PROGAM STREAM DATA (TCP)

1. **COMPILE PROGRAM FileServerTCP.java berjalan tanpa ada error**
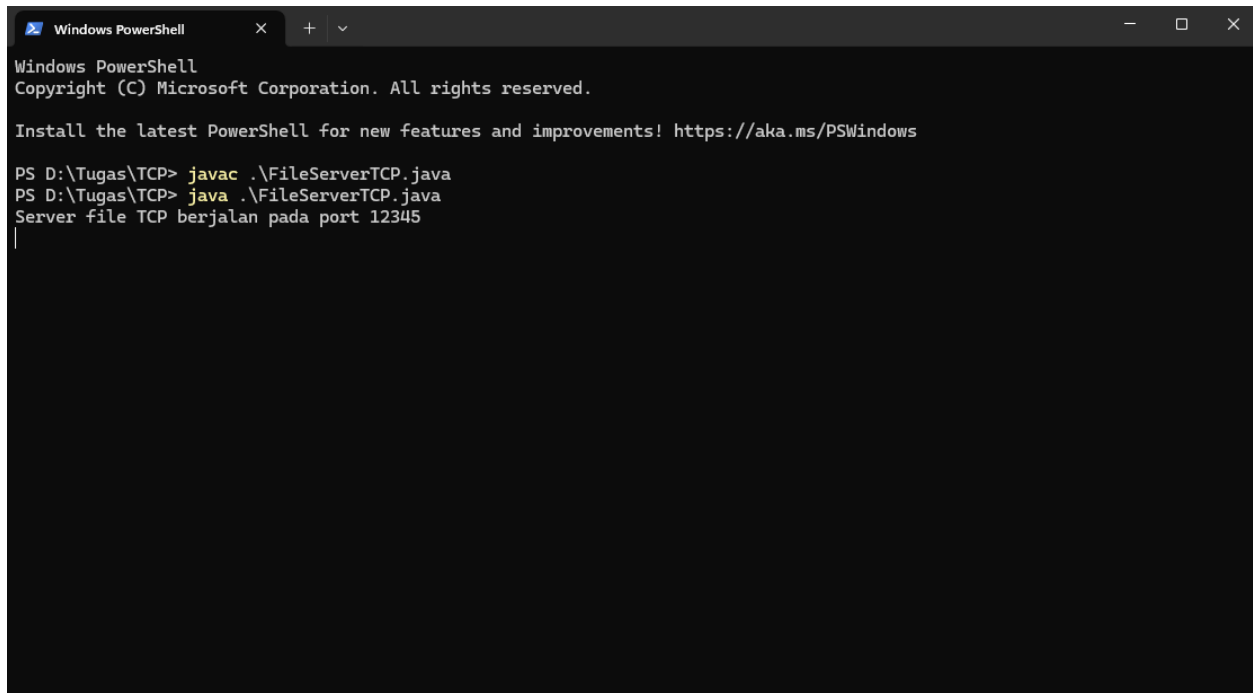

2. **Program FileServerTCP.java telah dijalankan**

3. **COMPILE PROGRAM FileClientTCP.java berjalan tanpa ada error**

4. **Setelah dijalankan Program FileClientTCP.java meminta user untuk memasukan file yang akan dikirim**

5. **User memasukan path file yang akan dikirim, lalu program mengirim file tersebut dan memberitahu jika file berhasil dikirim**
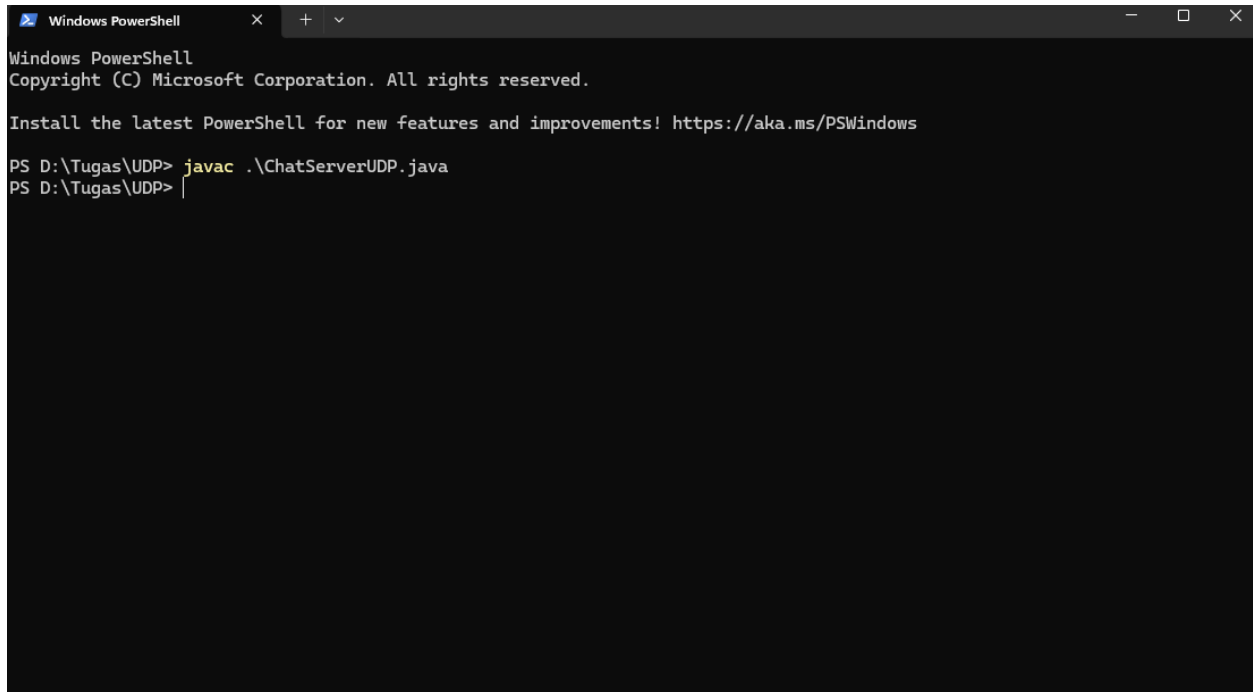
6. **File yang telah diterima di directory server diberi nama unik sesuai tanggal dan waktu diterima**

PROGRAM DATAGRAM (UDP)

1. **Proses compile ChatServerUDP tidak ada error**

2. **Program ChatServerUDP berjalan dengan baik**

3. **Proses compile ChatClientUDP.java berjalan tanpa error**

4. **Program ChatClientUDP berjalan baik**

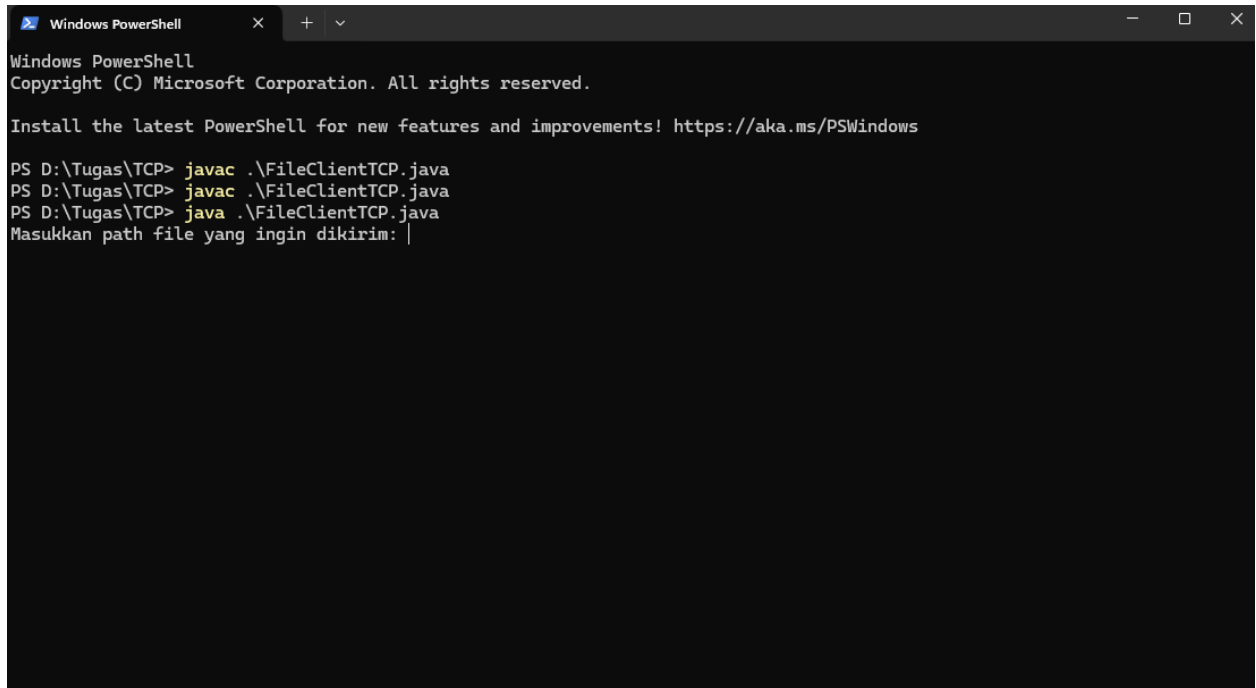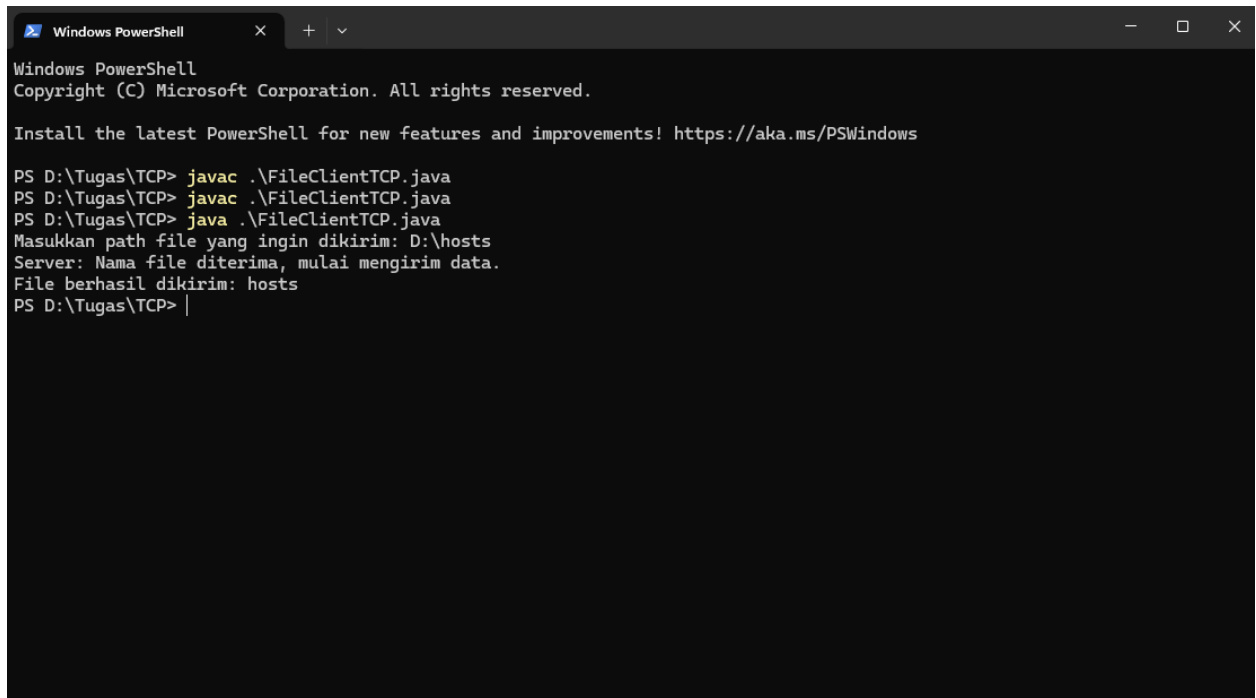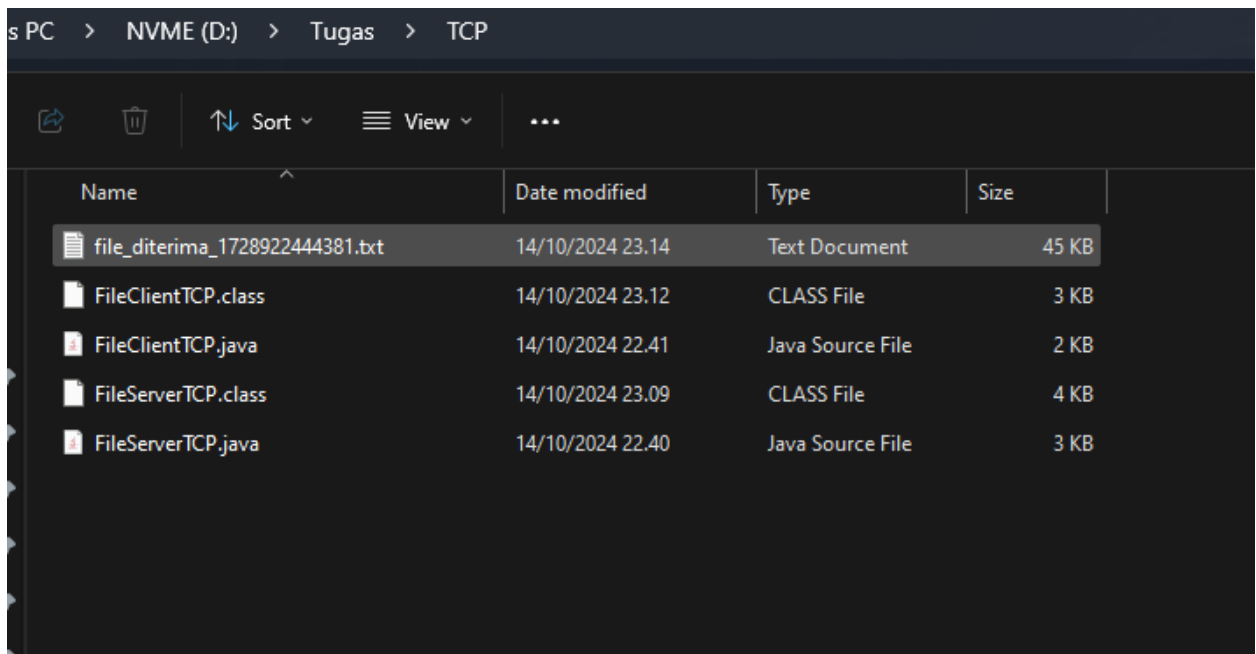## 5. Program ChatClientUDP client 1


```
Windows PowerShell
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PS D:\Tugas\UDP> javac .\ChatClientUDP.java
PS D:\Tugas\UDP> java .\ChatClientUDP.java
Masukkan nama Anda: client 1
Masukkan pesan: |
```
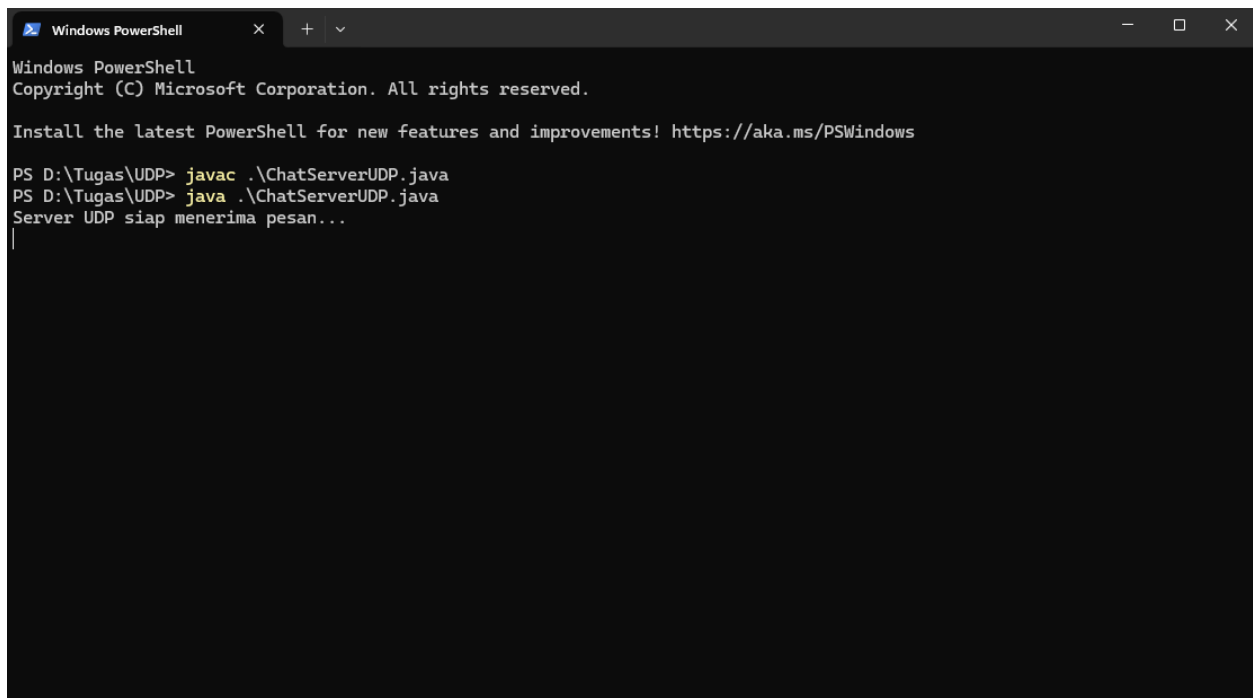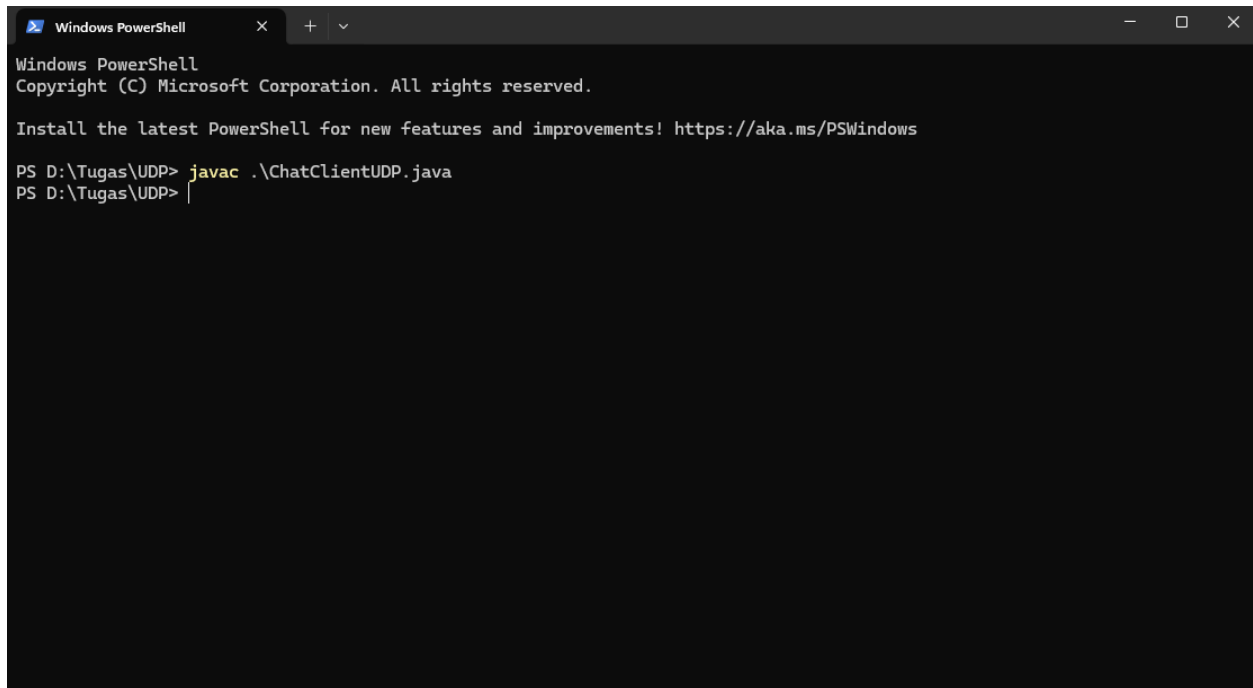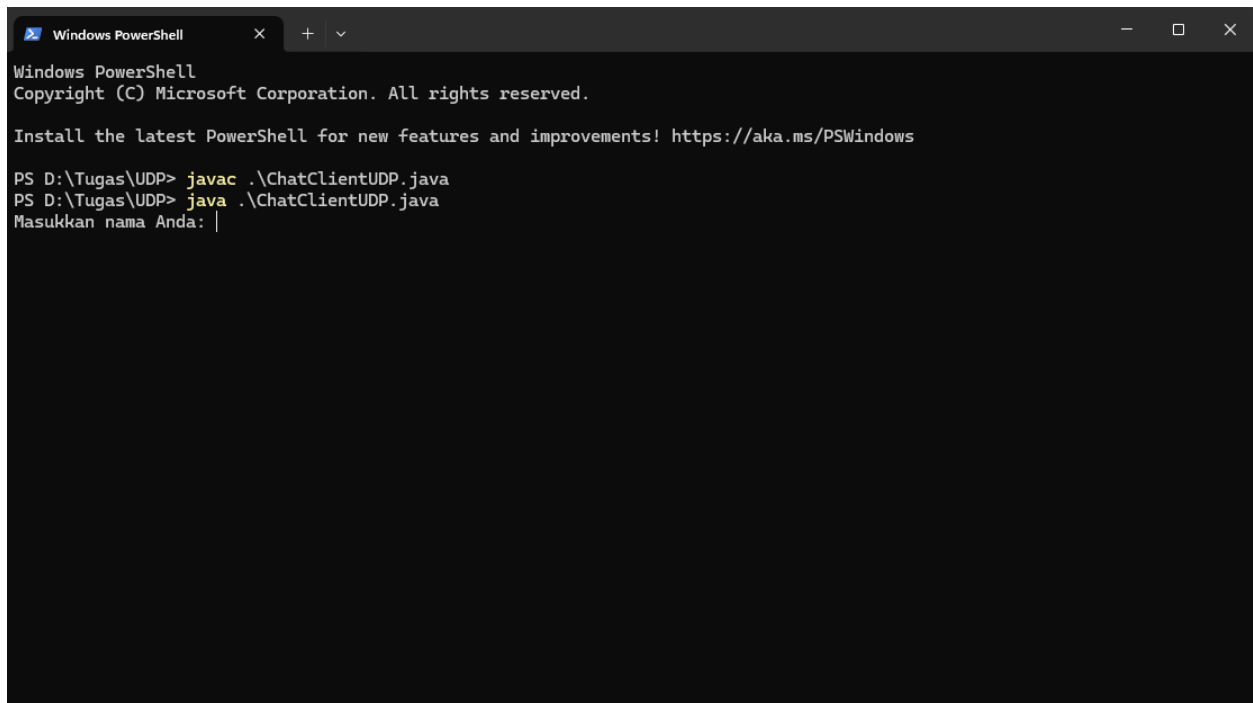
6. Program ChatClientUDP client 2


```
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PS D:\Tugas\UDP> java .\ChatClientUDP.java
Masukkan nama Anda: client 2
Masukkan pesan: |
```

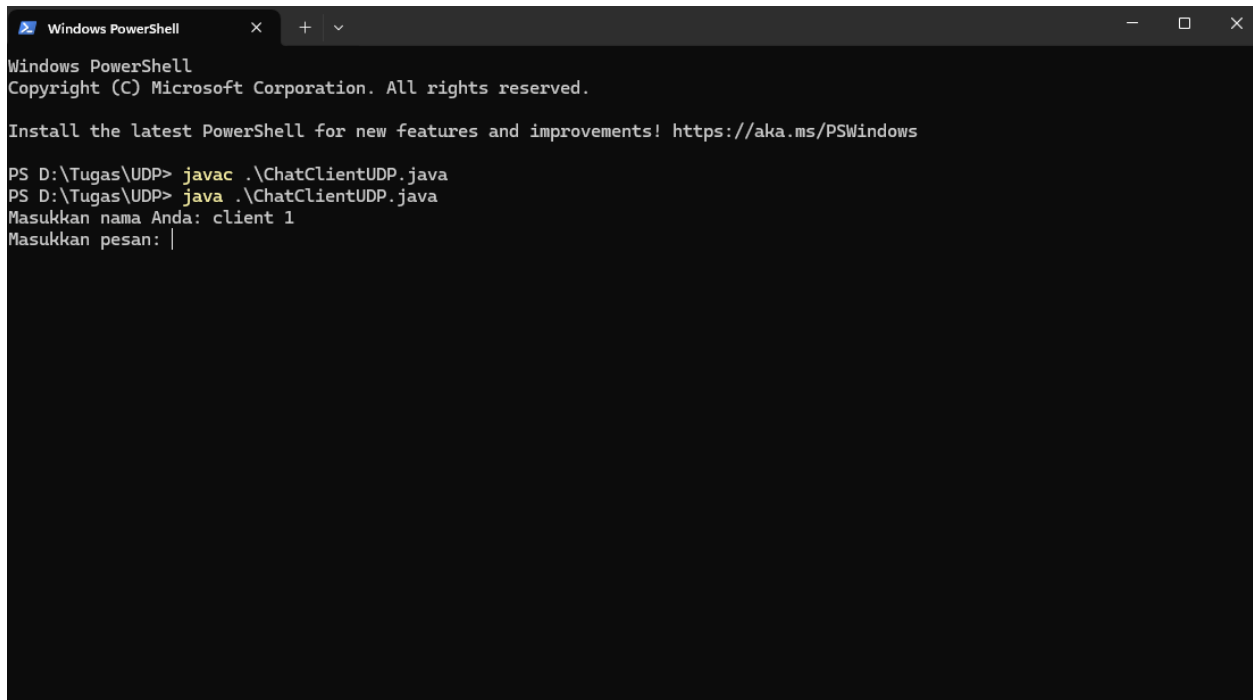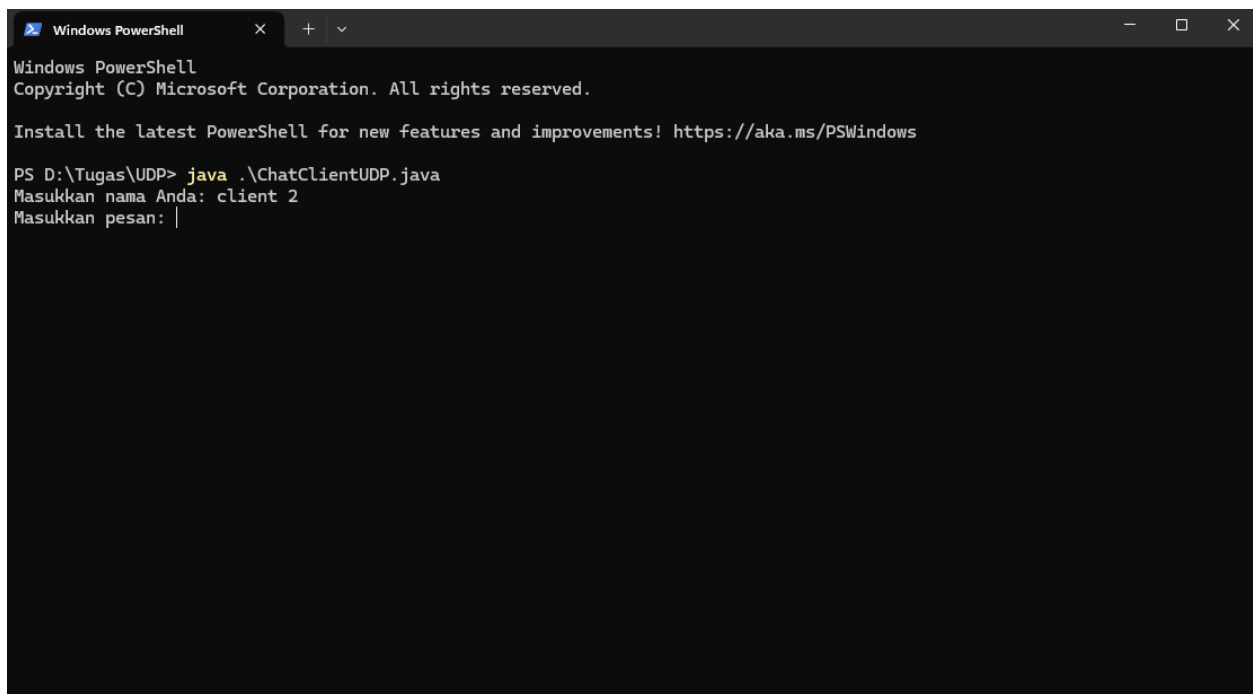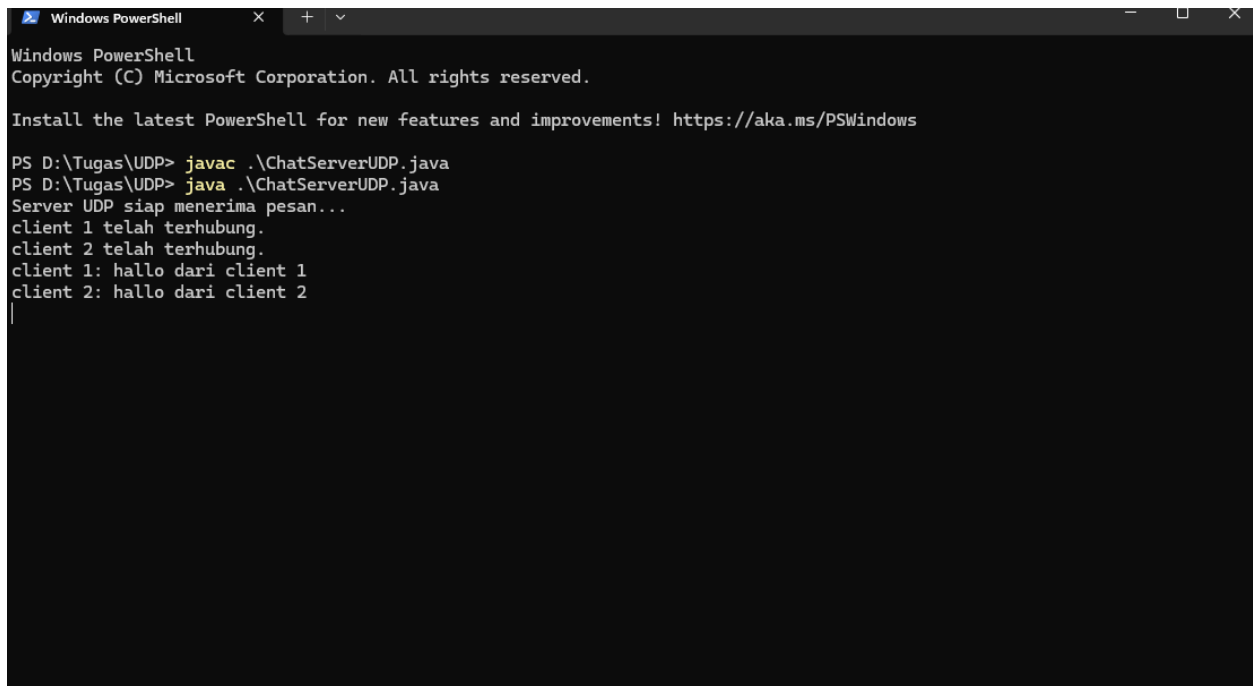7. **Semua pesan diterima dengan baik di server**

```
Windows PowerShell
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PS D:\Tugas\UDP> javac .\ChatServerUDP.java
PS D:\Tugas\UDP> java .\ChatServerUDP.java
Server UDP siap menerima pesan...
client 1 telah terhubung.
client 2 telah terhubung.
client 1: hallo dari client 1
client 2: hallo dari client 2
```