<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Video Conferencing</title>

<style>

body {

font-family: Arial, sans-serif;

margin: 0;

padding: 0;

display: flex;

justify-content: center;

align-items: center;

height: 100vh;

background-color: #f4f4f4;

}

#video-container {

display: flex;

flex-wrap: wrap;

justify-content: space-around;

max-width: 800px;

margin: auto;

}

video {

width: 45%;

margin-bottom: 20px;

box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);

}

</style>

</head>

<body>

<div id="video-container">

<video id="local-video" autoplay muted></video>

<video id="remote-video" autoplay></video>

</div>

<script>

// You would need to use a JavaScript library like WebRTC for real-time communication.

// Here's a simplified example without actual WebRTC code.

navigator.mediaDevices.getUserMedia({ video: true, audio: true })

.then((stream) => {

const localVideo = document.getElementById('local-video');

localVideo.srcObject = stream;

})

.catch((error) => {

console.error('Error accessing media devices:', error);

});

</script>

</body>

</html>