

Java For Intermediate :

(Mengenal Socket Menggunakan Bahasa Pemrograman Java)

Universitas Gunadarma

Lembaga Pengembangan Komputer

- **Anugerah Cahaya Utama**

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

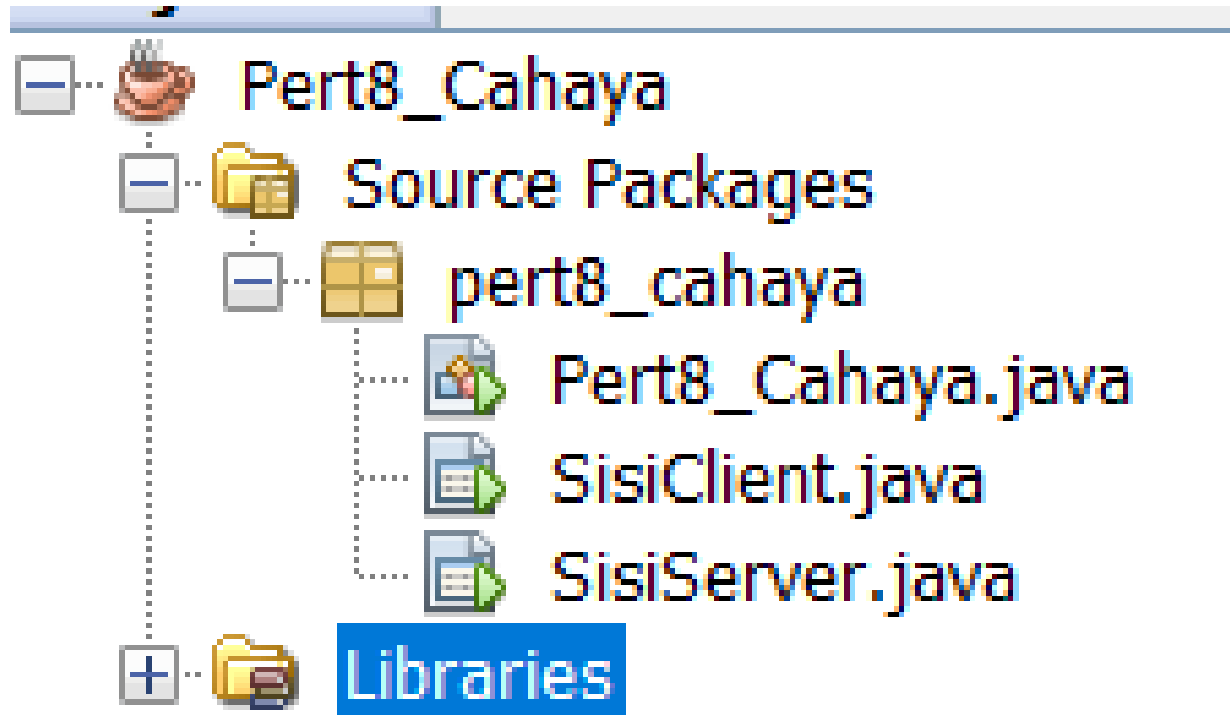
Socket

- Socket
- ServerSocket
- SocketAdress

Panduan Activity (Output)

SISI CLIENT	SISI SERVER
<p>Server : PING!!!</p>	<p>Client : gandeng koplok</p>
<p>gandeng koplok</p>	<p>PING!!!</p>
<p>Send To Server</p>	<p>Send To Client</p>

Panduan Activity (Struktur Project)



Panduan Activity (Design Sisi Server)

SISI SERVER

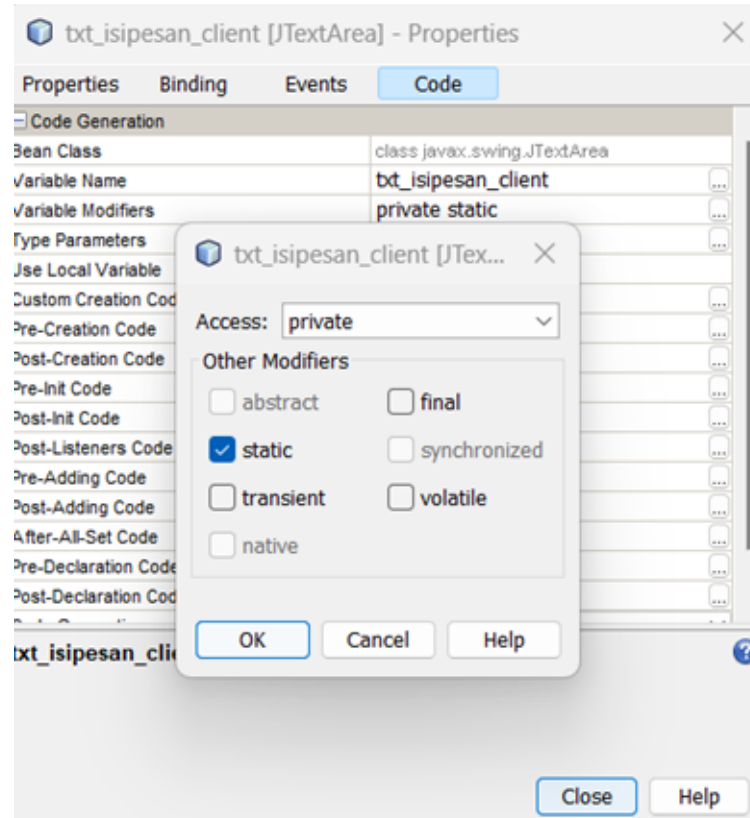
Send To Client

Panduan Activity (Design Sisi Client)

SISI CLIENT

Send To Server

Panduan Activity (Variable Modifiers)



Panduan Activity (Penamaan Variabel)

- Sisi Server
 - TextArea = txt_isipesan_server
 - 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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