

gRPC

JDK : 11

SDK : 2.13.15

SBT : 1.10.5

- build.sbt

- 변경

```
ThisBuild / version := "0.1.0-SNAPSHOT"
ThisBuild / scalaVersion := "2.13.15"

lazy val root = (project in file("."))
  .settings(
    name := "untitled",
    libraryDependencies ++= Seq(
      "com.thesamet.scalapb" %% "scalapb-runtime-grpc" % scalapb.compiler.Version.scalapbVersion,
      "io.grpc" % "grpc-netty-shaded" % scalapb.compiler.Version.grpcJavaVersion,
      "com.google.protobuf" % "protobuf-java" % "3.21.12"
    ),
    Compile / PB.targets := Seq(
      scalapb.gen(flatPackage = true) -> (Compile / sourceManaged)
    )
  )
```

- project/scaapb.sbt

- 생성

```
addSbtPlugin("com.thesamet" % "sbt-protoc" % "1.0.6")

libraryDependencies += "com.thesamet.scalapb" %% "compilerplugin"
```

- src/main/protobuf/hello.proto
 - 생성

```
syntax = "proto3";

package hello;

service Greeter {
  rpc SayHello (HelloRequest) returns (HelloReply) {}
}

message HelloRequest {
  string name = 1;
}

message HelloReply {
  string message = 1;
}
```

- sbt실행
 - compile입력
- src/main/scala/GreeterServer.scala
 - 생성

```
import io.grpc.ServerBuilder
import scala.concurrent.{ExecutionContext, Future}
import hello._

object GreeterServer {
  def main(args: Array[String]): Unit = {
    val server = new GreeterServer(ExecutionContext.global)
    server.start()
  }
}
```

```

        server.blockUntilShutdown()
    }
}

class GreeterServer(executionContext: ExecutionContext) {
    private[this] var server: io.grpc.Server = null

    def start(): Unit = {
        server = ServerBuilder.forPort(50051)
            .addService(GreeterGrpc.bindService(new GreeterImpl, ex
            .build()
            .start()
        println("Server started, listening on " + 50051)
        sys.addShutdownHook {
            System.err.println("*** shutting down gRPC server since
            self.stop()
            System.err.println("*** server shut down")
        }
    }

    def stop(): Unit = {
        if (server != null) {
            server.shutdown()
        }
    }

    def blockUntilShutdown(): Unit = {
        if (server != null) {
            server.awaitTermination()
        }
    }
}

class GreeterImpl extends GreeterGrpc.Greeter {
    override def sayHello(req: HelloRequest): Future[HelloRep
        val reply = HelloReply(message = "Hello " + req.name)
        Future.successful(reply)
    }
}

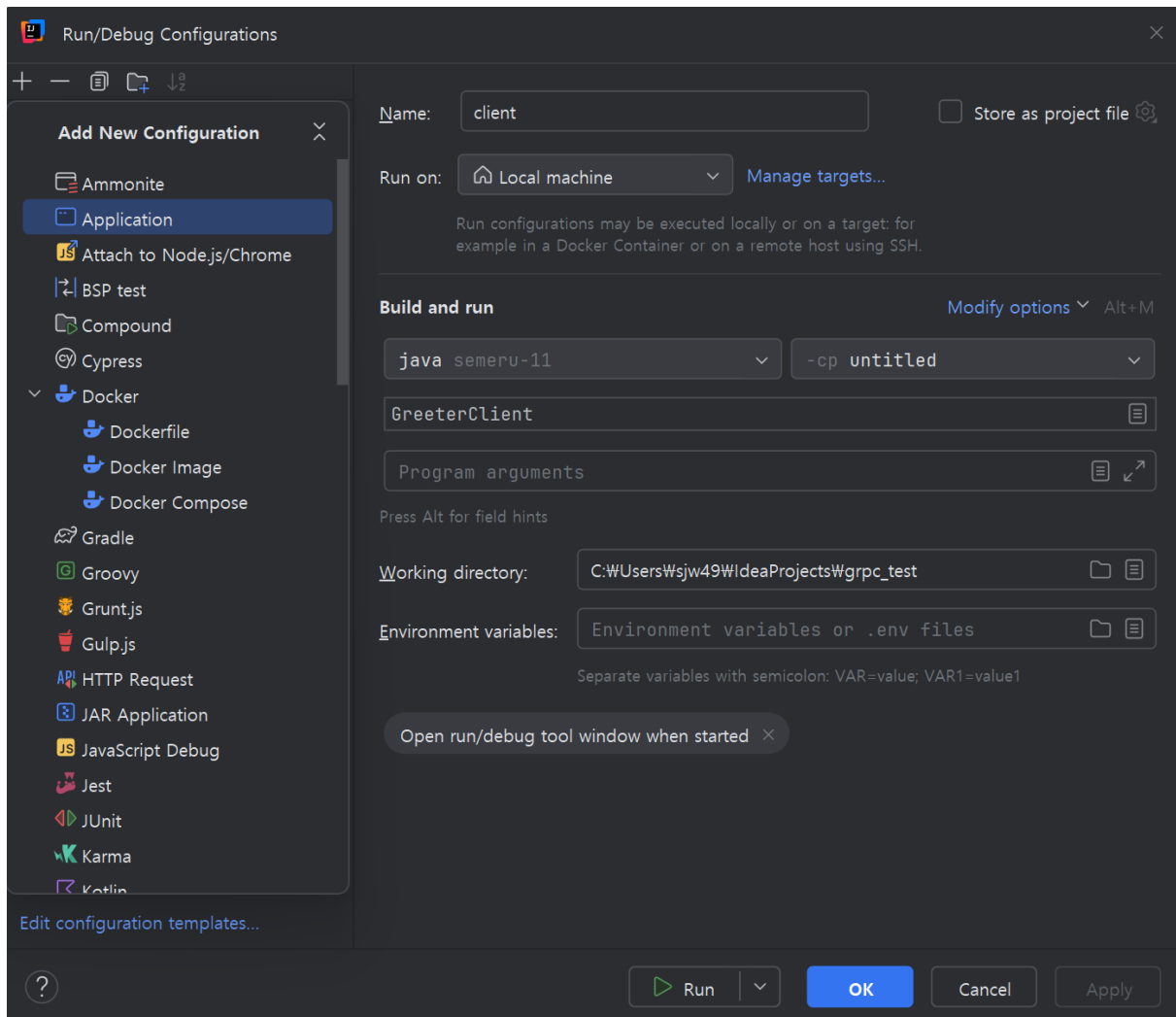
```

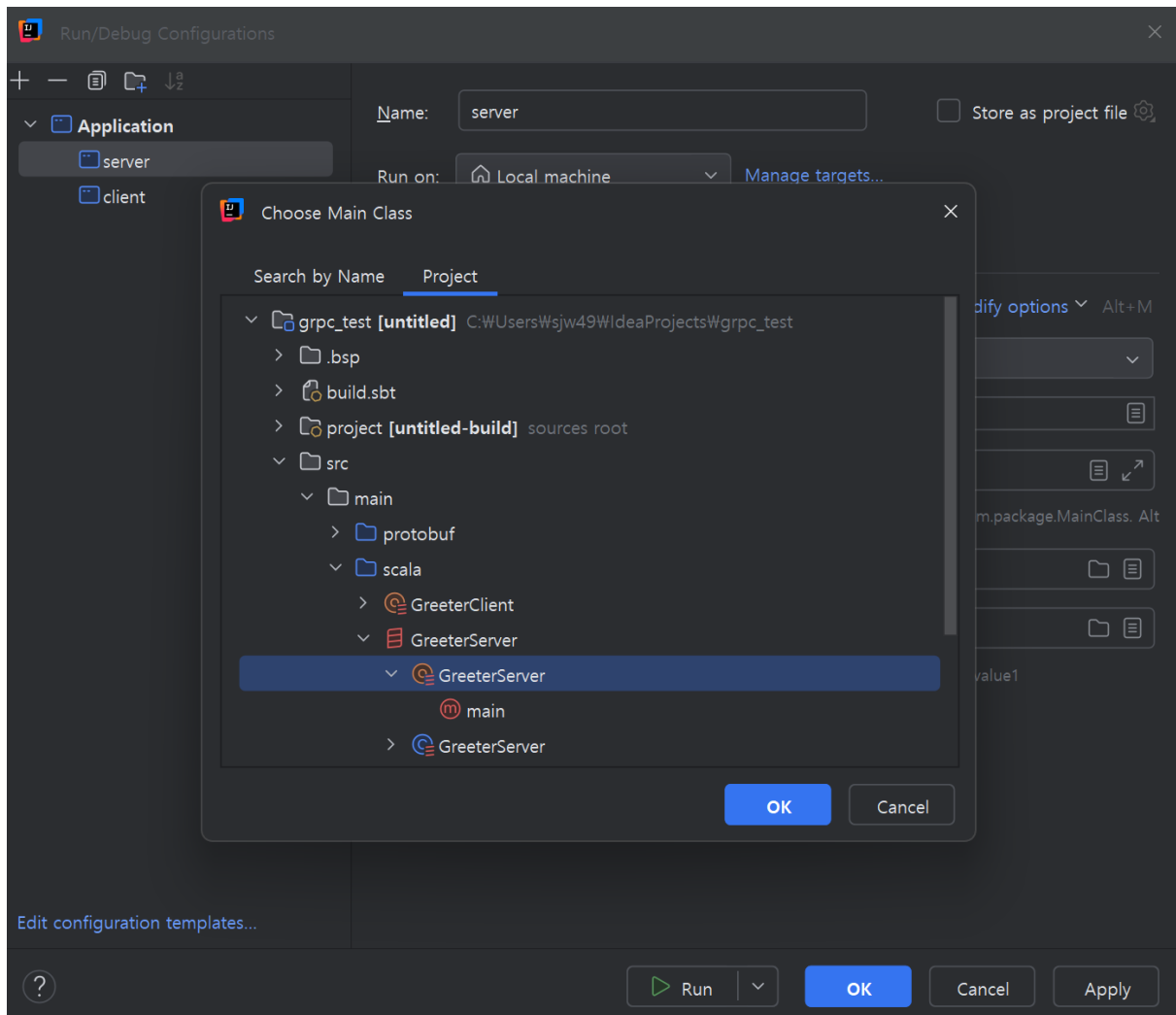
```
}  
}
```

- src/main/scala/GreeterClient.scala
 - 생성

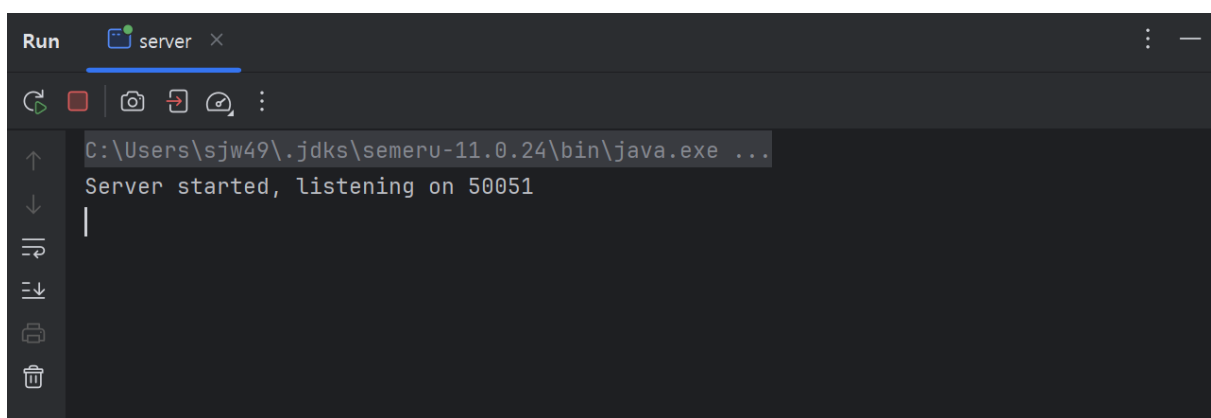
```
import io.grpc.ManagedChannelBuilder  
import scala.concurrent.{Await, Future}  
import scala.concurrent.duration._  
import hello._  
  
object GreeterClient {  
  def main(args: Array[String]): Unit = {  
    val channel = ManagedChannelBuilder.forAddress("localhost", 8080)  
      .usePlaintext()  
      .build()  
  
    val stub = GreeterGrpc.stub(channel)  
  
    val request = HelloRequest(name = "World")  
    val responseFuture: Future[HelloReply] = stub.sayHello(request)  
  
    val response = Await.result(responseFuture, 5.seconds)  
    println("Greeting: " + response.message)  
  
    channel.shutdownNow()  
  }  
}
```

- IntelliJ 맨 위 실행 옆 점 3개에서 configuration edit
- 어플리케이션 추가
 - server : 클래스 생성
 - client : 클래스 생성

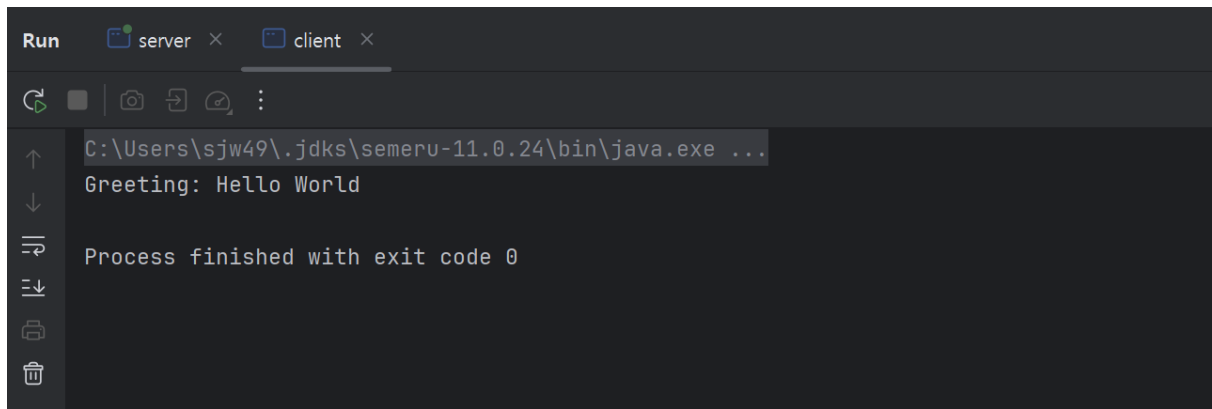




- 서버 실행



- 클라이언트 실행 (서버 실행 상태에서)



```
Run  server x client x
C:\Users\sjw49\.jdk\semeru-11.0.24\bin\java.exe ...
Greeting: Hello World
Process finished with exit code 0
```

출처: <https://scalapb.github.io/docs/grpc/>