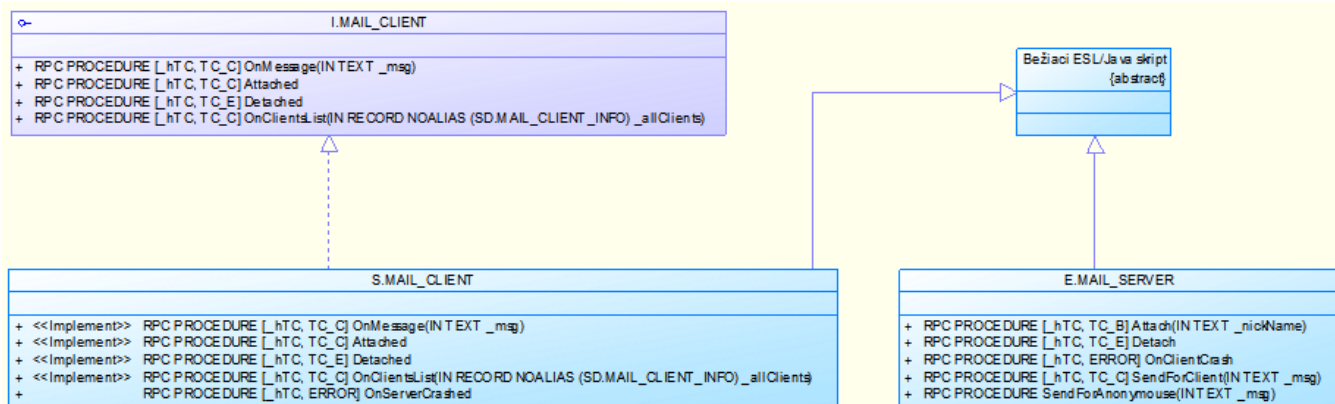


# E.MAIL\_SERVER example

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.

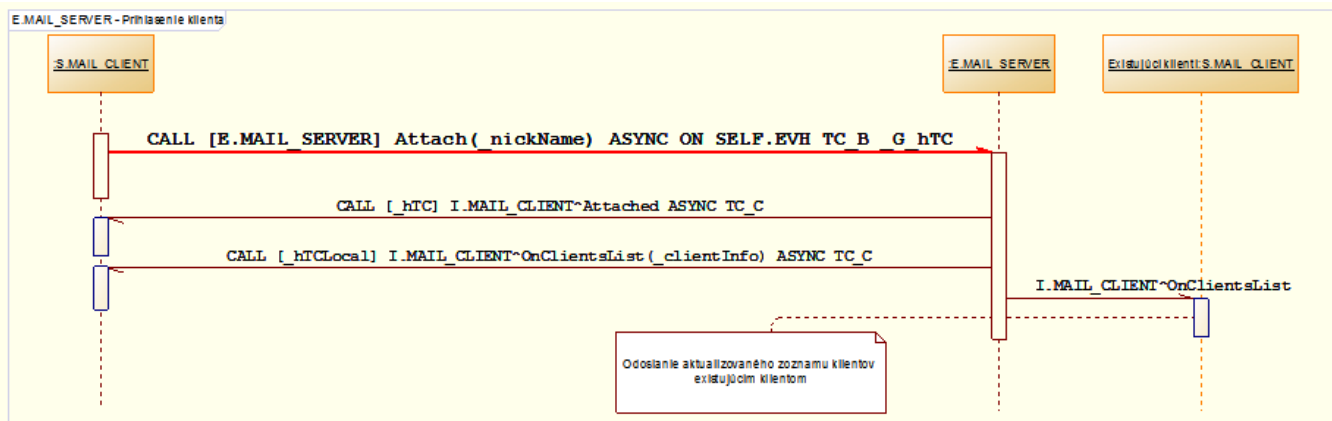
The implementation consists of a server, which is represented by the object **E.MAIL\_SERVER**, and client **S.MAIL\_CLIENT**. **E.MAIL\_SERVER** provides an interface (realized by RPC procedures) that is used by the clients. The only requirement for the client is to implement ESL interface **I.MAIL\_CLIENT**,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

The figure below displays the described condition.

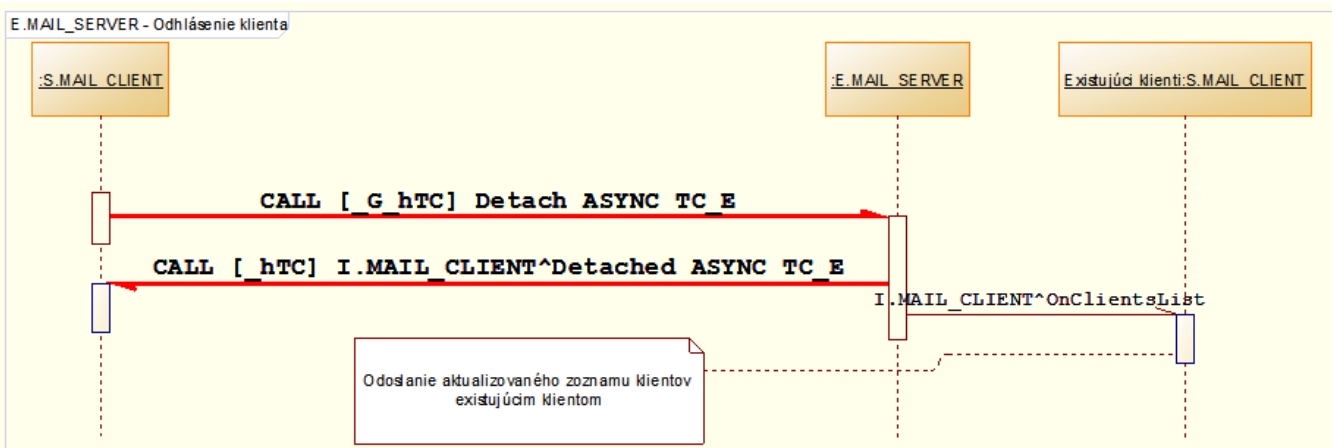


The interactions between the client and server are depicted below:

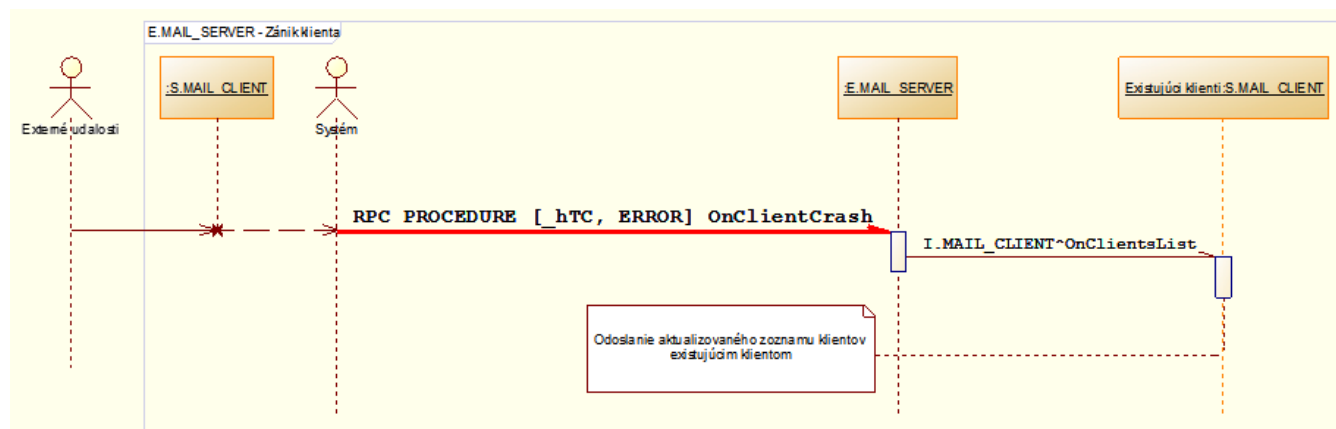
## Client login



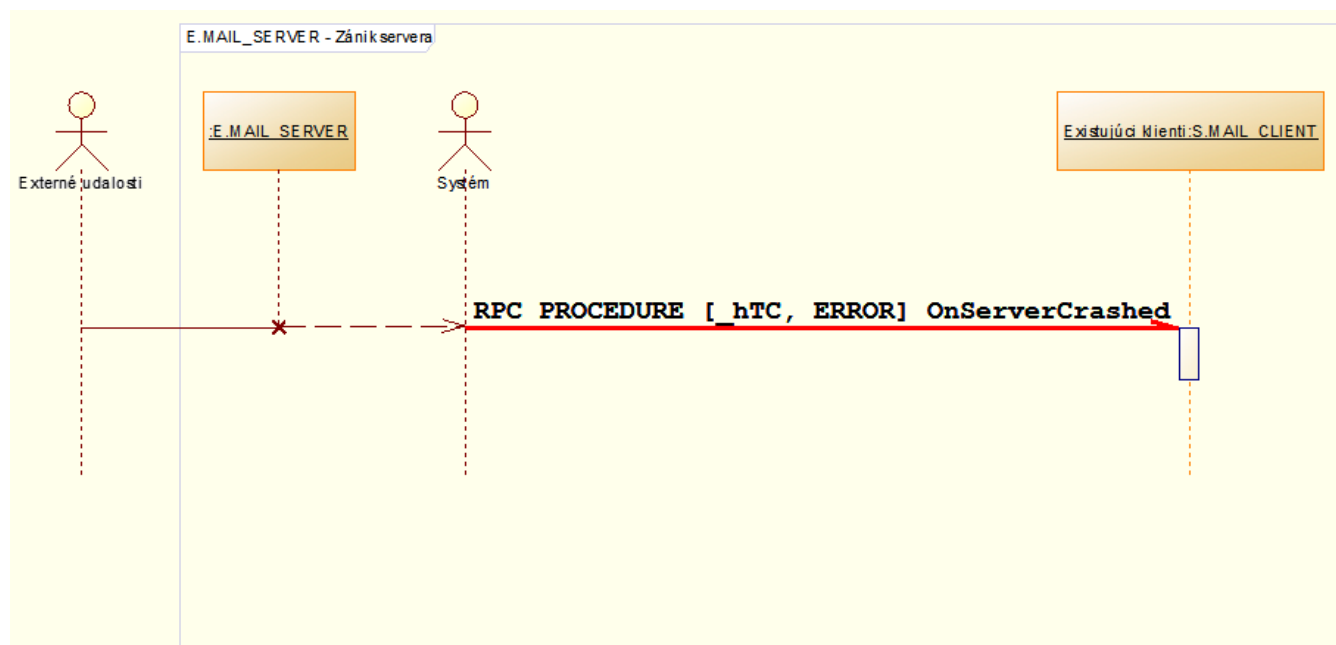
## Client login



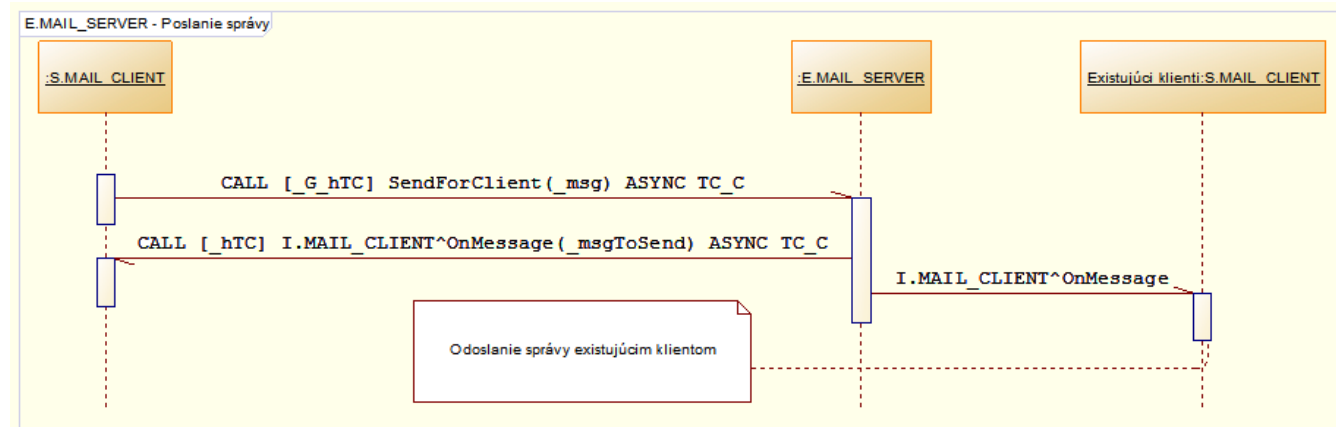
## Client crash



## Server crash



## Sending message





**Related pages:**

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