NAME

client - a program that sends the message requests to the server

SYNOPSIS

client <port> <ip address>

DESCRIPTION

client takes inputs in the form of **T<n>** or **S<n>**, where n is an integer. Where **T** represents **T**ransaction, and **S** represents **S**leep. For **T** inputs, client will create a socket and send the message to the server at the specified **<port>** and **<ip address>**. after the server accepts this request and processed the transaction, the client should recieve a response **D<n>**, where n represents the transaction number. For **S<n>** inputs, the client will sleep for n amount of units before continuing to process inputs.

Arguments

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

<ip address> the ip address of where the server program is running

MESSAGE FORMAT

the message send to the server should be in the format of "hostname.pid n", where **hostname** is the name of the host running the client program, **pid** is the process id running the client program, and n is the integer attached with **T** inputs

INPUT

the program recieve inputs either through command line or redirected from a file, the program stop recieving input upon recieving a EOF(CTRL+D) character

OUTPUT

upon program termination, the output will be saved to a log file named hostname.pid,

SEE ALSO

server(1)