

NAME

`client` – is a program that takes inputs from stdin and passes them through a socket to a server

SYNOPSIS

`client port ip-address`

DESCRIPTION

client reads the input from the user and either sleeps or sends a transaction to the server to be run. It will then wait for a reply from the server regarding the status of the transaction. After the input file is completed, it will print out a summary to the file with the format of hostname.pid.

EXAMPLES

client 8000 127.0.0.1 <inputfile

client will attempt to connect on port 8000 to server at 127.0.0.1 8000.

BUGS

None found.

AUTHOR

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SEE ALSO

server(1)