

VideoCall in INTRANET using C#

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CERTIFICATE

This is to certify that the report entitled “**Ip Communication**” is a bonafied work carried out by **Mr. Priyank R Raval (16IT107), Mr. Abhi Savadiyawala(16IT114), Mr. Meet Shah(16IT124)** under the guidance and supervision of **Prof. Jalpesh Vasa** for the subject **Software Group Project-II(IT345)** of 5th Semester of Bachelor of Technology in **Information Technology** at Faculty of Technology & Engineering – CHARUSAT, Gujarat.

To the best of my knowledge and belief, this work embodies the work of candidate themselves has duly been completed, and fulfills the requirement of the ordinance relating to the B.Tech. Degree of the University and is up to the standard in respect of content, presentation and language for being referred to the examiner.

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Abstract

This application is useful to do VideoCall in Intranet without setup client and server. It's had hybrid architecture. It's works on only for same Network. Suddenly if you are in collage or some huge area of company who has in intranet between their different Department, Internet is goes down and their pc connected in same Network this application is useful to do VideoCall or Text Chat.

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Chapter 1: Project Definition

- This project is user for communication of videocall or textchat.
- Project is an application to do VideoCall in same network and no needed to setup requirement of any server.
- Project is based on Desktop application, portable version and easy to use (more user friendly) for communication of two people.

Chapter 2: Objectives

- First appear Welcome screen. If user
- User has to insert friend's IP and click on Start
- **VideoCall:** User send his IP to the friend and friend has to insert that ip in his application and press start button. After press start button start VideoCall.
- **Textchat:** For Textchat User and his friend also insert port no.

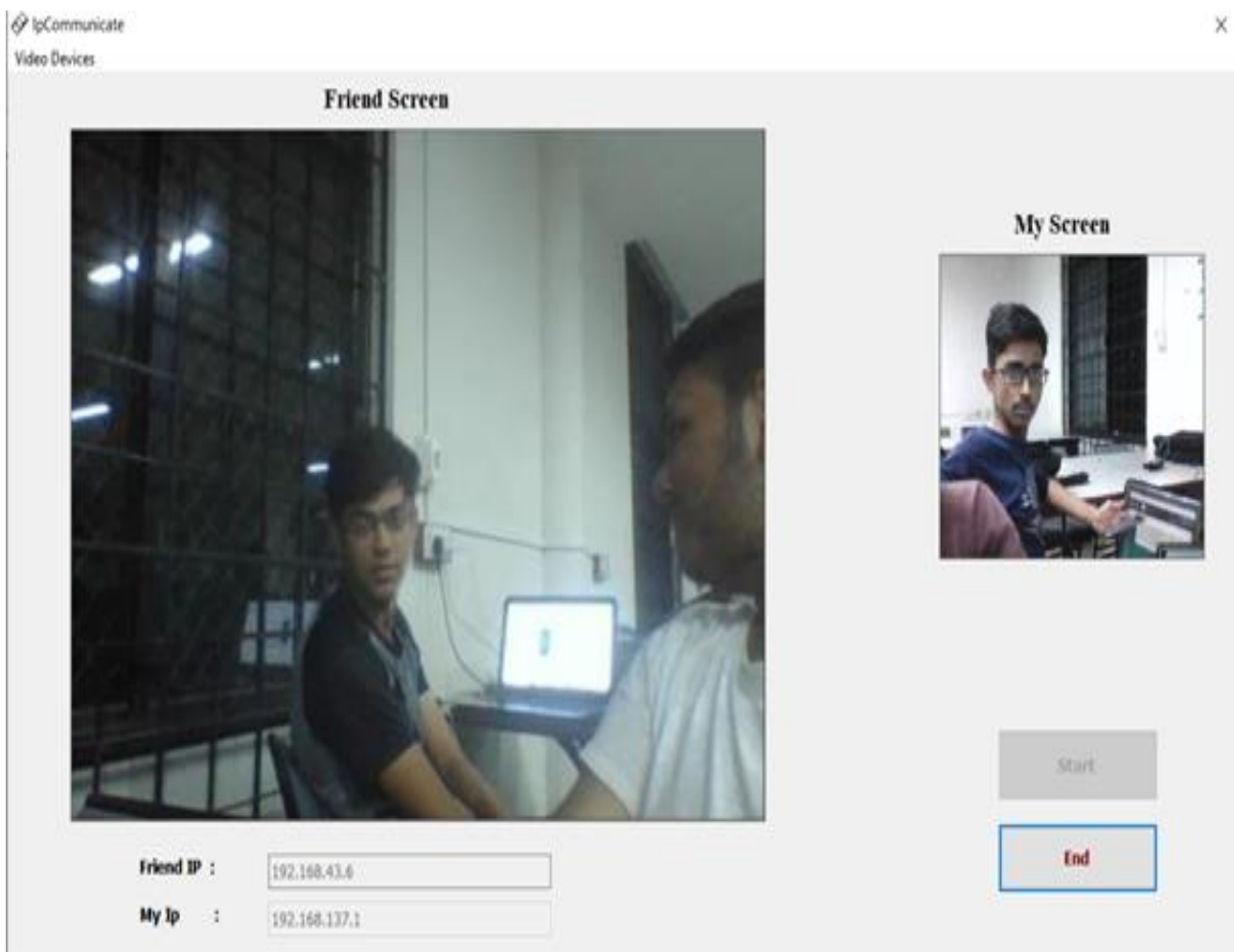
Chapter 3: Software and Hardware Requirements

 **Software Requirements:** Dot.Net framework, Visual Studio.

 **Hardware Requirements:** 512 MHZ or more processor
512 MB RAM, Webcam.

Chapter 4: Screenshots of project output

- **Output:**



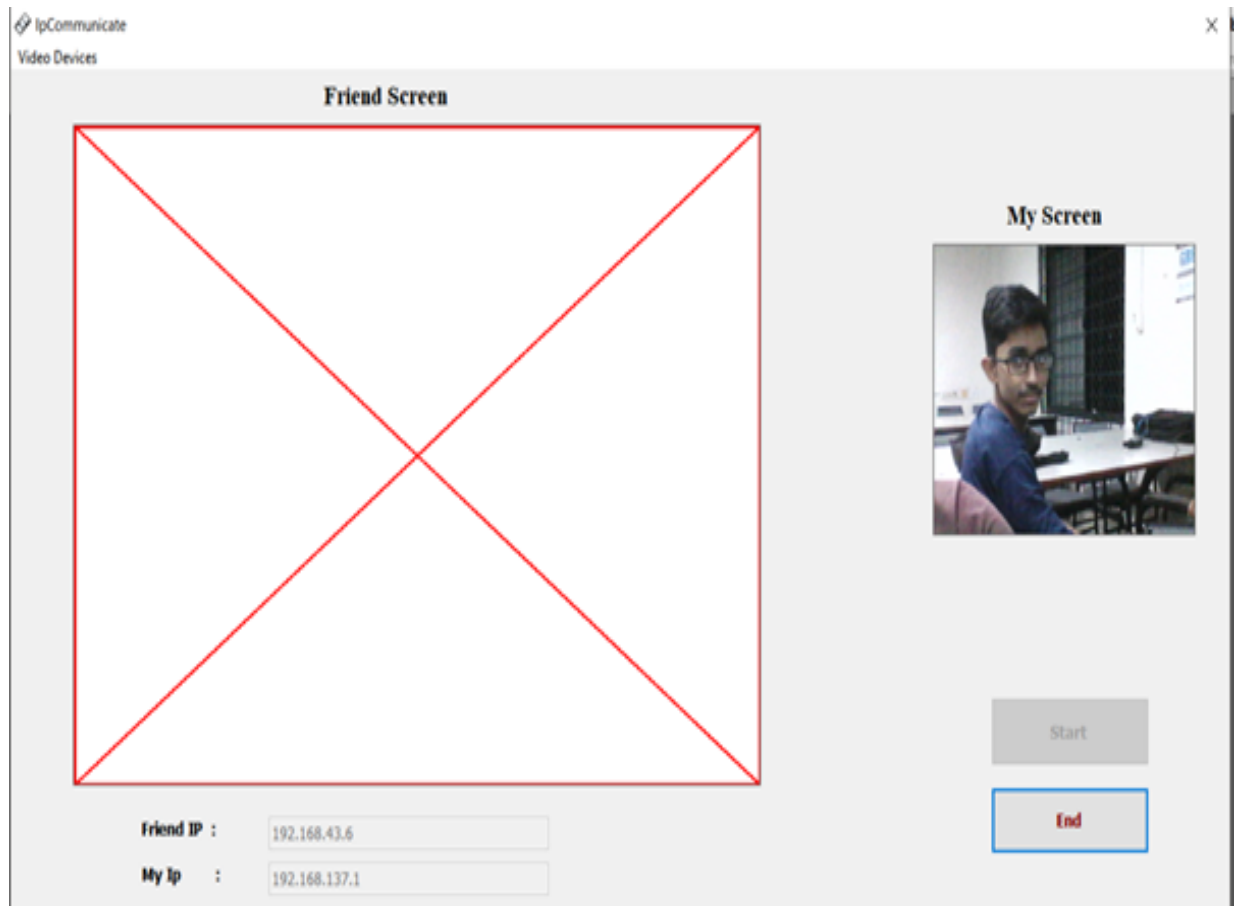
- TextChat

The screenshot shows a window titled "IpCommunicate" with standard Windows window controls (minimize, maximize, close). The window contains two main sections for input:

- Your Address:** A group box containing an "IP" field with the value "192.168.137.1" and a "Port" field.
- Friend:** A group box containing an "IP" field and a "Port" field.

Below these input sections is a large, empty text area for chat messages. To the right of the text area are two buttons: "Start" and "Send". At the bottom of the window is a single-line text input field.

- When Connection Lose



Chapter 5: Limitations of project

- It is not use in Different Network.
- It has Not Voice.
- If os not given access to use camera, application cannot useful.
- User has to give permission to access firewall.

Chapter 6: Outcome

- From this project we can do videocall to our friend who can connected in same network but at another place.
- From this project we can do videocall easily without any type of server
- From Textchat We can do textchat with friend.

Chapter 7: Future Enhancement

- Project should be extended in such a way that after submitting your required things your data should have been seen by user and all the other people.
- Project should be extended in such a way that it can use easily and also add voice in videocall.
- We can also add group call and voice call in this Project.
- We can upgrade textchat and make more user-friendly.

Chapter 8: References

- <http://www.socketcoder.com/>
- <https://docs.microsoft.com/en-us/dotnet/api/system.net.sockets.socket?view=netframework-4.7.2>
- <https://www.guru99.com>