PROJECT REPORT
SIMPLE QUIZ USING CLIENT SERVER SOCKET PROGRAMMING

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INFORMATICS ENGINEERING DEPARTMENT
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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

Simple Quiz using Client Server Socket Programming

by

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ABSTRACT

This is a simple quiz application build using java programming operation. It uses a client server programming with socket.

There are two program, server and client. Server is running as background process and client is running as a regular process. Server has to run firstly before client. Then, Server serves to accept request from client. When client requests with a number ‘1’ then server will reply with a quiz problem. The communication will stops when client break the running program.

This project still have two problems. Firstly, this server can only server one client. Secondly, when client break the program, server also automatically close the program.

Keywords : Client Server, Socket, Quiz, Java
PREFACE

This Final Project is splitted into 6 chapters. The first chapter describes about the background, scope, and objectives of Final Project. The second chapter is telling about Data Structure and Algorithm. This Final Project use array, array 2 dimension, and data structure. For the algorithm, use User Datagram Protocol.

The third chapter describes about planning of this Final Project, also there can be found the planning schedule of this Final Project. The fourth chapter is telling about analysis and design for Final Project. The use case diagram and class diagram can be found in this chapter.

The fifth chapter explains about the implementation and testing from analysis and design. The figure of implementation and the results can be found in this chapter. The conclusion and further Project can be found in sixth chapter.
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