

A STUDY AND IMPLEMENTATION OF VIDEO STREAMING ON THE INTERNET

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ABSTRACT

This project focuses on the study and application of video streaming on the Internet. Besides studying the methods and standards being used, and having analysis on the current existing video streaming technology, the knowledge would be applied in the study of the video streaming in depth. An analysis on the performance of the streaming such as transmission speed would be done. As for the implementation, an executable prototype of a video streaming system will be developed using Macromedia Dreamweaver 3.0, emphasizing on better ways to stream video through the Internet.