
String received from client : Hello
```

Client.java

```
PS E:\DS_Practicals\_2_CORBA\MYCORBA> java -cp . Client -ORBInitialPort 1050
Client is ready to check pallindrom String...
Enter your string:madam
Pallindrome Status From Server: true
Once more? (Y/N):y
Enter your string:level
Pallindrome Status From Server: true
Once more? (Y/N):y
Enter your string:doll
Pallindrome Status From Server: false
Once more? (Y/N):y
Enter your string:radar
Pallindrome Status From Server: true
Once more? (Y/N):y
Enter your string:Hello
Pallindrome Status From Server: false
Once more? (Y/N):n
Thank You For Your Time...
PS E:\DS_Practicals\_2_CORBA\MYCORBA>
```