## **BORANG PENGESAHAN STATUS TESIS**

## JUDUL: LOCAL AREA NETWORK MESSENGER

## SESI PENGAJIAN: 2008/2009

## Saya: CHONG YOON FUI

mengaku membenarkan tesis (PSM/Sarjana/Doktor Falsafah) ini disimpan di Perpustakaan Fakulti Teknologi Maklumat dan Komunikasi dengan syarat-syarat kegunaan seperti berikut:

- 1. Tesis adalah hakmilik Universiti Teknikal Malaysia Melaka.
- 2. Perpustakaan Fakulti Teknologi Maklumat dan Komunikasi dibenarkan membuat salinan untuk tujuan pengajian sahaja.
- 3. Perpustakaan Fakulti Teknologi Maklumat dan Komunikasi dibenarkan membuat salinan tesis ini sebagai bahan pertukaran antara institusi pengajian tinggi.
- 4. **\*\*** Sila tandakan (/)

\_\_\_\_\_ SULIT

(Mengandungi maklumat yang berdarjah keselamatan atau kepentingan Malaysia seperti yang termaktub di dalam AKTA RAHSIA RASMI 1972)

TERHAD

(Mengandungi maklumat TERHAD yang telah ditentukan oleh organisasi/badan di mana penyelidikan dijalankan)

TIDAK TERHAD

(TANDATANGAN PENULIS)

yte

(TANDATANGAN PENYELIA)

## **EN. SUHAIMI BIN BASRAH**

CHONG YOON FUI Alamat tetap : 3225, JALAN SJ 3/2-B, TAMAN SEREMBAN JAYA, 70450 SEREMBAN, NEGERI SEMBILAN

Tarikh : 29 JUNE 2009

Tarikh : 29 JUNE 2009

CATATAN: \* Tesis dimaksudkan sebagai Laporan Projek Sarjana Muda (PSM) \*\* Jika tesis ini SULIT atau TERHAD, sila lampirkan surat daripada pihak berkuasa.

# LOCAL AREA NETWORK (LAN) MESSENGER

**CHONG YOON FUI** 

This report is submitted in partial fulfillment of the requirements for the Bachelor of Computer Science (Computer Networking)

## FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY UNIVERSITI TEKNIKAL MALAYSIA MELAKA 2009

## DECLARATION

I hereby declare that this project report entitled

## LAN MESSENGER

is written by me and is my own effort and that no part has been plagiarized without citations.

Date: 29/6/09 **STUDENT** (CHONG YOON FUI) Date: 2916/09 **SUPERVISOR** (SUHAIMI BIN BASRAH)

## **DEDICATION**

Specially dedicated to my beloved family members who have encourage, guide and inspired me through my journey of education my lecturer, friends and colleagues.

#### ACKNOWLEDGEMENTS

I would like to express my gratitude to all those who gave me the possibility to complete this project. I want to thank the Faculty of Information and Communication of Technology for giving me the opportunity to enroll this subject Project Sarjana Muda I as one of main subject that have greatly allow me to implement what I have learn in this 3 years to the project. I also want to thank to our Supervisor Mr. Suhaimi Basrah who gives me guides and advices to complete our project. He is a very kind and patient lecturer who tolerated from the beginning of the document to the completion. Thank you...

It is therefore difficult to name all the people who have directly or indirectly helped me in this effort; an idea here and there may have appeared insignificant at the time but may have had a significant causal effect. However, special thanks and apologies must first go to my family, who over the duration has been neglected even ignored, during my deepest concentrations.

All the experiences and knowledge that I have gained from all are very valuable and thankful. Thank you for giving me better perspective.

C Universiti Teknikal Malaysia Melaka

#### ABSTRACT

Local Area Network (LAN) Messenger is communication tools that used in the Local Area Network. This application is used in the LAN without using the internet connection. This application provides few functions such as security. This application is used for group chat. Besides that, this application is also provides the security features such as encryption. This application is only allow the authenticated user to be used. The users who have no valid username and password will not success enter the system. This application is developed using Java so that it can support on multi-platform.

## ABSTRAK

LAN Messenger adalah satu applikasi digunakan untuk berkomunikasi antara satu sama lain di dalam satu rangkaian setempat. Aplikasi in digunakan dalam rangkaian setempat tanpa bersambung kepada Internet. Aplikasi ini boleh digunakan di mane-mane system pengoperasi kerana ia direka dengan menggunakan Java. LAN Messenger ini membekalkan fungsi untuk berkomunikasi antara satu sama lain. Selain itu, ia juga ada fungsi keselamatan. Aplikasi ini hanya boleh digunakan oleh pengguna yang mempunyai nama pengguna dan katalaluan yang sah sahaja.

# TABLE OF CONTENTS

CHAPTER SUBJECT	PAGE
-----------------	------

DECLARATION	i
DEDICATION	ii
ACKNOWLEDGEMENTS	ili
ABSTRACT	iv
ABSTRAK	$\mathbf{v}$
TABLE OF CONTENTS	vi
LIST OF TABLE	xii
LIST OF FIGURES	xiv
LIST OF ABBREVIATIONS	xvii

CHAPTER I	INT	RODUCTION	
	1.1	Project Background	1
	1.2	Problem Statement	2
	1.3	Objectives	3
	1.4	Scopes	3
	1.5	Project Significance	4

1.6	Expected Output	5
1.7	Conclusion	5

# CHAPTER IILITERATURE REVIEW AND PROJECTMETHODOLOGY

2.1	Introduction 6				
2.2	Litera	ture Review		7	
	2.2.1	Domain		7	
	2.2.2	Keyword		8	
	2.2.3	Previous Research		9	
		2.2.3.1 Protocol Res	earch	9	
		2.2.3.1.1	User Datagram		
			Protocol	9	
		2.2.3.1.2	Transmission		
			Control Protocol	10	
		2.2.3.1.3	Advanced Encryption	ı	
			Standard (AES)	10	
		2.2.3.1.4	Data Encryption		
			Standard (DES)	11	
		2.2.3.2 System Reserved	arch	11	
		2.2.3.2.1	Akeni LAN		
			Messenger	11	
		2.2.3.2.2	WinPopup LAN		
			Messenger	14	
		2.2.3.2.3	LanToucher		
			Messenger	15	
		2.2.3.2.4	PoPMessenger	17	
	2.2.4	Software Requireme	nt	19	
2.3	Propo	se Solution		19	

	2.3.1 Project Methodology	20		
2.4	Project Schedule and Milestones	23		

2.6	Conclusion	24
		- 1

# CHAPTER III ANALYSIS

3.1	Introduction				
3.2	Problem Analysis				
	3.2.1	Analysis of the Akeni LAN Messenger	26		
	3.2.2	Analysis of the Winpopup LAN Messenger	27		
	3.2.3	Analysis of LanToucher Messenger	28		
3.3	Requir	rement Analysis	30		
	3.3.1	Data Requirement	31		
	3.3.2	Functional Requirement	31		
	3.3.3	Non-functional Requirement	35		
	3.3.4	Other Requirement	35		
		3.3.4.1 Network Requirement	36		
		3.3.4.2 Hardware Requirement	37		
		3.3.4.3 Software Requirement	38		
		3.3.4.4 Documentation Requirement			
		Tools	38		
		3.3.4.5 Network Element	39		
3.4	Compa	arison of Existing Messenger	39		
3.5	Conclu	ision	40		

CHAPTER IV	DESIGN	
	4.1 Introd	luction

4.1	Introduction	41
4.2	High-Level Design	42
	4.2.1 System Architecture	42
	4.2.2 User Interface Design	50

			4.2.2.1	Navigation Design	55
			4.2.2.2	Input Design	55
			4.2.2.3	Output Design	58
		4.2.3	Databas	e Design	60
			4.2.3.1	Conceptual and Logical	
				Database Design	61
	4.3	Detail	ed Desigr	l	62
		4.3.1	Softwar	e Design	62
		4.3.2	Physical	Database Design	86
	4.3	Concl	usion		87
CHAPTER V	IMP	LEMEN	TATIO	1	
	5.1	Introd	uction		88
	5.2	Softwa	are Devel	opment Environment Setup	89
		5.2.1	Login		90
		5.2.2	Adminis	trator	91
		5.2.3	User		91
		5.2.4	Databas	e	92
	5.3	Softwa	are Confi	guration Management	94
		5.3.1	Configu	ration Environment Setup	94
		5.3.2	Version	Control Procedure	95
	5.4	Imple	mentation	Status	96
		5.4.1	Login M	lodule	96
		5.4.2	Add Use	er module	97
		5.4.3	Chatting	module	98
		5.4.4	Encrypt	on module	99
		5.4.5	Other Fu	inctions	100
	5.5	Concl	usion		101



CHAPTER VI	TEST	ING		
	6.1	Introd	uction	102
	6.2	Test P	lan	103
		6.2.1	Test Organization	103
		6.2.2	Test Environment	104
		6.2.3	Test Schedule	105
	6.3	Test S	trategy	106
		6.3.1	Black-Box Testing	106
		6.3.2	White-Box Testing	106
		6.3.3	Classes of Tests	108
	6.4	Test D	Design	108
		6.4.1	Test Description	109
		6.4.2	Test Data	110
			6.4.2.1 Admin Security	110
			6.4.2.2 Change Password	111
			6.4.2.3 Add new user	112
	6.5	Test R	esults and Analysis	113
		6.5.1	Admin Security	113
		6.5.2	Result Capture from Wireshark	116
	6.6	Conclu	usion	119
CHAPTER VII	PROJ	ЕСТ С	ONCLUSION	
	7.1	Introd	uction	120
	7.2	Observ	vation on Weaknesses and Strengths	120
		7.2.1	Strengths	121
			7.2.1.1 Encryption	121
			7.2.1.2 Group Chat	121

- 7.2.2Weaknesses1227.2.2.1Encryption method122
  - 7.2.2.2 Single Chatting 122

7.3	Propositions for Improvement	123
7.4	Contribution	123
7.5	Conclusion	124

REFERENCES	126
BIBLIOGRAPHY	127
APPENDIX A : GANTT CHART	128
APPENDIX B : USER MANUAL	130



# LIST OF TABLE

# TABLE TITLE

# PAGE

2.1	Software requirement	19
2.2	SDLC Phases	22
2.3	Project Schedule	23
3.1	Data requirements	31
3.2	Description of the login use case	32
3.3	Description of the Establish Connection use case	33
3.4	Description of the Add user use case	33
3.5	Description of the Chat use case	34
3.6	Description of the Logout use case	34
3.7	Non-functional requirement	35
3.8	Network Requirement for testing the system	36
3.9	Personal computer requirement	37
3.10	Comparison of Messenger	39
4.1	Data Type for Login form	56
4.2	Data Type for add user form	57
4.3	Data dictionary of the Login table	86
5.1	Table Login	93
5.2	Table of System Version	95

97
98
99
100
104
105
107
108
109
110
111
112
113
114
115

C Universiti Teknikal Malaysia Melaka

# LIST OF FIGURES

# TABLE TITLE

# PAGE

2.1	Akeni LAN Messenger	12
2.2	Login form for Akeni LAN Messenger	13
2.3	Add contact form	13
2.4	Add new group form	14
2.5	Winpopup LAN Messenger	15
2.6	LanToucher Messenger	16
2.7	User list	17
2.8	PopMessenger	18
2.9	Process in SDLC Phases	20
3.1	Flowchart of Akeni LAN Messenger	27
3.2	Flowchart of Winpopup LAN Messenger	28
3.3	User Interface of LanToucher Messenger	29
3.4	Flowchart of LanToucher Messenger	30
3.5	Use Case for the system	32
4.1	Three-Tier architecture	43
4.2	System architecture view	44
4.3	Use case for LAN Messenger	45
4.4	Sequence diagram successful login to the system	46

4.5	Sequence diagram for fail login the system	47
4.6	Sequence diagram for Add user	49
4.7	Login page for LAN Messenger	51
4.8	Sub menu for File menu	51
4.9	Sub menu for Help menu	52
4.10	Chatting page for LAN Messenger	52
4.11	Chatting page for administrator with the add user function	53
4.12	Chatting page for user	53
4.13	Add User	54
4.14	Navigation Design	55
4.15	Input for Login form	56
4.16	Input for Add user	57
4.17	Input for chatting form	58
4.18	Error message for login form	58
4.19	Confirmation message	59
4.20	Error message for add user	59
4.21	Error message for login failed	59
4.22	Success message for success add user	60
4.23	Error message for add existing user	60
4.24	Table Login for database	61
4.25	Data in the Login database	61
4.26	System module	62
4.27	Classes in LAN Messenger	63
5.1	Software Development Environment setup	89
5.2	Login form	90
5.3	Administrator form	91
5.4	User form	92

5.5	Table in Database	92
5.6	Table Login for database	93
6.1	Password is unencrypted	116
6.2	Password is encrypted	117
6.3	Messages are not encrypted	118
6.4	Messages are encrypted	119



# LIST OF ABBREVIATION

ACRONYM	WORD
IP	Internet Protocol
DES	Data Encryption Standard
AES	Advanced Encryption Standard
LAN	Local Area Network
OS	Operating System
ТСР	Transmission Control Protocol
UDP	User Datagram Protocol
PC	Personal Computer
WAN	Wide Area Network
FTP	File Transfer Protocol
IPv4	Internet Protocol version 4
IPv6	Internet Protocol version 6



## **CHAPTER I**

#### **INTRODUCTION**

#### 1.1 Project Background

Nowadays, communication is one of the important things in our life. In a company, communication is very important between the staffs in order to complete works. Nowadays, there are many instance messengers had been created this is because to give the convenience to the users to communicate with the colleagues. The objective for this Local Area Network (LAN) messenger is to give the users more convenience in communication. The users can use this messenger in the office to communicate with their colleague because it is easy to use and there is no internet connection is required instead of using the current existing messenger such as MSN messenger, Yahoo Messenger and so on that required the internet connection. Besides that, this can also reduce the usage of telephone or hand phone.



This messenger also provides a security feature that is encryption. All the messages send by the user will be encrypted. This messenger can be support a lot of user in the same time. The users can be more convenience in communication with a group of people by using this messenger. This can help the users to avoid from calling each other because this messenger provides the group chat service.

## 1.2 Problem Statement

Nowadays, there are a lot of instant messengers that are developed to give the users more convenience in communication such as MSN messenger, ICQ, MIRC, Yahoo Messenger and so on. Most of the instant messengers, there are required the internet connection to operate.

The users will have some problem in communication for these messengers if the internet connection is out of service. Besides that, some of the messenger is lack of security feature such as encryption. Messages send by users are not encrypted and this can cause the messages can be read by other users.

In this project, this system provides communication service like the other messenger but that is no internet connection required. Even thought the internet connection is out of service, this messenger is still can be use for communication.

## 1.3 Objective

- To allow users to communicate between each other in the Local Area Network without using the internet connection to sending the messages.
- Allow users to communicate with many users in the same time because this application is using for group chat. This application can make users more convenience to communicate with each other that are working in the same workgroup.

This application provides some security features such as required username and password for login and encryption. Only the authenticated users can use this system. Besides that, the messages send by users will be encrypted.

#### 1.4 Scope

This application is very useful for the users who work in the office that already has the network connection. The application provides the instant messaging service for the users. They can communication within a workgroup by using this application.

Besides that, there is no internet connection required. When the internet connection is out of service, the staffs in the office are still can be communicate with each other.

This application is also provide the security features. The users must have the valid username and password to login the system. This application also provides the encryption function. All the messages send by the users will be encrypted.

In this project, the encryption method used is Advance Encryption Standard. To encrypt the messages, there are phases will be carry on that are add round key, sub Bytes, shift rows and mix columns. Initial state, the messages will be add a round key, after that, sub bytes step will be carry on. In the sub bytes state, each byte in the array is updated using an 8-bit substitution box. After the sub bytes state, the shift rows phase will carry on. In the shift rows phase, it cyclically shifts the bytes in each row by a certain offset. The final state is mix columns. In this state, the four bytes of each column of the state are combined using an invertible linear transformation.

#### 1.5 Project Significance

This messenger is very useful for the staffs that who work in a group because this can save cost and time. This messenger can be support a lot of users in the same time. The staffs can also communicate with each others in the same time.

Besides that, this messenger also provides the encryption. All the message send by the users will be encrypted.

## 1.6 Expected Output

The main purpose of this project is to develop a new messenger that can be used in the Local Area Network. This messenger has no internet connection required. The users no worry about the internet connection out of service because this messenger still can be work without internet connection. Besides that, this messenger is also provides the security feature like authentication and encryption. The users are required to login the system using the valid username and password. The messages will also encrypt before send to the others.

#### 1.7 Conclusion

In this chapter, I have reviewing the problem statement of the current messenger. The objective and scope is made for the solution about the problem. There are 3 main objectives to develop this messenger for the purpose of communication in the Local Area Network.

In the next chapter, we will discuss of the literature review and the project methodology. I will review the existing messenger and discuss about the problem.