Class TCPClient

```
java.lang.Object
     |
     +--TCPClient
```

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public class **TCPClient**
extends java.lang.Object

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Harold Enrique Castro Barrera Implement a client, which execute commands based on the communication with the server.

Fields

ALL

```
public static final java.lang.String ALL
```

BACKGROUND

```
public static final java.lang.String BACKGROUND
```

COMMAND_SH

```
public static final java.lang.String COMMAND_SH
```

CPU

```
public static final java.lang.String CPU
```

DISK

```
public static final java.lang.String DISK
```

IO

```
public static final java.lang.String IO
```

MEMORY

```
public static final java.lang.String MEMORY
```

PATH_HOME

```
public static final java.lang.String PATH_HOME
```

SPACE

```
public static final java.lang.String SPACE
```

---

port

```
public int port
```
      Port to communicate

---

serverLocation

```
public java.lang.String serverLocation
```
      Location of Server

Constructors

TCPClient

```
public TCPClient()
```

Constructor without Server. Execute all available tests from tool stress-ng

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TCPClient

```
public   TCPClient(java.lang.String address,
                   int port)
```

>   Constructor with Server
>
>   **Parameters:**
>
>>   address - of Server

Methods

main

```
public static void main(java.lang.String[] args)
```

>   Execution

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