

```
1 import channel, pickle
2
3 class Client:
4     def append(self, data, dbList):
5         msglst = (APPEND, data, dbList)           # message payload
6         msgsnd = pickle.dumps(msglst)             # wrap call
7         self.channel.sendTo(self.server, msgsnd)  # send request to server
8         msgrcv = self.channel.recvFrom(self.server) # wait for response
9         retval = pickle.loads(msgrcv[1])          # unwrap return value
10        return retval                             # pass it to caller
11
12 class Server:
13     def run(self):
14         while True:
15             msgreq = self.channel.recvFromAny() # wait for any request
16             client = msgreq[0]                  # see who is the caller
17             msgrpc = pickle.loads(msgreq[1])    # unwrap the call
18             if APPEND == msgrpc[0]:             # check what is being requested
19                 result = self.append(msgrpc[1], msgrpc[2]) # do local call
20                 msgres = pickle.dumps(result)    # wrap the result
21                 self.channel.sendTo(client, msgres) # send response
```