```cpp
/**
HHARemoteClient.cpp
*/
#include <iostream>
#include <winsock2.h>
using namespace std;
#define ICMD_START 0x02
#define ICMD_STOP 0x01

int main(int argc, char **argv) {
 struct hostent *hp;
 struct sockaddr_in saddr, caddr;
 int sock, len, fromlen;
 int port = 19861;  //port we used to communicate with host
 char *dest = "localhost"; //host run on local machine
 char msg[1];//store MSG
 msg[0] = 0;
 if(argc == 2) {
  if(stricmp(argv[1],"start")==0) {
   msg[0] = char(ICMD_START);
  }
  else if(stricmp(argv[1],"stop")==0) {
   msg[0] = char(ICMD_STOP);
  }
  else {//invalid argument
   exit(0);
  }
 }
 else { //invalid number of argument
  exit(0);
 }
 //set up windows socket environment
 WSADATA WsaDat;
 if (WSAStartup(MAKEWORD(2,2), &WsaDat) != 0) {
  cerr<<"Couldn't Init"<<endl;
  exit(-1);
 }

 //create socket
 if((sock = socket(AF_INET, SOCK_STREAM,0)) <0) {
  cerr<<"sock create failed"<<endl;
  exit(-1);
 }

 //get host address
 if((hp = gethostbyname(dest)) == NULL) {
  cerr<<"can't get host name"<<endl;
  exit(-1);
 }

 memset(&saddr, 0, sizeof(saddr));
 saddr.sin_family = AF_INET;
 saddr.sin_addr.S_un .S_un_b.s_b1 = (unsigned char)hp->h_addr_list[0][0];
 saddr.sin_addr.S_un .S_un_b.s_b2 = (unsigned char)hp->h_addr_list[0][1];
 saddr.sin_addr.S_un .S_un_b.s_b3 = (unsigned char)hp->h_addr_list[0][2];
 saddr.sin_addr.S_un .S_un_b.s_b4 = (unsigned char)hp->h_addr_list[0][3];
 saddr.sin_port = htons(port);

 //create connection
 int conn;
 if((conn = connect(sock,(LPSOCKADDR)&saddr,sizeof(saddr))) <0) {
  cerr<<"sock connect failed "<<endl;
  perror("Error: ");
  closesocket(sock);
  exit(-1);
 }

 do {
  len = send(sock,msg,1,0);//set cmd to host
 }while(len != 1);
 Sleep(200); //sleep a while before close, otherwise the socket might close before the msg sent out
 closesocket(sock); //close the socket
 return 0;
}
```