**Practical - 7**

**Aim: Implement a RPC based application**

**Code:**

**sqr.x:**

struct input{

int a;

int d;

};

struct output{

int b;

};

program sqr\_program{

version sqr\_version{

output sqr(struct input)=1;

}=1;

}=1;

**sqr\_client.c:**

#include <stdio.h>

#include <rpc/rpc.h>

#include "sqr.h"

#include <stdlib.h>

int main(){

CLIENT \*c=malloc(10);

c=clnt\_create("127.0.0.1",sqr\_program,sqr\_version,"tcp");

input \*ip=malloc(10);

output \*o;

printf("enter num1:");

scanf("%d",&ip->a);

printf("enter num2:");

scanf("%d",&ip->d);

//ip->a=5;

//ip->d=2;

o=sqr\_1(ip,c);

printf("ans:%d\n",o->b);

return 0;

}

**sqr\_server.c:**

#include <stdio.h>

#include <rpc/rpc.h>

#include "sqr.h"

output \*sqr\_1\_svc(struct input \*ip,struct svc\_req \*r){

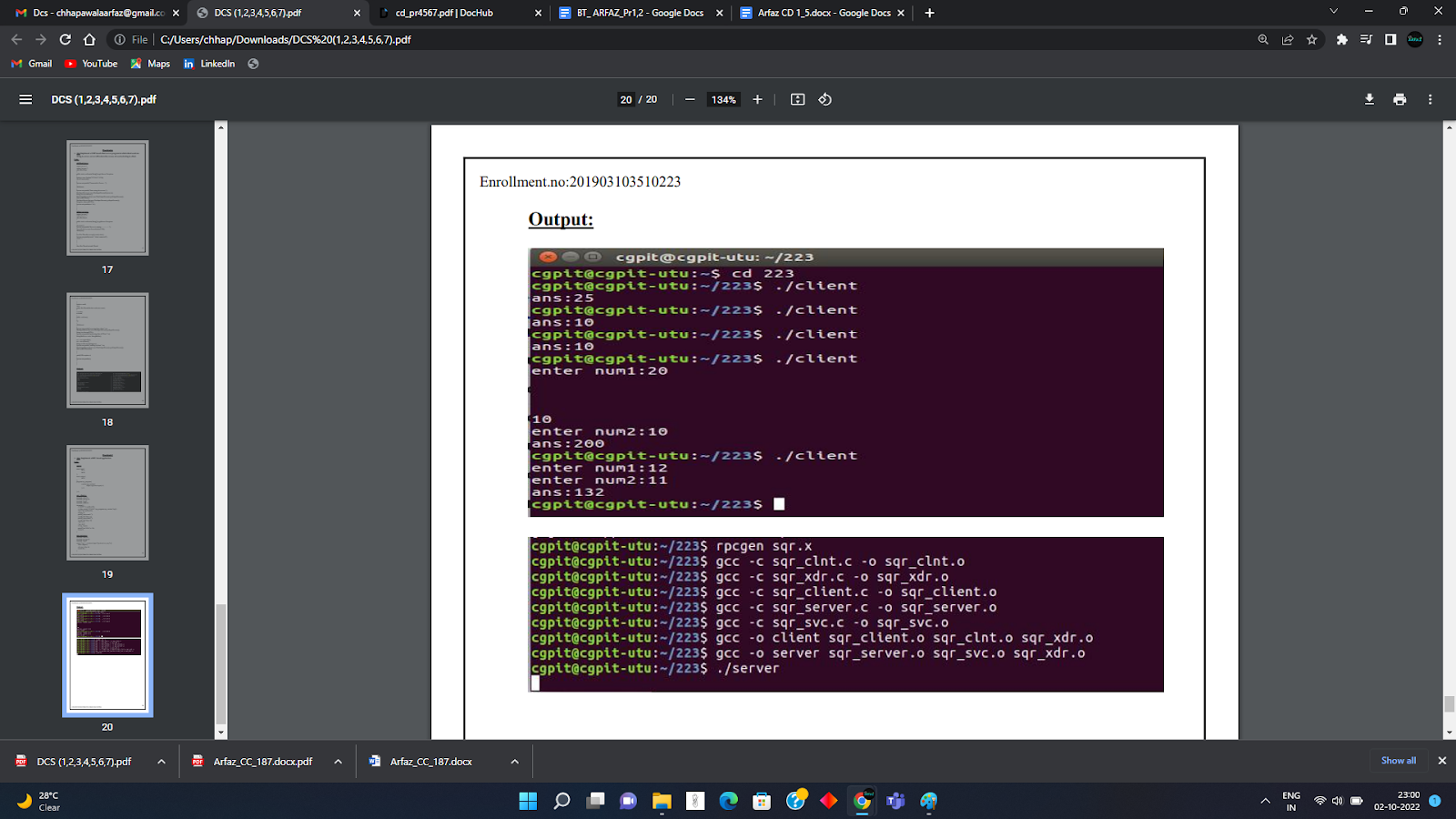
static output o;

 o.b=ip->a\*ip->d;

return &o;

}

**Output:**

****