NAME
client – Send messages to server, indicating Transactions to execute.

SYNOPSIS
./client [*PORT NUMBER*] [*SERVER-IP-ADDRESS*]

DESCRIPTION
client reads from input (stdin or a file), a sequence of transactions (T<n>) and sleep commands (S<n>). Where <n> is an integer that specifies the respective command parameters. After a connection with the server has been established, a message containing the sequence of transactions is sent to the server. When the client encounters a sleep commaind, it sleeps for n units of time. After all messages are sent, the client closes the connection and terminates.

OPTIONS
PORT-NUMBER
The port that the server will be listening on.

SERVER-IP-ADDRESS
The IP Address of server host machine.

INPUT
The input provided must be a sequence of **T<n>** and **S<n>** separated by single white-space characters. Where n is a positive integer that specifies the duration of the transaction and unit time to sleep, respectively. Note, for **S<n>**, n is between 0 and 100.

OUTPUT
The output contains the sequence of commands executed, along with information on time of execution and response from server for each transaction. Output is saved to file named *HOSTNAME.PID*, (i.e. hostname of the client machine and PID of the current client process).

SEE ALSO
server(1)

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