Structure

- MessengerService:

Interface defining shared behaviors between Server and Client

MessengerServiceImpl:

Implement key-value storage with HashMap

- Client:

Get remote object MessengerService from Registry

- Server:

Creat Registry and bind remote object to Registry

Compile

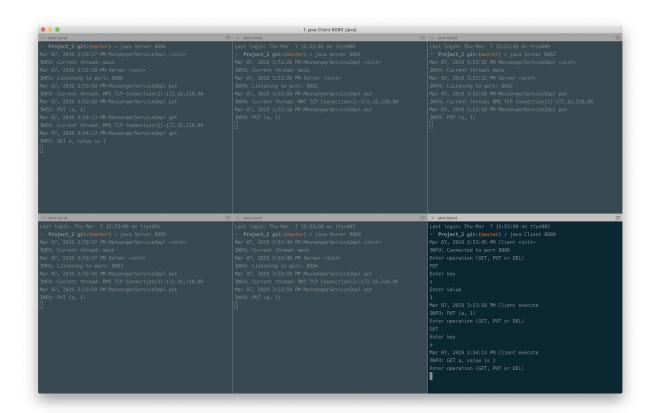
> javac *.java

run

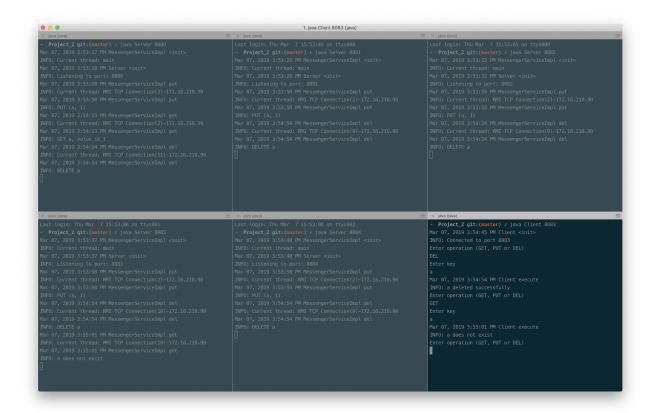
- > To run a server:
- > \$ java Server <port of current server> <ports of all server replicas>
- > or
- \$ java Server <port of current server> in which case the port must within default ports of [8080, 8081, 8082, 8083, 8084]
- e.g. \$java Server 8080 8080 8081 8082 8083 8084```
- or \$java Server 8083 8080 8081 8082 8083 8084```
- > To run a client:
- > java Client <port>

Examples

Client connects to Server 1, puts <a, 1> and gets <a, 1>



Client connects to Server 4, delete <a> and gets <a, not exist>



Server 1 disconnects, Client tries to PUT <b, 2> to Server 4 and fails. Error message: Server not ready

