Readme

1. Name of the class that contains the main ()method: Server.java, Client.java
2. The Client class implements the client and the user interface which we use to send RTSP commands and which is used to display the video. I implement the actions that are taken when the buttons are pressed: SETUP, PLAY, PAUSE, TEARDOWN.
3. The Server class implements the server which responds to the RTSP requests and streams back the video. I need to implement the packetization of the video data into RTP packets. I create the packet, set the fields in the packet header, and copy the payload into the packet. When the server receives the PLAY-request from the client, it starts a timer which is triggered every 100ms. At these times the server will read one video frame from the file and send it to the client. The server creates an RTPpacket object which is the RTP-encapsulation of the video frame.
4. The RTPpacket class is used to handle the RTP packets. It has separate routines for handling the received packets at the client side which given. The second constructor is used by the client to de-packetize the data. I complete the first constructor of this class to implement RTP-packetization of the video data.
5. The VideoStream class is used to read video data from the file on disk. I don’t make changes to this class.
6. In order to run the program, you should first run the Server and then run the Client.

Thank you!