## NAME

client − client send tasks

## SYNOPSIS

**client** *port IP-address* [input file]

## DESCRIPTION

**client** does not share any of its resources, but it requests content or service from a server. Clients initiate communication sessions with servers for every task get from the input tasks file or input from terminal, which await incoming requests. The clients receive transactions that they pass on to the server. The clinet is like a web page where a user initiates a transaction (such as purchasing an airline ticket). The request gets sent to a server (the airline company) forprocessing.

**port** is the port number that the server listens to for communications from clients. The port must be in the range 5,000 to 64,000.

**IP address**

is the IP (Internet Protocol) address of the machine that is hosting the server, and port is the port number that the server will read from (in the range 5000 to 64,000, the same number that the server uses).

### Options

**filename** *is a file includes a series of T<n> and S<n> commands.*

## USING CLIENT

**client** receives input (either from the keyboard or redirected from a file) containing two commands T<n> and S<n>. The client generates transactions (T<n>) that get sent to the server to execute. Clients may have lulls between transactions, so they wait (S<n>) for a transaction to happen. After getting "Done" message from server, the client continue sending the next transaction. All the send and done message will be print into a unique client log file.

## EXAMPLES

The following command illustrates an example that we create a client process that will send its transactions to ug11âs(IP address 129.128.29.41) port 6000 for processing. The client process reads in a series of T<n> and S<n> commands from file "client.in". The T<n> commands get sent to the server to be executed, while the S<n> command causes the client to wait.

```
./client 6000 129.128.29.41 <client.in
```

## SEE ALSO

server(1)

## EXIT STATUS

The client reaches the end of input, then it will exit. Or if user enter commands from keyboards, then "ctrl+d" will end the program.