

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



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