

LAPORAN PRAKTIKUM PBO  
Java Threads



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- SS Akhir Program

```
"C:\Program Files\Java\jdk-11.0.12\bin\java"
=====
                        Server Log
=====
Receiving data from Client 9
Receiving data from Client 2
Receiving data from Client 7
Sending data to Client 2
Receiving data from Client 4
Sending data to Client 0
Sending data to Client 7
Receiving data from Client 5
Sending data to Client 3
Receiving data from Client 8
Sending data to Client 9
Receiving data from Client 3
Sending data to Client 6
Sending data to Client 5
Sending data to Client 8
Sending data to Client 4
Receiving data from Client 6
Receiving data from Client 1
Receiving data from Client 0
```

- Source Code

- Client

```
public class Client implements Runnable{
    private int threadNumber;

    public Client(int num){
        this.threadNumber = num;
    }

    @Override
    public void run(){
        System.out.println("Receiving data from Client " +
            this.threadNumber );
    }
}
```

- Server

```
public class Server implements Runnable{
    private int threadNumber;

    public Server(int num){
        this.threadNumber = num;
    }

    @Override
```

```

        public void run() {
            System.out.println("Sending data to Client " +
this.threadNumber );
        }
    }
}

```

- Main

```

public class Main {
    public static void main (String [] args){

System.out.println("=====")
;
        System.out.println("                Server Log");

System.out.println("=====")
;
        for (int i = 0; i < 10; i++){
            Client class1 = new Client(i);
            Server class2 = new Server(i);
            Thread myThread = new Thread (class1);
            Thread myThread2 = new Thread (class2);
            myThread.start();
            myThread2.start();
        }
    }
}

```

- Penjelasan

Dalam aplikasi ini adalah aplikasi untuk menampilkan sebuah log server dari aplikasi, dimana terdapat class untuk menerima data dan class untuk mengirim data.

Class untuk menerima data yaitu Client, dan untuk mengirim data adalah Server. Di dalam main Client diinisiasikan dengan class1 dan Server diinisiasikan dengan class2. Lalu dilakukan thread agar kedua class tersebut bisa di run bersamaan.