

Labs

Lab 10.1: Retrieving Student Scores from an RMI Server

What is the purpose?

In this lab, you will create a client that retrieves student scores from an RMI server.

What are the steps?

- **Task 1**

Procedure:

1. Refer to Introduction to RMI Programming, pages 43-1 to 43-26 of Chapter 43 on the *Programming in Java II Student CD*, and study Example 43.3.1: Retrieving Student Scores from an RMI Server.
2. Copy and compile the RMI interface file `StudentServerInterface.java` on page 43-6.
3. Copy and compile the RMI server implementation file `StudentServerfaceImpl.java` on pages 43-6 to 43-7.
4. Copy and compile the RMI server object file `RegisterWithRMIServer.java` on pages 43-7 to 43-8.
5. Copy and compile the RMI client file `StudentServerInterfaceClient.java` on pages 43-8 to 43-9.
6. Following the instructions on pages 43-9 to 43-10, run this RMI application.
7. Submit your Java code and sample output to your instructor.

Here is a sample of the output:

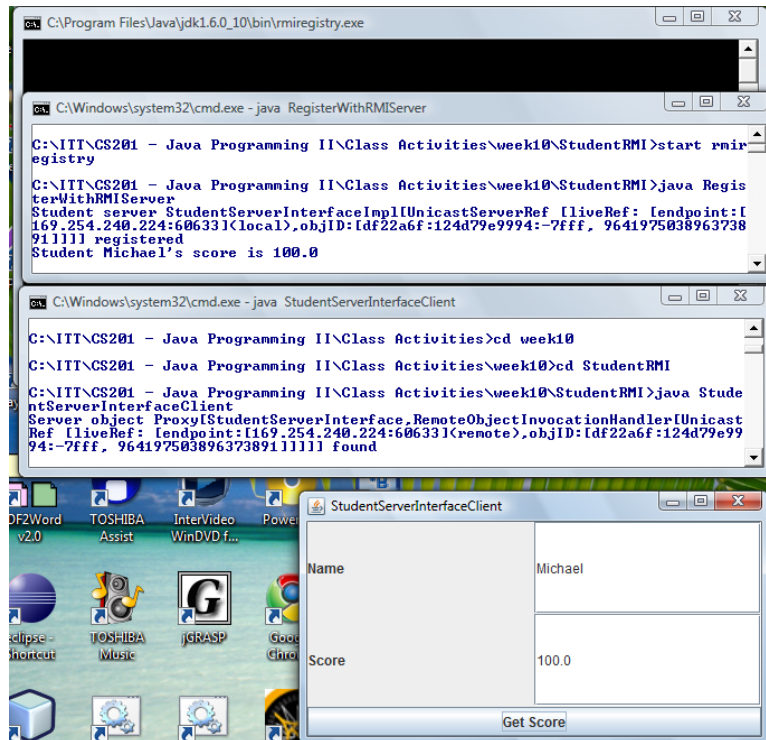


Figure 10-1-1: Sample Output 1

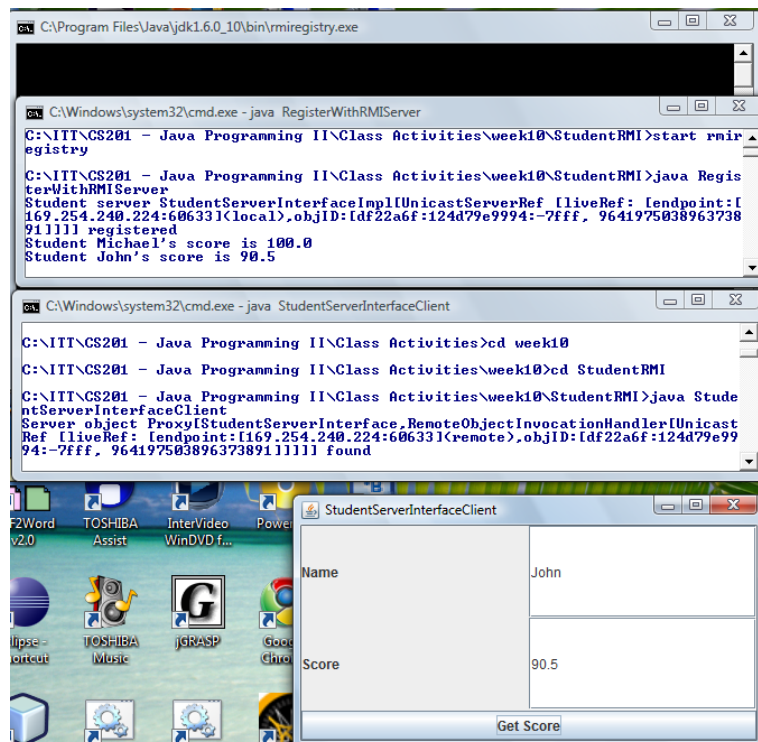


Figure 10-1-2: Sample Output 2

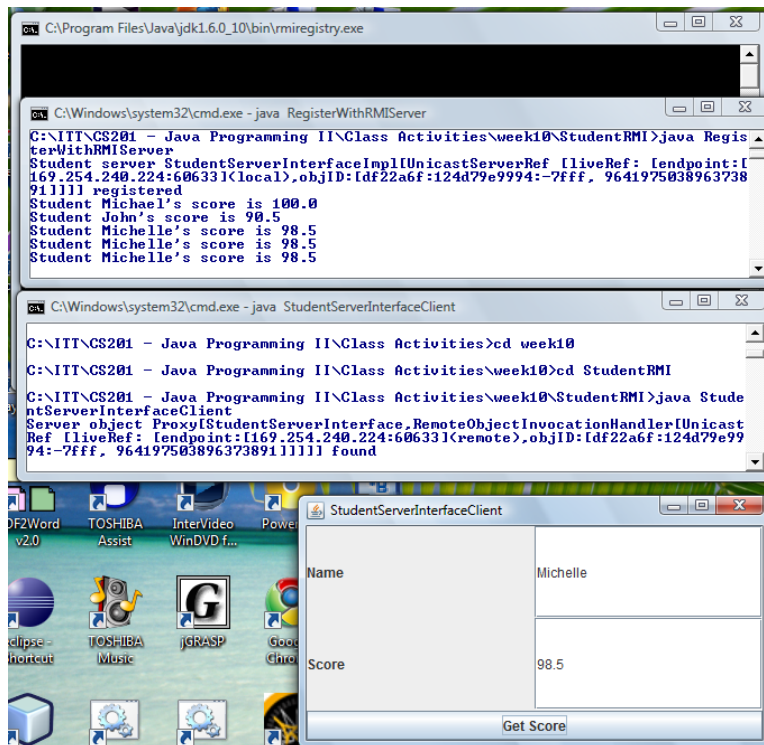


Figure 10-1-3: Sample Output 3

Did it work?

Were you able to:

- Retrieve student scores from an RMI server?

Lab 10.2: Develop an Interactive Tic-Tac-Toe Game by Using the RMI Callbacks**What is the purpose?**

In this lab, you will create an interactive client/server application by using the RMI callbacks.

What are the steps?

- **Task 1**

Procedure:

1. Study Example 43.6 on pages 43-14 to 43-24 of Chapter 43 on the *Programming in Java II Student CD*.
2. Copy and compile the RMI interface file `TicTacToeImpl.java` on pages 43-16 to 43-19.
3. Copy and compile the RMI Callbacks interface `CallBackImpl.java` on page 43-19.
4. Copy and compile the RMI client file `TicTacToeClientRMI.java` on pages 43-19 to 43-22.

5. Follow the instructions how to run this RMI application on page 43-23.
6. Submit your Java code and sample output to your instructor.

Here is a sample of the output:

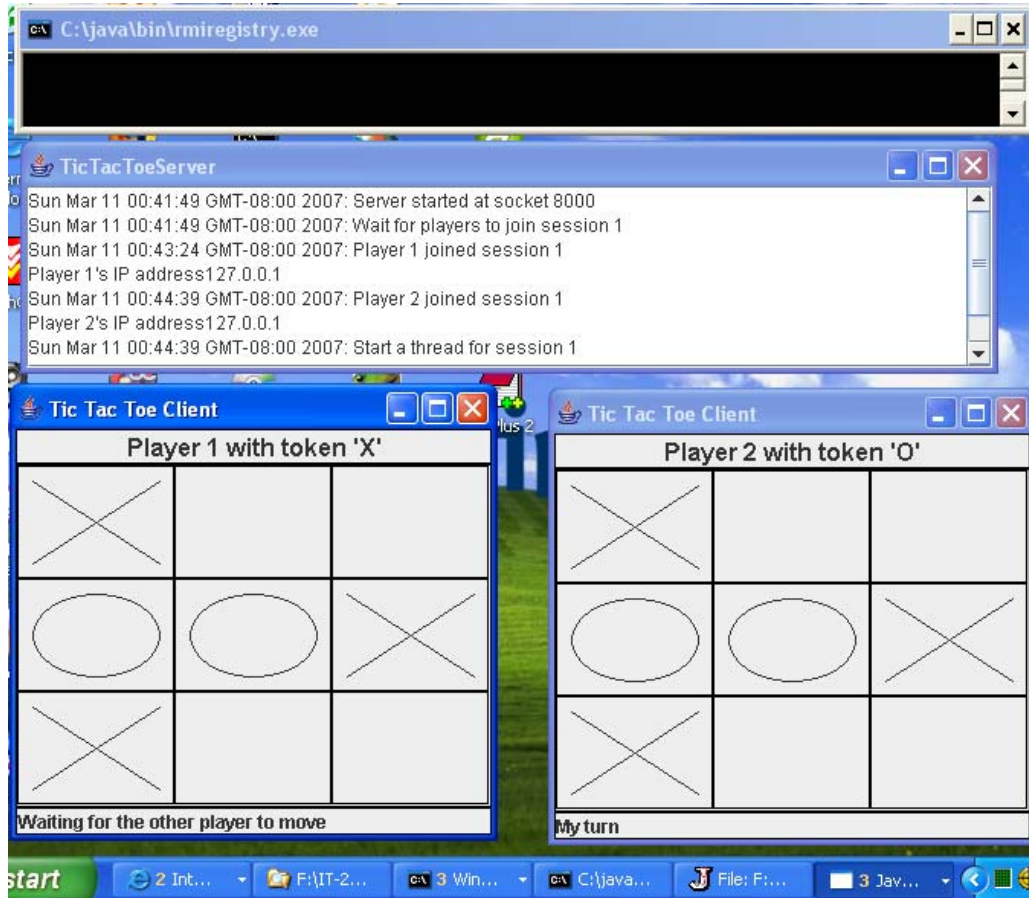


Figure 10-2-1

Did it work?

Were you able to:

- Start the Tic-Tac-Toe game by using the RMI CallBacks?