

WEBRTC

**REAL-TIME COMMUNICATION FOR WEB
BROWSERS AND MOBILE APPS**

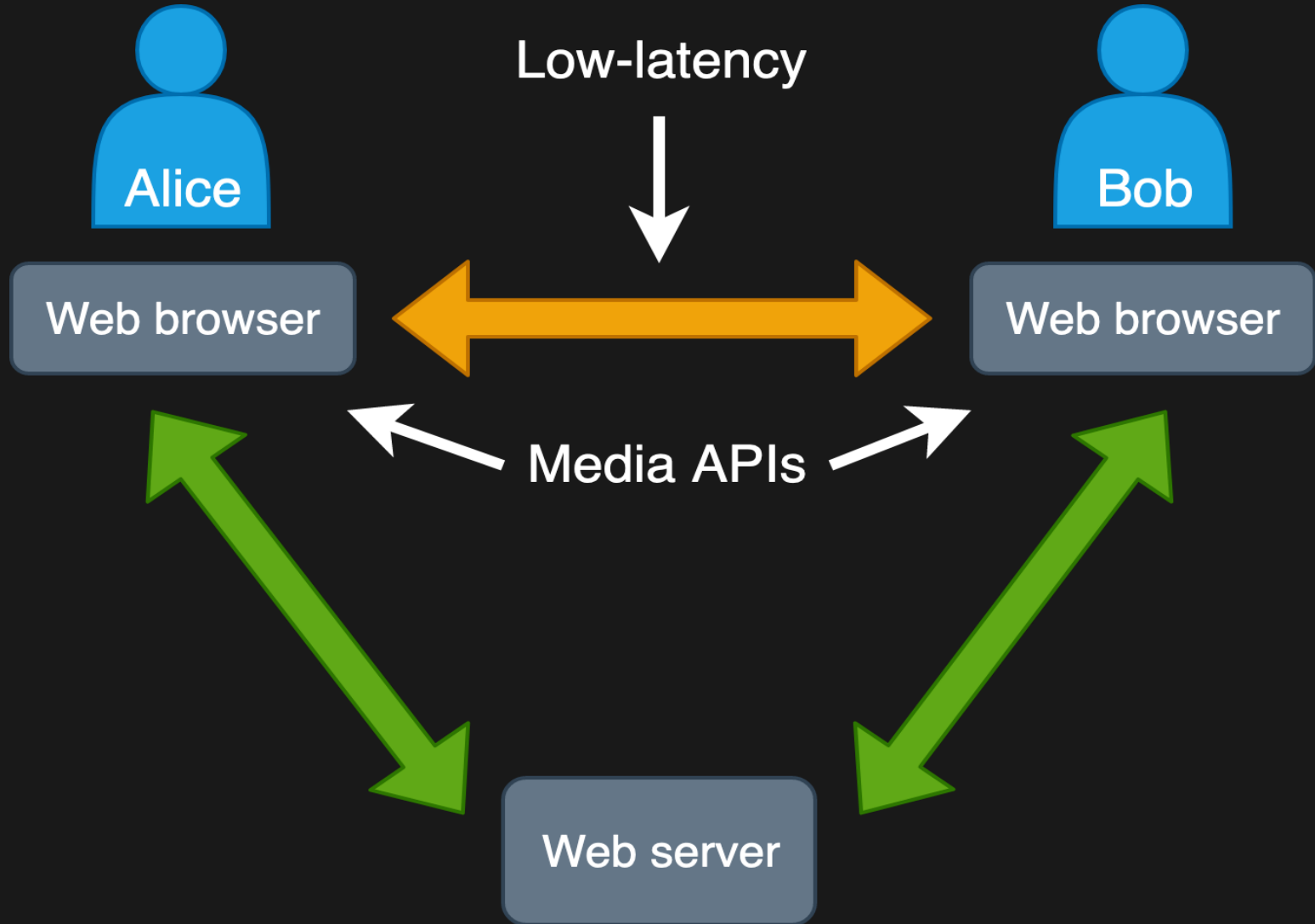
Presented by [Marc Plouhinec](#) for the [SZJUG](#).



MARC PLOUHINEC

- Passionate full-stack engineer
- 11 years of professional experience
- Currently working at Lazada (Alibaba Group)
- m_plouhinec@yahoo.fr
- <https://github.com/marcplouhinec>

WHAT IS WEBRTC?

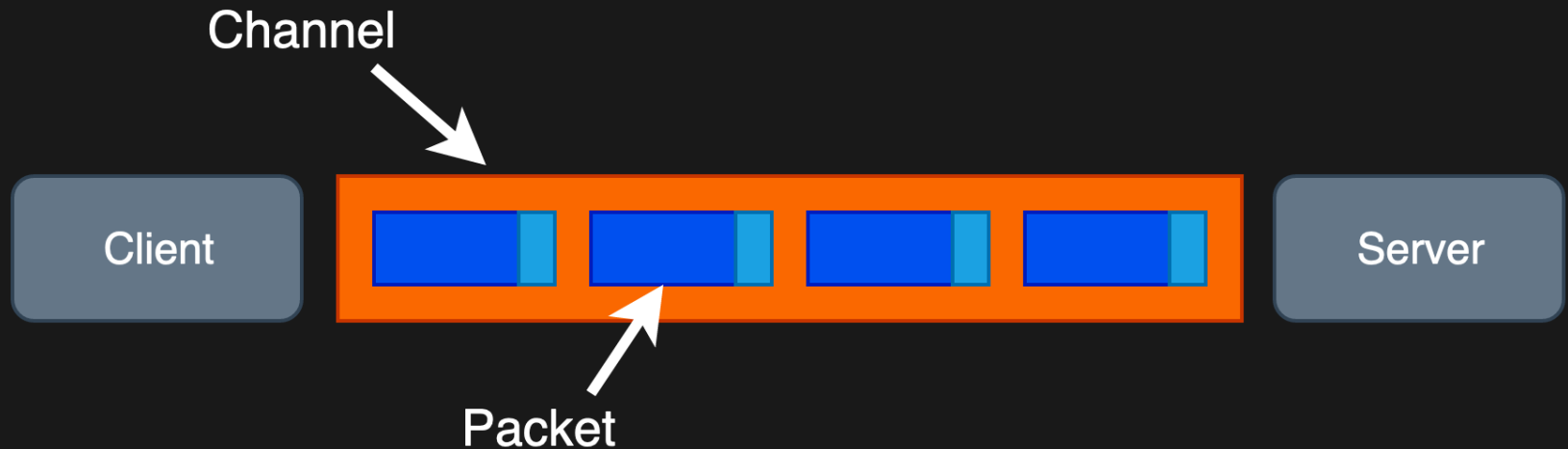


USE CASES

- Conference call (audio, video)
- Games
- Remote desktop
- Local file sharing
- Video on demand
- Collaborative real-time editor
- Video broadcasting
- Remotely-assisted self-driving car

LOW LATENCY?

- Peer-to-peer connection
- Protocol optimized for low-latency

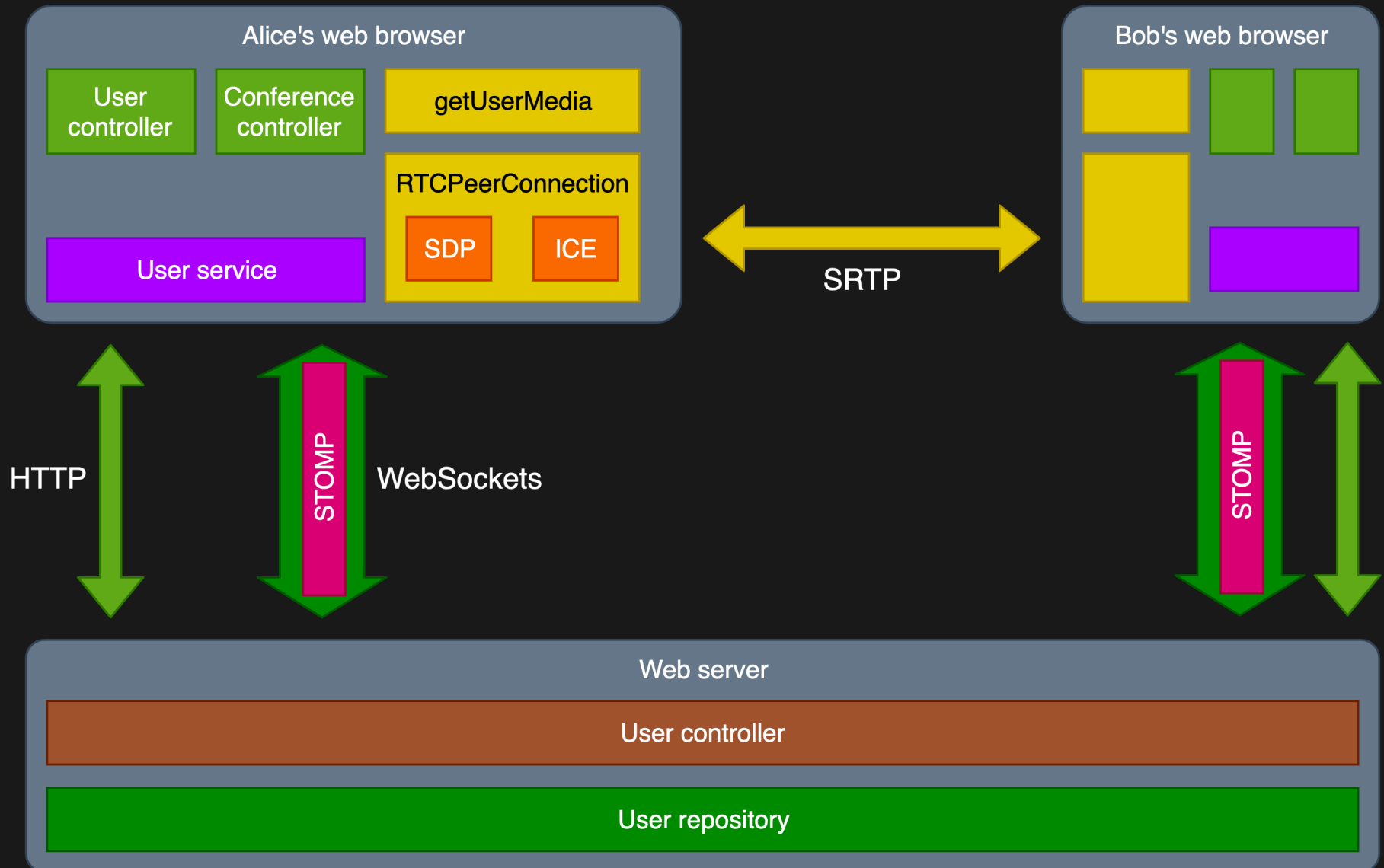


DEMO

Allow users to find each others and make a video call.

<https://github.com/marcplouhinec/webrtcdemo>

DEMO ARCHITECTURE

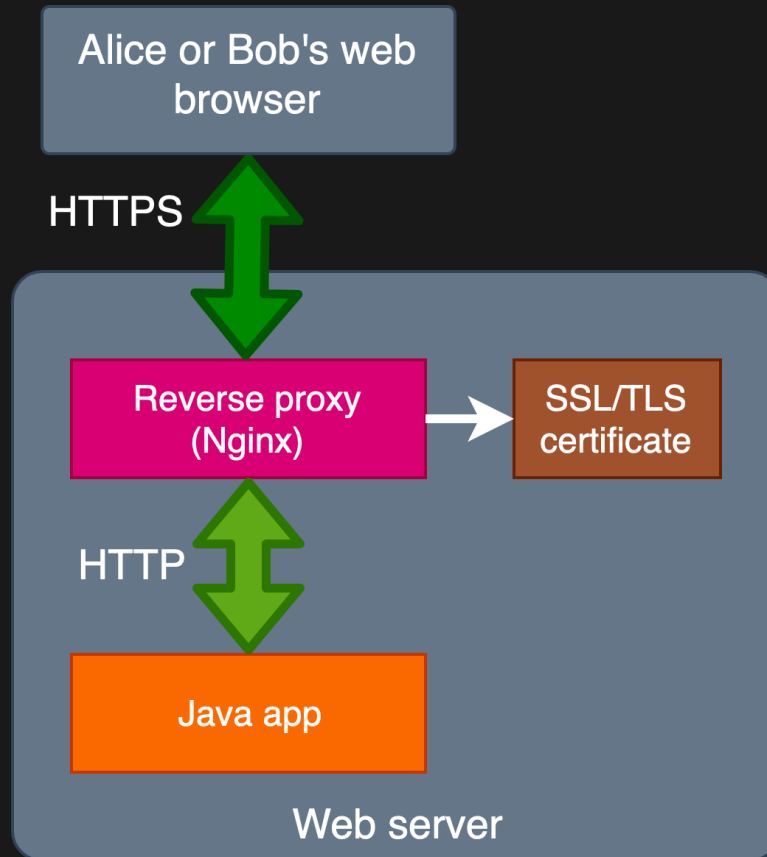


LOCAL DEPLOYMENT

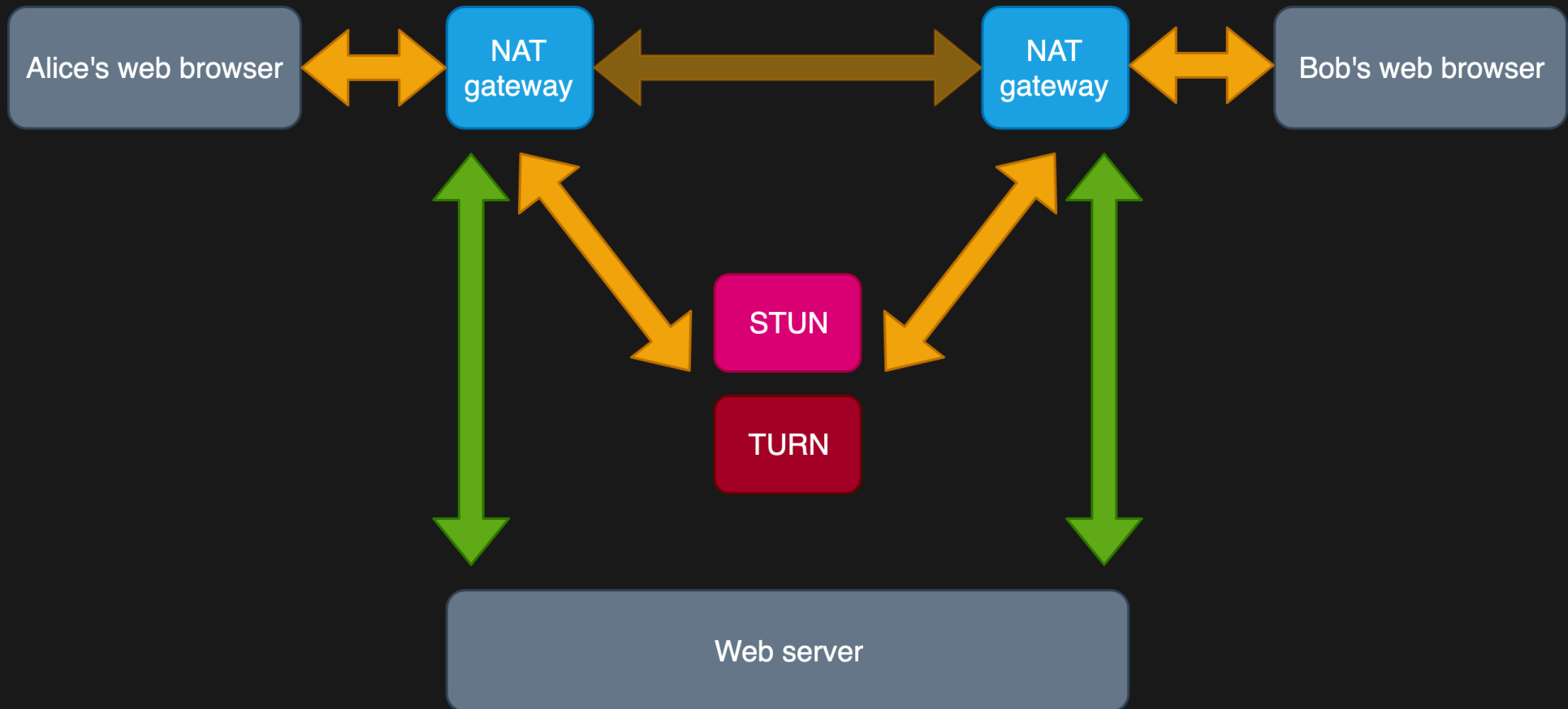
FIRST TRY

Only works locally with Firefox.

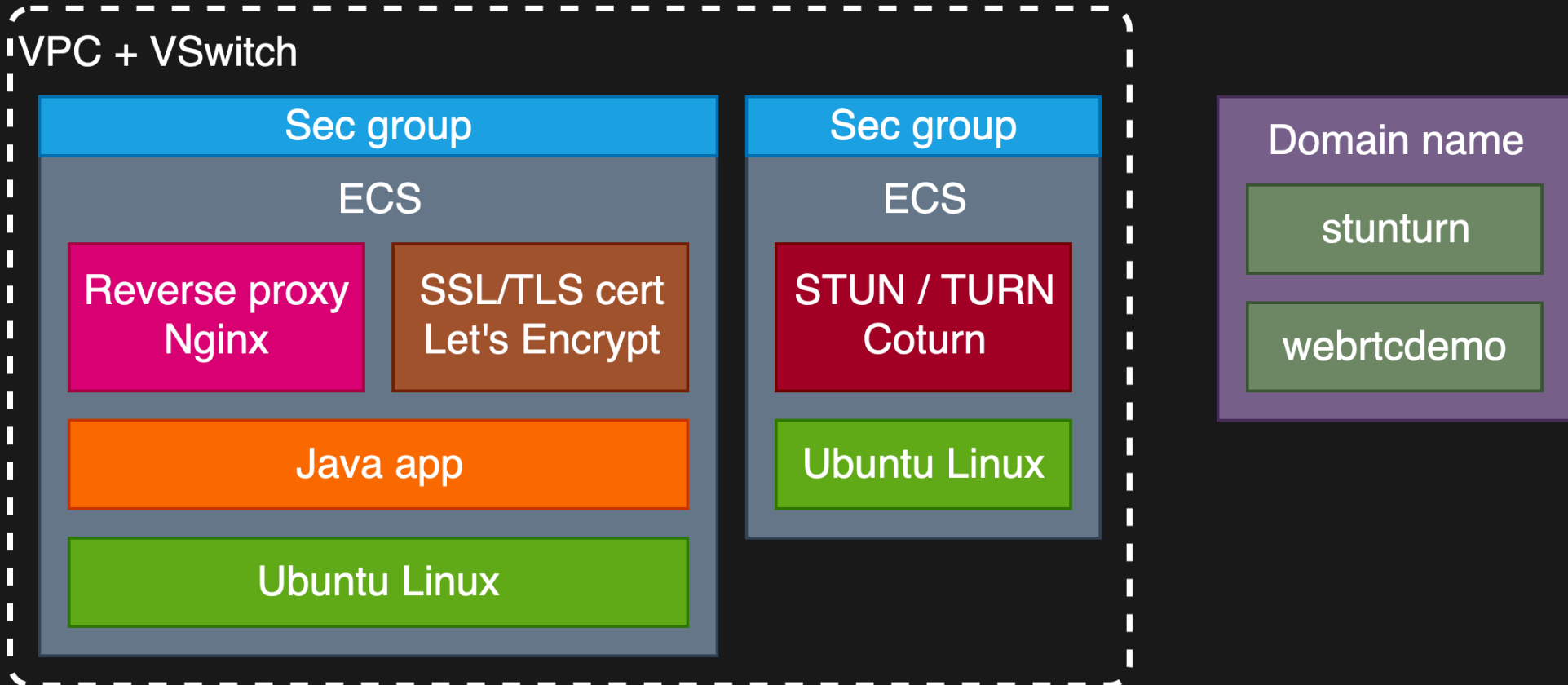
LOCAL DEPLOYMENT WITH HTTPS



LOCAL DEPLOYMENT WITH A STUN / TURN SERVER

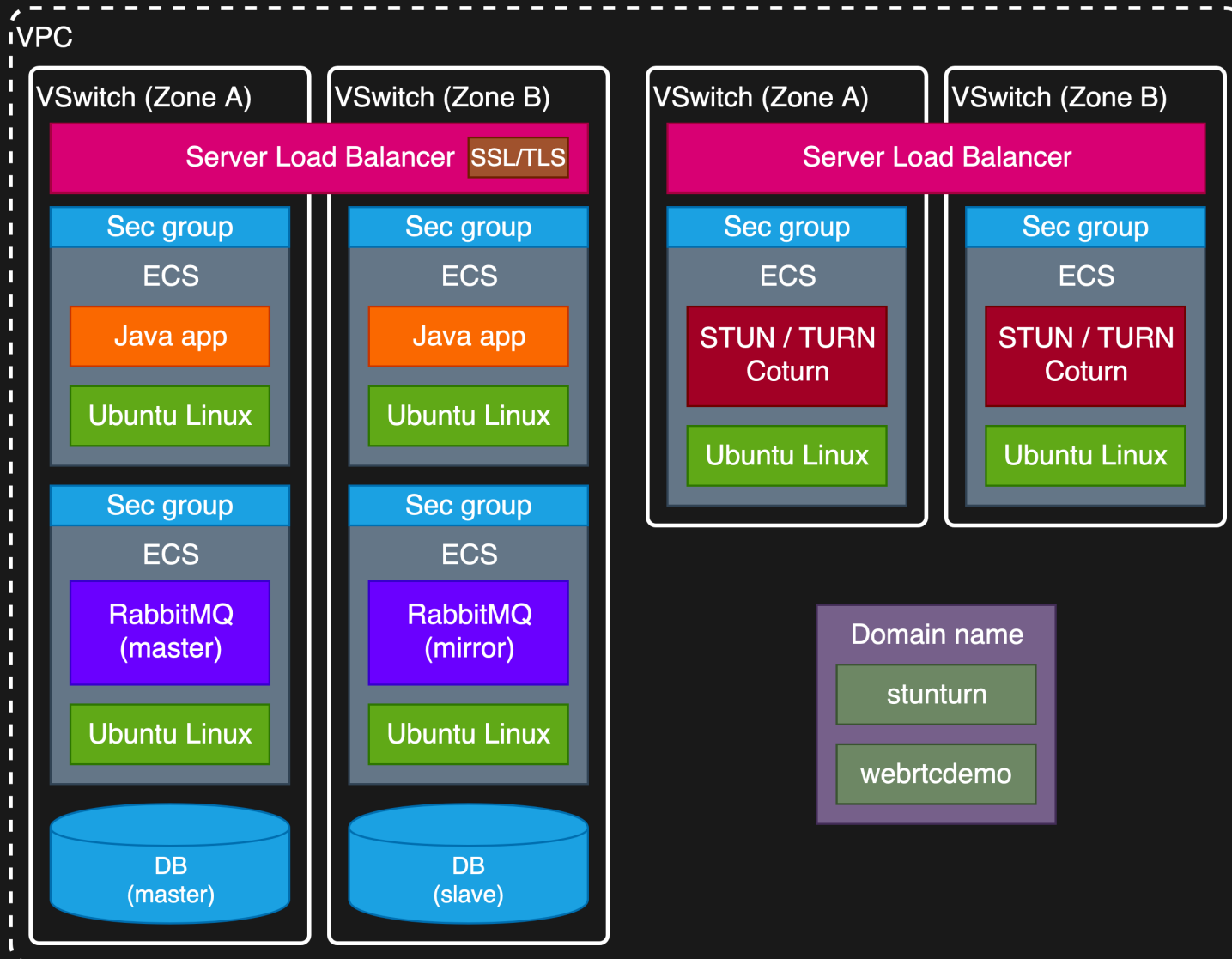


CLOUD DEPLOYMENT



<https://webrtcdemo.ydev.xyz/>

CLOUD DEPLOYMENT (HA)



MORE?

- Conference call with more than 2 users → SFU
- Exchanging binary or textual data → DataChannel
- WebRTC for mobile apps → [Android](#) and [iOS](#) libs

USEFUL LINKS

- Great documentation about WebRTC:
https://developer.mozilla.org/en-US/docs/Web/API/WebRTC_API
- Detailed explanations about the APIs and protocols:
<https://hpbn.co/webrtc/>
- Demo source code:
<https://github.com/marcplouhinec/webrtcdemo>