USER MANUAL
## Server or client machine monitoring interface

You should see an interface presented like this.

To present the application in a general way, you can find at the top left a menu allowing the management of the connected server, below this one, you can find simple commands to send to the server, in the center of the application you will find all the answers to the commands as well as the information messages concerning the state of connection with the server and the possible error messages.
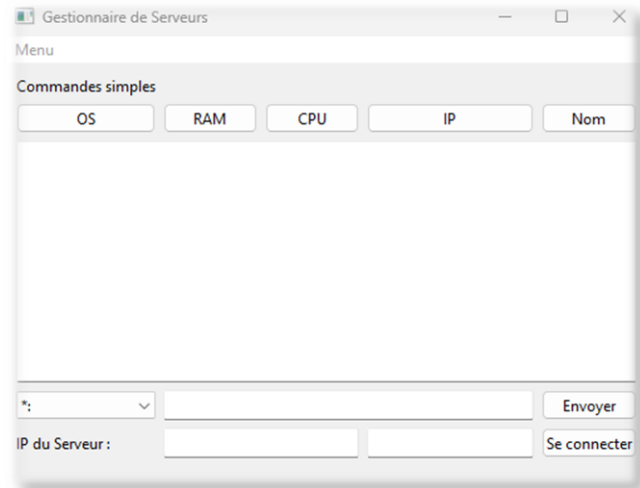
Just below this display, you can find the text area for entering commands, and just below the area for entering the server's login to connect.

The top-left menu :
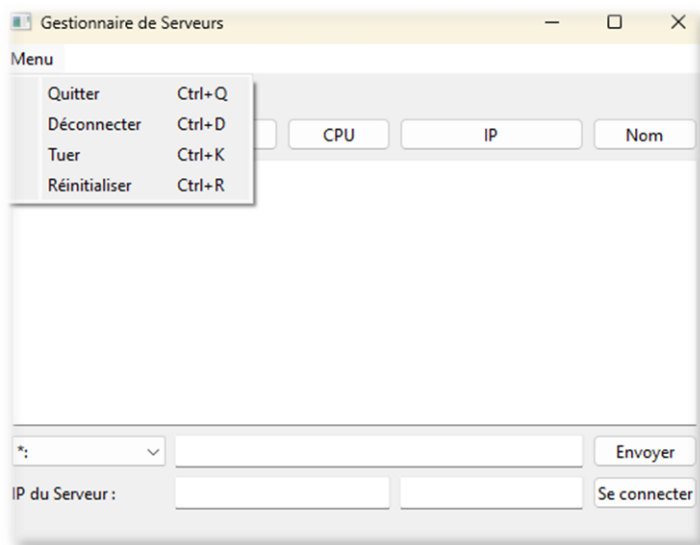
This menu has 4 functions. « Quitter », which allows you to close the application (an alternative to the exit cross), « Déconnecter » which allows you to disconnect from the server with which you are connected, « Tuer » which allows you to close the server with which you are connected, and « Réinitialiser » which allows you to disconnect and restart the socket of the server with which you are connected.

All of these functions require to be connected to a server.

The simple commands menu :

This menu has 5 simple commands.
« OS » to retrieve the operating
system running and its version,
« RAM » to retrieve the number of GB
used / the number of GB Total (also
showing the number of free GB),
« CPU » to show the load of the CPU
at the time of receipt of the
command, « IP » to retrieve the
private IP or the localhost IP
(Sometimes, it shows nothing, that's
an issue with the Virtual Machine)
and you have « Nom » which allows
you to display the name of the
computer.
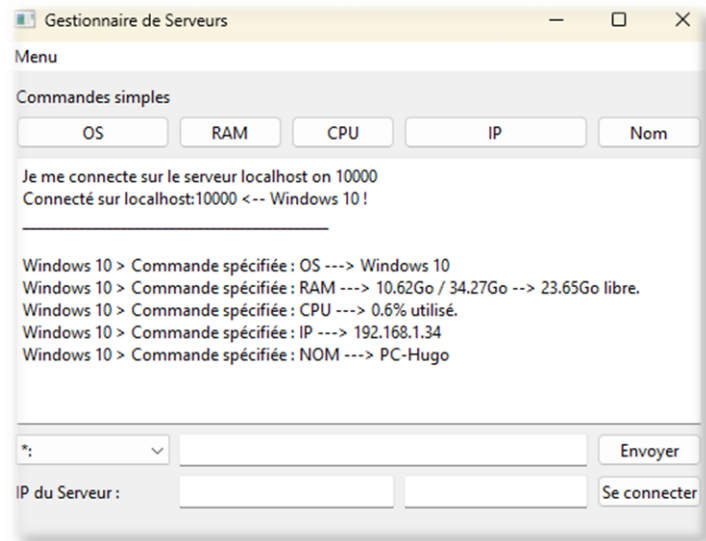
All of these functions require to be connected to a server.

Command area :
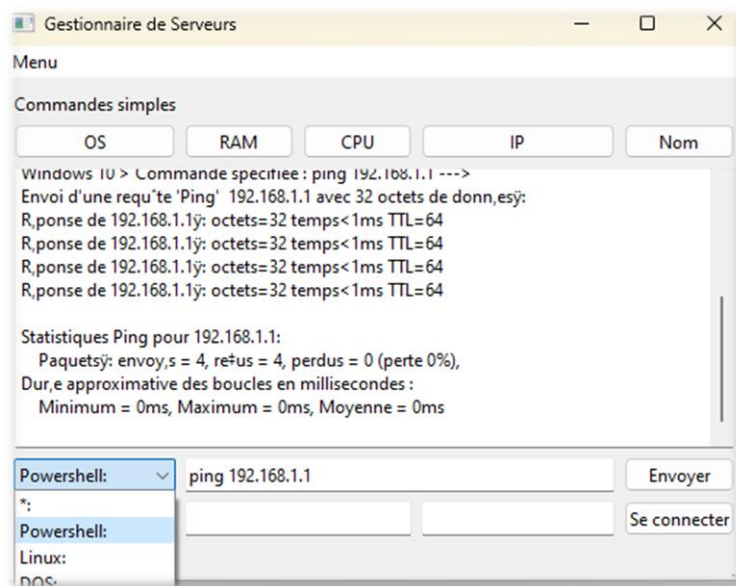
This space allows the user to send
commands to the server he is
connected to. He can choose
between "Powershell:" for
Windows, "Linux:" for Linux,
"DOS:" for Mac OS and "*:' if the
user wants to let the interface
interpret the command regardless
of the server shell.

As the communication between
the client and the server is done
synchronously, interactive
commands are either passed or
forbidden.

All of these functions require to be connected to a server.

Connection area :

This area allows you to connect to any server. You just have to enter in the first part the IP address of the server (127.0.0.1 or localhost if the host machine is the one of the client, the IP address of the remote machine if the host machine is a virtual or remote machine). You must enter in the second part the port of the server, **it will be 10000** for us. In case of problem of connection, please check that the machine is well in your network, otherwise restart the server then the client.