

UNIVERSITI TEKNOLOGI MARA

**FACULTY OF INFORMATION TECHNOLOGY AND
QUANTITATIVE SCIENCE**

**THE DEVELOPMENT OF THE FTMSK LOCAL INSTANT MESSENGER
(FTMSK MESSENGER)**

BY

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B. Sc (HONS) DATA COMMUNICATION AND NETWORKING

APPROVAL

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This thesis was prepared under the direction of Final Year Project Coordinator, Encik Adzhar Bin Abdul Kadir, Department of Computer Technology and Networking, and has been approved by thesis supervisor, Puan Nik Mariza Binti Nik Abdull Malik. It was submitted to the Faculty of Information Technology and Quantitative Sciences and was accepted in partial fulfillment of the requirements for Bachelor of Science (Hons) in Data Communication and Networking.

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DECLARATION

I hereby declare that the work in this project paper is on my own except for those which have been admitted in the references and summaries that have been acknowledged and the original work contain herein have not been taken or done by unspecified sources or person.

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ABSTRACT

The project is about developing a local FTMSK instant messenger that called FTMSK Messenger that will be used as one of the communication channel mainly in the discussion environment between students and lecturers of FTMSK. As instant messenger become one of the most preferable communication channel, the development of this local instant messenger hopefully will benefits the students and lecturers of FTMSK. There are some problems arise when we use other communication technology such as email and SMS service in which both cannot provide fastest response. The use of instant messenger will give us the fastest responses because it has the ability to show the status of other person who we want to communicate. The use of instant messenger will also reduce some cost such as the cost of sending the SMS. Other than that, by using the local instant messenger, it will reduce the possibilities of the internet security threats because the messenger will not connected to the internet instead connected locally. This messenger includes features such as connection to a server (client server architecture) by using the socket programming technology, registers new users (login), get the status or the availability of person, chatting (exchanging text messages), and participation on a conference. The use of java programming supports functionality including client/server communication through socket programming helps in developing this local instant messenger. The methodology used in developing the instant messenger is the system development life cycle (SDLC) consists of five stages which are project planning, analysis and requirement, design, development and testing.

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