Three main JavaScript APIs for WebRTC

* MediaStream (aka getUserMedia)
* RTCPeerConnection
* RTCDataChannel

**MediaStream**

* Represents a stream of audio and/or visual input
* Can contain multiple “tracks” of data
* You can obtain a MediaStream using *navigator.getUserMedia()*

Sample Code with MediaStream

var constraints = {video: true};  
  
function successCallback(stream) {  
 var video = document.querySelector("video");  
 video.src = window.URL.createObjectURL(stream);  
}  
  
function errorCallback(error) {  
 console.log("navigator.getUserMedia error: ", error);  
}  
  
navigator.getUserMedia(constraints, successCallback, errorCallback);

https://medium.com/@chris\_82106/implementing-webrtc-screen-sharing-in-a-web-app-late-2016-51c1a2642e4