CHAPTER 5

PROJECT IMPLEMENTATION

5.1. DEFINITION:

This guide outlines the implementation of a video conferencing application using **Next.js**, **Tailwind CSS,UI Acentity**, **Shad CN**, **Clerk** for authentication, and **GetStream** for real-time video capabilities. The application allows users to create, join, and manage video calls seamlessly.

5.2. Project Setup

- Create a Next.js Application:
 - Command npx create-next-app callify-meet
- Install Required Packages:
 - Command npm install @clerk/nextjs @stream-io/video-react-sdk
 - @stream-io/node-sdk tailwindcss react-icons @headlessui/react
- **Initialize Tailwind CSS**: Follow the Tailwind CSS installation guide to set up Tailwind in your Next.js project.

5.3. Environment Configuration

- Create a .env.local file in the root directory and add the following environment variables:
- In .env.local -

Command -

NEXT PUBLIC CLERK PUBLISHABLE KEY=

CLERK_SECRET_KEY=

NEXT_PUBLIC_CLERK_SIGN_IN_URL=/sign-in

NEXT_PUBLIC_CLERK_SIGN_UP_URL=/sign-up

NEXT_PUBLIC_STREAM_API_KEY=

STREAM_SECRET_KEY=

5.4. User Authentication with Clerk:

- Set Up Clerk:
 - Create a Clerk account and set up a new application.
 - Use Clerk's middleware to protect routes and manage user sessions.
- Middleware Configuration: Create a middleware.ts file:

```
import { clerkMiddleware, createRouteMatcher } from "@clerk/nextjs/se
const protectedRoutes = createRouteMatcher(["/facetime", "/dashboard"

export default clerkMiddleware((auth, req) ⇒ {
    if (protectedRoutes(req)) {
        auth().protect();
    }
};

auth().protect();

matcher: ["/((?!.*\\\\..*|_next)...*|", "/", "/(api|trpc)(...*)"],
};
```

Figure 5.4.1 – Clerk Authentication

5.5. Integrating GetStream for Video Calls:

• Set Up Stream Client: Create a StreamVideoProvider.tsx in the providers folder:

```
1 "use client";
2 import { tokenProvider } from "@/actions/stream.actions";
3 import { streamVideo, StreamVideoClient } from "@stream-io/video-reac
4 import { useState, ReactNode, useEffect } from "react";
5 import { useUser } from "@clerk/nextjs";
6
7 const apiKey = process.env.NEXT_PUBLIC_STREAM_API_KEY!;
8
9 export const StreamVideoProvider = ({ children }: { children: ReactNc
10 const [videoClient, setVideoClient] = useState<StreamVideoClient
11 const { user, isLoaded } = useUser ();
12
13 useEffect(() ⇒ {
14 if (lisLoaded || !user || !apiKey) return;
15 const client = new StreamVideoClient({
16 apiKey,
17 user: {
18 id: user?.id,
19 name: user?.primaryEmailAddress?.emailAddress,
18 id: user?.primaryEmailAddress?.emailAddress,
18 id: user?.primaryEmailAddress?.emailAddress,
18 id: user?.primaryEmailAddress?.emailAddress,
18 id: user?.primaryEmailAddress?.emailAddress,
19 import user?.id,
19 name: user?.primaryEmailAddress?.emailAddress,
10 import user?.</pre>
```

Figure 5.5.1 – Get Stream Client

5.6. Building the User Interface:

- Create Modals for Meeting Management:
 - CreateLink: For creating new meetings.
 - **InstantMeeting**: For starting instant meetings.
 - **JoinMeeting**: For joining existing meetings.
 - **UpcomingMeeting**: To view scheduled meetings.
- Example of CreateLink Modal:

Figure 5.6.1 – Create Link Model

5.7. Implementing Meeting Functionality

• Creating and Joining Calls: Use the Stream SDK to create and join calls

```
1 const handleStartMeeting = async () => {
2    const id = crypto.randomUUID();
3    const call = client.call("default", id);
4    await call.getOrCreate({ data: { starts_at: new Date().toISOStrir
5 };
```

Figure 5.7.1 – Create and Joining Model

• **Joining a Call**: Implement a function to join a call using its ID:

```
typescript

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1 const handleJoin = async (callid) ⇒ {
2 const call = await client.call("default", callid);
3 await call.join();
4 };
```

Figure 5.7.2 – Joining Call

5.8. Styling with Tailwind CSS:

- Apply Tailwind Classes: Use Tailwind CSS classes to style your components for a modern and responsive design.
- Apply Shad CN & UI Acentity Classes: Use Tailwind CSS classes to style your components for a modern and responsive design.

5.9. Deployment:

- Deploying on Vercel:
 - Push your code to a GitHub repository.
 - Connect your repository to Vercel and deploy your application.
 - Provide all the environment variables(.env.local)