NAME
server - a program that accepts and processes messages send from the client

SYNOPSIS
server <port>

DESCRIPTION
server recieve messages that are send by the client(s). The messages should be in the form of "hostname.pid n". The server then process the transaction and send a response message **D<n>** back to the client, where n is an integer that represents the transaction number(how many transactions that the server already processed). The server is keeping track of the time it recieved the first input and the time it finished processing the last input. The server is also keeping track of how many messages are send by each client(clients are identified by the message part hostname.pid)

Argument
<port> the port to communicate with the client, should be an integer value in the range [5000, 64000]

OUTPUT
The server output is directed send to STDOUT

TIMEOUT
The server is implemented as an infinite loop, but it will timeout and terminate after 30 seconds if there are no clients sending any message. The server will output a summary table to STDOUT before termination, the summary table contains the number of messages sent by each client and the number of transactions per second

SEE ALSO
client(1)