# Lab 3 gRPC Experiment

In gRPC, a client application can directly call a method on a server application on a different machine as if it were a local object, making it easier for you to create distributed applications and services. As in many RPC systems, gRPC is based around the idea of defining a service, specifying the methods that can be called remotely with their parameters and return types. On the server side, the server implements this interface and runs a gRPC server to handle client calls. On the client side, the client has a stub (referred to as just a client in some languages) that provides the same methods as the server.



refer to: https://grpc.io/docs/languages/.
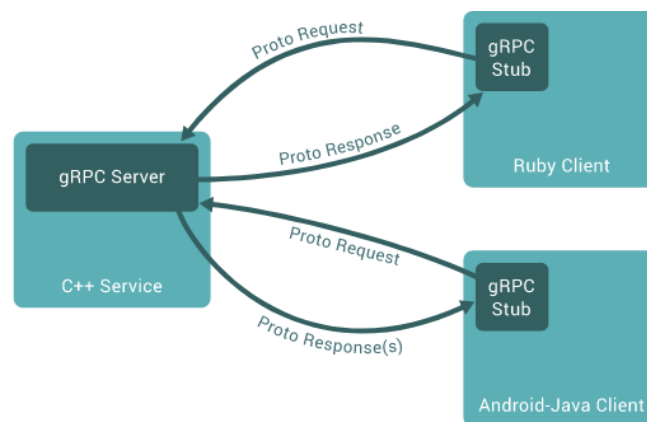
Use any language you find fit to implement the following functions:

1) implement one of the tutorial's examples 20%
2) call the methods from a different machine 30%
3) use the same connection to call two different methods (you can create a function of your own) 20%
4) use a different-language-based client to call a server 30%

Please upload your customized code to the "lab3" folder and put the screenshots for each task in a folder called "screenshot" under the "lab3" folder.

**Due Date**: Sep 29, 2022 2359

**Teamwork**: No teamwork, your work must be your own