

Poornima College of Engineering, Jaipur

Department of Computer Engineering

Advance Java Lab (5CS4-24)

B.Tech III Year, V Semester

Experiment – 05

Objective: Create a simple calculator application that demonstrates the use of RMI. You are not required to create GUI.

We have to run these four classes to make calculator using RMI.

- Calculator.java
- CalculatorImpl.java
- CalculatorClient.java
- CalculatorServer.java

Calculator.java

```
public interface Calculator
```

```
    extends java.rmi.Remote {
```

```
    public long add(long a, long b)
```

```
        throws java.rmi.RemoteException;
```

```
    public long sub(long a, long b) throws
```

```
        java.rmi.RemoteException;
```

```
    public long mul(long a, long b) throws
```

```
        java.rmi.RemoteException;
```

```
    public long div(long a, long b)
```

```
        throws java.rmi.RemoteException;
```

}

CalculatorImpl.java

```
public class CalculatorImpl extends
    java.rmi.server.UnicastRemoteObject
implements Calculator {

    // Implementations must have an
    //explicit constructor
    // in order to declare the
    //RemoteException exception

    public CalculatorImpl()
        throws java.rmi.RemoteException {
        super();
    }

    public long add(long a, long b)
        throws java.rmi.RemoteException {
        return a + b;
    }

    public long sub(long a, long b)
        throws java.rmi.RemoteException {
        return a - b;
    }

    public long mul(long a, long b)
        throws java.rmi.RemoteException {
```

```

        return a * b;
    }

    public long div(long a, long b)
        throws java.rmi.RemoteException {
        return a / b;
    }
}

```

CalculatorClient.java

```

import java.rmi.Naming;
import java.rmi.RemoteException;
import java.net.MalformedURLException;
import java.rmi.NotBoundException;

public class CalculatorClient {

    public static void main(String[] args) {
        try {
            Calculator c = (Calculator)
                Naming.lookup(
                    "rmi://localhost/CalculatorService");
            System.out.println( c.sub(4, 3) );
            System.out.println( c.add(4, 5) );
            System.out.println( c.mul(3, 6) );
            System.out.println( c.div(9, 3) );
        }
    }
}

```

```

    }
    catch (MalformedURLException murle) {
        System.out.println();
        System.out.println(
            "MalformedURLException");
        System.out.println(murle);
    }
    catch (RemoteException re) {
        System.out.println();
        System.out.println(
            "RemoteException");
        System.out.println(re);
    }
    catch (NotBoundException nbe) {
        System.out.println();
        System.out.println(
            "NotBoundException");
        System.out.println(nbe);
    }
    catch (
        java.lang.ArithmeticException
            ae) {
        System.out.println();
        System.out.println(
            "java.lang.ArithmeticException");
        System.out.println(ae);} }

```

CalculatorServer.java

```
import java.rmi.Naming;

public class CalculatorServer {

    public CalculatorServer() {
        try {
            Calculator c = new CalculatorImpl();
            Naming.rebind("rmi://localhost:1099/CalculatorService", c);
        } catch (Exception e) {
            System.out.println("Trouble: " + e);
        }
    }

    public static void main(String args[]) {
        new CalculatorServer();
    }
}
```

//Now use rmic to create the stub and skeleton class files.

```
> rmic CalculatorImpl
```

Running the RMI System

You are now ready to run the system! You need to start three consoles, one for the server, one for the client, and one for the RMIRegistry.

- *Start with the Registry. You must be in the directory that contains the classes you have written. From there, enter the following:*

> rmiregistry

- *If all goes well, the registry will start running and you can switch to the next console. In the second console start the server hosting the CalculatorService, and enter the following:*

> java CalculatorServer

- *It will start, load the implementation into memory and wait for a client connection. In the last console, start the client program.*

> java CalculatorClient//

OUTPUT –

1

9

18

