

TASK 4: Real-Time Communication App

Frontend Code:

```
// index.html
<!DOCTYPE html>
<html>
<head><title>Video Chat</title></head>
<body>
  <h1>Video Chat</h1>
  <video id="local" autoplay muted></video>
  <script src="/socket.io/socket.io.js"></script>
  <script src="client.js"></script>
</body>
</html>
```

```
// client.js
const socket = io();
navigator.mediaDevices.getUserMedia({ video: true, audio: true })
  .then(stream => {
    document.getElementById('local').srcObject = stream;
    socket.emit('join-call');
  });
```

Backend Code:

```
// server.js
const express = require('express');
const http = require('http');
const socketio = require('socket.io');
const app = express();
const server = http.createServer(app);
const io = socketio(server);
app.use(express.static(__dirname + '/public'));
io.on('connection', socket => {
  console.log('User connected');
  socket.on('join-call', () => {
    console.log('User joined call');
  });
});
server.listen(3003, () => console.log('RTC server on port 3003'));
```