ABSTRACT

J2ME socket is java's technology which developing for mobile device which has low of memory (for example: Hand phone, Palm, PDA, Pocket PC). J2ME socket makes it possible to communicate two directions between mobile device and another device having Java Virtual Machine (JVM) through a specific port. J2ME socket is extra component on a Mobile Information Device Profile 2 (MIDP2) which is divided into TCP socket and UDP socket including on Transport layer. On TCP/IP, transport layer is located one level lower than application layer that is usually used with another communication protocol such as HTTP, SMTP and FTP. Because of the difference of this layer's level, the writer is inspirited to analyse the difference of sending packet with J2ME socket (transport layer) and with HTTP (application layer).

On implementation of socket J2ME, it has been built photo data transfer application using J2ME socket with GPRS (General Packet Radio Service) connection on mobile device that is embedded with java technology. While HTTP protocol will use photo data transfer with MMS.

After analyzed, from the performance side (end to end delay), photo data transfer application has end to end delay (not only off peak, but also peak time) lower than MMS. From the cost side, photo data transfer application is cheaper than MMS. Photo data transfer application has a poor side in limited sending the image (it only can be sent image maximum to 208 kb).