

A DISTRIBUTED CLIENT-SERVER DATABASE BANKING APPLICATION USING JAVA RMI AND SOCKET PROGRAMMING TO FACILITATE ACCESS TO A BALANCED SERVER FROM EASY TO USE REMOTELY LOCATED GUI

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ABSTRACT

A two-tier server architectural application, which allowed users to do transactions using an easy to GUI. The communication between the client and server and done by advanced JAVA technologies namely, JAVA RMI (Remote Method Invocation) and Socket. Thus, the author plans to research on first to get a better understanding and then implement and system depending up on the data collected from a member of banks about their transaction styles. The application will develop in windows platform.