

Report(Video Chatting App)

Video calls have become an integral part of today's communication. Only in the first four months of the COVID-19 pandemic was a 500% increase in search impressions for web and video conferencing software. And video chat apps continue growing in popularity with incredible speed both for businesses and personal use.

The worldwide web conferencing market is expected to grow by around \$19 billion by 2025. These stats are telling. Video conferencing app development is on the rise.

I have Developed the app with ReactJS, Node.js and SocketIO.

My app has different features including:

Group video chat

It's the trendiest new feature in the game, with a myriad of apps coming out last year with such a feature. My app must allow up to eight users per call (at least) and various functions for whoever is speaking, listening, and moderating at any given time to compete in this market.

Screen and Desktop Sharing

Collaboration on video chat can be impossible without sharing multimedia live during meetings, and Zoom became a staple at socially distanced watch parties during the COVID-19 pandemic. It's an absolute must-have not just for desktop users but recently mobile apps, as well.

Text Messaging

Apps that combine video and text chats are generally considered more user-friendly, thus making them more successful. Text messaging features may come in handy when users on the call can't hear each other, want to send some additional info, or simply cannot talk at the moment.

Also, everything is peer-to-peer thanks to webrtc.