

Video Broadcasting

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Abstract:

The aim of the project is to develop VIDEO BROADCASTING software for broadcasting the videos. Video broadcasting is software which is used for broadcasting a video in network. In this project a two applications are created one is Server side application and another is Client application.

The server application is used to add the video files path in Listbox which will be stored on main memory of computer where server application is running. The added video files broadcast when the user will click on the start broadcast button.

The Client application is used on the client side. The Client application will connect to the Server application by using the IP address of Computer where the Server application is running. The Client application is connected to the Server application is plays the videos which will be added in Server application.

Introduction:

A steadily increasing amount of and near audio and video is being transmitted over networks using Internet (IP). Broadcasting means transferring data (video) from one node to many nodes. In this way we can broadcast the video using this in entire network using this project. video has been an important media for communications and entertainment for many decades. Initially video was captured led to the digitization of video, and digital video enabled a revolution in the compression and communication of video.

Video Broadcasting (DVB) is a set of standards that define digital broadcasting using existing satellite, cable, and terrestrial infrastructures. In the early 1990s, European broadcasters, consumer equipment manufacturers, and regulatory bodies formed the European Launching Group (ELG) to discuss introducing digital television (DTV) throughout Europe. The ELG realized that mutual respect and trust had to be established between members later became the DVB Project. Today, the DVB Project consists of over 220 organizations in more than 29 countries worldwide. DVB-Compliant digital broadcasting and equipment is widely available and is distinguished by the DVB logo. Numerous DVB broadcast services are available in Europe, North and South America, Africa, Asia, and Australia. The term *digital television* is sometimes used as a synonym for DVB. However, the Advanced Television Systems Committee (ATSC) standard is the digital broadcasting standard used in the U.S.

Literature Review:

Existing System:

1. Netflix: Netflix operates a subscription-based movie and TV-show rental website
2. Tincam: tin cam is a web cam utility that enables you to post web cam images online.

Drawbacks in existing system

1. High buffer rate is required.
2. Wastage of memory is more by storing video in the database.
3. Complicated architecture.

To overcome above drawbacks we develop this system (video broadcasting).

- ["Digital Video Broadcasting \(DVB\); A Guideline for the Use of DVB Specifications and Standards"](#) (PDF). Retrieved 2008-08-30.
- ["General information about the digital broadcasting system in Poland"](#). Ministry of Administration and Digitalization of Poland. Retrieved 2013-08-13

Methodology:

The objective of our work is increase buffer size for storing videos. To complete these objectives we use different techniques like:

Software Requirement:

1. Visual Studio 2010
2. DirectX SDK
3. Video Broadcast Actives X SDK

Conclusion:

Broadcasting video using via LAN/WLAN Broadcast communication is an efficient solution for group application in the LAN/WLAN. Broadcast conserves the network bandwidth by constructing as panning tree between sources and receivers in the session.

References:

1. ASP.net 3.5 Black Book
2. Programming in VB.Net
3. ["Digital Video Broadcasting \(DVB\); Implementation Guidelines for a second generation digital cable transmission system \(DVB-C2\)"](#). DVB consortium. 2010-11-19.