

# IMPLEMENTATION OF WINDOWS-BASED NETWORK STREAMING VIDEO APPLICATION FOR CLIENT/ SERVER PLATFORM

Prepared by: Foo Boon Khong

## ABSTRACT

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The main objective of this project is to implement a streaming video application in a Windows-based network from a client/ server platform perspective. The author will develop and implement video streaming protocol. The transmitting protocol used is TCP/IP. TCP/IP is best suited, as it requires an established connection, which ensures that the packet will arrive to its destination. The server side will act as the digital TV station, broadcasting data packets (containing the video and audio stream) to multiple recipients. The front-end, which is the client, will act as the television by playing the received data stream.