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# Getting Started With WebRTC



## Synopsis

In Detail WebRTC delivers web-based real-time communication and is set to revolutionize our view of what the Web really is. Streaming audio and video from browser to browser, as well as opening raw access to the camera and microphone, is already creating a whole new dynamic web. WebRTC also introduces real-time data channels that will allow interaction with dynamic data feeds from sensors and other devices. This really is a great time to be a web developer! Getting Started with WebRTC provides all of the practical information you need to quickly understand what WebRTC is, how it works, and how you can add it to your own web applications. It includes clear working examples designed to help you get started building your own WebRTC-enabled applications right away. Getting Started with WebRTC will guide you through the process of creating your own WebRTC application that can be applied in a number of different real-world situations, using well documented and clearly explained code examples. You will learn how to quickly and easily create a practical peer-to-peer video chat application, an audio only call option, and how a Web-Socket-based signaling server can also be used to enable real-time text-based chat. You will also be shown how this same server and application structure can easily be extended to include simple drag-and-drop file sharing with transfer updates and thumbnail previews. Approach The book will follow a step-by-step tutorial approach to construct an application that allows video conferencing and calls between two browsers and a system for sharing files among a group. Who this book is for This book is ideal for developers new to the WebRTC standards who are interested in adding sensor-driven, real-time, peer-to-peer communication to their web applications. You will only need basic experience with HTML and JavaScript.

## Book Information

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## Customer Reviews

disclaimer: I have been working with WebRTC for about 8 months now and do not think I'm exactly the target audience of this book. I did, however, receive a copy from the publisher to review. The book is divided into three parts: The first part does a dive into the world of WebRTC and how communication works at a high level. This is everything I wish I had available to me 8 months ago when there was very little information online about how to use this new technology. Everything presented here is correct, and gives a great base to then go research exactly what the state (codec's, browser support) of WebRTC currently is. The second part shows you how to build a video/audio/chat application using WebRTC (vaguely similar to [...] which is a great WebRTC example). This section does a deep dive into how to use the video/audio & datachannel streams of WebRTC and then extends it further to show how to use the datachannel to share files. The third section describes a couple of business use cases and describes what to worry about if you're considering how to use WebRTC inside of your business. These are all important topics that are often overlooked. Overall I would say that this is a great starting point and a relatively quick read that will get you up to speed with WebRTC in no time!

This book makes a first introduction to WebRTC in a very general way, easy to understand for everyone. After this part, more technical details have been compiled so it also gives you a general overview of how a communication using WebRTC technology works and how to build your own service. The level of details in this part of the book I think is quite good for beginners. Finally, two scenarios are described in detail so the advantages of using WebRTC are shown. I really appreciate the sections highlighting the potential issues to be taken under account for each of the scenarios. As other user commented, I wish I could have had this book some months ago. Nevertheless, I would recommend it to anyone getting into WebRTC.

An excellent book, clearly written and with useful examples on basic webRTC operations. After

the initial example(s), each chapter builds in the previous one as more features are explored. It also includes a discussion of using WebSockets for file transfer. This book together with the downloadable sample code is truly what you need for "Getting Started with WebRTC"!

The book "Getting Started with WebRTC" by Rob Manson ( [...]) is an easy to understand introduction to building WebRTC applications. It is a good investment for anyone wanting to build the next generation of social networking services. The book can be viewed as having three sections: top-level, basic cookbook, and considerations for advanced use cases. The first chapters cover the top-level information. Chapter 1 is a general introduction including a bit of the why and who of WebRTC. Chapter 2 goes into the overall technical architecture. The information is organized and accurate, but it could benefit from a diagram or two to illustrate the text. Chapters 3 to 6 provide a cookbook approach. Starting with basic video and audio applications. There is an interesting twist where he adds a chatroulette feature to the application. Then the application is rounded out by adding in text chat and file sharing. Adding to the value of the book, the code for these chapters is available for download. The last two chapters focus on applying WebRTC in E-learning and Team Communication use-cases. Rob discusses consideration of the users and the network. Privacy, security and network administration issues are raised. Overall this is a very good book to get you started with WebRTC.

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