

## Practical 11

Title:- simple Program to illustrate RMI.

Description:-

RMI (Remote Method Invocation) It is a Mechanism that allows an object residing in one system (JVM) to access / invoke an object running on another JVM.

In RMI application, we write two Programs, a server program and a client program.

A client Program requests the Remote objects on the server & tries to invoke its methods.

while writing A RMI Application we would have to follow the given steps:-

- ① Define the Remote interface.
- ② Develop ~~the~~ the implementation class.
- ③ Develop the client program
- ④ Develop the Server program
- ⑤ compile the application
- ⑥ Execute the application.

① Define the Remote Interface.

A Remote interface provides the description of all the methods of a particular remote



object the client communicates with this Remote Interface.

- ② Developing the implementation class:-  
we need to implement the Remote interface created in the earlier step.

To develop Implementation class-

- Implement the interface created in first step.
- Provide Implementation to all the abstract method of the Remote Interface.

- ③ Developing a server Program:-

An RMI server program should implement the Remote interface or Extends the Implementation class. Here we should create a remote object and bind it to the RMI registry.

- ④ Developing a client Program:-

To Develop A client Program-

- \* create a client class from where you intended to invoke the remote object.
- \* Get the RMI Registry using getRegistry() method of the LocateRegistry class which belongs to the Package `java.rmi.registry`.



class which belongs to the package `java.rmi`.  
~~reg~~ registry.

So that's how we create RMI Application

Conclusion:- After performing this practical  
I have learnt how RMI works &  
implemented a simple RMI Application.