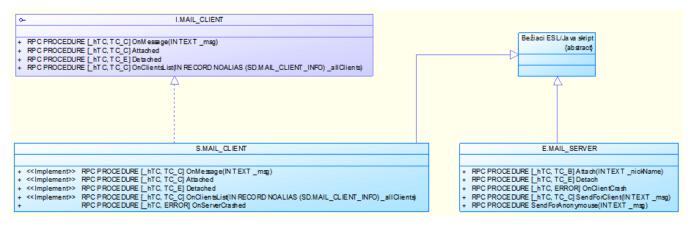
E.MAIL_SERVER example

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.

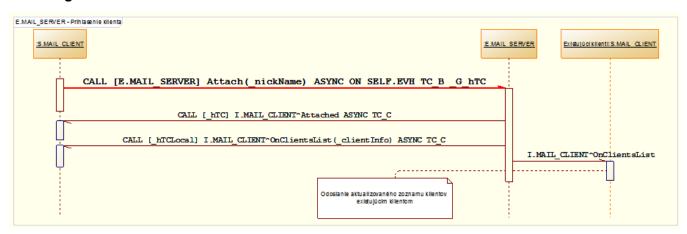
The implementation consists of a server, which is represented by the object E.MAIL_SERVER, and client S.MAIL_CLIENT. E.MAIL_SERVER provides an interface (realized by RPC procedures) that is used by the clients. The only requirement for the client is to implement ESL interface I.MAIL_CLIENT, which uses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

The figure below displays the described condition.

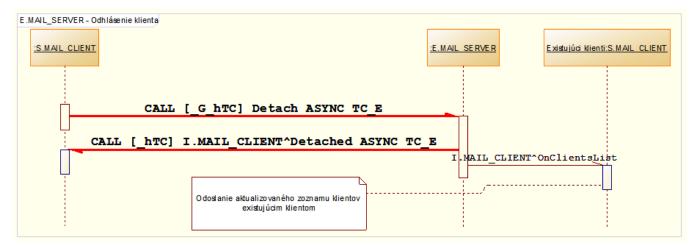


The interactions between the client and server are depicted below:

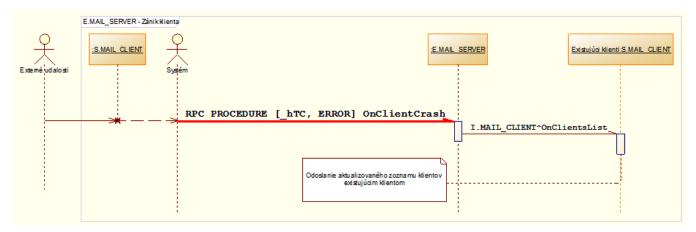
Client login



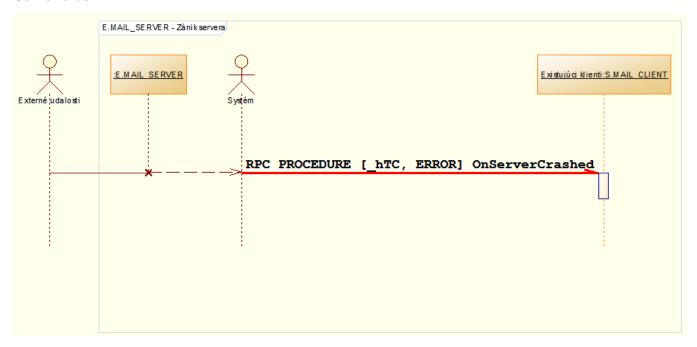
Client logon



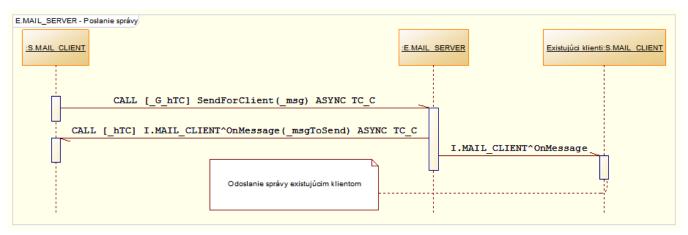
Client crash



Server crash



Sending message





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