

Abstract

SMS or Short Messaging Service is absolutely known in our daily life. This service can be accessed easily and cheap. Because of that, this service is often used by peoples for many activities. Beside used for private messaging, SMS was also used for business activities. But we can't use this service when we have no enough money. In urgent situation, this condition is very disturbing. At that moment, we often borrowed the other's phone to send SMS message. From the case described, there is a needed of service that allowing to send SMS message with after-paid system. Because of that, in this final task there is already built up a simple after-paid SMS server system running on wireless computer network (Wi-Fi). This system was made using Java and integrating Gammu's free SMS Gateway library. This system was analyzed for it's quality of running and computed the data's transfer time between client and server also identified the effect of data size and Wi-Fi's signal to the data's transfer time between client and server. From the analysis, there are conclusions that the system was already worked good enough where every main functionalitiy in the system was worked well, small size of computed data's transfer time between client and server also the size of data and Wi-Fi's signal that affected the data's transfer time between client and server.

Keywords : *SMS, SMS Server, After-Paid, Wi-Fi, Transfer Time.*