**Overview: Media Streaming with ExoPlayer**

What have I learned from doing the Media Streaming with ExoPlayer Codelab?

After finishing this codelab, I learned how to integrate ExoPlayer properly in our app. In order to integrate ExoPlayer to an app properly, one must do the following steps:

* Declaring and customizing the PlayerView and PlayerControlView in the layouts.
* Instantiating SimpleExoPlayer for adaptive audio/video streams, then connect it to the video view.
* Integrate ExoPlayer properly into the Activity lifecycle for single, split, and multi window mode.
* Monitoring Quality of Experience with SimpleExoPlayer’s event listeners.
* Using MediaSource composition to concatenate media sources.

ExoPlayer is an application level media player built on top of Android’s low level media APIs. One of the many advantages ExoPlayer has over MediaPlayer is that it supports many of the media formats that MediaPlayer supported, plus many more. The ExoPlayer library also provides MediaSource implementations for adaptive formats, such as DASH (DashMediaSource), SmoothStreaming (SsMediaSource), and HLS (HlsMediaSource). Adaptive video playback cuts video and audio files into multiple chunks of a given duration. A player then links them together for playback. In order to stream DASH with ExoPlayer, an adaptive MediaSource must be built. The chunks are available in different sizes. A player would normally start with a low quality chunk to be able to render the first frame, then switches to a better quality for the second chunk.