## Assignment no 1

11	And the second s
	Title: Distributed application using Tava
	* The Tay ADT is the set of classes.
	Objectives repland out the total abulari
	- Trapminovivae
	Chant successfully +: completion and this course,
	Student should be able to demonstrate knowledge
<b>(</b> 0-	of Their pasic elemention policically of the
	Fundamental correspondits of Java 17PT
	Problem Statement:
1	coorpored and
- 1 1	To develop any distributed application through
	implementing client-server communication program
11	implementing client-server communication program based on juva sacket in
-	ALTI-
4	Software / hardware requirement
2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	e entropication anitopilacet
	* Software =) I (thinty 16 0/1
(0	* Hardware => 2 Dual core/Quad core machine
15.	with GGB Ram 9)
	* TCP [ Transmission Control Protection oriented communication
	connection oriented communication
'c t'	Java Sucket
tion	nilogy of to rough of state of the opposite
7	22 Socret provide The Communication mechanism
.in.,	between 2 computers using TCP him
	end of communication of attempts to connect that socket to a server.
	end of communication & attempts to
1 3 4	connect that socket to a server.

Assignment no the

	the second secon
	ma Tavair ARI principal ballister : OHIT
-	Soboli and laws
A P	* The Java API is the set of classes
	included with the Java development (10)
7	environment and acceptment of
(A)	
shalaan	* These classes dare woritten tusing the java
Commonan	The Pilling on The of Windows
	* The following imagerdepicts of Java API
7 7	
	Proplem Statement:
1.2	Java program
(5	t gottenlege better distributed application t
DADE	and voitos innapart Commonication But
	JavanAPIN'N SOJavapa
	· JVM J Program
	tumorinos son tory prouting.
	Application hardware
-	4 10.01 mmdo [ (= soproffos x
madin	* Handware => 3 Dual Cose / Ruad core
à.	TCP mag Elas Alies
	- yes.
	* TCP [Transmission Control Protocolysis q
15	Connection oxiented (OMINIMICOTION
	10/00 >0 Dept
	* It is an intermediate layer of the application
mzd	rodayer and internet protocol layer in OST
	* It is an intermediate layer of the application and aintermet protocolidayer in OSI model in an entre entre of the application
7 A N	a text organism menter a scoket o
	4 stamatio 1 nottoninimmes to bue
45	connect that socket to a server.

	Server Client (1)
	Socket 19402 () (
55.0.63	Set Socket ! Set Socket
	4 1900
	A In Upp the client does not them a
	Lacopatap o spices top connection
a 12 = g	Accept
C	mentub Send / Revu (2001 har 12) sendo (Rev
a	ovimo ot
	TCP Servers lovices may morpolog -x
	Usingoil create (1), o (reate of P / Socket)
2	Using bind (), Bind the socket to sever.
3	Using Hister (), put the server socket in a passive mode, where it waits for the client to approach the server to make a connection
	to approach the server to make a connection
-4)	Using daccept (), at this paint & connection is
	are ready to transfer datos.
	Goto step 3 tequest 5 qots oton)  - Send to ()  close ()

	TCP (lient) revise?	V	1	
	the state of the s			
-	2) Connect newly created client 1500		1	, .
	2) Connect newly created client soc	ket.	to serv	168
	Set Socket		1	
=	UDP			
	Bind			
	* In UDP, the client does not form	1_0		
	connection with server like institCP	-b-		
	instead just sende a datagram.		3 3	
	Hereion:			
	* Similarly the server need not acc	ept		-
	validomnection and just waits for da	tage	am	
	to assive	U	1	
	* Datagram upon arrival contains	the	-	
	address of sender, which the serve	SR C	ses	
	to send data to the current client	Usiv	1	241
	O		0	
'69 Un	or of Server At brief ( Client pr	Usiv	2	**
0200	0			y o
G.	tosber Socket Out tog () Socket ()	iral	3	
119115	odsive mode where it walks for the	70		1.4
mila	approach the server 4 Spride a com	of		
1013-5	11100 0 0000000000000000000000000000000		JA, J	
ji (	oitsend-to () tsend-to (	0:20	1.4	7
	tablished between dient le con et the	299		_
	· datagram arrival of request	90		
	1 Comment of the state of the s			1
	& Process request > 19th	MOIR)	5	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	send to ()	Tron	1	
		20(1		

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Assignment no: 1B

	UDP Server - proont
	1) Create UPP Client IMF
	2) Bind the socket to server address
	13) wait until datagram packets arrives from client
ارد	1) Process the datagram packet la send at reply to
- D	I bolienthidu, ange esarbon rattono di
	3) Gospack Horrstep Zuidsom somes ett 10
	machine
	UDP Client
	MITT D (ii pringer Daido TME decorat
	Ducreate UP socketstugins on on therang
4	2) Send message to server bottom exoun.
	3) Wait until datagram packet arrives from client.
	4) Process the datagram packet 1, send a reply
	3) Wait until datagram packet arriver from client.  4) Process the datagram packet & send a reply to clientique raves trail IMA
	s) Go backs to step Batus C yd balbrad
	6) Close socket, exit
	I stub object for client side?
	It builds an information block for
	sends the information to the seaves
	Conclusion
2	to design of double ut
	In this way, we have developed a distributed
	application of through implementing Holient server
ь =	communication program based on inva socket.
	In this way, we have developed a distributed application of through implementing the lient server communication program based on java socket.
	3 Parameters to the remote JVM

3) Parameters to the remote JVM

- ·	
	2) Skeleton Object Con server side? Constitution
	It passes the request from stub object
1,72	to remote objectificads cot aldie modern
	behavious of the AMTT system are
	1) It calls the parameter received from
	the stub object to the mothed.
	Bennete Deinste Chief
	(2) It forwards the parameters received
Ty de	Room stub to the method.
	(Remote Servex) (Exception
	North 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
	Darran Laur
	Remote Parameters
	method (topici) followith 45tob
	call st. Parameters to object
	on +591101
-	client Cheturn val
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4	
- 7	- 1 2920 - 100 mod giden tenternet
	Remate parameters
	method
2 10	in reaction & Parimeter &
	Skeleton
	Rotum val > Object
	Listing wind for how done done
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7	T as been working in offmar RM Treas trails
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	TMS)

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	Interfaces backoses toolds workland s
1	responsible for specifying the monotet behaviour of the RMT system are defined in the ridual mit. shieratchy  Remote
	responsible for specifying other namoto
	behaviour of the RMT system are
C- 17 1	cretined ain the midual rmit. Ethierarchy
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	The control of the co
	original state to the property
	Remote Server Exception
	Exception)
	The and export of the stemport
	do-(Activatable) (Unicast) bonton
	tooldo 1 - Johns Render J Object
	Object 110
	client chient calk.
	=> Extention
	7 Inplementation
	tomadationship between classes
Lon	1 - xotrintexfaces structor
	method ! bottom!
	Muscertion & Parameters & X,1
C	onclusion Mos
	Dalas K - Train wat very
	In this way, we have developed
d	istributed application through implementing
C	lient server communication based on Java
R	M.T.
7 × 4.	