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IMPLEMENTATION OF MOBILE JABBER-CLIENT CHAT
APPLICATION: USING C# AND .NET COMPACT FRAMEWORK

Irene Santoso (0700675406)

Abstract
The objective of this thesis is to implement mobile client instant messaging application as an alternative communication for PT AdIns. This application is targeted for Pocket PC devices, and created using .NET Compact Framework as the platform, C# as the programming language, and employs Jabber, which is based on XMPP (Extensible Messaging and Presence Protocol), as the communication protocol. With the proposed system design, author aims to improve communication within PT. AdIns so that it can run more efficient, at low cost.

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

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

In conclusion, by applying this mobile chat application the company will be 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 devices. 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.

Keywords: IM, .NET Compact Framework, C#, Jabber, XMPP
PREFACE

This field-based project serves as an academic finale for undergraduate students of Bina Nusantara International University. This thesis is presented as an academic project based paper as the performance of significant and acceptable research and scholarly work, for obtaining Sarjana degree at Computer Science program, Education Level Strata-1.

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I am aware of the various imperfections of this paper presentation. Subsequently, I would like to welcome any critics and suggestion which will contribute any development of this thesis in the future. Lastly, I really hope that this thesis will be beneficial in mobile communication development in Indonesia.

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Irene Santoso
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