Bonus Question:-we assume the phone receipent to be the server and attach it to some registry...in the original server we can have a hashmap for each client and their registry number and then we can send a Message object(containing all the details of the transactioni.e basically a transaction object) by looking up the hashmap and using Lookup() function to send it through the interface .The communication interface is implemented in each of the phone receipents.

Let the RMI servers follow interface called 'MessageInterface' and have a function notification. Then as soon as the transaction occurs main server will call the notification function.So overall the main server acts as a client for the phone receipt server.