

## Exercise 10 – Multimedia in the Net

### Task 10: Uncompressed Audio Streaming

Enhance your P2P streaming communication tool, `streamer`, with the following:

- capture audio data from a microphone and send it to the peer
- receive audio data from a peer and play it over speakers
- a session shall still be established with „CALL <ip>:<port>“
- text communication shall still be supported in parallel

We will do some specification in the tutorials again.

Hand in a make file (`Makefile`) and one or more `.c` and/or `.h` files which can be compiled on a computer in the CIP pool by issuing the command  
`make streamer` or `make`

The resulting binary file `streamer` must run on the computers in the CIP-Pool. Provide a file `README`, which lists features, limitations, build requirements and usage hints. Create a branch `/branches/<group_x>` in the svn repository. Create a directory inside. Tag your final code revision as `/tags/<group_x>/streamer_v2` before the deadline

You shall (and have to) present your solution in the next tutorials. The program will be running on Raphael's laptop.

**Deadline: Sunday, 21. January 2007, 24:00.**

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