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Learning WebRTC

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Learning WebRTC

Develop interactive real-time communication applications with WebRTC
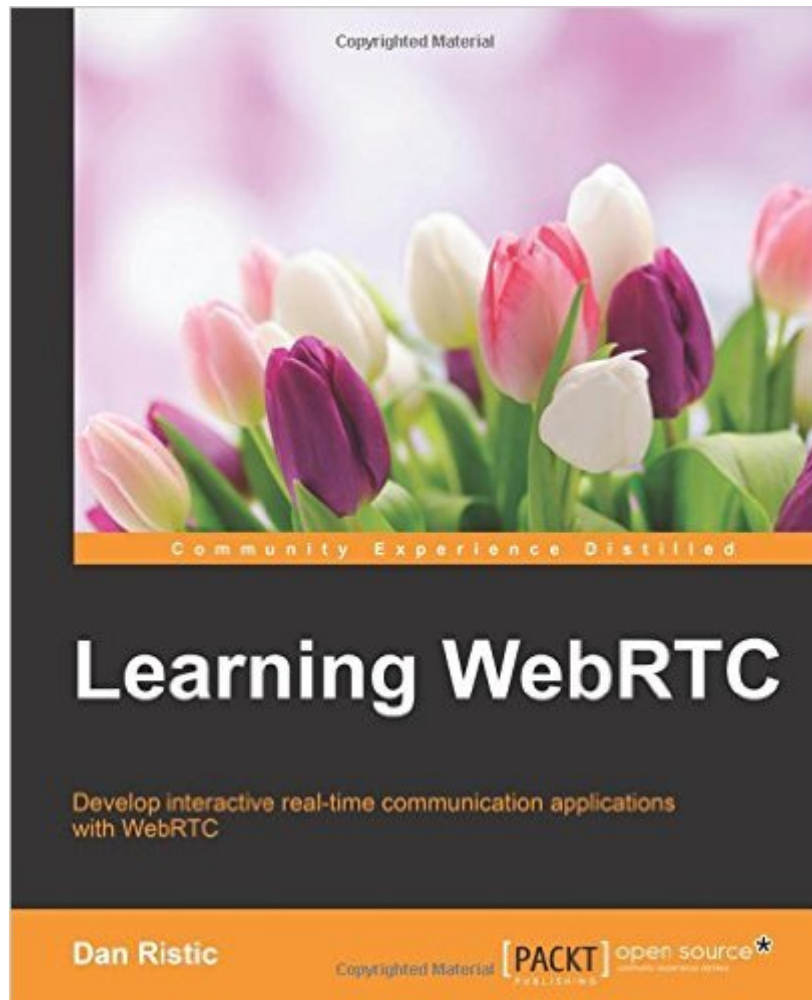
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Synopsis

Develop interactive real-time communication applications with WebRTC About This BookCreate easy-to-use real-time communication applications using WebRTC platformLearn the best practices behind traversing networks, signaling, security, and data transport in WebRTC applicationsUse full mesh networks, partial mesh networks, and multi point control units to manage your applicationsWho This Book Is For If you are a web developer who wants to create well designed WebRTC applications for your users, this is the book for you. Even if you are early in your web development career, this book aims to provide a complete understanding of the WebRTC API. It is assumed that you have previous exposure to web development using HTML5 and JavaScript technologies.What You Will Learn Understand the underlying platform that WebRTC is built upon Create applications that utilize your web camera and microphone Build your very own signaling server from scratch Enable your applications to communicate with multiple users Share data and files across peer-to-peer connections using WebRTC Implement best practices to secure and make a WebRTC application perform Get to know more about multi-peer mesh networks for more than two users Learn the best practices behind traversing networks, signaling, security, and data transport in WebRTC applications Use full mesh networks, partial mesh networks, and multipoint control units to manage your applications In DetailThe book begins by teaching you how to capture audio and video streams from the browser using the Media Capture and Streams API.You will then create your first WebRTC application capable of audio and video calling. The book will also give you in-depth knowledge about signaling and building a signaling server in Node.js. While being introduced to the RTCDataChannel object, you will learn how it relates to WebRTC and how to add text-based chat to your application. You will also learn to take your application further by supporting multiple users through different technologies and scale its performance and security. This book will also cover several theories using full mesh networks, partial mesh networks, and multipoint control units. By the end of this book, you will have an extensive understanding of real-time communication and the WebRTC protocol and APIs.

Book Information

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Customer Reviews

This is my third reading on the topic of WebRTC. Being a person oriented with the topic, I think it's relatively basic for me but still I found some new information out of it here and there.For beginners, I think this is a good book to start with. It's quite short book (cannot tell the number of pages as I read it online in a few hours) but my perception is that anyone with sufficient of understanding of how Web and the Internet works, it will be a quick read along with testing the sample codes.A good thing is that at the end of chapters there are also certain self-test questions, a cool thing!

General pros+ This book is a quite good reference to learn WebRTC, quite basic but it contains a lot of information on how to get it runing using several examples.+ Self tests to check what you have learned.+ Quick explanation.+ Lot of examples.+ To be read in 1 week (1 hour daily).General cons- Not related to the book as this is a basic book, we were trying to reach some scalable broadcasting solution over WebRTC, and there is no solution covered by WebRTC yet.A realy good book.

great job.Sometimes code quirks especially at dataChannel section.But the code example is well organized and well explained.Thanks

A good book to start.

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