NAME
client - sends Transaction simulation requests to a server

SYNOPSIS
client <port_number> *[ip_address]*

ARGUMENTS
port_number
> The port number that the client will use.

ip_address
> The IP address that the client will connect to. Defaults to localhost if not given.

DESCRIPTION
client is a program that reads in commands from either stdin or redirected input from a text file which contains either transaction requests *T<n>* or sleep requests *S<n>* Sleep requests cause the client wait for *n* seconds. Transaction requests are sent to the server for simluated processing. Once the server finishes simulating the request, it responds with a *D<n>* message where *n* is the request ID. All transactions and sleep events are logged in a text file named *hostname.clientPID*.

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LOG FORMAT
Client log entries contain the following informating respectively

LOG_TIMES
> the time in Unix epoch seconds the logged event took place

SYSTEM_CALL
> the system call the event represents

COMMAND
> the command the event represents

AUTHOR
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