

CHAPTER 6

CONCLUSION

6.1 Conclusion

This project describe about build an Internet of Things (IoT) server using java socket programming. From implementation and testing can be conclude :

1. This project was successfully creates an IoT platform that uses publish features only with the goal of data transmission efficiency with it's own custom protocol.
2. Server resilience is affected by hardware components. The process of receiving data will be faster by using a good hardware component. Good component is usefull because attacks from clients vary in speed. To deal with client attacks is very fast and variatif required component server support.
3. The size of data packets sent is calculated based on the number of characters sent by the client and received by the server. Thingspeak REST API sends more data because the protocol used is HTTP. Therefore, Thingspeak sends more characters in a single data submission. For this project, it does not require a lot of characters to be sent, because it sends only 3 data separated by spaces.

6.2 Further Research

For further research, the server can be added features. Such as :

1. Improve the protocol so that it not only handles data reception.
2. Determine the maximum number of MySQL connections so that it can be used efficiently with any computer specifications.