

RPC (Remote Procedure Call)

Implementation in JAVA

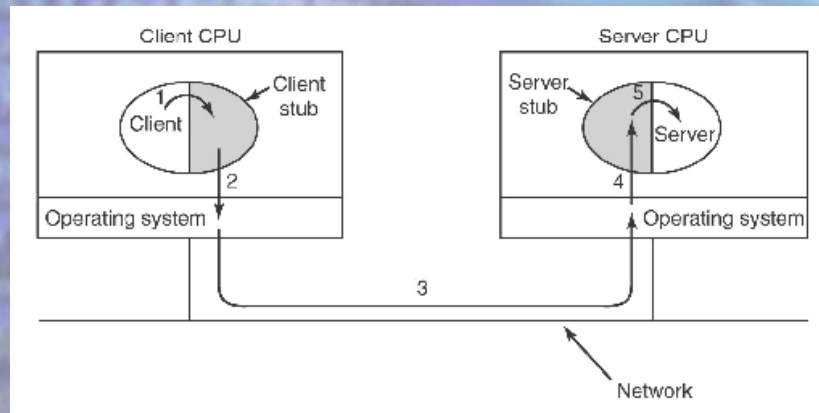
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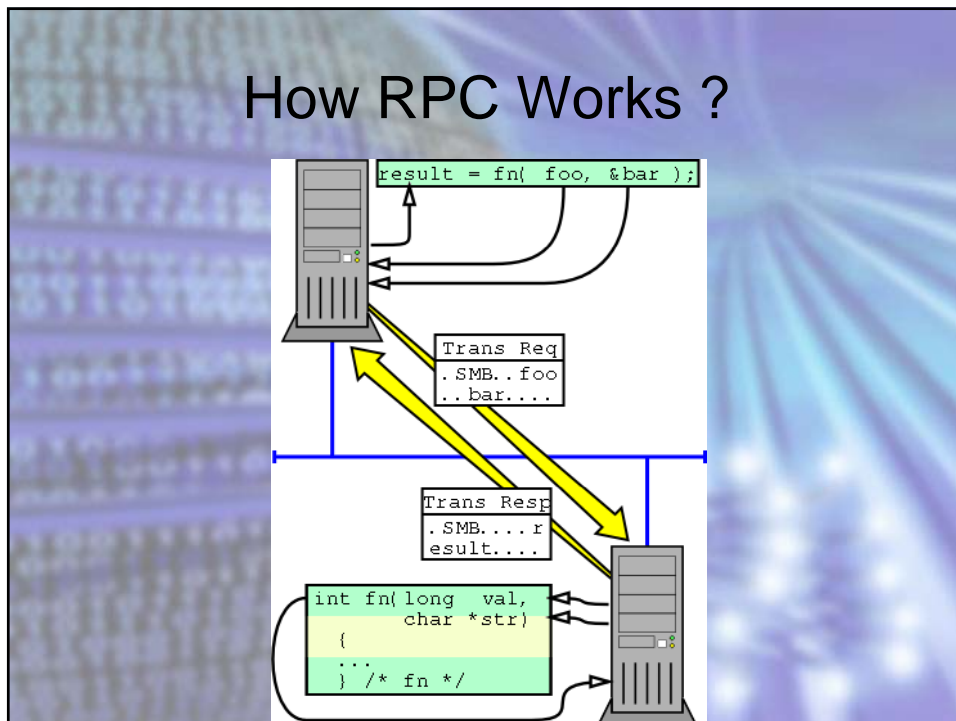
What is RPC ?

- RPC is a concept that a client is able to request a server to process a request procedure and return back to the client
- This allow the client to only perform basic process, while complicate process can request a powerful server to process for it
- A RPC server can support more than one client with more than one procedure provide
- Note: Procedure is Function in Coding and is called Method in OO Coding

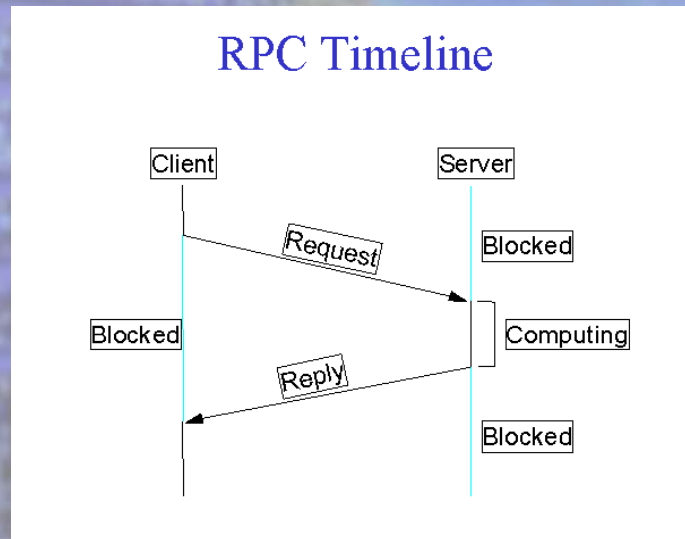
RPC Concept



How RPC Works ?



RPC Mechanism in Coding



RPC Platform

- RPC is not a language, as mentioned above, it is a concept. Thus, the implementation is able to be done on many languages
- It can be done in any platform and any languages but with the support of its library of that platform or language.
- Example: C/C++, Visual Basic, Java

RPC in JAVA

- RPC can be done using JAVA language
- The library need to use is orpc.dev
- The library file are:
 - jrpclib.jar
 - orpc.jar
- And a RPC file generator use to generate code for server stub and client stub are:
 - jrpgen.exe (Win32)
 - jrpgen (Sun Solaris)
 - jrpgen (Linux, different file with Sun Solaris Version)

How to setup RPC in JAVA

1. Get the whole library by downloading from http://netbula.com/download/javarpcl_dl.html
The file downloaded is a compressed package named: javarpcl-demo.zip
2. Extract the folder inside named orpc.dev
3. The path of its library is ..\orpc.dev\lib\ :
 1. jrpclib.jar
 2. orpc.jar
4. Set the library path

How to setup RPC in JAVA

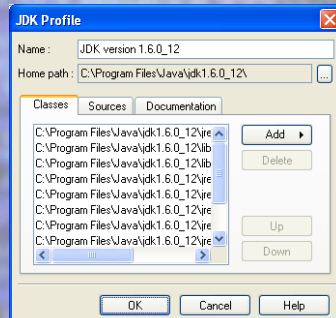
5. Set the library path in JCreator:

1. Go to Configure -> Options...
2. Choose JDKProfiles
3. Select the JDK that using



How to setup RPC in JAVA

4. Click Edit...

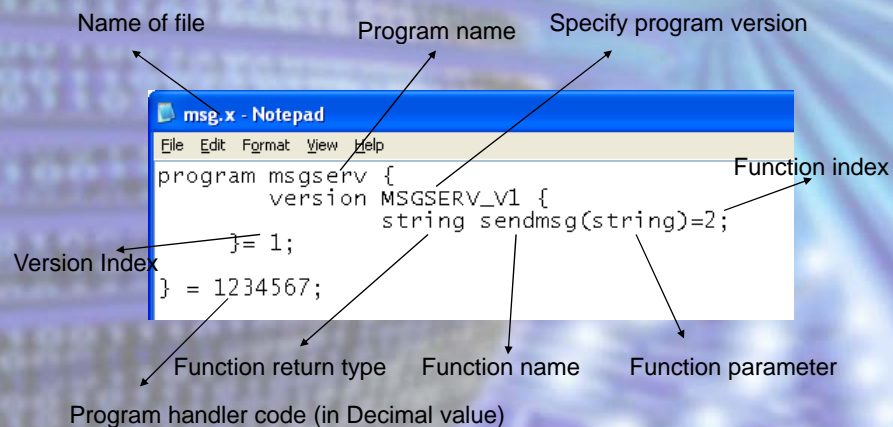


5. Click Add > and select Add Archive...
6. Then select the two libraries at the path mentioned above

How to Use RPC in JAVA

1. Create a text file named it as *.x (* is the name desired)
2. In the text file, specify the program name, and define the functions that are going to be use
3. The language use for RPC generate the *.x file is similar with C programming syntax

How to Use RPC in JAVA



How to Use RPC in JAVA

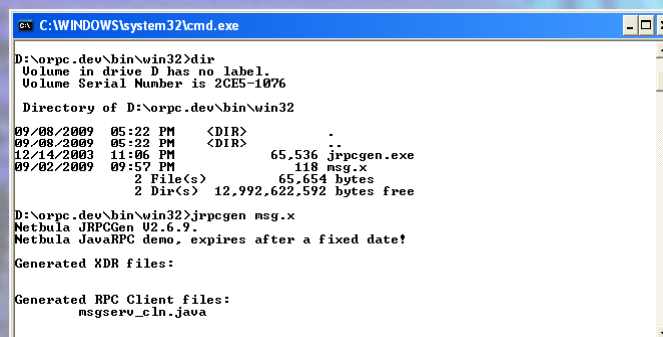
4. Each function only can have one parameter, if more than one parameter need to be use, use struct instead
5. The program handler code has a fixed range to set by user which is equivalent to int range, if the larger range is desired, need to modify the generated x.java manually for the declaration type:

```
public static final int _def_pno = 1234567;
```

Change the int into some other data type

How to Use RPC in JAVA

6. After write the *.x file, compile it with jrpcgen.exe to generate all the client/server stub and the parent .java file



```
C:\WINDOWS\system32\cmd.exe

D:\orpc.dev\bin\win32>dir
Volume in drive D has no label.
Volume Serial Number is 2CE5-1076

Directory of D:\orpc.dev\bin\win32

09/08/2009  05:22 PM  <DIR>          .
09/08/2009  05:22 PM  <DIR>          ..
12/14/2003  11:06 PM             65,536  jrpcgen.exe
09/02/2009  09:57 PM             118  msg.x
                2 File(s)        65,654 bytes
                2 Dir(s)  12,992,622,592 bytes free

D:\orpc.dev\bin\win32>jrpcgen msg.x
Nethula JRPCGen U2.6.9.
Nethula JavaRPC demo, expires after a fixed date!

Generated XDR files:

Generated RPC Client files:
msgserv_cln.java
```

How to Use RPC in JAVA

The first screenshot shows the execution of `jrpgen msg.x` in the directory `D:\orpc.dev\bin\win32`. It reports that the generated XDR files are `msg.x` (118 bytes) and the generated RPC files are `msgserv_cln.java` and `msgserv_svch.java` (786 bytes each).

The second screenshot shows the directory listing of `D:\orpc.dev\bin\win32` after the generation. It lists the files `jrpgen.exe`, `msg.x`, `msgserv.java`, `msgserv_cln.java`, and `msgserv_svch.java` along with their sizes and timestamps.

How to Use RPC in JAVA

7. Compile all the generated java files, but the first to compile must be the parent program java file, then only follow by the client/server stub file.

The screenshot shows the execution of `javac msgserv.java`, `javac msgserv_svch.java`, and `javac msgserv_cln.java` in the directory `D:\orpc.dev\bin\win32`. It then shows the directory listing of `D:\orpc.dev\bin\win32` after compilation, listing the files `jrpgen.exe`, `msg.x`, `msgserv.class`, `msgserv.java`, `msgserv_cln.class`, `msgserv_cln.java`, `msgserv_svch.class`, and `msgserv_svch.java` along with their sizes and timestamps.

How to Use RPC in JAVA

7. Now you're all set to design your client and server program.
8. Server must define how the function work
9. Client must set the server IP and choose the protocol to use (TCP or UDP)
10. Client must declare an object of the client_stub in order to connect to server

How to Use RPC in JAVA

11. Sample Code for Client:

```
ClientTest.java
import netbula.ORPC.*;
import java.net.*;

public class ClientTest{
    public ClientTest () {}

    static public void main(String args[]) {
        try {
            msgserv_cln cl = new msgserv_cln("127.0.0.1", "udp");

            String msg = "hello world\n";

            System.out.println("sending.. ");

            for(int i=0; i<5; i++){
                String reply = cl.sendmsg(msg);

                System.out.println("got " + reply + "\n");
            }
        }
        catch (rpc_err e) {
            System.out.println("rpc: " + e.toString());
        }
    }
}
```

How to Use RPC in JAVA

12. Sample Code for Server:

```

msgsvc.java
import netbula.ORPC.*;

class msgsvc extends msgserv_svc {

    public String sendmsg(String msg) {
        System.out.println("got msg from client " + msg);
        return msg;
    }

    public static void main(String srgv[]) {

        try {
            new msgsvc().run();
        }
        catch (rpc_err e) {
            System.out.println("rpc: " + e.toString());
        }
    }
}

```

How to Use RPC in JAVA

13. After both client and server coded, before running any of them, there's another code need to be run first, which is the port mapper
14. The port mapper is already provided by the library which is in the
`..\orpc.dev\portmapper\pmapsvc.class`
15. The code is also provided as
`pmapsvc.java`, but it has the compiled ready in the form of `.class` file

How to Use RPC in JAVA

16. After portmapper, server must be run follow by client.

```
General Output
-----Configuration: <Default>-----
Netbula JavaRPC demo, not distributable, expires in 2005!
|
```

Output of Portmapper - pmapsvc.class

```
General Output
-----Configuration: <Default>-----
Netbula JavaRPC demo, not distributable, expires in 2005!
Registered TCP transport.
Registered UDP transport.
```

Server output before a client connect - msgsvc.class

How to Use RPC in JAVA

```
General Output
-----Configuration: <Default>-----
Netbula JavaRPC demo, not distributable, expires in 2005!
sending..
got hello world

got hello world

got hello world

got hello world

got hello world

Process completed.
```

Client output after connected to server - ClientTest.class

How to Use RPC in JAVA

General Output

```
-----Configuration: <Default>-----  
Netbula JavaRPC demo, not distributable, expires in 2005!  
Registered TCP transport.  
Registered UDP transport.  
got msg from client hello world  
  
got msg from client hello world  
got msg from client hello world  
got msg from client hello world  
got msg from client hello world  
got msg from client hello world  
|
```

Server output after get request from client