

Chapter III

Planning

3.1. Research Metodology

At the first and the second week, the author starting the project by analysing the main problem that is the basic of the networking. The author searching for guidance to solve the problem from articles in the internet and some education journals.

At the third until the fourth week, the author starting to design the best way to implements client – server and client to client networks that is fit properly with this project. Socket is used as the communication media and Binary Tree as the data structure.

At the fifth until sixth week, the author implements the simple client – server networking. With guidance from the lecturer, the author starts to fix some error that is occured on the process. At the fifth week, the author implements client to client networks and GUI into the program and fix some bugs occured in this project.

At the seventh until the tenth week, the author starts to implement Binary Tree as the data structure and reading data from text file into the data structure. The author also implements data searching as the part of the data processing.

At the eleventh until the twelved week, the author start making the project report.

3.2. Project Management

This Project was made in 3 months and divided into several processes below :

Weeks Activities	1	2	3	4	5	6	7	8	9	10	11	12
1	v	v										
2			v									
3				v								
4					v	v						
5							v	v	v	v		
6											v	
7												v

Tabel 1 : Table of Schedule