Hangouts in 30 minutes with Socket.io

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What is live streaming?

- Live streaming refers to content delivered live over the Internet, requires a form of source media (e.g. a video camera, an audio interface, screen capture software), an encoder to digitize the content, a media publisher, and a content delivery network to distribute and deliver the content.

Why to use it?

- Conversations
- Competitions
- Teaching lessons

How to implement?
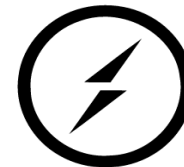
- Node.js uses an **event-driven, non-blocking I/O** model, which makes it lightweight.

- In simple words Node.js is **"server-side JavaScript"**

- In *not-so-simple* words Node.js is a high-performance **network applications framework**, well optimized for high concurrent environments.

socket.io

- Socket.io is a framework that creates a persistent, real time, connection between server and client.

- Works on every platform, browser, device.

- Mainly used for
  - Instant messaging and chat
  - Binary streaming (image/video/audio)

- WebRTC offers real time communication natively from a web browser.

- WebRTC is a media engine with JavaScript API.
  - MediaStream
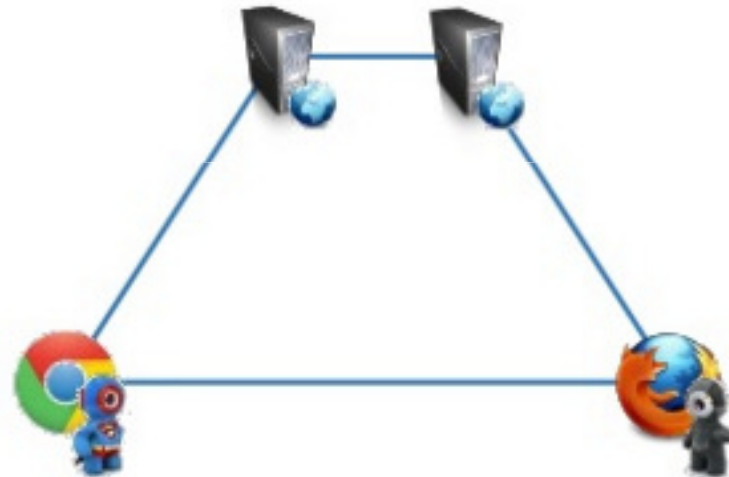 - RTCPeerConnection
  - RTCDataChannel

Architectures

- Triangle
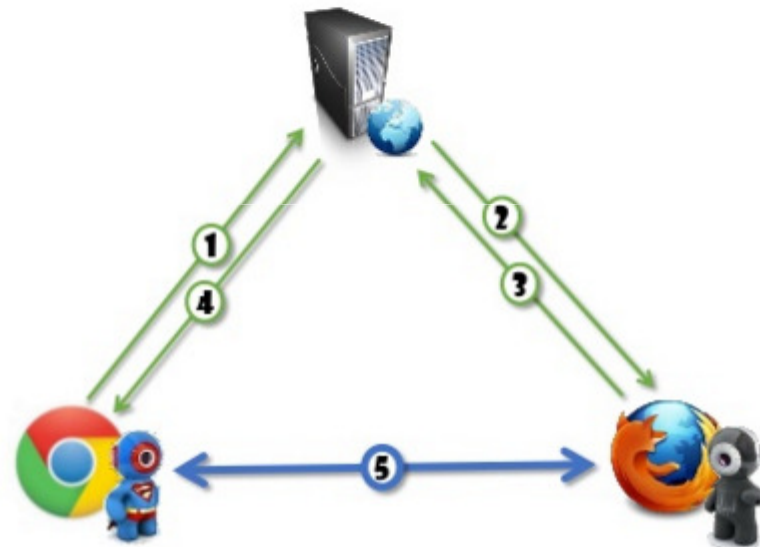
Architectures

- Trapezoid

Compatibility

Demo

Questions?

Discussion

- How to implement live streaming application with more than two clients?