

```

/*****
 * mud.MUDServerMainline
 *****/

package mud;

import java.rmi.Naming;
import java.lang.SecurityManager;
import java.rmi.server.UnicastRemoteObject;
import java.net.InetAddress;

/*
 * MUD game made by Dovydas Pekus, University of Aberdeen
 * The code for ServerMainline taken from the RMIShout practical of the course
 */

public class MUDServerMainline {
    public static void main(String args[]) {
        if (args.length < 2) {
            System.err.println("Usage:\njava MUDServerMainline <registryport> <serverp
ort>");
            return;
        }

        try {
            String hostname = (InetAddress.getLocalHost()).getCanonicalHostName();
            int registryport = Integer.parseInt(args[0]);
            int serverport = Integer.parseInt(args[1]);

            System.setProperty("java.security.policy", "mud.policy");
            System.setSecurityManager(new SecurityManager());

            MUDServerImpl mudserver = new MUDServerImpl();
            MUDServerInterface mudstub = (MUDServerInterface)UnicastRemote
Object.exportObject(mudserver, serverport);

            String regURL = "rmi://" + hostname + ":" + registryport + "/MUDServer";
            System.out.println("Registering " + regURL);
            Naming.rebind(regURL, mudstub);

        } catch (java.net.UnknownHostException e) {
            System.err.println("Cannot get local host name.");
            System.err.println(e.getMessage());
        } catch (java.io.IOException e) {
            System.err.println("Failed to register.");
            System.err.println(e.getMessage());
        }
    }
}

```