

ABSTRAKSI

Multimedia Messaging Service (MMS) represent continuation of Short Messaging Service teknologi (SMS) and of Enhanced Message Service (EMS). In the early launching until now, mount consumer of MMS still lower than handset supporting MMS itself. Many factor causing MMS less so much, because of price relative expensive and way of accessing which still pertained complicated enough to most our society.

MMS represent standart of handset vendor following order of standar forum of WAP and 3GPP. Where for the mechanism of notification and delivery message using WAP over push SMS. Because that, the message often lose time until the target and sometimes order delivery report to sender not visit to arrive. Besides that, multimedia message which be sent by post method has a significant increasing size caused by addition of header in protocol and header of MMS body itself.

By using *bearer* GPRS, at this final project had been implemented *java socket programming* alternatively sending and receiving MMS. This system had been tested from fungsionalitas system, expected behaviour and performance system in connection to server, sending and receive message.

MMsocket system in this final project had been running successfully in handphone WTK Toolkit emulator at internet network. For advance development is hoped this system can running in handphone at wireless network

Keyword : *Multimedia Messaging Service (MMS), General Packet Radio Service (GPRS), java socket programming, expected behaviour, wireless network.*