**Bonus Assignment**

Team Name:

**Logical Thinkers**

**Group members:**

Muhammad Ammar (59051)

Monis Azhar (59485)

**[S.M.Ammar Ali (59051)]**

**Start**

**Overview:**

This application is a client and server application. Client send request to server. Server have some media. Client can run both streaming audio and video. Client do not need to download video for play or watch. Multiple clients can connect with the server at a time. Server sends data into buffer. We were make an application with the help of own web API on C#.

**Working:**

We make a client side who play video.

The head element contains a runat="server" attribute, which indicates that it is a server control (rather than static HTML).

[source src="http://localhost:5624/api/videos" type="video/mp4"]

This line is use to play video on client, src=”” is where to video available. So in source tag give address of server.

[public HttpResponseMessage GetVideoContent()]

A HttpResponseMessage allows us to work with the HTTP protocol In simple words an HttpResponseMessage is a way of returning a message/data from your action.

[PushStreamContent()]

Enables scenarios where a data producer wants to write directly (either synchronously or asynchronously) using a stream.

[AppDomain.CurrentDomain.BaseDirectory]

This is use to detect a current directory in c#.

byte[] buffer = new byte[bufferSize];

int bufferSize = 65535;

int totalSize = (int)fileStream.Length;

int sizeOfReadedBuffer = fileStream.Read(buffer, 0, count);

await outputStream.WriteAsync(buffer, 0, sizeOfReadedBuffer);

totalSize -= sizeOfReadedBuffer;

Then we initialize buffer and pass value in array. Then take value or size declare in variable. Then we are reading the buffer from orginal file. After we are writing the readed buffer to output and finally after writing to output stream decrementing it to total size of file.

**End**

**[S.M.Ammar Ali (59051)]**