Assignment 1

• Create a simple board system
  – communication via RMI
  – server allows
    • communication with several clients
    • posting a message
    • obtaining all posted messages
    • registering a client for new message notifications
    • unregistering a client

interface Server extends Remote {
    void post(String msg) throws RE;
    String[] list() throws RE;
    void register(Client cl) throws RE;
    void unregister(Client cl) throws RE;
}

interface Client extends Remote {
    void notifyMessage() throws RE;
}
Assignment 2

• Create the RMI-introspector program
  – it allows
    • connecting to a rmiregistry
      – specified via program parameters
    • listing all registered objects
    • listing all remotely callable methods of a chosen object
    • calling a chosen method
      – first, only for methods without parameters

  – UI either interactive textual or GUI