

Distributed Objects

Request-Response

- A message exchange pattern
 - Knock-Knock Protocol.
 - High-Low Guess (HW #1)
 - HTTP
- Synchronous communication
- Advantage: Simple. Easy to detect problems.
- Disadvantage: Less throughput because client waits

Remote Procedure Call

- Causing a subroutine to execute in another process (maybe on another computer)
- Implemented as a request-response protocol
- To the programmer an RPC looks like a local procedure call.
 - There is some additional overhead
 - Server has to publish the remote object
 - Client has to obtain a reference to the remote object

Java RMI

Remote Method Invocation

- Source: <https://docs.oracle.com/javase/tutorial/rmi/>

RMI Overview

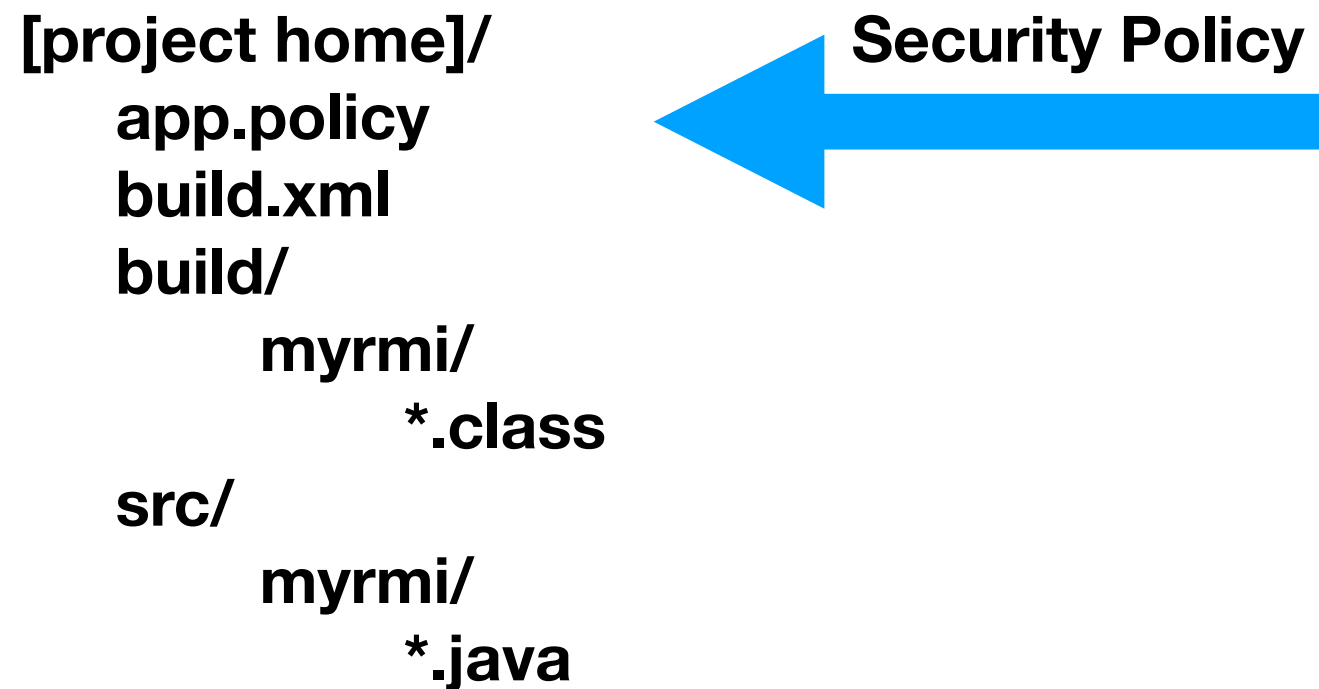
- Client-server model using distributed objects
- Objects can be in another JVM
 - Why? Share resources. Load balance.
- Any Java object can be passed as a parameter or return type
- Server
 - Creates remote objects
 - Makes references to remote objects available
- Client
 - Gets references to remote objects
 - Calls methods on remote objects

java.rmi.Naming

- Provides methods for getting/setting references to remote objects in a remote object registry
 - A name server for remote Java objects
- Methods
 - void bind(String name, Remote obj)
 - String[] list()
 - Remote lookup(String name)
 - void rebind(String name, Remote obj)
 - void unbind(String name)

RMI Example

Directory Structure



Note: the directory structure matches the package naming.

Hello Interface

```
package myrmi;

import java.rmi.Remote;
import java.rmi.RemoteException;

public interface Hello extends Remote {
    String sayHello(String name) throws RemoteException;
}
```

Server 1 of 2

```
package myrmi;

import java.rmi.Naming;
import java.rmi.RemoteException;
import java.rmi.server.UnicastRemoteObject;

public class Server extends UnicastRemoteObject implements Hello {

    public Server() throws RemoteException {
    }

    @Override
    public String sayHello(String name) throws RemoteException {
        if (name == null) {
            name = "world";
        }

        return "Hello, " + name;
    }
}
```

Server 2 of 2

```
public static void main(String[] args) {  
    if (System.getSecurityManager() == null) {  
        System.setSecurityManager(new SecurityManager());  
    }  
  
    try {  
        Hello obj = new Server();  
        Naming.rebind("Hello", obj);  
  
        System.out.println("Server ready");  
    } catch (Exception re) {  
        re.printStackTrace();  
    }  
}
```

Client

```
package myrmi;

import java.rmi.Naming;

public class Client {
    public static void main(String[] args) {
        // check for 1 command line argument
        String host = args[0];
        if (System.getSecurityManager() == null) {
            System.setSecurityManager(new SecurityManager());
        }

        try {
            String url = "rmi://" + host + "/Hello";
            Hello stub = (Hello)Naming.lookup(url);

            System.out.println("response: " + stub.sayHello(null));
            System.out.println("response: " + stub.sayHello("UND"));
        } catch (Exception e) {
            e.printStackTrace();
        }
    }
}
```



Match binding name

Security Policy

- The server and client have set a SecurityManager
- Requires a security policy file to grant security permissions
- Type following into app.policy

```
grant codeBase "file:<path to build directory>" {  
    permission java.security.AllPermission;  
};
```

Compile

```
$ cd [project home]
```

```
$ ant
```

or

```
$ java -d build src/myrmi/*.java
```

Start the RMI Registry

\$ cd build

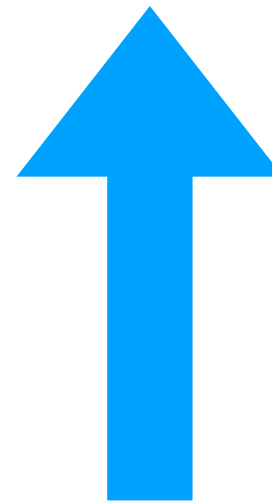
\$ rmiregistry



Start the Server

```
$ cd [project home]
```

```
$ java -cp build -Djava.security.policy=app.policy myrmi.Server
```

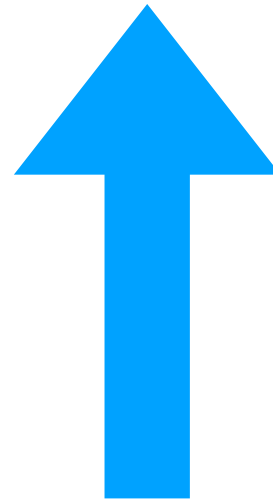


Did you create this file in the project directory?

Start the Client

```
$ cd [project home]
```

```
$ java -cp build -Djava.security.policy=app.policy myrmi.Client localhost
```



Did you create this file in the project directory?