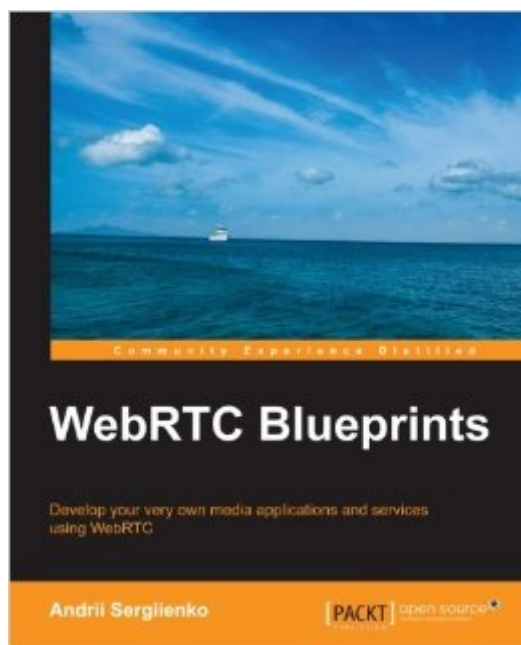


The book was found

WebRTC Blueprints



Synopsis

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.

Book Information

Paperback: 207 pages

Publisher: Packt Publishing - ebooks Account (June 24, 2014)

Language: English

ISBN-10: 1783983108

ISBN-13: 978-1783983100

Product Dimensions: 7.5 x 0.4 x 9.2 inches

Shipping Weight: 14.2 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars Â Â See all reviews Â (11 customer reviews)

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Nowadays more and more often is raised the question of security. After sensational leaks of secret information about methods of works of some security services companies, web services and usual users now increasingly think about safety of their private data. Now both commonly known and new channels of communication either cannot provide reliable security or demands a lot of expenses for their services. For sure if you are owner of big company that allocates annually thousands for additional security of information WebRTC technology maybe will not become the end point of your demands but it is good chance to save part of your budget. For those who looking for dependable tool which can trust this technology can provide maximal flexible possibility to establish secure communication channel for transfer video/audio/file data for internal and external requirements. This book will introduce you with WebRTC closer and provide maximally understandable and full instruction on how you can make own application based on WebRTC framework. First of all "WebRTC Blueprints" intended for wide range of readers. Of course you should have minimal basic knowledge nevertheless I think most part of people who associate themselves with the programming easily can deal with the building of their own applications. On the other hand this book can help experienced programmers easy create chat for support of customers or create secure video conference or file sharing service for corporate site. As I mentioned WebRTC framework it is free and safe alternative for famous connection services but moreover this technology is becoming more popular and also will be increasingly popular in the labor market programmers owning it.

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