



# WebRTC Blueprints

*Andrii Sergiienko*

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**WebRTC Blueprints** Andrii Sergiienko

**Develop your very own media applications and services using WebRTC**

## About This Book

- Create interactive web applications using WebRTC
- Get introduced to advanced technologies such as WebSocket and Erlang
- Develop your own secure web applications and services with practical projects

## Who This Book Is For

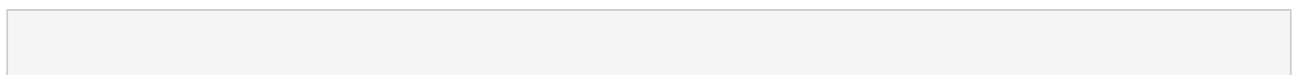
If you are a WebRTC developer and want to build complex WebRTC applications and projects, or if you want to gain practical experience in developing web applications, advanced WebRTC media handling, Server and client signalling, call flows, third party integration, then this book is perfect for you. It is essential to have prior knowledge about building simple applications using WebRTC.

## What You Will Learn

- Create video conference web services that work without installing plugins or additional third-party software
- Use ICE and STUN to pass through NAT and firewalls
- Learn how to create and use direct peer-to-peer data channels to secure exchange data
- Build a cross-platform signalling server for WebRTC applications
- Work with user files from JavaScript code using the modern HTML5 File API
- Install and configure your own TURN/STUN server
- Integrate your application with a TURN server using authentication
- Make your application more secure and safe using HTTPS
- Develop your own secure web applications and services with practical projects

## In Detail

This book introduces you to WebRTC and how you can utilize its open API. Each chapter covers a new concept of the technology with thoroughly explained code examples of completed applications to help you learn quickly and efficiently. You will learn about the client and server sides of a WebRTC application in a practical manner, as well as how to implement data exchange between peers using the WebRTC Data API. The book also guides you through how to develop applications for desktop sharing and prerecorded video streaming. The book also teaches you how to use HTTPS with a WebRTC application and why it can be useful. You will also learn how to implement authentication in an application and integrate it with your own TURN server.



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