Original Problem

Server

public class Counter

{

private int value = 9;

public void increment()

{

this.value++;

}

public void decrement()

{

this.value--;

}

public int read\_value()

{

return this.value;

}

public void reset()

{

this.value = 0;

}

}

**Client Side**

public class Test

{

public static void Main()

{

int option = 0;

Counter c =Counter();

while (option != 5)

{

Console.WriteLine("Choose Option\n-------------\n1.

Increment\n2. Decrement\n3. Read value\n4. Reset\n5. Quit");

option = Convert.ToInt32(Console.ReadLine());

if (option == 1)

{

c.increment();

}

else if (option == 2)

{

c.decrement();

}

else if (option == 3)

{

int val = c.read\_value();

Console.WriteLine("Value = {0}", val);

}

else if (option == 4)

{

c.reset();

}

else if (option != 5)

{

Console.WriteLine("Invalid Option");

}

}

}}

**Server Side**

class Program

{

public static void Main()

{

CounterServer();

}

static void CounterServer()

{

Console.WriteLine("Server Started");

TcpChannel tcpChannel = new TcpChannel(9998);

ChannelServices.RegisterChannel(tcpChannel);

Type commonInterfaceType = Type.GetType("Counter");

RemotingConfiguration.RegisterWellKnownServiceType

(commonInterfaceType,"MyCounter",

WellKnownObjectMode.Singleton);

System.Console.WriteLine("Press ENTER to quit");

System.Console.ReadLine();

}

}

public interface CounterInterface

{

void increment();

void decrement();

int read\_value();

void reset();

}

public class Counter : MarshalByRefObject, CounterInterface

{

private int value = 9;

public void increment()

{

this.value++;

}

public void decrement()

{

this.value--;

}

public int read\_value()

{

return this.value;

}

public void reset()

{

this.value = 0;

}

}

**Client Side**

public interface CounterInterface

{

void increment();

void decrement();

int read\_value();

void reset();

}

public class Test

{

public static void Main()

{

int option = 0;

TcpChannel tcpChannel = new TcpChannel();

ChannelServices.RegisterChannel(tcpChannel);

Type requiredType = typeof(CounterInterface);

CounterInterface c =

(CounterInterface)Activator.GetObject(requiredType,

"tcp://localhost:9998/MyCounter");

while (option != 5)

{

Console.WriteLine("Choose Option\n-------------\n1.

Increment\n2. Decrement\n3. Read value\n4. Reset\n5. Quit");

option = Convert.ToInt32(Console.ReadLine());

if (option == 1)

{

c.increment();

}

else if (option == 2)

{

c.decrement();

}

else if (option == 3)

{

int val = c.read\_value();

Console.WriteLine("Value = {0}", val);

}

else if (option == 4)

{

c.reset();

}

else if (option != 5)

{

Console.WriteLine("Invalid Option");

}

}

}

}