

Mansoura University Faculty of Computers and Information Sciences Department of Computer Science First Semester- 2020-2021



[CS412P] Distributed Systems

Grade: Forth grade

By: Zeinab Awad

- How to implement remoting in .NET framework?
- Create a remotable object.
- Create a server to expose the remotable object.
- Create a client to use the remotable object.

- Create a new C# class library project. Add a class called OperationaLibrary and put in the following code. Add a reference to System. Runtime. Remoting in the project.
- Step I:Create a remotable object.

Step 2:Create a server to expose the remotable object.

We first create an instance of the channel, and then register it for use by clients at a specific port. The service can be registered as WellKnownObjectMode.SingleCall, which results in a new instance of the object for each client, or as WellKnownObjectMode.Singleton, which results in one instance of the object used for all clients.

Step 2:Create a server to expose the remotable object.

- Create a new C# Windows Application project. Add a Windows Form called Server, and paste in the following code. Add a reference to:
- System.Runtime.Remoting;
- System.Runtime.Remoting.Channels;
- System.Runtime.Remoting.Channels.Http; in the project, otherwise the httpChannel will not be found..

```
using System.Text;
using System. Threading. Tasks;
using System.Windows.Forms;
using System.Runtime.Remoting;
using System.Runtime.Remoting.Channels;
using System.Runtime.Remoting.Channels.Http;
using OperationaLibrary;
|namespace Ds sec5 remoting
    3 references
    public partial class Form1 : Form
        1 reference
        public Form1()
            InitializeComponent();
            StartServer();
        1 reference
        void StartServer()
            HttpChannel channel = new HttpChannel(50501);
            ChannelServices.RegisterChannel(channel, false);
            //share class
            Type share=typeof(Operation);
            RemotingConfiguration.RegisterWellKnownServiceType(share, "Add", WellKnownObjectMode.SingleCall);
```

Step 3: Create a client to use the remotable object.

The client will be very simple. It will connect to the server, create an instance of the object using the server, and then execute the ADD method. Create a new C# Windows Application project. Add a Windows Form called Cleint, and paste in the following code.

Step 3: Create a client to use the remotable object.

```
∃using System;
 using System.Collections.Generic;
 using System.ComponentModel;
 using System.Data;
 using System.Drawing;
 using System.Linq;
 using System.Text;
 using System. Threading. Tasks:
 using System.Windows.Forms;
 using System.Runtime.Remoting;
 using System.Runtime.Remoting.Channels;
 using System.Runtime.Remoting.Channels.Http;
 using OperationaLibrary;
∃namespace Client
 --
     3 references
     public partial class Form1 : Form
         Operation operation;
         1 reference
         public Form1()
              InitializeComponent();
              connectToServer():
         1 reference
```

```
void connectToServer()
    HttpChannel channel = new HttpChannel();
    ChannelServices.RegisterChannel(channel, false);
    //Get object from server
    if (operation == null)
        operation = (Operation)Activator.GetObject(typeof(Operation), "http://localhost:50501/Add");
1 reference
private void button1 Click(object sender, EventArgs e)
    int x, y;
    if (!int.TryParse(textBox1.Text.Trim(), out x))
        MessageBox.Show("enter x in correct format");
        textBox1.Focus();
        return;
    if (!int.TryParse(textBox2.Text.Trim(), out y))
        MessageBox.Show("enter y in correct format");
        textBox2.Focus();
        return;
    if (operation != null)
        label3.Text = operation.Add(x, y).ToString();
```

Thanks