Exercise 2: The Cork Board

# Message Board

In this exercise you are going to make a server where users can post and read messages. You’ll write a server and a client that talk using RMI and exchange serialized java objects.

We will be making different kinds of applications in the exercises to come. The server and client here are simple command line applications that run in a command window or console. The user passes commands to the client on the command line. Maybe something like this:

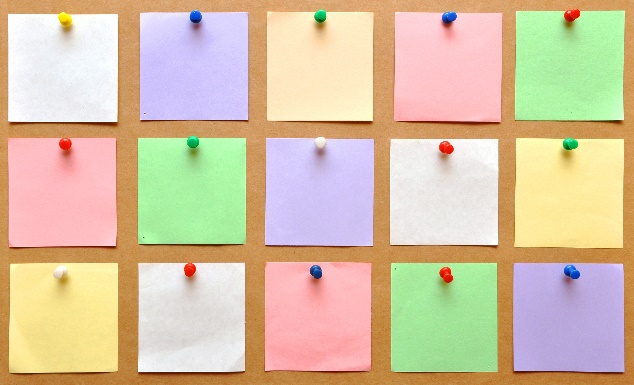
* **java Client ?** *(read all messages)*
* **java Client Jan “Hi everyone”** *(post a message from Jan)*

Client connections will come and go. But you will start the server in another window and it will remain running to service client connections. You will start the Java RMI server in yet another window.

# Exercise

1. Create the “Message” class with a String “sender”, a String “message”, and a Date “posted”.
2. Create the CorkBoard interface with methods for:
   1. Post a message
   2. Get all messages
   3. Clear all messages from the board
3. Create a server object that implements CorkBoard. Expose this object through RMI.
4. Create an RMI client to talk to the CorkBoard.
5. Post some messages and check the board. Clear the board with your client.
6. Send me your code.

# Optional

* Create a command-input loop in your client. The loop actively takes commands from the user instead of from the command line.