

NAME

client - the client side for Assignment 3 of CMPUT 379 - Fall 2022

SYNOPSIS

client [**port**] [**ip-address**]

port is the server binded port number to connect with

ip-address is the ip address that the client will connect to which is where the server port and respective server socket is binded

DESCRIPTION

client reads input from stdin as a sequence of T<n> & S<N> commands, connects to the port number at the specified ip address, and sends T<n> commands to that port for the server to listen to.

When first connecting, the client will send a 20 Byte Hostname for the server in the form of machine-name.pid, then it starts to parse the input from file.

The client will run Sleep(n) if a S<n> is encountered; the server when receiving T<n> from client will run Trans(n). After client sends a T<n> to server, it waits to hear confirmation as an integer which is the transaction number.

The client prints all of these actions to stdout (**1**). When the client reaches end of input, it will print total transactions sent to server and exit.

NOTES

client autoexits when input stops in that if a client does not receive input within a certain timeframe, it will exit without warning

(1) client has a print variable when true doesn't effect stdout, when false redirects stdout to a logfile named machine.pid

client will exit if the server isn't already running , so make sure to run server first.