

ABSTRACT

Today, there are many messenger service that's used by Telecommunication Provider to make customer interest for the service. Instant messaging is applications that allow short message exchanges in real time. Hence, appear the idea to make new messenger system, it is E3D Messenger that is implemented in IT Telkom. E3D name come from Emi, Desy, Devi and Dekri. E3D system consist of protocol design, compression, server and client.

In this minor thesis, server E3D messenger implementation has done. Phase Implementation has started from analysis service specification based on E3D Messenger protokol, design server system based on analysis and then implementation used programming language. E3D server consist of four processes there are listening, service, forward, and database.

Analysis and Design used Data Flow Diagram (DFD) method and then get the Data Flow at server. The last phase was change process at Analysis and Design to be codes used Java (J2SE).

Kata kunci: Instant Messaging, Server E3D Messenger , Data Flow Diagram