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1. Signal processing to remove ambient noise from the audio or video

Two connect two web RTC the first step is signal processing P2p connection in the browsers are established by server to ensure all Peers agree to section. The seaver signal of both peers to determine what media format to use and what each peer want to send to the other Background noise removal is the ability to enhance a noisy speech signal by isolating the domain sound.

2. code handling to compress and decompress the audio & video

One of the main feature that, why many people start to use webRTC, is for video streaming. As live video become more mainstream and starts getting higher quality, it requires data transfer to be faster or the packe size to be smaller to be easily transferred. This is why video codec take place to compress and decompress the audio or video. It helps video stream quicker and more apparent. The main feature is to cancel packet loss and clean up noisy images, as well as captured and playback capabilities across multiple platform

3. Routing from one peer to another through firewall (NATs) and relays to create a interactive connective establishment

when an endpoint is behind a NAT/Firewall, it can only identify its local IP address, and the other cannot connect to the local IP because of the firewall security. The end point will ask help from the STUN server to provide its public IP address and atype of NAT. The other end point can attempt the connection b/w two using the given public IP address. If successful

media will flow directly to each end point without a 3rd party or another server.

4 User data is encrypted before transmitting across connections.

Data is encrypted before it transmit over the connection. Encrypted data is formatted by using an encrypted algorithm & an encrypted key. It is an extension of Real-Time Transport protocol which dose not have any build in security mechanism. Add Protection integrity & message authentication to RTP

5 Managing bandwidth to the user what each peer has to give

In peer to peer communication where they share content such as audio & video file. Because of peer to peer communication delay on storage & delivery by the PCs of the user themselves. It contain an analysis of mechanism of various layer of peer-to-peer spectrum from the protocol layer to community layer.