CLOUD APPLICATION DEVELOPMENT (CAD)
Project : Media Streaming with IBM Cloud Video Streaming
Phase 4 : Development part-2

Building the platform by integrating video streaming services and enabling ondemand playback.
Implement the functionality for users to upload their movies and videos to the platform. Integrate IBM Cloud Video Streaming services to enable smooth and high-quality video playback.

Overview:

- Advances in computer networking, combined with powerful home computers and operating systems made streaming media affordable and easy for the public. Standalone Internet radio devices emerged to offer listeners a non-technical option for listening to audio streams.

- Distinguishing delivery method from the media applies specifically to telecommunication networks as most of the traditional media delivery systems are either inherently streaming (e.g. radio, television) or inherently non-streaming (e.g. books, videotapes, audio CDs). There are challenges with streaming content on the Internet.
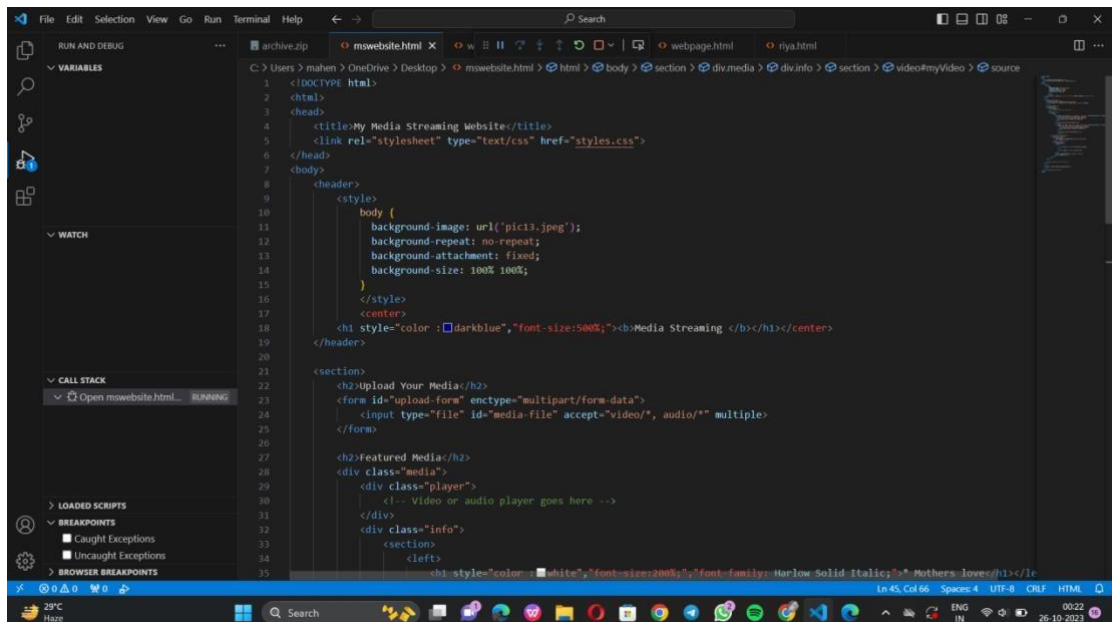
SKETCH:

A media stream can be streamed either live or on demand. Live streams are generally provided by a means called true streaming. True streaming sends the information straight to the computer or device without saving to a local file. On-demand streaming is provided by a means called PROGRESSIVE DOWNLOAD. Progressive download saves the received information to a local file and then is played from that location.

Streaming media is increasingly being coupled with use of social media. For example, sites such as YouTube encourage social interaction in webcasts through features such as live chat, online surveys, user posting of comments online and more. Furthermore, streaming media is increasingly being used for social business and elearning.
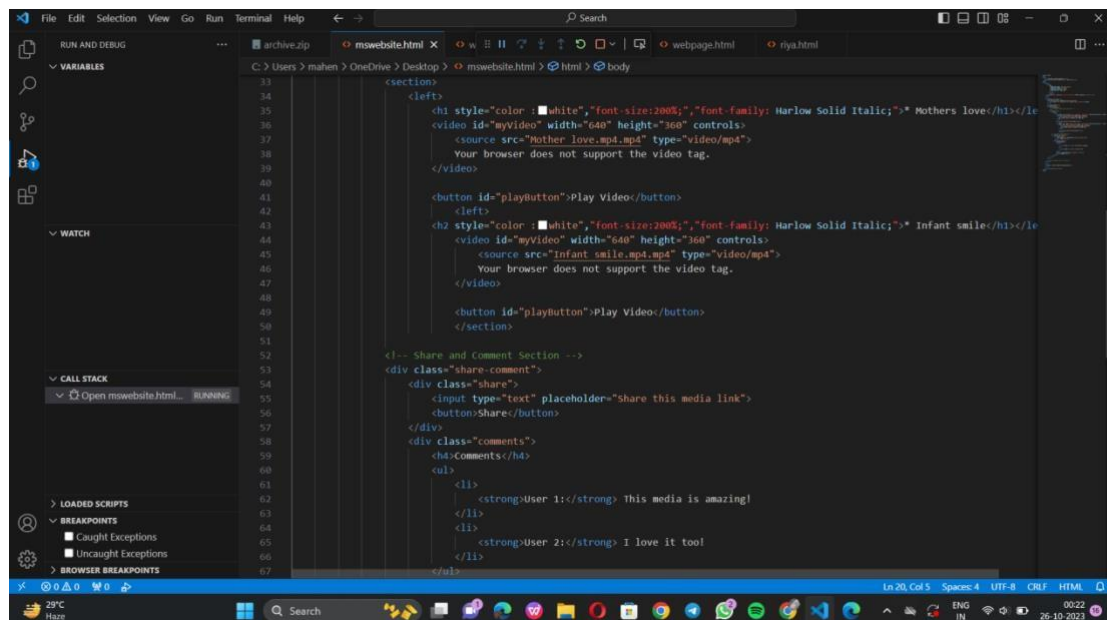
Increasing consumer demand for streaming of high-Definition (HD) content has led the industry to develop technologies such as Wireless HD which are optimized for streaming HD content. Many developers have introduced HD streaming apps that work on smaller devices such as tablets and smartphones for everyday purposes.
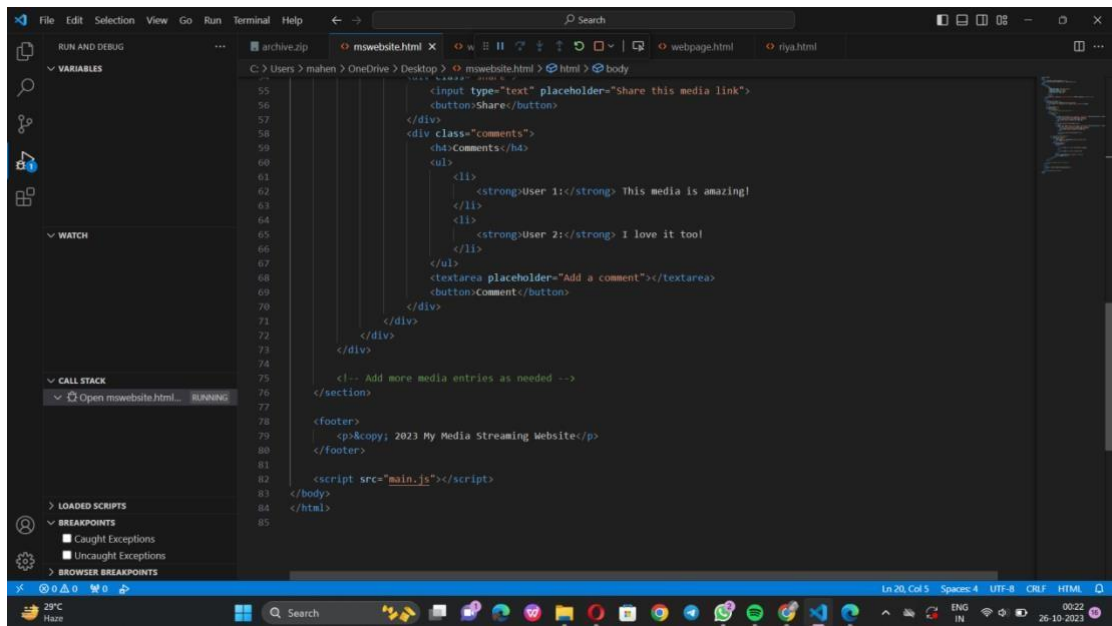
Video Streaming Platform:

○ This program is done by using HTML code by utilizing the VisualStudio platform. Here we can watch the videos with better audio quality and can share with friends who are located in anywhere in the world and can give their comments to the videos.
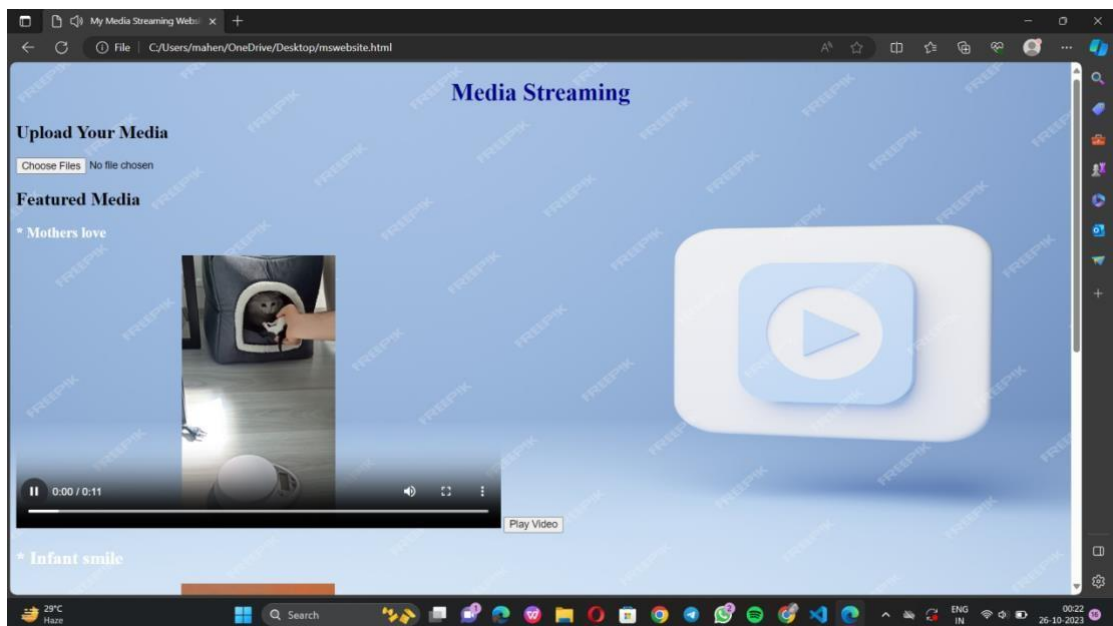
○ Given the Html code below:

⇗ For this HTML coding the output is as follows:

✧ This is the website created by using HTML code.
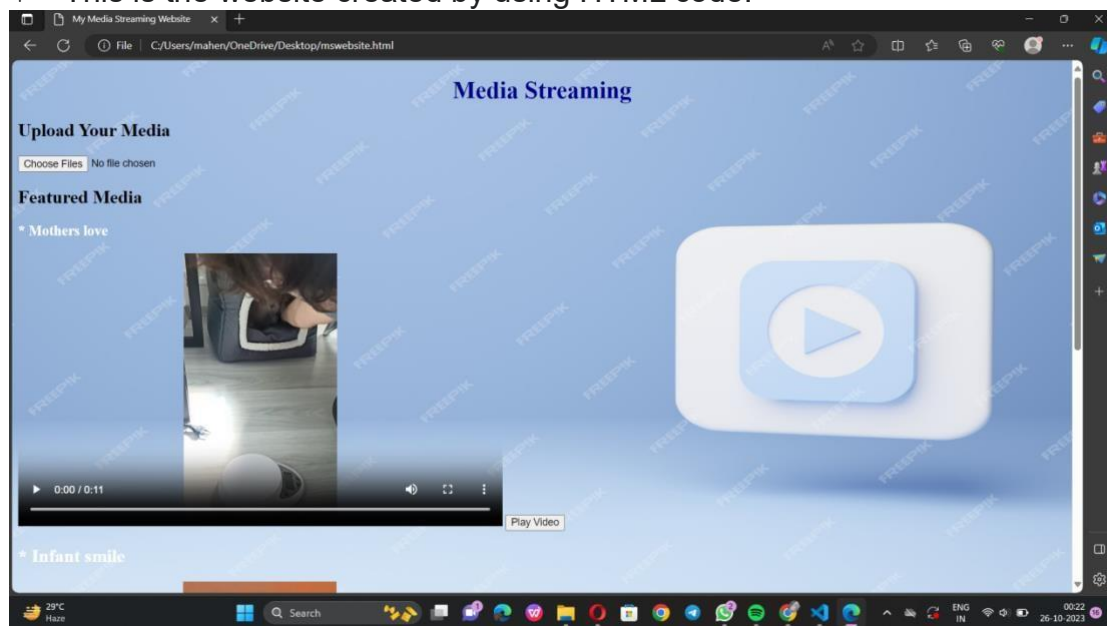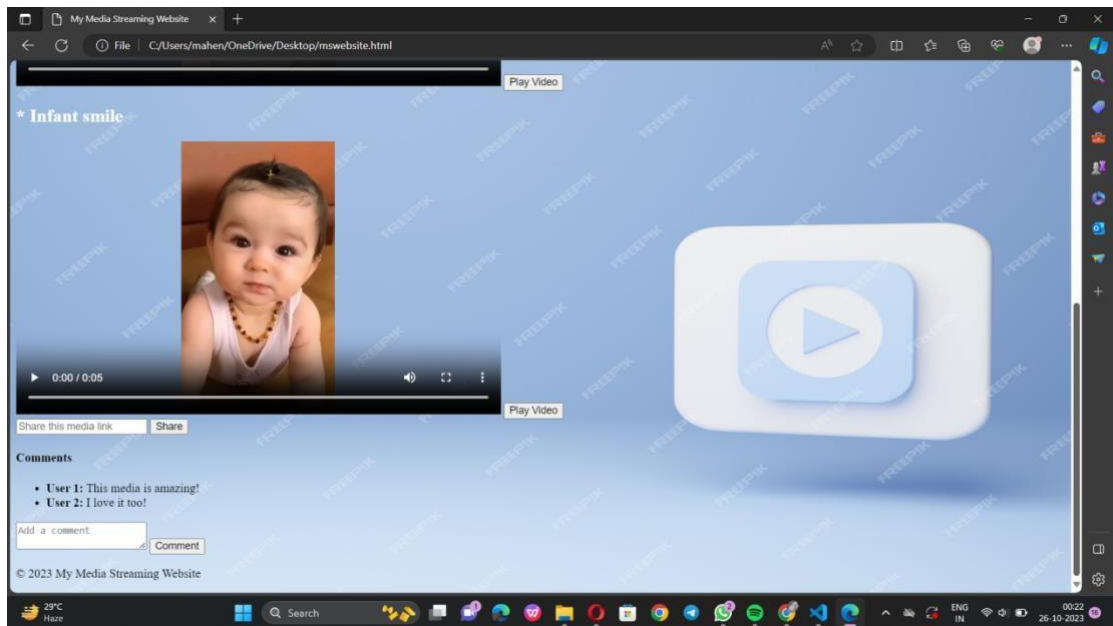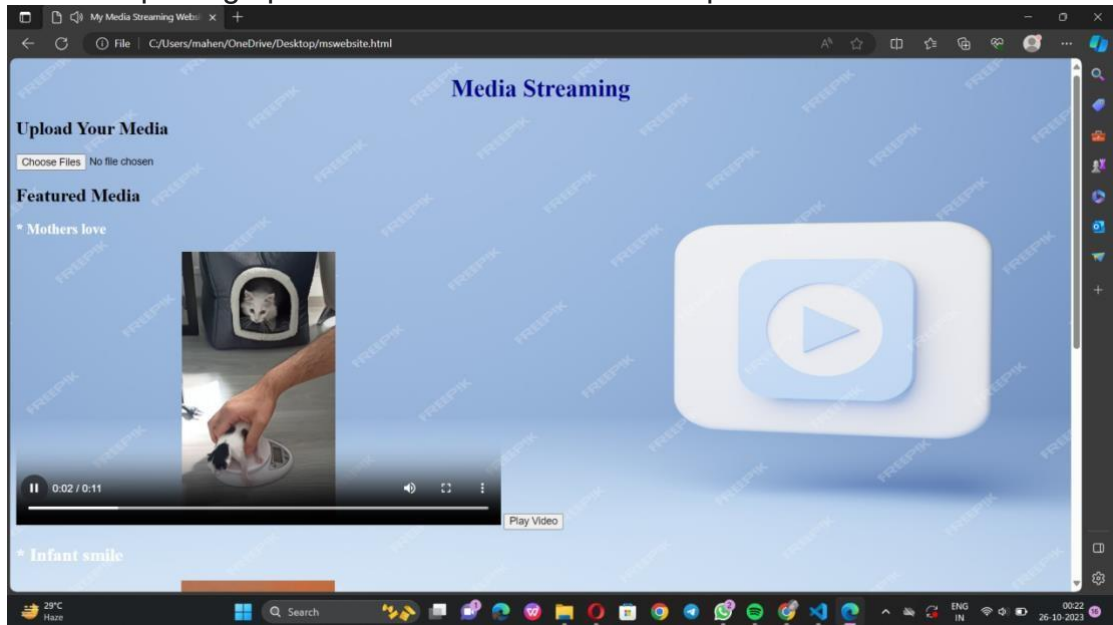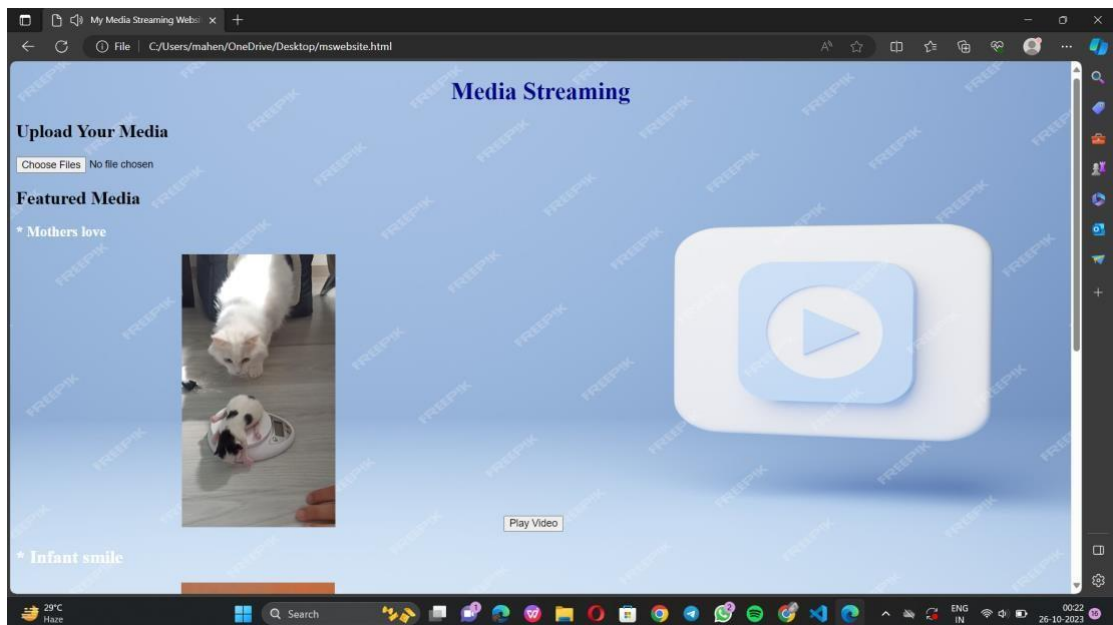
✧ Following screenshots will show the video is running: The video is about the MOTHER's LOVE .
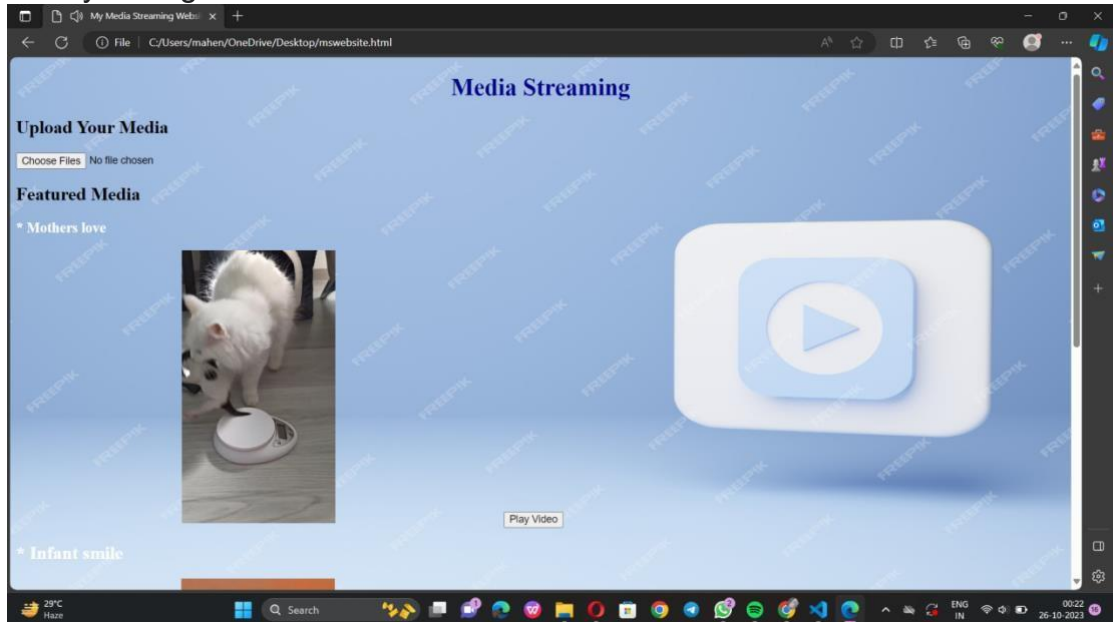
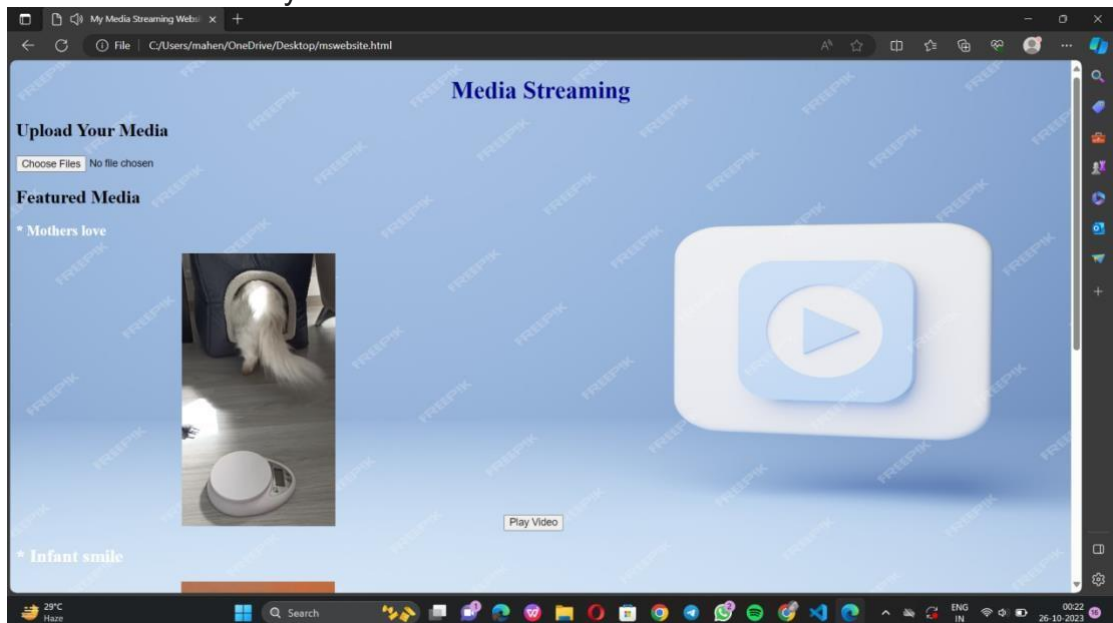✧ The man is picking up the kitten from the cat and kept in a bowl.

✧ The cat came out of her house to take her kitten.

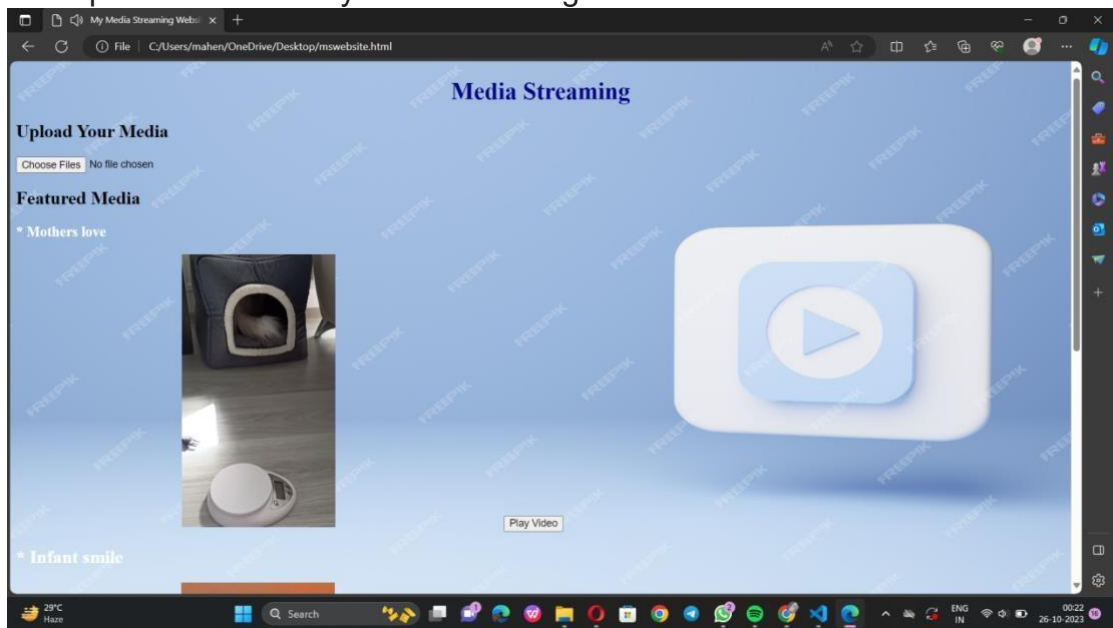✧ Like in previous screenshot it came out her house to take her kitten so it took her baby through her mouth.
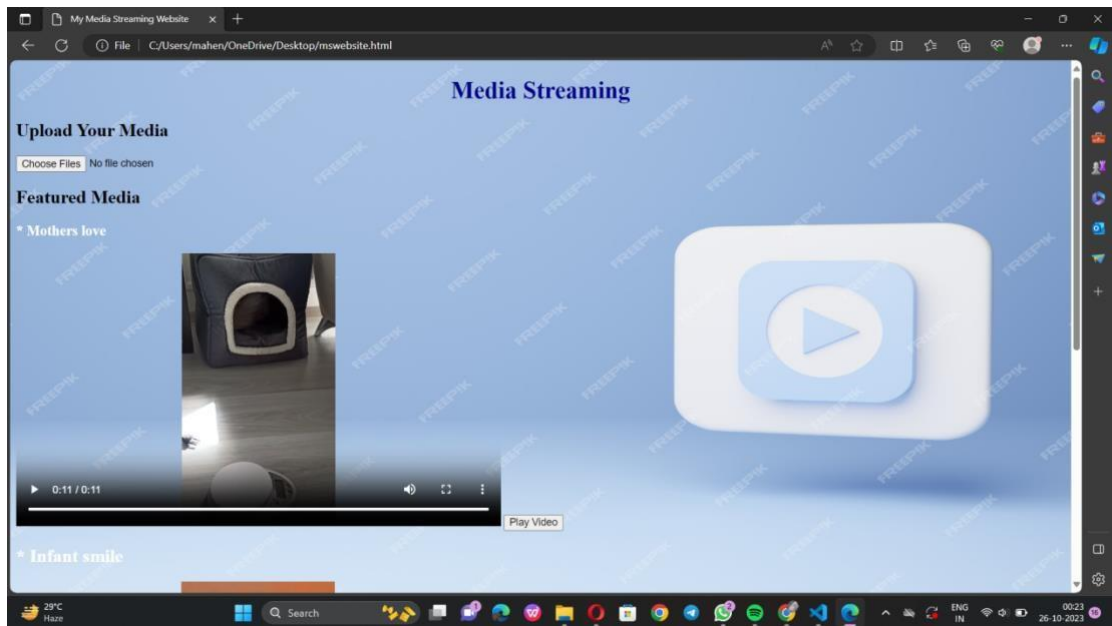

✧ It the cat took her baby back to their house.

✧ The cat protected her baby from the stranger.

✧ The final video after completing:

Conclusion:

- Creating a media streaming platform used in everyday life by a broad audience is a substantial undertaking, and success depends on a combination of content, technology, user experience, and business strategy. Building and maintaining such a platform requires dedication, innovation, and a commitment to meeting the evolving needs and preferences of users.

- User-Friendly Interface: The platform's user interface should be intuitive, responsive, and easy to navigate, allowing users to discover, access, and manage content effortlessly.

- High-Quality Content: Deliver content in high-definition (HD) and ultra-highdefinition (4K) formats with adaptive streaming to ensure the best possible viewing experience.

- Global Accessibility: Consider international expansion and localization to reach a global audience, including language support and regional content offerings.