

Abstract

Chatting application is still not much yet which supports voices and pictures teleconrencing. Whereas that fiture is more and more needed. Because of that in this final task be made chatting application which supports voices and pictures teleconrencing in LAN (Local Area Network). First step in making that application is designs the protocol for chatting then applicates it. After that is added voices and pictures teleconrencing modules. Programming in this final task is object oriented with UML as modeling language and Java as programming language. Analysis is done on produced delay and needed bandwidth so that application can works finely. In order application to be said suitable then needed minimalyed delay and bandwidth so messages can arrive on real time with bandwidth which is not burden the network.

Keywords: chat, teleconference, audio, video