IMPLEMENTATION OF MOBILE JABBER-CLIENT CHAT
APPLICATION: USING J2ME PLATFORM

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Abstract

The objective of this thesis is to implement mobile client instant messaging application as an alternative communication means at PT AdIns. This application is created using J2ME platform and employs XMPP (Extensible Messaging and Presence Protocol) as the protocol. With the proposed system design, author aims to improve the communication ways in PT AdIns so that it can run more efficient and at low cost.

The method author used is by first getting the requirement specification from the company, continued by performing analysis, designing the conceptual design for the application then implementing and testing the application.

As the result, this application is able to perform basic function of instant messaging like sending message, reading message, adding contact, accepting or refusing subscription request and see contact’s status. Additional features like editing user profile, viewing contact’s profile, sound effect, offline message, group ability, and connecting to other IM server: Msn and Yahoo are added to enhance the functionality.

In conclusion, by applying this mobile chat application the company will able to improve security, mobility, scalability and collaborative works among the employees. Security is achieved through the use of private IM server and client where mobility is accomplished through the implementation in mobile device. Since the application can connect to MSN and Yahoo server, the scalability of company’s communication is improved. Moreover, the collaborative work can be performed because the application unites all the employees at PT AdIns and allows them to chat with several people at the same time.

Keyword

J2ME, XMPP, CLDC.