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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