



### Java For Intermediate:

(Mengenal Socket Menggunakan Bahasa Pemrograman Java)

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### Materi Presentasi

- Socket
- Panduan Activity





#### Socket

 adalah titik akhir dari koneksi dua arah antara dua program yang berjalan di jaringan.





#### **Socket**

- Socket TCP
- Socket UDP





#### **Socket**

- Socket
- ServerSocket
- SocketAdress





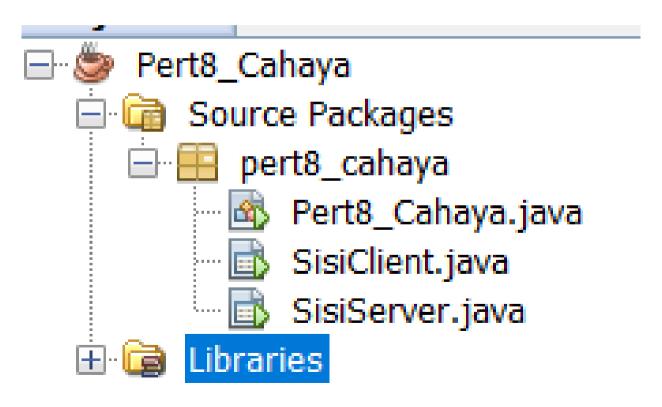
## Panduan Activity (Output)

<b>≜</b>	_		×	<b>≜</b>	_		×
	SISI CLIENT			SISI SERVER			
Server : PING!!!				Client: gandeng koplok			
gandeng koplok		Send To	Server	PING!!!		Send To	Client





### Panduan Activity (Struktur Project)







## Panduan Activity (Design Sisi Server)

SISI SERVER	
	Send To Client





## Panduan Activity (Design Sisi Client)

SISI CLIENT	
	Send To Server





# Panduan Activity (Variable Modifiers)

Properties Bir	nding	Events	Code		
Code Generation					
Bean Class			class javax.swi	ng.JTextArea	
/ariable Name			txt_isipesan_o	client	
/ariable Modifiers			private static		
Type Parameters	O 400	t isinasa	a client [ITev	~ )	
Jse Local Variable	U D	t_isipesai	n_client [JTex	. ×	
Custom Creation Cod					
Pre-Creation Code	Access	s: private		~	
Post-Creation Code	Other	Modifiers			
re-Init Code		bstract	final		
Post-Init Code	_ a	DStract	IIIIai		
ost-Listeners Code	st	tatic	synchron	nized	
Pre-Adding Code	_		O		
Post-Adding Code	U tr	ransient	volatile		
After-All-Set Code	□ n	ative			
re-Declaration Code		durc			
ost-Declaration Cod					
	0	v	Cancel He	elp	
xt isipesan clic	0		Calicei ne	eib	





### Panduan Activity (Penamaan Variabel)

- Sisi Server
  - TextArea = txt\_isipesan\_server
  - o TextField = txt\_pesan\_server
  - Button = btn\_sendto\_server
- Sisi Client
  - TextArea = txt\_isipesan\_client
  - TextField = txt\_pesan\_client
  - Button = btn\_sendto\_client





## Panduan Activity (Codingan Sisi Server)

```
package pert8 cahaya;
import java.io.*;
import java.net.*;
   @author Anugerah Cahaya
public class SisiServer extends javax.swing.JFrame {
    static ServerSocket ss:
    static Socket s:
    static DataInputStream din;
    static DataOutputStream dout;
     * Creates new form SisiServer
```





### Panduan Activity (Codingan Sisi Server)

```
String pesanmasuk = "";
try{
    ss = new ServerSocket(1201);
    s = ss.accept();
    din = new DataInputStream(s.getInputStream());
    dout = new DataOutputStream(s.getOutputStream());
    while(!pesanmasuk.equals("keluar")){
        pesanmasuk = din.readUTF();
        txt isipesan server.setText(txt isipesan server.getText().trim()+"\nClient : " + pesanmasuk);
} catch(Exception e) {
```





## Panduan Activity (Codingan Button Sisi Server)

```
private void btn_sendto_serverActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    try{
        String msgout = "";
        msgout = txt_pesan_server.getText().trim();
        dout.writeUTF(msgout);
    } catch (Exception e) {
        System.err.println("Terjadi error dalam pengiriman pesan");
    }
}
```





### Panduan Activity (Codingan Sisi Client)

```
package pert8 cahaya;
import java.io.*;
 import java.net.*;
   @author Anugerah Cahaya
public class SisiClient extends javax.swing.JFrame {
     static Socket s:
     static DataInputStream din;
     static DataOutputStream dout;
```





### Panduan Activity (Codingan Sisi Client)

```
try{
    s = new Socket("127.0.0.1", 1201);
    din = new DataInputStream(s.getInputStream());
    dout = new DataOutputStream(s.getOutputStream());
    String pesanmasuk = "";
    while(!pesanmasuk.equals("keluar")){
        pesanmasuk = din.readUTF();
        txt_isipesan_client.setText(txt_isipesan_client.getText().trim() +"\nServer : " + pesanmasuk);
    }
}catch(Exception e){}
```





## Panduan Activity (Codingan Button Sisi Client)

```
private void btn sendto clientActionPerformed(java.awt.event.ActionEvent evt)
    // TODO add your handling code here:
    try{
        String msgout = "";
        msgout = txt pesan client.getText().trim();
        dout.writeUTF(msgout);
     catch (Exception e) {
        System.err.println("Terjadi error dalam pengiriman pesan");
```





### Panduan Activity (Screenshot)

- Codingan
- Output



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#### **Thank You**

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