ABSTRACT

This final project Implement a Mobile Payment system into Mobile device that is developed with J2ME. This system is solution for mobility that become problem in trading transaction. This system focuses for how secure, price, and performance is it. The famous SET technic securing internet electronic transaction had part in building this system. But the complex SET unable to build this system because of limited function of Mobile device, so SET is modificated. Data communication in this system is managed by socket programming technic and use GPRS.

Mobile payment system has been implementing on wireless emulator and Mobile device. Mobile payment system wich planted in mobile Device suppose to know the expected behaviour and system security that knowing the coect server.

System testing shows the system could idrrentify both the fake server and the right server. Five sample of testing shows that the performance of Mobile Payment system stay in the right range of end-to-end delay from indosat M3. It also show the different between the delayed of starting session is ten times than running session.

Keyword: Mobile Payment, J2ME, SET, Socket programmin