

## CHAPTER III

### PLANNING

#### 3.1. Research Methodology

At first week until second week, start with analyzing the problem about client server and the quiz. Start with research on books, internet, and consultation to lecturer. After that start to get the scope of this project.

At third week, start to study about Threads and TCP/IP socket, then start to make simple program with TCP/IP Socket.

Fourth week, ask to lecturer some question about client server and some method which is not understood and start consultation with lecture.

Fifth week, consultation again the project to lecturer and then my project change from terminal to terminal become Server with output on web, and then start searching about Java Socket with HTML Response.

Sixth week, consultation again because do not understand with java socket HTML Response and get some reference from internet and books from lecturer.

Seventh week, start to create the program but just from the simple one because still learn about java socket and start to understand it slowly.

Eight until tenth week, start to understand it and make the quiz, from create the html via java until send data to the server.

Eleventh week, testing the program and still get some error but can handle it with search some reference from internet and books again.

Twelfth and thirteenth week Create the project report which contain about the client server and java socket which being used in this case.

week	1	2	3	4	5	6	7	8	9	10	11	12	13
activities													
analysis	v	v											
Data collecting			v	v	v								
Implementation						v	v	v	v				
Testing										v	v		
Presentatio n												v	v

Figure 1. Table Activities

