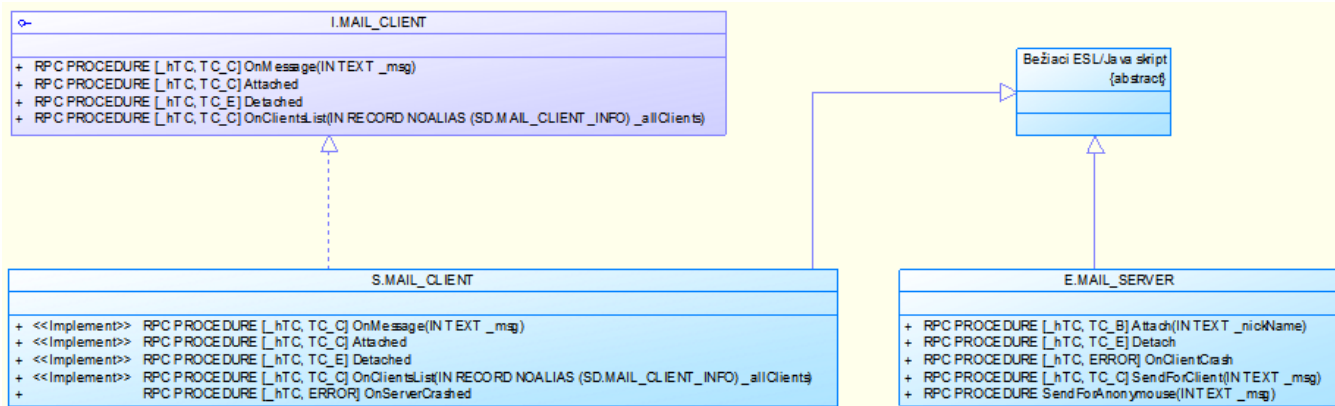


E.MAIL_SERVER example

This example describes an implementation of a simple version of the server that is used to send messages between the clients. The main purpose of the example is to present how you can avoid the errors, described [here](#), by using the conversations.

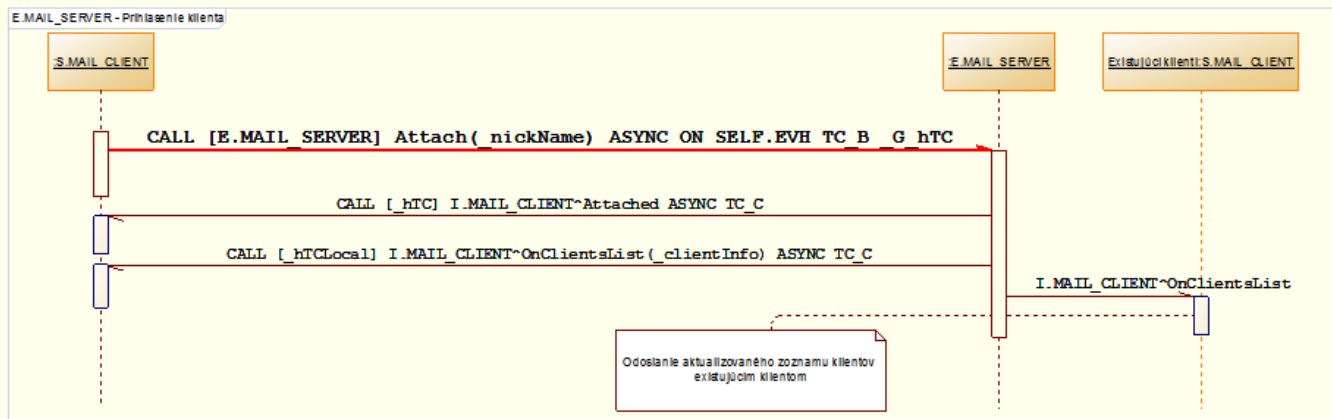
The implementation consists of a server, which is represented by the object **E.MAIL_SERVER**, and client **S.MAIL_CLIENT**. **E.MAIL_SERVER** provides an interface (realized by RPC procedures) that is used by the clients. The only requirement for the client is to implement ESL interface **I.MAIL_CLIENT**, which uses the structure definition **SD.MAIL_CLIENT_INFO**.

The figure below displays the described condition.

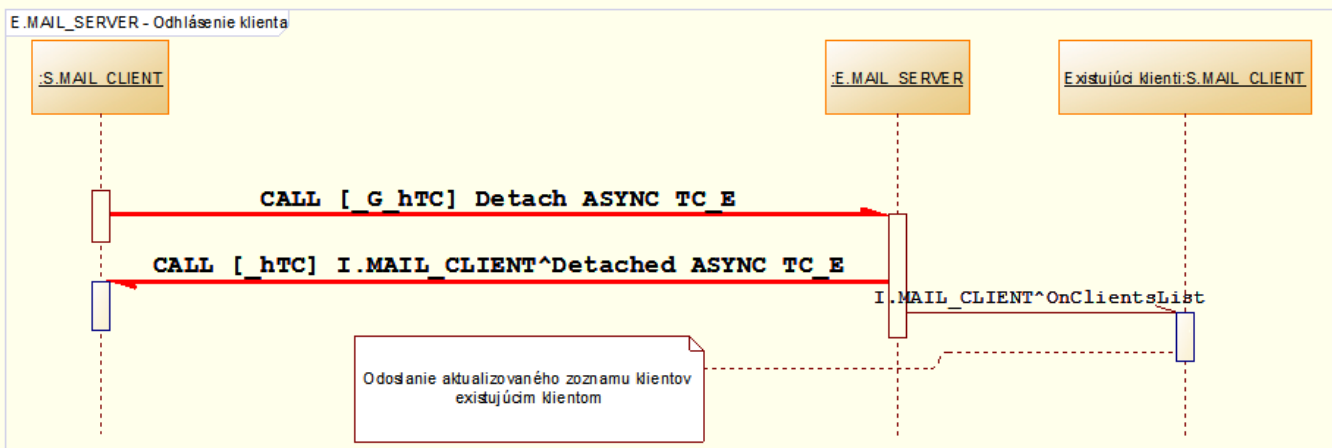


The interactions between the client and server are depicted below:

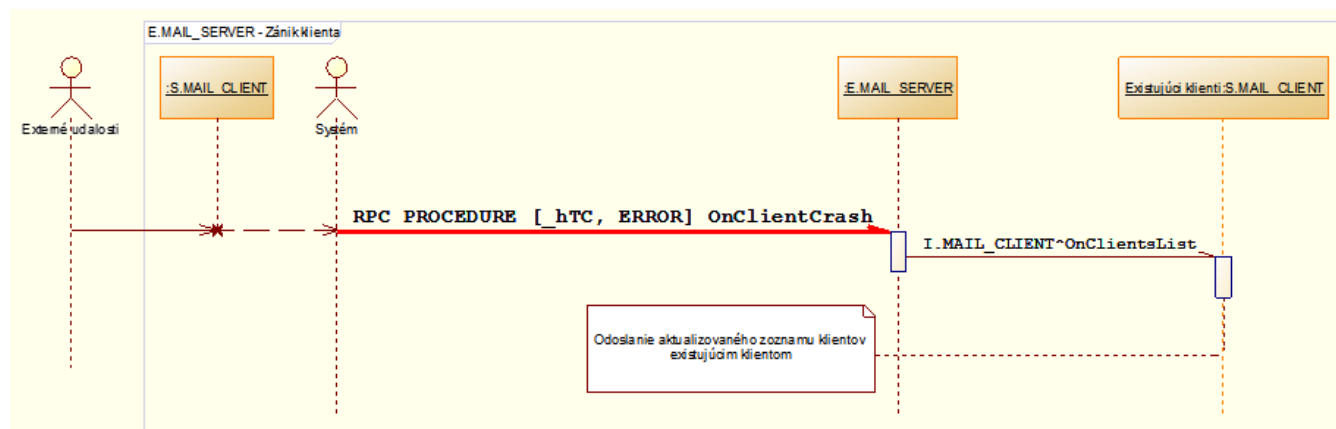
Client login



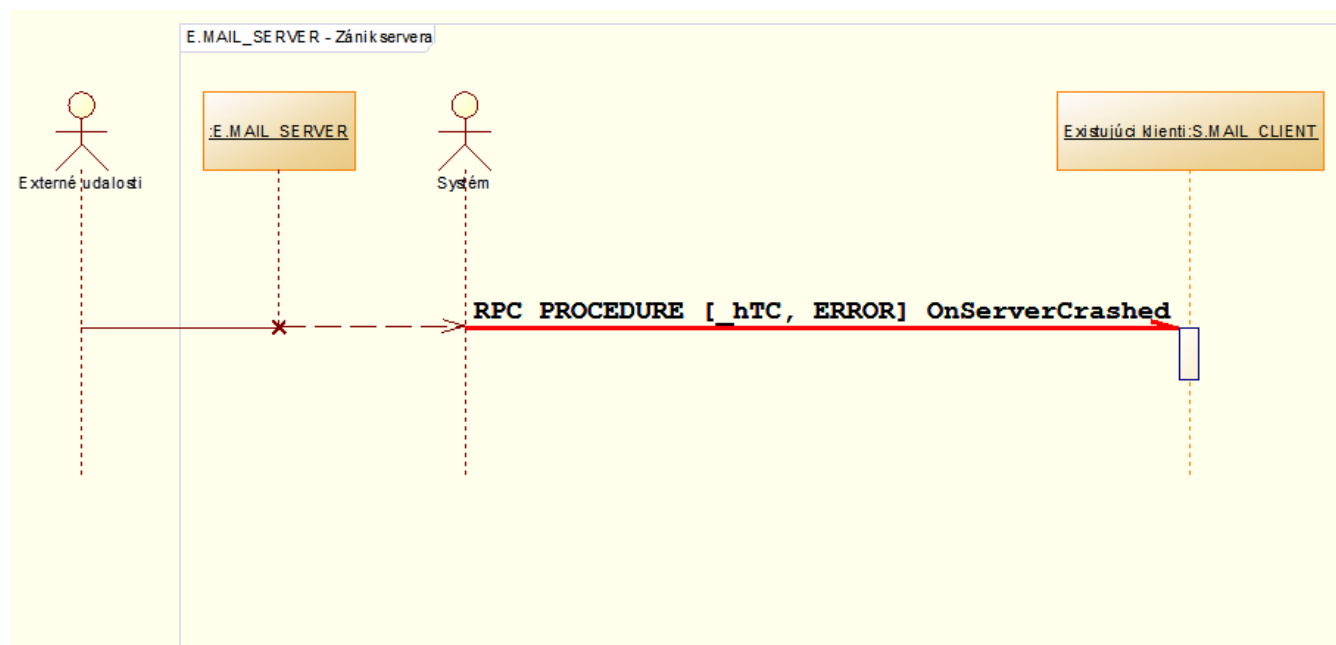
Client login



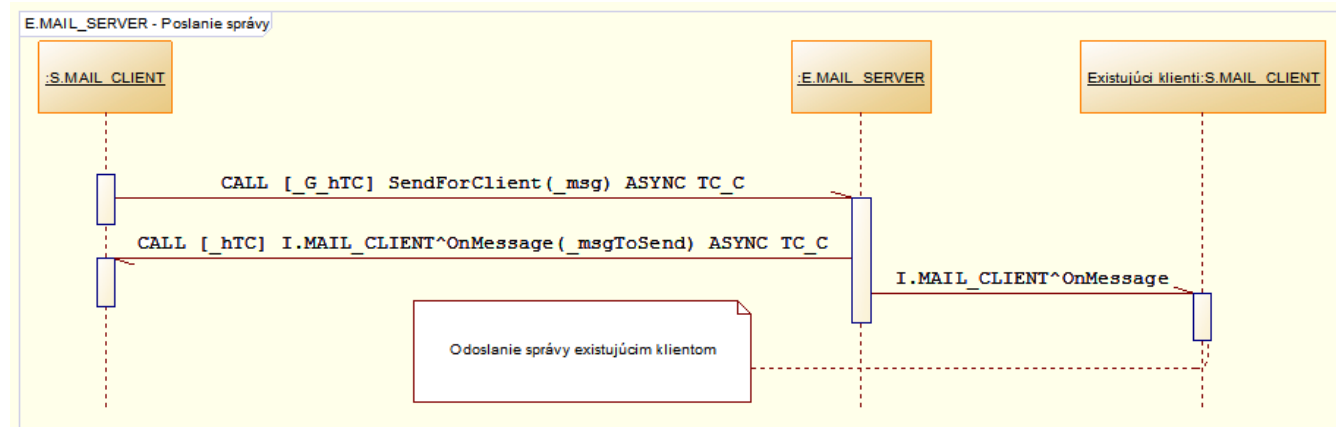
Client crash



Server crash



Sending message





Related pages:

[Application-defined conversations](#)
[Using conversations](#)