

**NES 460 - Multimedia Networking**  
**Second Semester 2017/2018**

**Programming Project**

**Due date: Tuesday 24/4/2018**

In this project, you will implement a media server to stream a video file over HTTP and a media player to play back the video. The media player should be able to play, pause, reposition, and stop the streamed video, and the media server should respond accordingly.

To play the video file, you should use the “LibVLC” media framework, which is the core component of the VLC media player. An example to play back a video file can be found at

[https://wiki.videolan.org/LibVLC\\_Tutorial/](https://wiki.videolan.org/LibVLC_Tutorial/).

In your code, you are supposed to use the example ONLY to play a local file in a certain directory NOT a file in a media resource location such as URL.

Your code should be written in C/C++ and run on Linux.