DAYANANDA SAGAR UNIVERSITY

A MINI PROJECT REPORT
ON

"BROWSER-BASED VIDEO PLAYER"

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IN

COMPUTER SCIENCE & ENGINEERING

HARSH PAREEK ENG17CS0085
HARSH RANJAN ENG17CS0086
HIMANSHU C ENG17CS0093
KARAN SINGH ENG17CS0105

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Under the supervision of
Prof. Gousia Thahniyath, Assistant Professor

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
SCHOOL OF ENGINEERING
DAYANANDA SAGAR
UNIVERSITY KUDLU GATE
BANGALORE – 560068

TABLE OF CONTENTS

INTRODUCTION

A video player is able to play videos depending upon the codecs supported by the machine. It is however quite time-taxing to create such a software that runs natively in the OS. This however, can be solved by making a browser-based video player that would only require a relatively smaller script (javascript).

PROBLEM DEFINITION

Building a browser-based video player with all the major functionalities of the common video players at a fraction of the time and manpower required to build a desktop software.

OPERATIONAL DEFINITION:

All the major UI components could be easily simulated in HTML, supplemented by javascript for functionality.
We sequentially select all the visual components created in HTML and then provide the back-end code that enables this functionalities.

SCOPE OF THE PROJECT

This web-application uses html and vanilla javascript to create a custom video player that runs in the browser. Various functionalities
include:
i) play/pause
ii) volume control
iii) play speed
iv) fast-forward
v) rewind
vi) seeking

EXISTING SYSTEM

Video.js is a web video player built from the ground up for an HTML5 world. It supports HTML5 video and modern streaming formats, as well as YouTube, Vimeo, and even Flash (through plugins, more on that later). It supports video playback on desktop and mobile devices

CURRENT ISSUES / PROBLEMS IN EXISTING SYSTEMS

i) few containers and codecs are not supported.
ii) isn't relatively pleasing to look at

REQUIREMENTS

1) Software:
- Languages : HTML5, Javascript
- Tools used : a browser that supports javascript and html5

2) Hardware:
- intel/amd cpu
- ram - 1 GB
- storage - 500 MB

POSSIBLE OUTCOMES

- A Web Video player.

IV. REFERENCES:

https://www.w3schools.com/html/
https://www.w3schools.com/js/