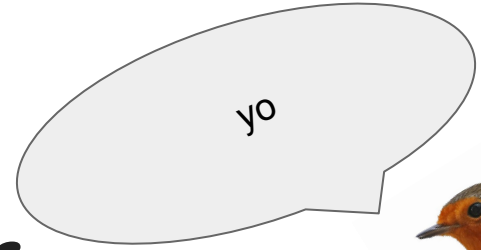


# MEDIA STREAMING



**Katie - Thom - James**

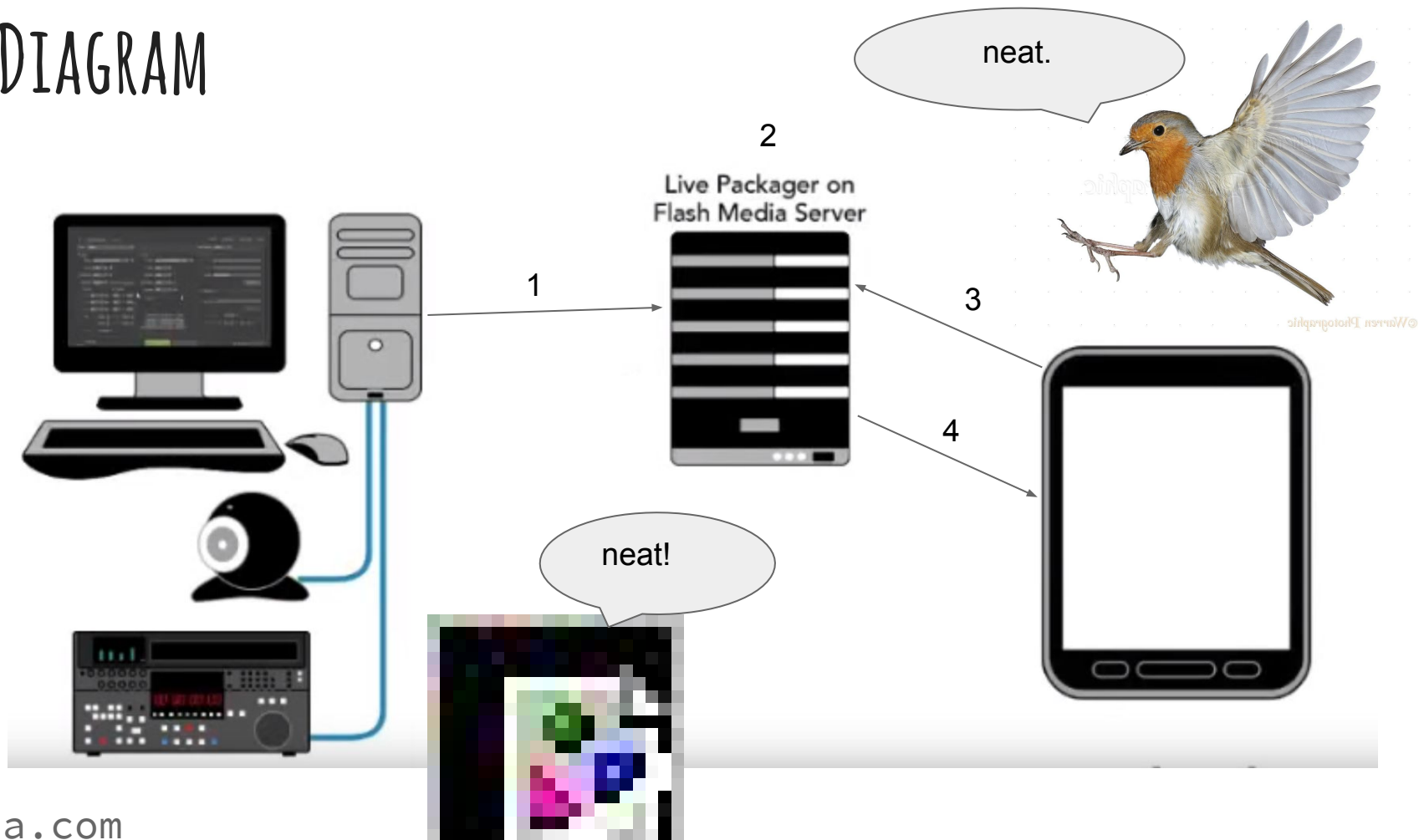
# HTTP LIVE STREAMING (HLS)

- No adobe flash player
  - Solution: HLS
- “Live”
  - No real time data, actually can be live or recorded
  - Works through http connections and servers

Robins have a max wingspan  
of 8.7 inches



# HLS DIAGRAM



# EXAMPLES IN POPULAR APPS TODAY

- Snap Chat
- Local Video Player
- Face Time



```
import UIKit
import MediaPlayer
import AVKit
import MobileCoreServices
```

Wow good work  
guys

MediaPlayerDemo

MediaPlayerDemo ▾ General Capabilities Resource Tags Info Build Settings Build Phases Build Rules

+ Filter

► Target Dependencies (0 items)

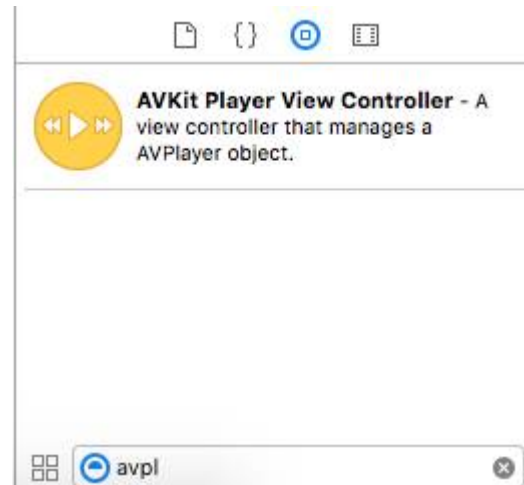
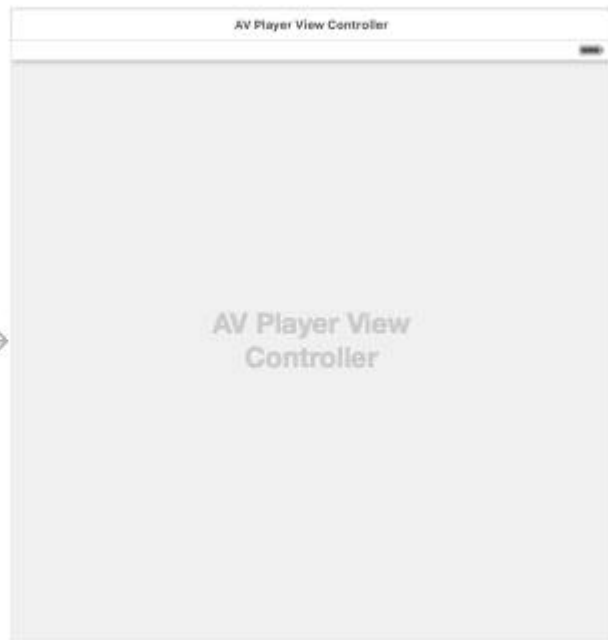
► Compile Sources (6 items)

▼ Link Binary With Libraries (3 items)

Name	Status
MobileCoreServices.framework	Required ▾
AVKit.framework	Required ▾
MediaPlayer.framework	Required ▾

+ — Drag to reorder frameworks

► Copy Bundle Resources (4 items)



Lady robins are in charge  
of building the nest



```
let player = AVPlayer(URL: NSURL(fileURLWithPath: path))  
let playerController = AVPlayerViewController()  
playerController.player = player  
self.presentViewController(playerController, animated: true) {  
    player.play()  
}
```

chirp



# BROADCASTING = INACCESSIBLE



Objective - C



Objective - C



Message Size



Flissonic

Ran Out of Funding

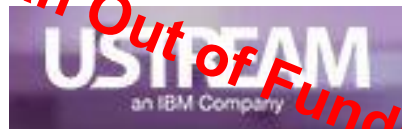


Ran Out of Funding



We tried

Ran Out of Funding



Sketchy



# KICKFLIP

-Awesome and seems to be standard for iOS

-So far it is only in obj-C

-All you need to start is the code below

```
#import "Kickflip.h"
// Call setup as soon as possible so your users can start streaming right away
[Kickflip setupWithAPIKey:@"API_KEY" secret:@"API_SECRET"];
...
- (void) broadcastButtonPressed:(id)sender {
    [Kickflip presentBroadcasterFromViewController:self ready:^(KFStream *stream) {
        if (stream.streamURL) {
            NSLog(@"Stream is ready at URL: %@", stream.streamURL);
        }
    } completion:^(BOOL success, NSError* error){
        if (!success) {
            NSLog(@"Error setting up stream: %@", error);
        } else {
            NSLog(@"Done broadcasting");
        }
    }
    }];
}
```



- App Data
- Core Data



This is the end

Questions?

