

Drinking Party

Team: JJJ

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ABSTRACT

We developed a random system video-chat application for a lonely person who drinking at home by using Internet Communication.

1. Introduction

1. 1 Research motive

We wanted to develop the application for killing time because we had developed systematic applications so far.

1. 2 Research issue

- Audio&Video Communications by using WebRTC
- A random match making system

2. Development environment

2. 1 Using soft-were

- Android-Studio
- MySQL

3. Production

3. 1 Application abstract

Development Application for Android Smartphone. A random system video-chat application by using Internet telephone.

3. 2 Conclusion

We had a difficult time with using and understanding the android activity Life-Cycle and Asynchronous communication.

And, our expectations rose communication technology in the future by understanding communication system of a WebRTC.

4. Reference

- SkyWay-Android-Sample
- SkyWay documents

