

**NAME**

**client** — initializes client

**SYNOPSIS**

**client** [portNumber] [ipAddress]

**DESCRIPTION**

The **client** program initializes the client and tries connecting it to the server in the Port of the IP Address specified. When The connection happens, client can either send Tx or Sx where x are numbers. T indicates Transactions that server will do for x time and S indicates Sleep that client will sleep for x amount of time.

After Tx is sent, client waits until server finishes processing Tx, which then the server will send Done signal. Upon receiving Done signal, client will send acknowledge to server, close the connection, wait for the next input.

The options are as follows:

portNumber

A portnumber that the client will be listening on.

ipAddress

The IP Address this client will try connecting to.

**EXIT STATUS**

The **client** program utility exits 0 when EOF is reached, and <0 if an error occurs.

**EXAMPLES**

The command:

```
client 6000 123.123.123.123
```

will initiate a client and try connecting to the server on 123.123.123.123 port 6000. Then, it will wait for user command to input Tx or Sx.

The command:

```
client 6000 123.123.123.123 <file
```

will initiate a client and try connecting to the server on 123.123.123.123 port 6000 then input the contents of the file into the client. *6000*

**BUGS**

Client is assumed to have correct inputs. Hence, inputting texts such as "Y10" or "AS20F@" will most likely break the program.