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Preparing our environment; Using HTTPS and SSL; Configuring a WebSocket proxy; The web browser configuration; Preparing a media file; Developing the application; Developing a signaling server; Limitations; The media streaming and screen casting service; Developing a WebRTC API wrapper; Creating the application's index page; Starting the application and testing it; Summary; Chapter 4: Security and Authentication; Preparing our environment; Signaling Using STUN and TURNUsing the TURN authentication; The TURN transport layer; The TURN REST API; Using web-based identity providers; Deploying the TURN server; Configuring HTTPS and self-signed certificates; Configuring the server's firewall; Configuring the TURN server; The TURN REST API flag; Integrating the TURN server with our application; Improving the signaling server; Improving the JavaScript browser-side code; Starting the application and testing; Summary; Chapter 5: Mobile Platforms; Preparing the environment; Supporting WebRTC on mobile platforms; Android; iOS; Windows Phones
BlackberryUtilizing WebRTC via a native browser; Utilizing WebRTC using browser applications; Developing native mobile applications; Looking at WebRTC on mobile platforms; Hardware; Environment; Using third-party libraries and SDKs; Building a WebRTC native demo application; Building a WebRTC demo application for Android; Configuring the build environment; Obtaining the source code; Installing Oracle JDK; Preparing for compilation; Installing Android Development Tools; Compiling the code; Running the Android demo application on an emulator; Running the Android demo application on your device
Testing the Android demo application

Sommario/riassunto

This book is a step-by-step project-based guide that aims to teach you how to develop your own web applications and services with WebRTC in a concise, practical manner. 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.

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