This Java code represents the server-side application that hosts the remote object using RMI (Remote Method Invocation). Let's break down the code:

Import Statement:

import java.rmi.\*;: Imports classes related to RMI.

Main Class:

The server class is the main class of the program.

Main Method:

public static void main(String args[]): This is the entry point of the program.

Remote Object Creation and Binding:

Inside the try block, it creates an instance of the ServerImpl class, which implements the remote methods.

ServerImpl addServerImpl = new ServerImpl();: Creates an instance of the ServerImpl class.

Naming.rebind("server", addServerImpl);: Binds the remote object to the RMI registry with the name "server" so that clients can look it up by this name.

Output:

Prints "Server Started" to indicate that the server has started successfully.

Exception Handling:

Catches any exceptions that occur during the execution of the program and prints the exception message.

Purpose:

This class serves as the entry point for the server-side application.

It creates an instance of the server implementation class (ServerImpl) and binds it to a name in the RMI registry so that clients can access it remotely.

Usage:

Run this server class to start the RMI server.

Once the server is running, clients can connect to it and invoke remote methods on the registered remote object.