



PROJECT REPORT
SIMPLE QUIZ USING CLIENT SERVER SOCKET
PROGRAMMING

Nicholas Ziggy Henryawan

12.02.0085

2016

INFORMATICS ENGINEERING DEPARTMENT
FACULTY OF COMPUTER SCIENCE
SOEGIJAPRANATA CATHOLIC UNIVERSITY

APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

Simple Quiz using Client Server Socket Programming

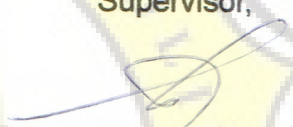
by

Nicholas Ziggy Henryawan – 12.02.0085

This project report has been approved and ratified by the Faculty of
Computer Science on July, 14th 2016


With approval,

Supervisor,

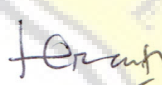

Suyanto Edward Antonius, Ir., M.Sc
NPP : 058.1.1992.116

Examiners,

1.)


Hironimus Leong, S.Kom., M.Kom
NPP : 058.1.2007.273

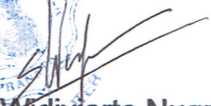
2.)


Rosita Herawati, ST., MIT
NPP : 058.1.2004.263

3.)


Shinta Estri Wahyuningrum, S.Si, M.Cs
NPP : 058.1.2007.272

Dean of Faculty of Computer Science,


Erdhi Widiyarto Nugroho, ST., MT
NPP : 058.1.2002.254

STATEMENT OF ORIGINALITY

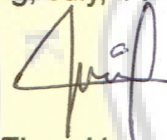
I, the undersigned:

Name : Nicholas Ziggy Henryawan

ID : 12.02.0085

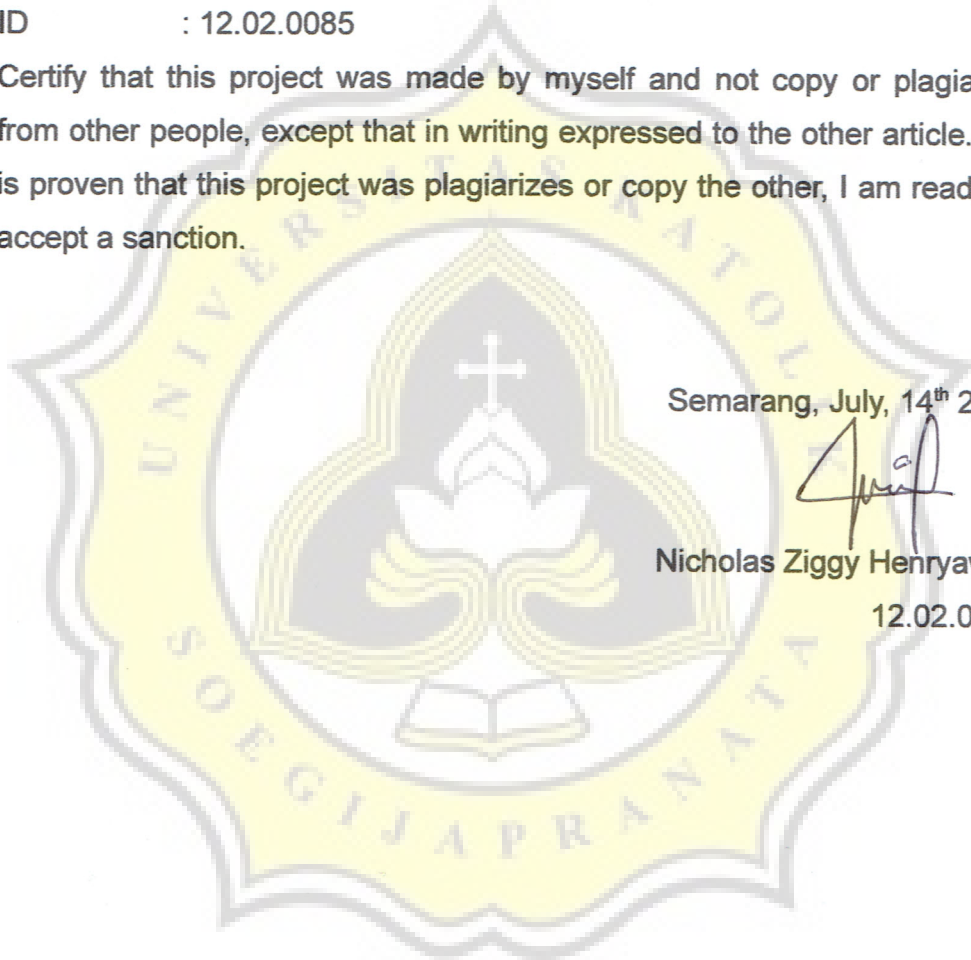
Certify that this project was made by myself and not copy or plagiarize from other people, except that in writing expressed to the other article. If it is proven that this project was plagiarizes or copy the other, I am ready to accept a sanction.

Semarang, July, 14th 2016



Nicholas Ziggy Henryawan

12.02.0085



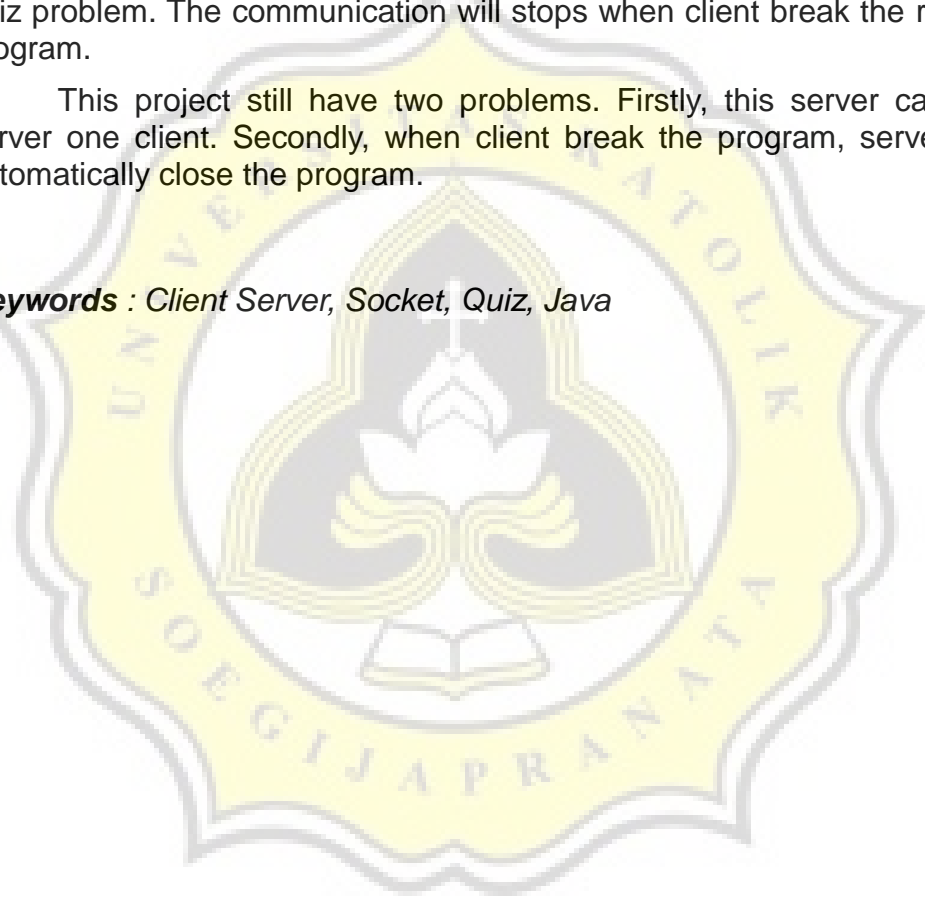
ABSTRACT

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.

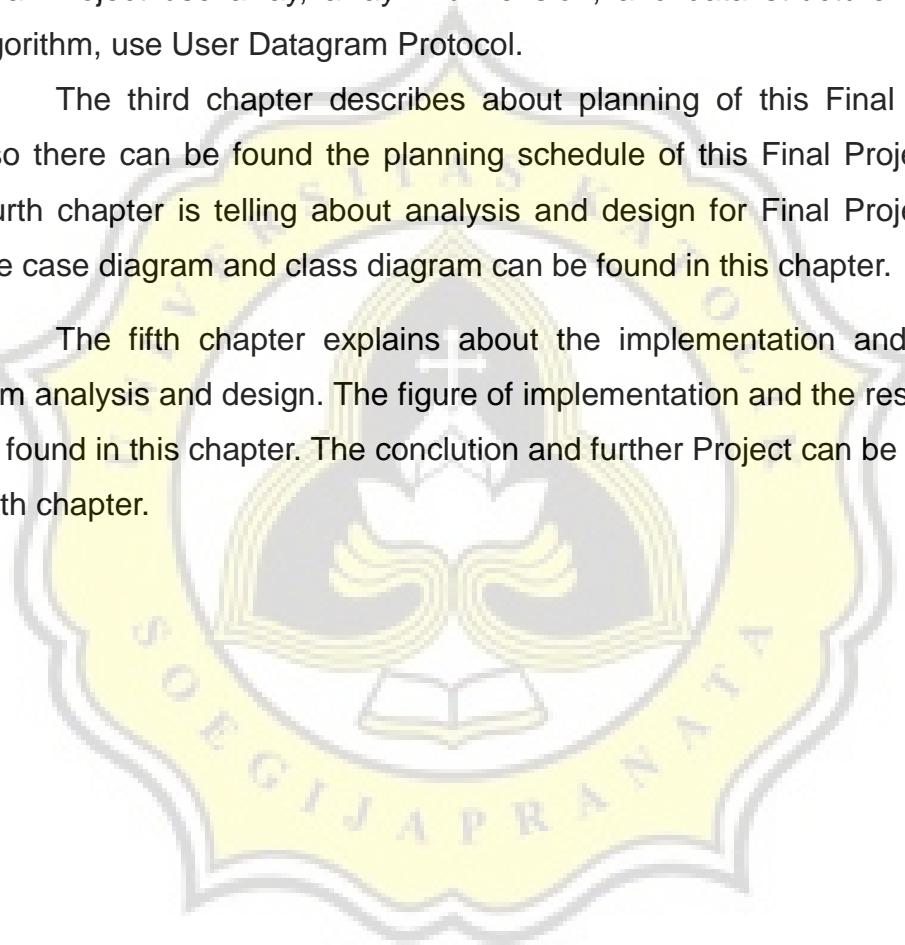


TABLE OF CONTENTS

APPROVAL AND RATIFICATION PAGE	ii
STATEMENT OF ORIGINALITY	iii
ABSTRACT	iv
PREFACE	v
CHAPTER I INTRODUCTION	1
1.1. Background	1
1.2. Scope	1
1.3. Objective	1
CHAPTER II LITERATURE STUDY	3
2.1. Array	3
2.1.1. Array two Dimension	4
2.2. Algorithm	4
2.2.1. User Datagram Protocol	4
CHAPTER III RESEARCH METHODOLOGY	6
CHAPTER IV ANALYSIS AND DESIGN	8
4.1. Analysis	8
4.2. Design	8
4.2.1. Use Case Diagram	8
4.2.2. Flow Chart	9
4.2.3. Class Diagram	10
CHAPTER V IMPLEMENTATION AND TESTING	12
5.1. Implementation	12
5.2. Testing	13
CHAPTER VI CONCLUSION	17
6.1. Conclusion	17
6.2. Further Research	17
REFERENCES	

TABLE OF FIGURE

Figure 1 : Example of Array	3
Figure 2 : Example of Array two Dimension	4
Figure 3 : Table of Schedule	7
Figure 4 : Use Case Diagram.....	8
Figure 5 : Flow Chart.....	9
Figure 6 : Class Diagram.....	10
Figure 7 : Connect to Server	12
Figure 8 : Connect to Client	13
Figure 9 : Server waiting to Client	13
Figure 10 : Client Connected to Server.....	14
Figure 11 : Client request a question	15
Figure 12 : Client answer the question.....	15
Figure 13 : Server while Running.....	16