

## LAB 2: WAP TO IMPLEMENT JAVA RMI MECHANISM.

Working of RMI:

The communication between client and server is handled by using two intermediate objects:

Stub object (on client side) and Skeleton object (on server side).

**Stub Object:** The stub object on the client machine builds an information block and sends this information to the server. The block consists of An identifier of the remote object to be used Method name which is to be invoked Parameters to the remote JVM

**Skeleton Object:** The skeleton object passes the request from the stub object to the remote object. It performs the following tasks: It calls the desired method on the real object present on the server. It forwards the parameters received from the stub object to the method.

STEPS:

1. Create Remote interface for your application
2. Implement the remote interface
3. Develop the Server Program
4. Develop the Client Program