WebRTC requires JavaScript

WebRTC is given to us by the browser.

Since WebRTC is intended for use in web browsers, JavaScript is the standard language used to access WebRTC APIs.

The good news is that all major browsers support WebRTC natively, allowing developers to use JavaScript to establish peer-to-peer connections, handle media streams, and manage signaling processes

Server-Side Support

While the client-side interaction with WebRTC is done using JavaScript, server-side components (such as signaling servers) can be implemented using Node.js or other server-side languages. However, don't lose sight that the actual media handling and peer connections still rely on the JavaScript APIs provided by WebRTC on the client-side.

Got it?

Let's continue.