ABSTRACT

Integrable video conferencing application can be modified as per the user's need. Login credentials are not Required, our app can use existing app's authentication to identify the user and their information. Our users can join using the meeting code or create a new meeting easily. Here there are two major roles: moderator and Listeners. Moderator has control over the Meeting, they have access to remove listeners or introduce another moderator. Other special features like accept the listeners, draw in whiteboard access, record the meeting, download the chat etc. Video Conferencing app has taken over the modern world. So here we are creating this integrable app any company, institute, others can easily customize as per their need or they can also integrate this in their app. This will be very cost efficient and takes very less time and maintenance.

The use-age of video conferencing app has gone up. So here we are creating this integrable app any company, institute, others can easily customize as per their need or they can also integrate this in their app. This will be very cost efficient and takes very less time. Also, very less maintenance. This paper presents the use of OOP in the design and implementation of an integrable video conferencing web application project.

The paper discusses how OOP concepts, such as encapsulation, inheritance, and polymorphism, are applied in the project to achieve modularity, extensibility, and maintainability. The use of classes and objects to represent different components of the video conferencing system, such as users, meetings, and media streams, is highlighted. Additionally, the use of design patterns, such as the Factory Method and Observer patterns, to manage complex interactions between components is discussed. We will provide regular update so your app always up to date. Once you have integrated you can easily add many new features.