#: To implement video conferencing software using GStreamer in C language, I coded the following files:

1. Sender Source Code: This file handles capturing video from the camera and sending it over the network.

- File Name: sender.c

2. Receiver Source Code: This file handles receiving video from the network and displaying it on the screen.

- File Name: receiver.c

3. Makefile: This file contains instructions for compiling the sender and receiver source codes.

- File Name: Makefile

4. Header File: This file I thought I'll use to declare any necessary functions, structures, or constants used in both sender and receiver programs. But later I realised that I could've done the project without it.

- File Name: video\_conferencing.h

#: Setting up the IP & Port:

-> In the file "sender.c", you need to change the PORT & IP\_ADDRESS to the receiver machine that you have (Line no. 6 & 7 of file maybe)

-> Do the same for PORT in the file "receiver.c" (Line no. 4 of the file maybe)

#: For compilation purpose, you need to install the "Gstreamer libraries" on your local machine.

Link: https://gstreamer.freedesktop.org/documentation/installing/index.html?gi-language=c

And also you need to have "pkg-config" to be installed on your local machine

#: The compilation command, as mentioned on official site of Gstreamer, is as follows:

$ sudo gcc myFile.c -o myFile `pkg-config --cflags --libs gstreamer-1.0`

i.e, you need to add this string `pkg-config --cflags --libs gstreamer-1.0` at the end of your command

#: NOTE: I tried crafting a "Make" file but in my machine it didn't work, I had to individually compile the files.

You can try doing: $ sudo make, on your machine, maybe it work.

#: And the run command is as usual:

$ sudo ./myFile

#: I have added the screenshots of how I ran it on my machines (Linux environment) in the PDF attached.