

# **PLAYSTREAM**

## **MINI PROJECT – II**

### **SYNOPSIS**



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## **Acknowledgement**

It gives us a great sense of pleasure to present the synopsis of the B.Tech mini project undertaken during B.Tech III Year. This project is going to be an acknowledgement to the inspiration, drive and technical assistance will be contributed to it by many individuals. We owe special debt of gratitude to Mr. Bhanu Kapoor Sir, for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for his constant support and guidance to our work.

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## **ABSTRACT**

The system focuses on automation of conventional a user entertainment platform. The architecture of a video streaming platform typically consists of a client-server model, where users access video content through a client application or web browser, and the content is delivered from servers hosted in data centers. The platform may also use Content Delivery Networks (CDNs) to distribute video content across multiple servers globally, reducing latency and improving streaming performance. Front end of the system is developed with the help of REACT, JSX, SCSS and JavaScript. Back end and Database management of this system will be done with the help of Firebase database.

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# **INTRODUCTION**

This platform boasts a sleek and modern interface, making it easy to navigate and explore the vast array of videos available. From engaging tutorials and entertaining vlogs to thought-provoking documentaries and captivating short films, our platform offers a diverse range of content that caters to a wide range of interests. This platform also provides robust search and recommendation features, helping users discover new videos based on their preferences and interests. Additionally, our responsive design ensures seamless viewing on various devices, including desktops, tablets, and mobile phones. The base technology used is based on REACT, JSX, SCSS and front-end JavaScript framework. Back end and Database management of this system is developed with the help of Firebase database.

## Scope of project:-

The scope of video sharing platforms is vast and ever-evolving. With advancements in technology and changing user behaviors, the scope of video sharing platforms continues to expand. Some key areas within the scope of video sharing platforms include:

1. **Content creation:** Video sharing platforms enable users to create a wide variety of content, including vlogs, tutorials, reviews, entertainment, and more. The scope of content creation on video sharing platforms is vast and caters to diverse interests and niches.
2. **Content consumption:** Video sharing platforms allow users to consume videos on-demand, providing a vast library of content for users to watch, engage with, and share. The scope of content consumption includes entertainment, education, news, and information across various genres and languages.

## **SOFTWARE AND HARDWARE REQUIREMENTS**

- **Front end:** React, JSX, Bootstrap, scss, JavaScript.
- **Back end:** Firebase.
- **Screen resolution:** Mobile, Tablet, Laptop
- Window 10 ,11 compatible
- 512 MB Ram
- **Browser:** Chrome, Firefox, safari, internet explorer

## **PROJECT DESCRIPTION**

The main feature of this project is that it allows users to view, like, comment and discover videos across various genres and interests. With a sleek and user-friendly interface, our platform provides a seamless and engaging experience for both content creators and viewers alike.

Viewers can easily search and discover videos based on their interests, preferences, and trending topics. Our platform employs powerful recommendation algorithms that analyze user behavior and preferences to offer personalized video suggestions, keeping viewers engaged and entertained. Viewers can also create playlists, follow their favorite creators, and share videos on social media, enhancing the overall user experience.

This website consists of different modules to interact with. Firstly, on opening the website you'll land on the login page of the website.

Then, after sign in you will redirect to the home screen of the website.

Here, you can select the video as per your interests. There is a categories bar also from which you can select the particular category videos only.

## **WORKING**

This academic project mainly explains the various actions related to video streaming platform. It's a web-based project. It tracks all the possible videos which are present on the server. This website maintains a database of user logged-in. Users can watch videos as per their interests. Here, a user can like, comment on that video and if a user likes the content of that creator than user can subscribe that channel. This website also contains an about section where user can find the information about the project and can connect to the developers.

The software retrieves this data and displays as per the user requirement.



## **IMPLEMENTATION**

Java script is a scripting language used to enhance the functionality of the browser. Java script is integrated with HTML and navigator 2.02. Java script facilitates the developer with properties related to document windows, frames, loaded documents and link. The J2EE platform specifies the logical application components within a system and defines the role played in the development process. This project has mainly three modules – Home Page, Subscription Page and About Page. Apart of these three sections user can login through their login credentials and can also logout from the website. It implements the concept of session storage.

### **Websites:-**

- <https://developers.google.com/youtube/v3/docs>
- <https://developers.google.com/youtube/v3/guides/implementation>
- <https://console.cloud.google.com/cloud-resource-manager>

### **Faculty Guidelines:-**

Mr. Bhanu Kapoor Sir (Technical Trainer in GLA University)

### **GitHub Repository link: -**

<https://github.com/Lokeshsharma1703/video-streaming-app>