Back to our GumballMachine remote proxy

Okay, now that you have the RMI basics down, you've got the tools you need to implement the gumball machine remote proxy. Let's take a look at how the GumballMachine fits into this framework:

- **Client heap**: This is our Monitor code, it uses a proxy to talk to remote gumball machines.
- **Server heap**: The skeleton accepts the remote calls and makes everything work on the service side.
- **CEO's desktop**: The stub is a proxy to the remote GumballMachine.
- **Remote Gumball Machine with a JVM**: The GumballMachine is our remote service; it's going to expose a remote interface for the client to use.