

# Full Stack Developer Task

## Overview

Landing page Visitors to the app should be able to view a livestream video played from an RTSP URL (use RTSP me or RTSP stream to create a temporary stream from a video over internet). The video should be embedded on the landing page, and users can click play to start watching the livestream.

## App Playing Livestream

The app should be able to play a livestream video from a given RTSP URL. Users should have basic controls such as play, pause, and volume adjustment.

1.Overlay Options: Users should have the option to add custom overlays (such as logos and text) on top of the livestream. These overlays can be positioned and resized as needed.

2.CRUD API for Overlays and Settings:

- Create: Users should be able to create and save custom overlay settings, including position, size, and content.
- Read: Users should be able to retrieve their saved overlay settings.
- Update: Users should be able to modify existing overlay settings.
- Delete: Users should be able to delete saved overlay settings.

## Tech Stack

- Python (Flask Preferred)
- MongoDB
- React
- Video Streaming compatible with RTSP

## Working of HLS Streaming + Overlay Manager Project

### -What does the project do?

- Displays an **HLS livestream video** in a browser.
- Lets you create **text or image overlays** on top of the video.
- You can **add, edit, delete, drag, and resize** these overlays.
- Overlays are saved in a **MongoDB database**.
- Images can be uploaded to the backend and displayed as overlays.
- The video and overlays are fully interactive and persist between sessions.

### -Project Structure

1. **Backend:** Flask API + MongoDB
2. **Frontend:** React app with HLS.js + overlay UI
3. **Uploads folder:** stores uploaded images for overlays.

### -Step 1: Backend (Flask + MongoDB)

- Hosts REST APIs for managing overlays (Create, Read, Update, Delete).
- Receives image uploads, stores files, and returns public URLs.
- Connects to MongoDB to persist overlay data.
- Serves uploaded images for frontend to use.
- Runs on `http://127.0.0.1:5000` by default.

### Key libraries:

- Flask — Python web framework
- Flask-PyMongo — to interact with MongoDB
- Flask-CORS — to enable cross-origin requests from frontend
- Werkzeug — for safely saving uploaded files
- bson ObjectId for MongoDB document ids

## MongoDB:

- Stores overlays with fields: type, content, x, y, width, height, createdAt
- Each overlay has a unique `_id`.

## Backend Setup

1. Create virtual environment:
2. `python -m venv venv`
3. `source venv/bin/activate` # Linux/Mac
4. `venv\Scripts\activate` # Windows
5. Install dependencies:
6. `pip install flask flask-pymongo flask-cors werkzeug`
7. Start MongoDB locally (ensure it is running).
8. Run backend:
9. `python app.py`
  - Listens on `http://127.0.0.1:5000`

## Backend APIs

| Endpoint                               | Method | Description                        |
|--|--------|------------------------------------|
| <code>/api/overlays</code>             | GET    | List all overlays                  |
| <code>/api/overlays</code>             | POST   | Create a new overlay               |
| <code>/api/overlays/&lt;id&gt;</code>  | PUT    | Update overlay with given id       |
| <code>/api/overlays/&lt;id&gt;</code>  | DELETE | Delete overlay with given id       |
| <code>/api/upload</code>               | POST   | Upload an image and return its URL |
| <code>/uploads/&lt;filename&gt;</code> | GET    | Serve uploaded image files         |

## Backend Workflow

1. When you **create** or **update** an overlay, frontend sends data (type, content, x, y, width, height) as JSON to the backend.
2. Backend saves the overlay in MongoDB.
3. When frontend loads or refreshes, it **fetches all overlays** from backend to render on video.
4. When you upload an image, frontend sends the file to /api/upload.
5. Backend saves the image in uploads/ folder and returns a URL.
6. Frontend uses that URL to show the image overlay.

## Step 2: Frontend (React + HLS.js + react-rnd)

- Renders the HLS livestream video.
- Fetches overlays from backend and draws them as draggable, resizable elements over video.
- Provides a form to create or edit overlays.
- Allows uploading images as overlays.
- Controls video screen size.
- Sends overlay data to backend to save changes.

## Key frontend libraries:

- **React** — UI framework.
- **HLS.js** — play HLS streams in browsers without native support.
- **axios** — for HTTP requests to backend.
- **react-rnd** — for draggable and resizable overlays.

## Frontend setup

1. Create React app : `npx create-react-app@latest frontend`
2. `cd frontend`

3. Install dependencies: `npm install axios hls.js react-rnd`
4. Replace `src/App.jsx` content with the provided React code.
5. Start frontend: `npm start`
6. Visit `http://localhost:3000` to see the app.

### Frontend Workflow

1. User enters HLS stream URL.
2. HLS.js loads the video and plays in `<video>` element.
3. On page load, frontend fetches overlays from backend (GET `/api/overlays`).
4. Overlays are drawn as draggable, resizable boxes using `react-rnd`.
5. User can add a new overlay via form:
  - Select "text" or "image".
  - For images, upload a file → frontend uploads to backend and gets a URL.
  - Specify position and size.
  - Click **Create** → sends POST to backend to save overlay.
6. User can click an existing overlay's **Edit** button to load it into the form, modify and **Update** it.
7. User can **Delete** overlays.
8. Moving or resizing overlays updates their position/size on screen.
9. On submit of create/update, frontend tells backend to save changes.

### Visual layers:

- Video is the base layer.
- Overlays (text or images) are absolutely positioned divs/images on top.
- `React-rnd` lets user drag/resize overlays.
- Changes to overlays trigger API calls to save to backend.

### **-How video streaming works**

- You provide an HLS URL (.m3u8 playlist).
- HLS.js loads this URL, parses the playlist, downloads video segments, and feeds them to the browser's video player.
- Your video plays live or on-demand depending on the stream.
- You can resize the video display with the screen size selector.
- Overlays are drawn on top using absolute positioning.

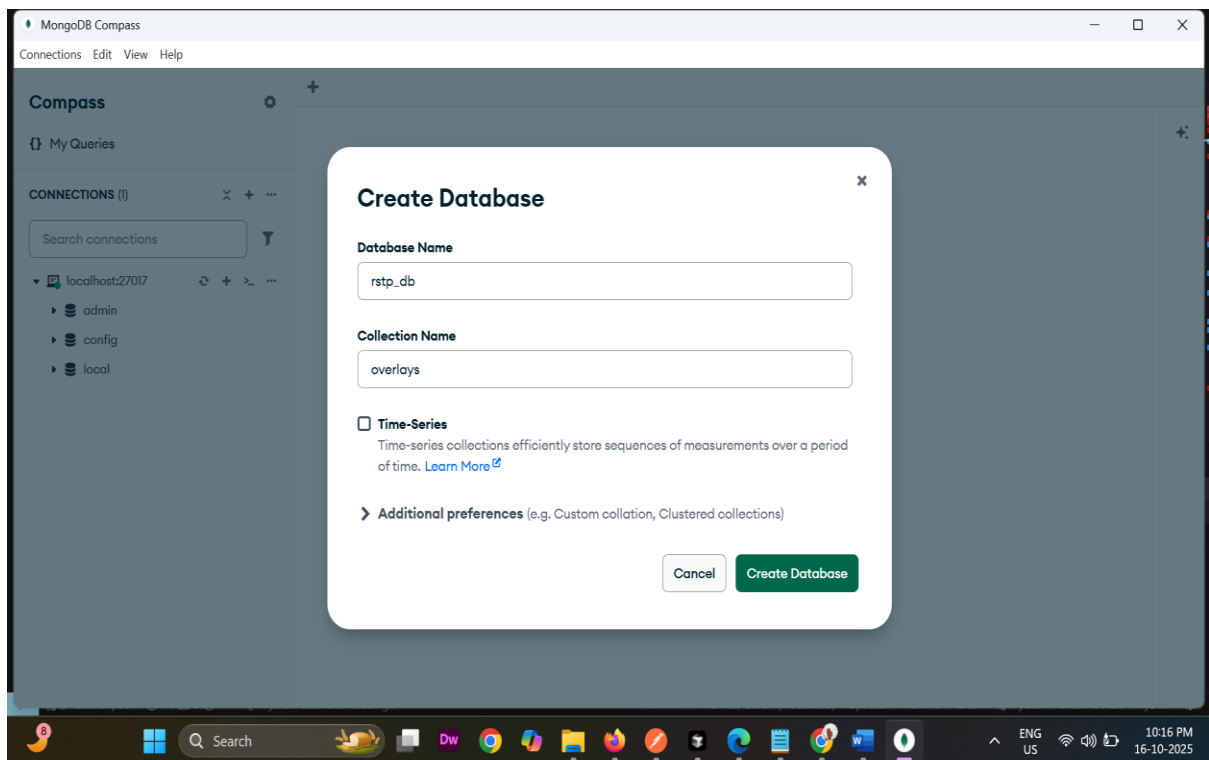
### **-How overlays works**

- Overlays are stored in MongoDB.
- Each overlay has:
  - type: "text" or "image"
  - content: text string or image URL
  - x, y: position relative to video container
  - width, height: size of overlay box
- Frontend renders overlays using react-rnd inside the video container.
- User interactions (drag/resize) update the overlay properties locally and can be saved to backend.

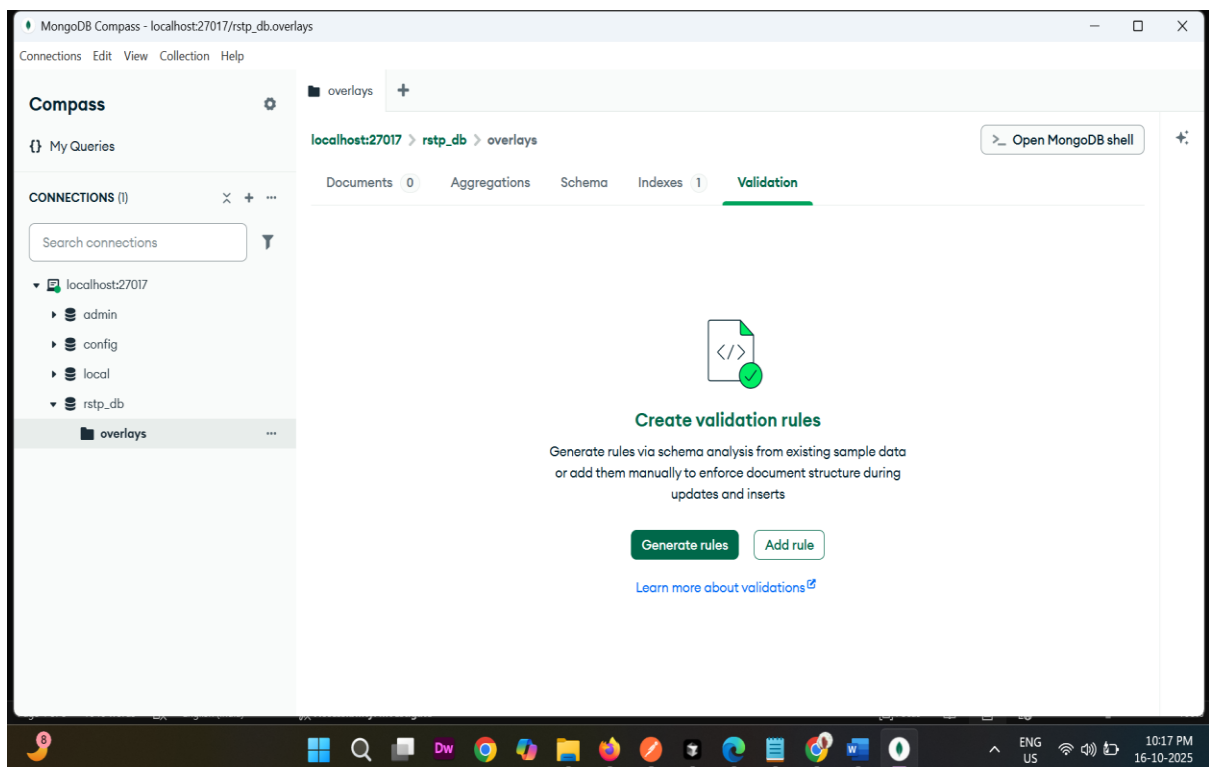
### **-Image Uploading Flow**

1. User chooses an image file in the overlay form.
2. Frontend sends the file to /api/upload via multipart form data.
3. Backend saves file in /uploads folder.
4. Backend responds with URL to access the image.
5. Frontend sets overlay content to this image URL and displays it.

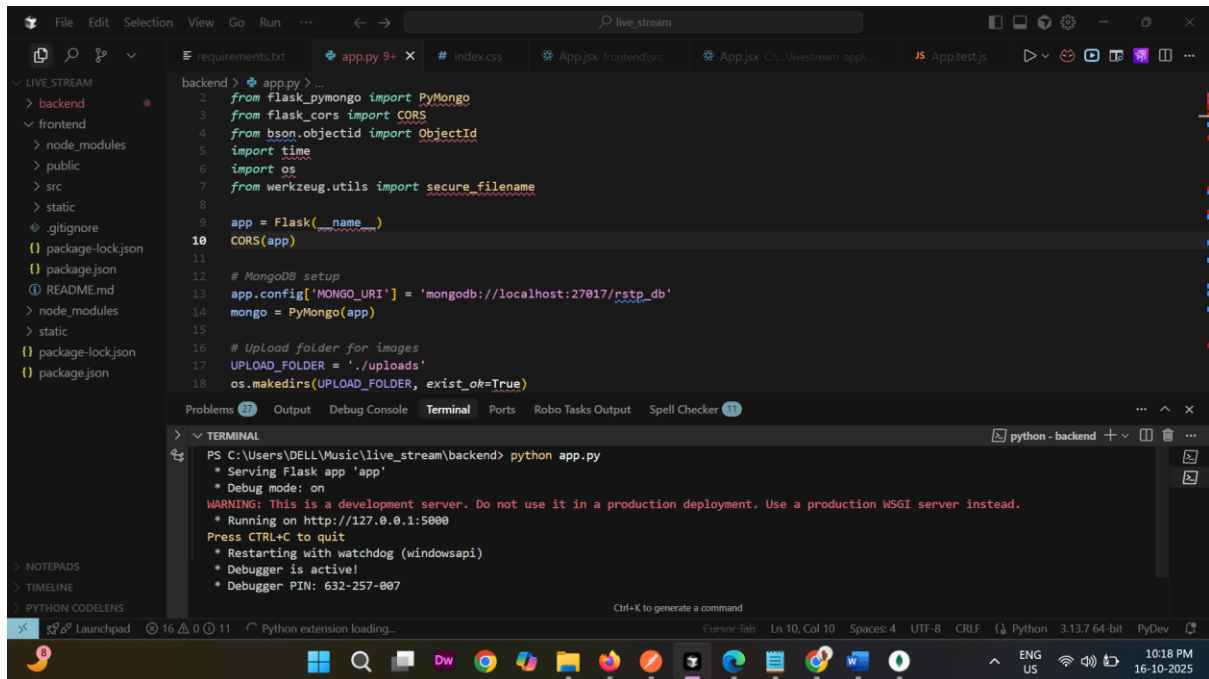
## 1.Create Database using MongoDB



## 2.Database with rstp\_db created with no entries



### 3.Run the backend App.py



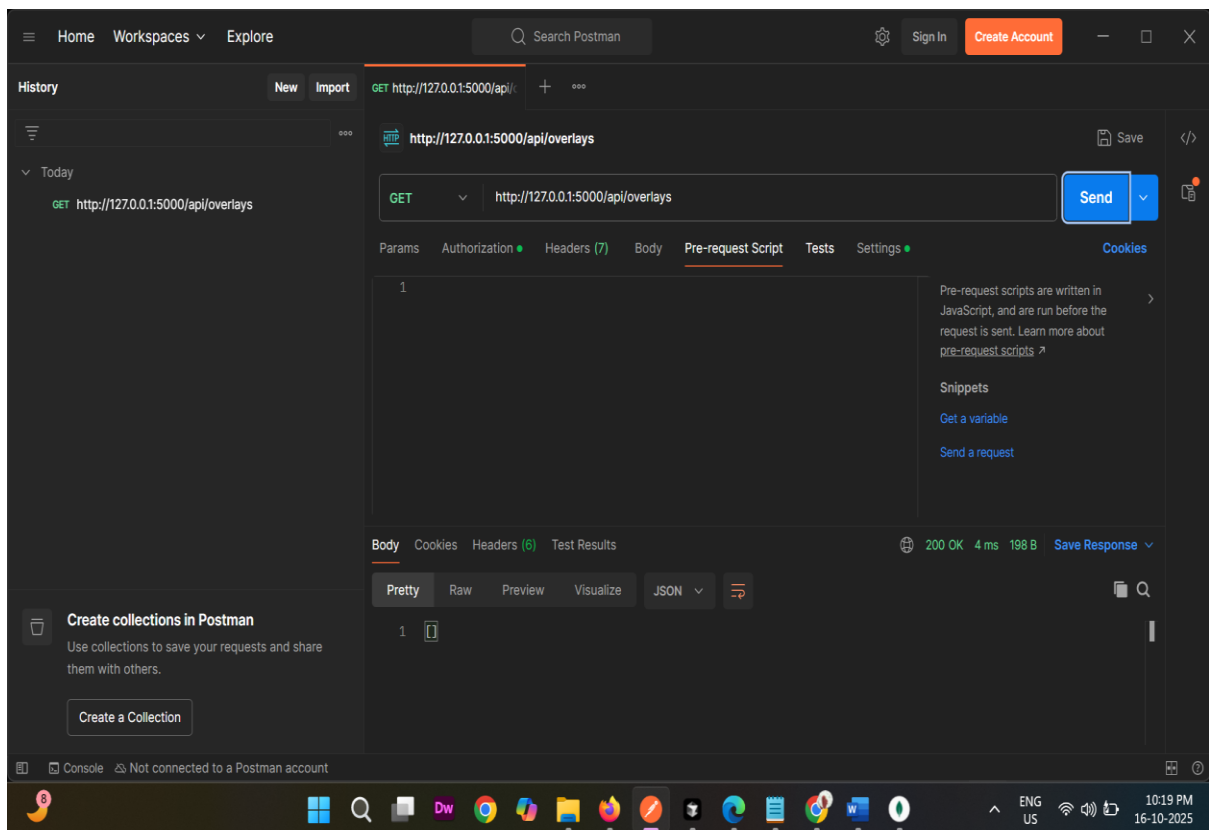
The screenshot shows the Visual Studio Code editor with a project named 'live\_stream'. The file explorer on the left shows the project structure, including 'backend', 'frontend', and 'node\_modules'. The main editor displays the 'app.py' file in the 'backend' directory. The code imports Flask, Flask-PyMongo, Flask-CORS, bson, ObjectId, time, os, and Werkzeug utilities. It sets up a Flask application with CORS, configures the MongoDB URI to 'mongodb://localhost:27017/rstp\_db', and sets up an upload folder at './uploads'. The terminal at the bottom shows the command 'python app.py' being executed, resulting in a warning about the development server and the application running on http://127.0.0.1:5000.

```
2 from flask_pymongo import PyMongo
3 from flask_cors import CORS
4 from bson.objectid import ObjectId
5 import time
6 import os
7 from werkzeug.utils import secure_filename
8
9 app = Flask(__name__)
10 CORS(app)
11
12 # MongoDB setup
13 app.config['MONGO_URI'] = 'mongodb://localhost:27017/rstp_db'
14 mongo = PyMongo(app)
15
16 # Upload folder for images
17 UPLOAD_FOLDER = './uploads'
18 os.makedirs(UPLOAD_FOLDER, exist_ok=True)
```

PS C:\Users\DELL\Music\live\_stream\backend> python app.py

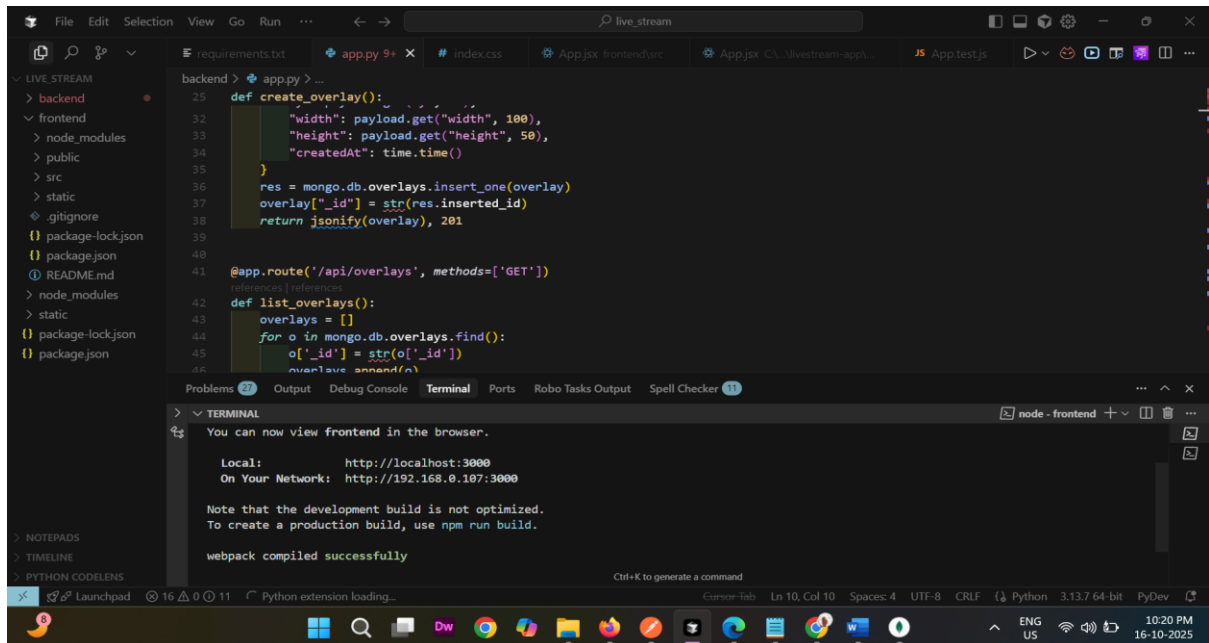
```
* Serving Flask app 'app'
* Debug mode: on
WARNING: This is a development server. Do not use it in a production deployment. Use a production WSGI server instead.
* Running on http://127.0.0.1:5000
Press CTRL+C to quit
* Restarting with watchdog (windowsapi)
* Debugger is active!
* Debugger PIN: 632-257-007
```

### 4.Checking with GET API with Postman no entries found

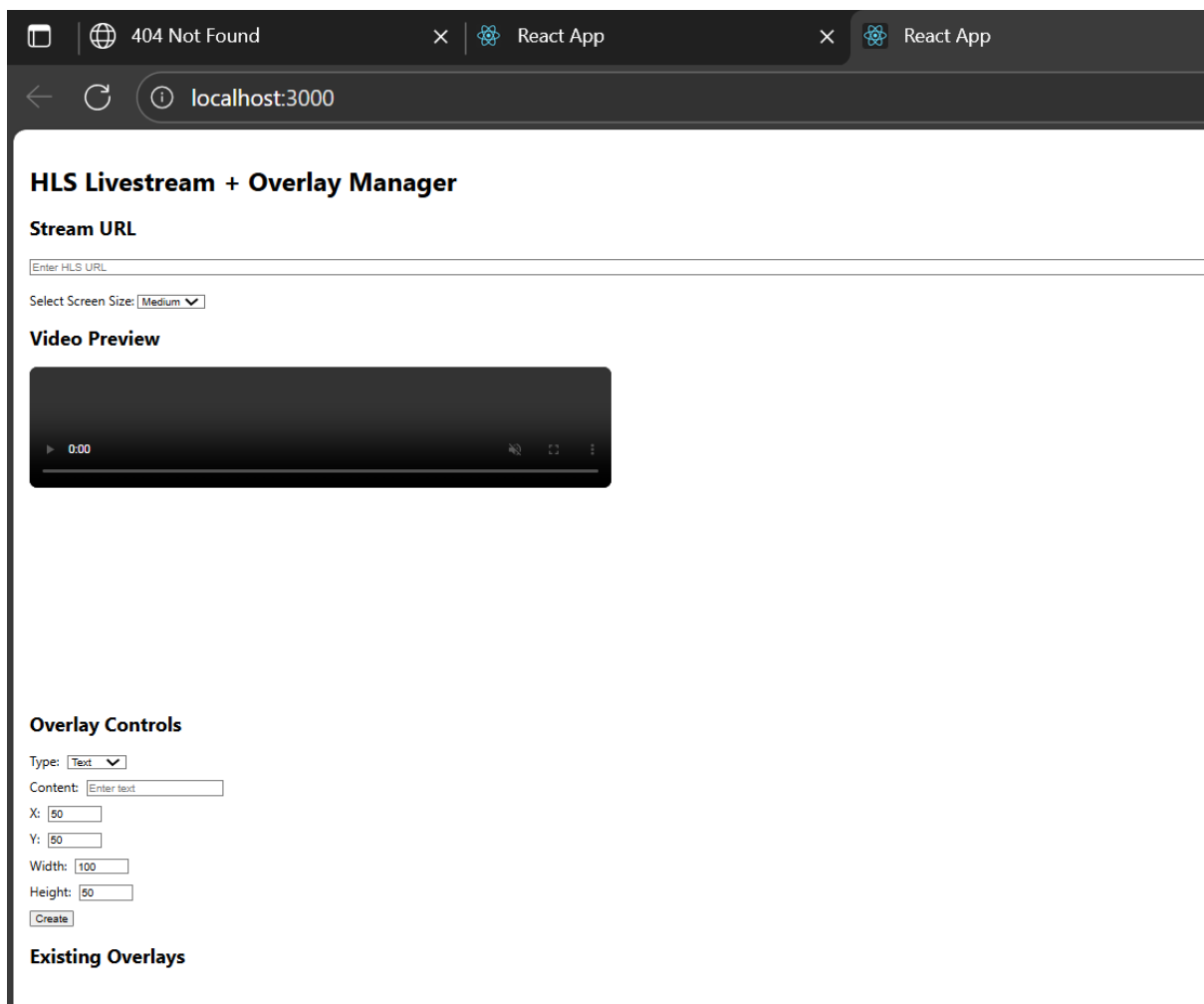




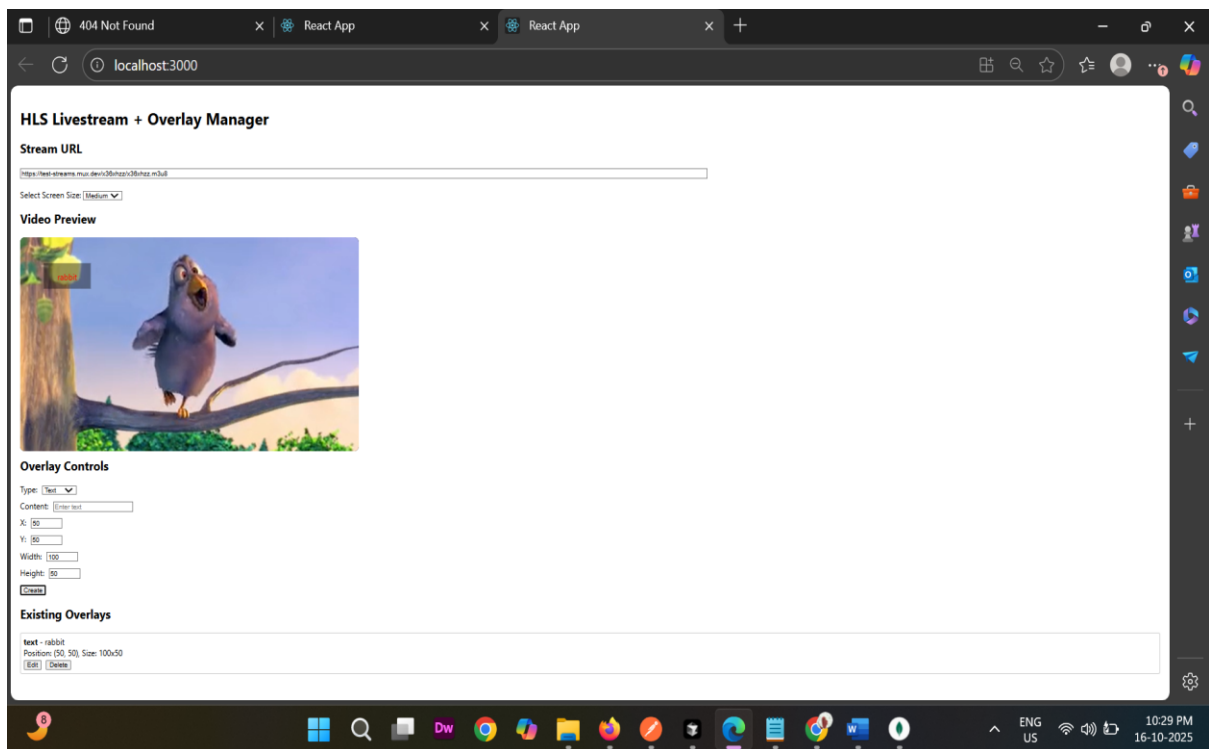
## 5.Starting the frontend React-app server



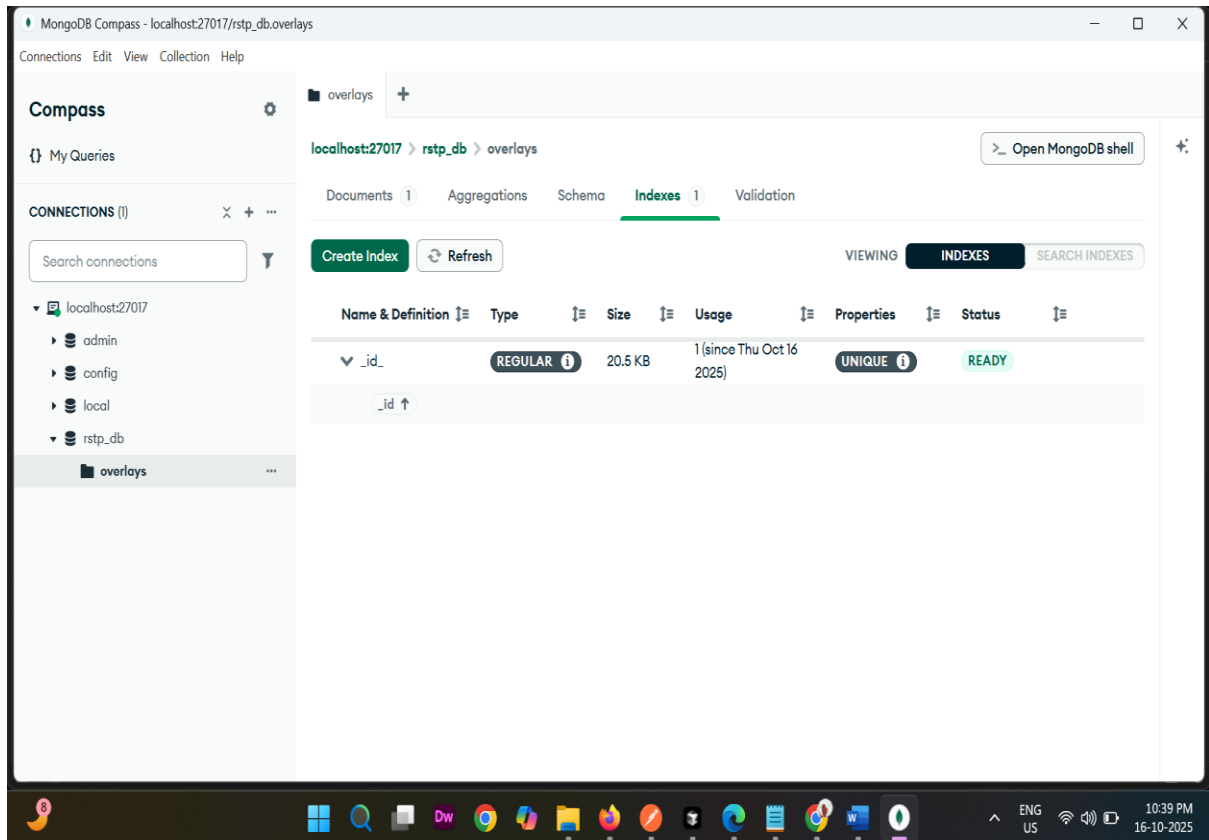
## 6.React App works on localhost:3000



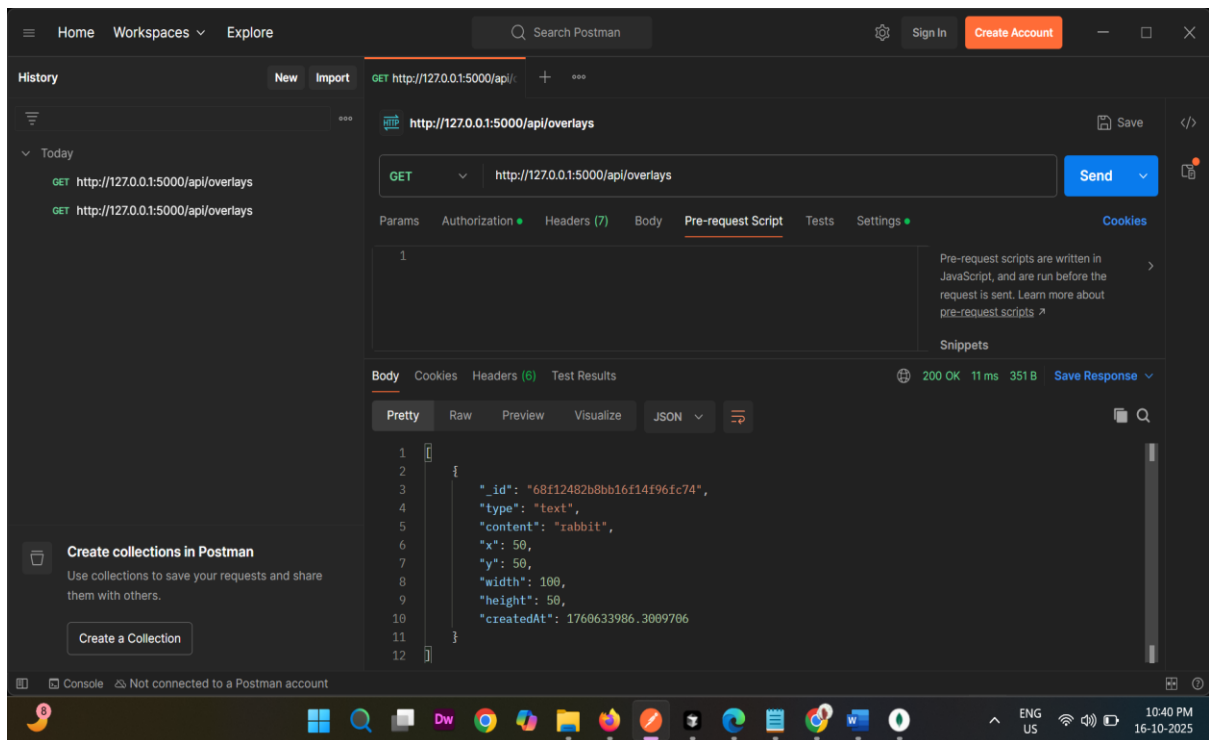
### 7.I have entered Url and created overlay



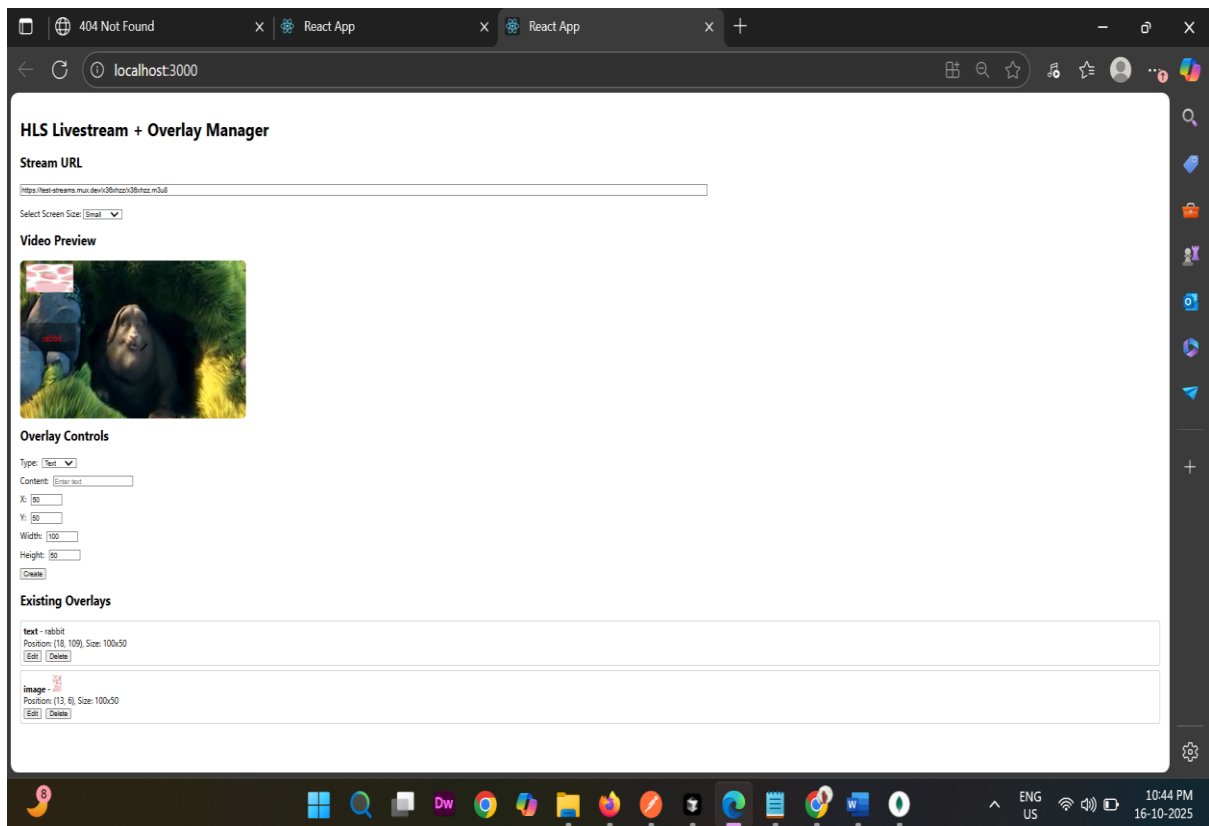
### 9. One index created in database



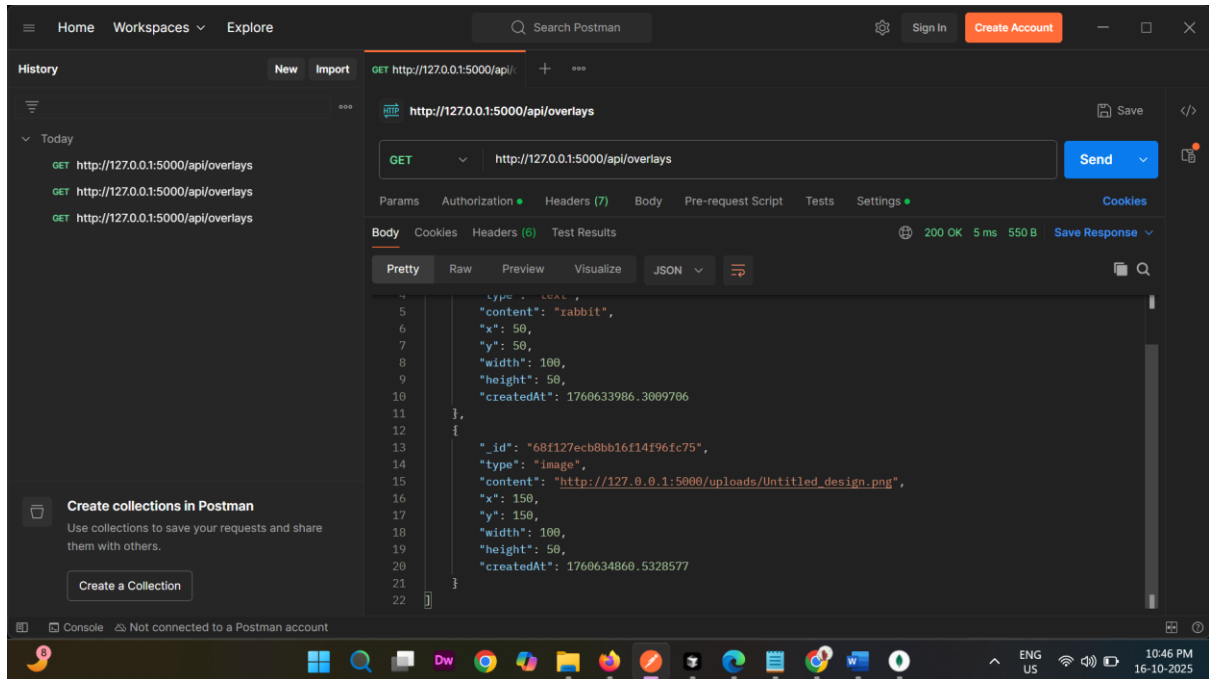
### 10. Now I have tested GET request from postman



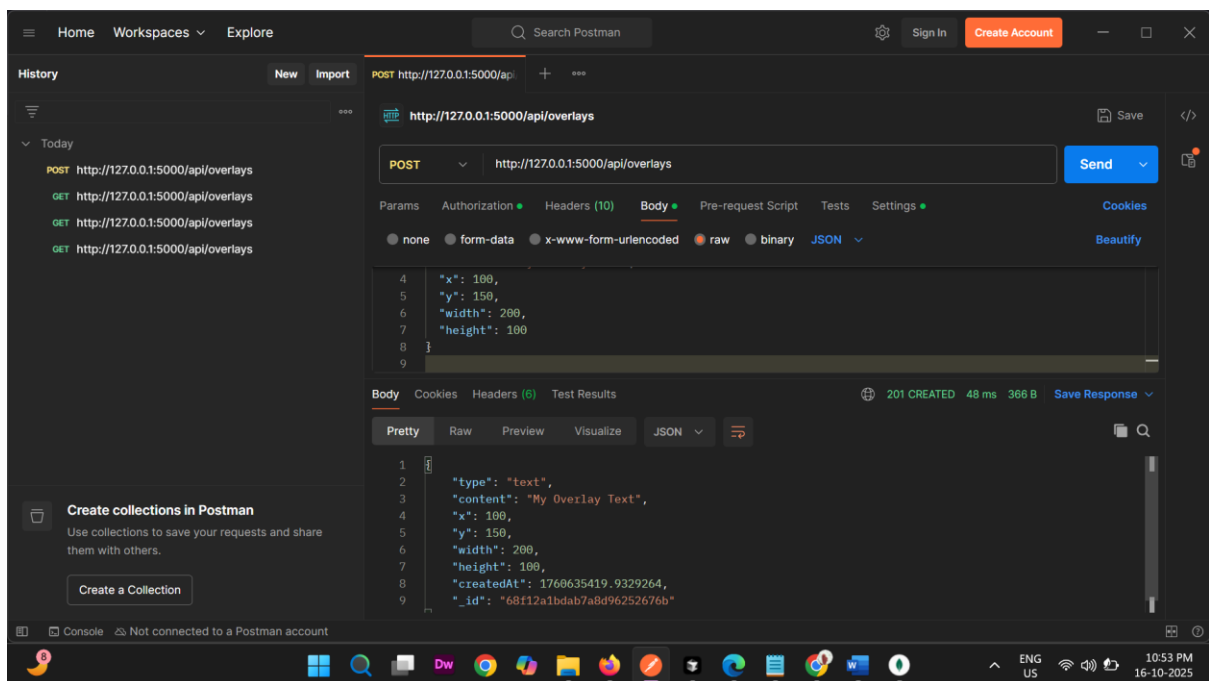
### 11.I have inserted logo in livestream



12.I have retrieve using GET so with image I have created logo it is inserted and recorded in database



13.I have Created one more document using postman with POST api



## 14. One more row data created display in livestream

React App

localhost:3000


### HLS Livestream + Overlay Manager

**Stream URL**

<https://test-streams.mux.dev/x36hzz/x36hzz.m3u8>

Select Screen Size: Large

**Video Preview**



**Overlay Controls**

Type: Text

Content:

X:

Y:


Width:

Height:

**Existing Overlays**

**text** - rabbit

Position: (50, 50), Size: 100x50

**image** - 

Position: (150, 150), Size: 100x50

**text** - My Overlay Text

Position: (339, 43), Size: 200x100

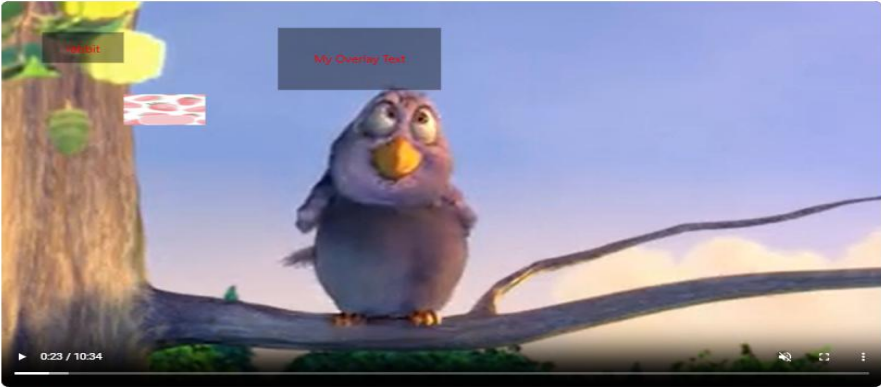
## 15.Editing the text-rabbit with replacing image -rabbit.png

React App

localhost:3000

Select Screen Size: Large

### Video Preview



0:23 / 10:34

### Overlay Controls

Type: Image

Image Upload: Choose File rabbit.png

X: 50

Y: 50

Width: 100

Height: 50

Update Cancel

### Existing Overlays

text - rabbit  
Position: (50, 50), Size: 100x50  
Edit Delete


## 16.Update the rabbit.png image ,text replace with image

React App

localhost:3000

Select Screen Size: Large

### Video Preview



0:23 / 10:34

### Overlay Controls

Type: Text

Content: Enter text

X: 50

Y: 50

Width: 100

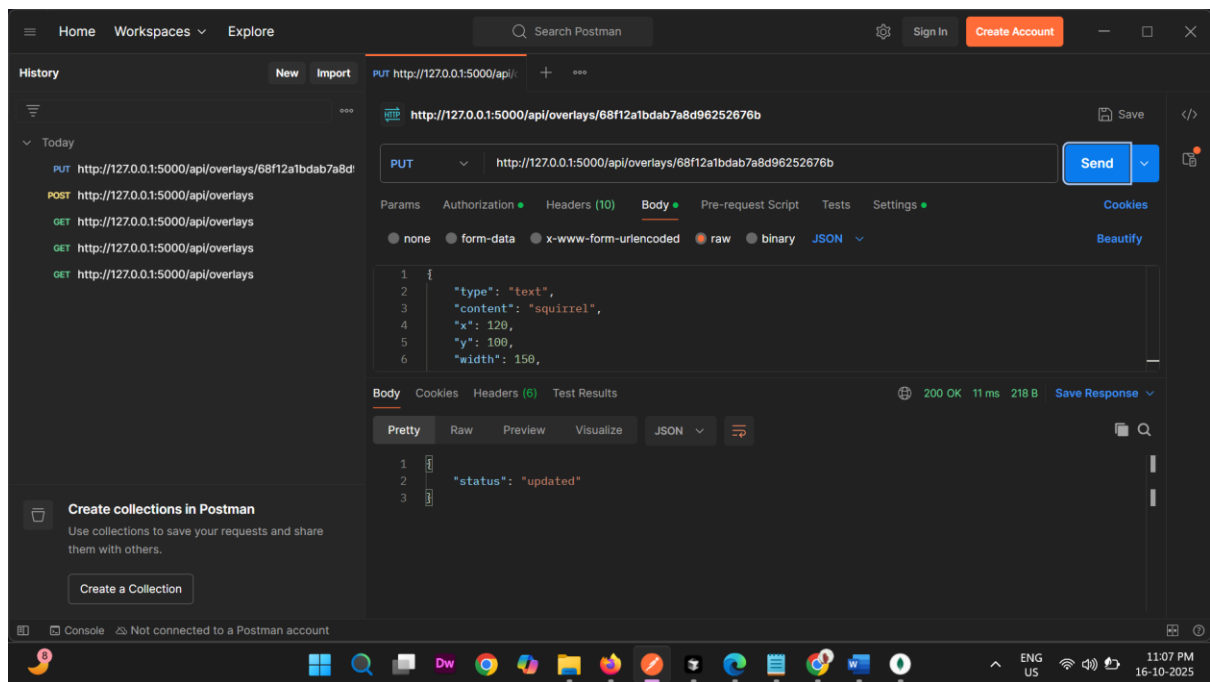
Height: 50

Create

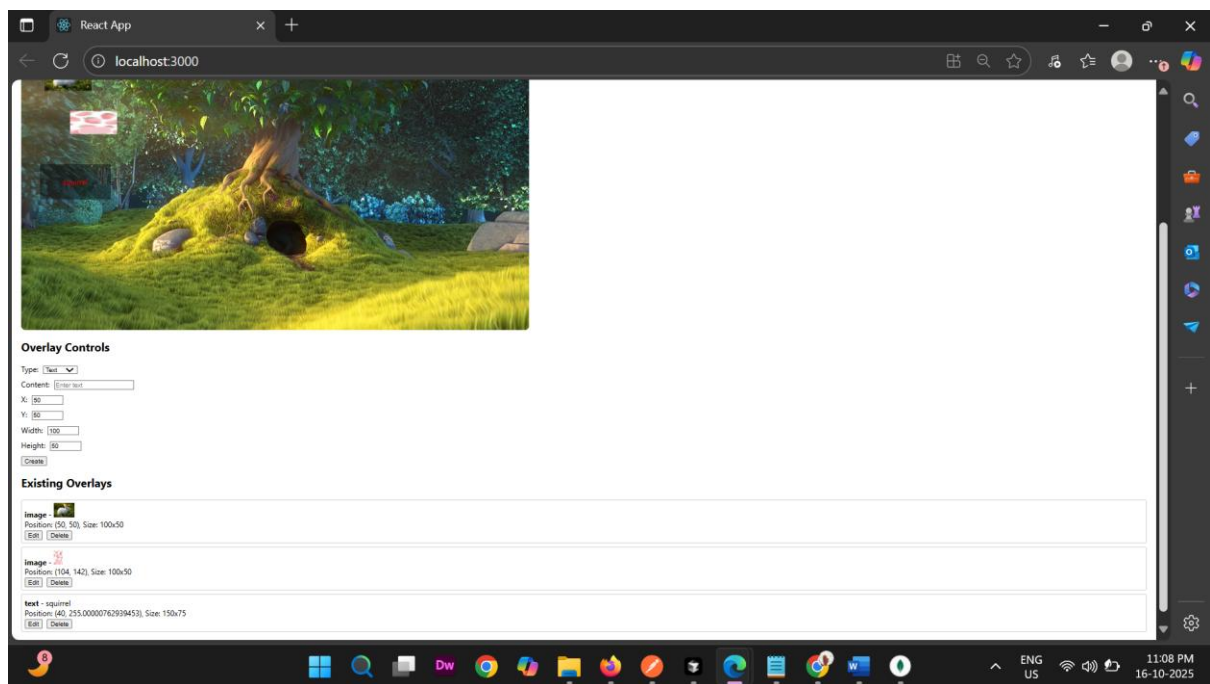
### Existing Overlays

image -  
Position: (50, 50), Size: 100x50  
Edit Delete

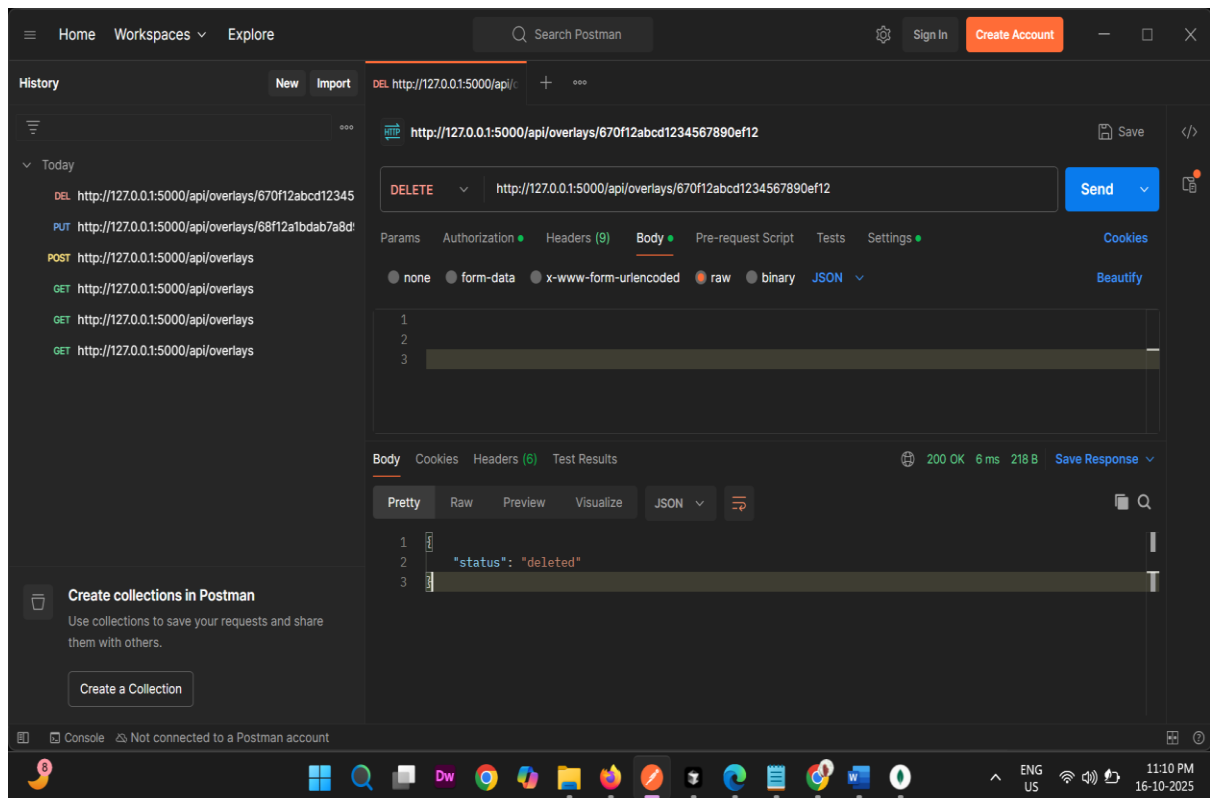
## 16.Using PUT api modifying the overlay details



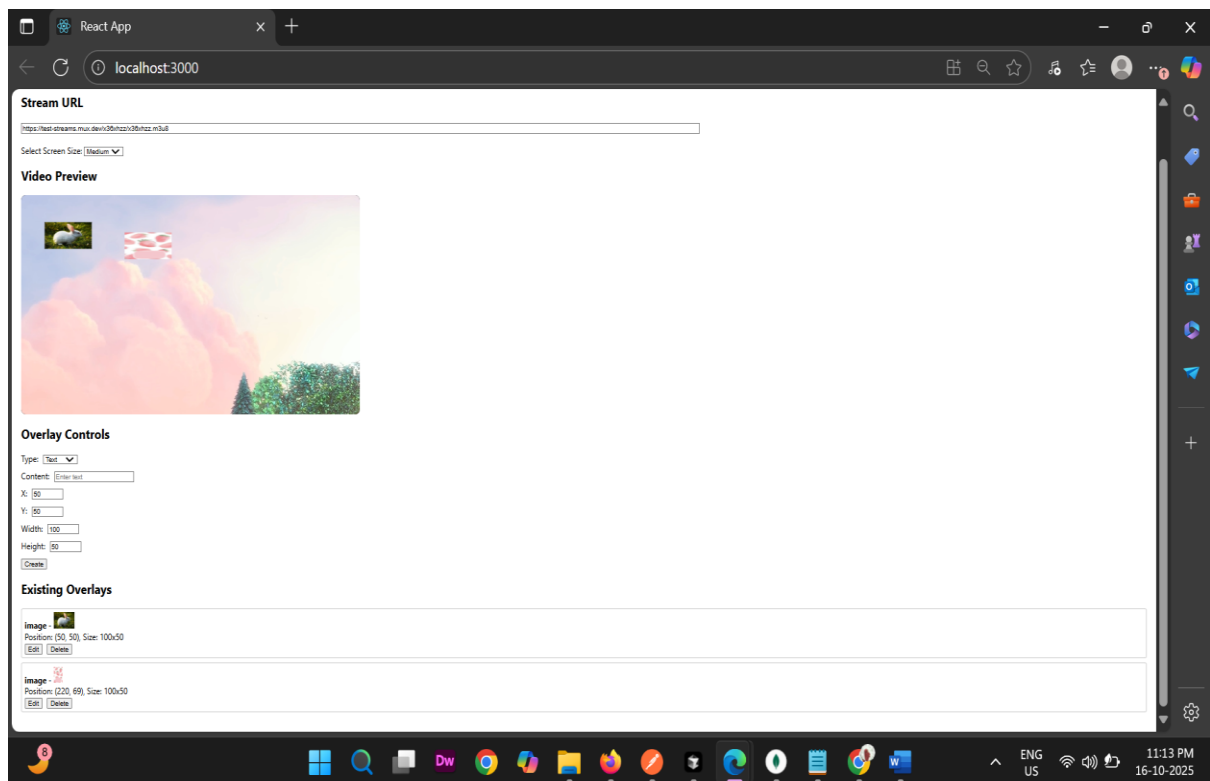
## 17.Modify changes reflect in video stream



## 18. Now delete the last row created with DELETE API from postman

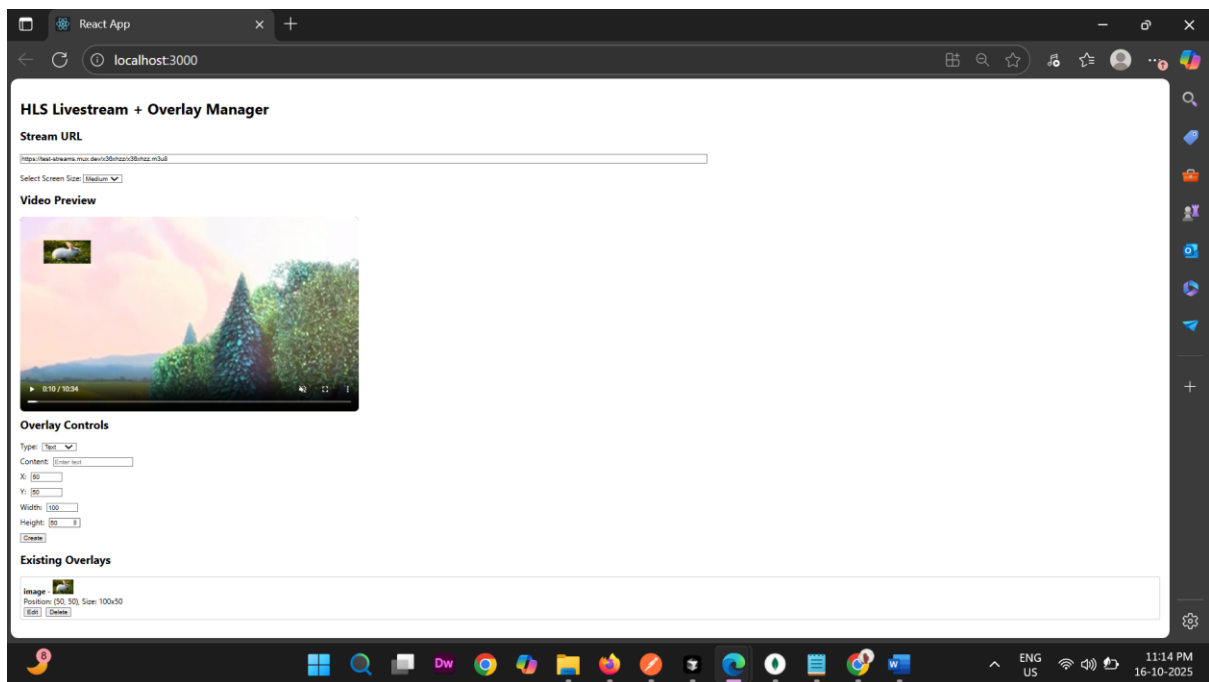


## 19. Now the text with squirrel deleted





## 20. Also we can delete by clicking delete button



## Conclusion

1. Livestream with Overlays: You built a React app that plays a livestream video (HLS format), with draggable/resizable text or image overlays rendered on top.
2. CRUD Functionality via Flask + MongoDB: The backend (Flask) provides Create, Read, Update, and Delete APIs for managing overlay data stored in MongoDB.
3. Frontend Interaction: Users can add overlays, position them, and either create or update them directly on the video using a form and buttons.
4. API Testing with Postman: You can test your backend by sending POST, GET, PUT, and DELETE requests in Postman with appropriate JSON payloads and overlay\_id.
5. Real-time Visual Feedback: Overlay changes (create/update/delete) reflect immediately on the video preview, making the app interactive and user-friendly.