NAME

client – Run a client program that will send "work" to a server or simulate a "lull" (sleep). The client will either read input in the form of T<n> or S<n> from the command line or from an input file.

SYNOPSIS

client *port_number ip_address* [< *input_file*]

DESCRIPTION

client run a client program on designated *port_number* and *ip_address*

port_number the port the server is listening for messages, must be in range 5,000 - 64,000.

ip_address the IP address of the machine that is hosting the server

OPTION

input_file path to input file to feed input to the client

REQUIRED FILES

`Makefile`
makefile to compile client program

`/src/client/main.cpp`
driver code that will initiate the client program and that will read from stdin

`/src/client/client.cpp`
source code for client program

`/src/logger.cpp`
logger class to create and write to a log file

`/src/tands.cpp`
helper file containing Trans and Sleep functions (provided from eClass)

`/src/helper.cpp`
helper file that holds helper functions

`/include/client.cpp`
header file the has definitions of client class

`/include/logger.cpp`
header file the has definitions of logger class

`/include/tands.cpp`
header file the has definitions of Trans and Sleep functions

`/include/helper.cpp`
header file that has definitions for helper functions

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SEE ALSO

server.pdf for the man page for the corresponding server program