

WebRTC

Application Areas

Web Real-Time Communication (WebRTC) describes a standards-based approach for initiating audio and video communication relationships via IP-based architectures, in the simplest case using a browser. The negotiation of the connection parameters is controlled via a web server, the NAT problem is solved via STUN, TURN and ICE, the transport of the user data takes place via SRTP. The course describes the potential areas of application of WebRTC in the enterprise and provider environment and the underlying technologies and processes.

Course Contents

- WebRTC architecture
- SRTP
- DTLS-based key exchange
- NAT traversal with STUN, TURN, ICE
- SDP
- SIP and WebRTC
- Enterprise use
- Provider connection
- QoS considerations
- Network design and security
- WebRTC solutions

E-Book The detailed digital documentation package, consisting of an e-book and PDF, is included in the price of the course.

Target Group

The course is suitable for planners and administrators who want to get to know and integrate audio-video solutions based on WebRTC.

Prerequisites

Participants need a sound knowledge of IP, such as can be acquired in the TCP/IP - Protocols, Addressing, Routing course. An understanding of audio and video concepts is also required, as taught in the courses VoIP Fundamentals - SIP, RTP & Co. in use or Video and TV over IP - OTT and RTP streaming.

This Course in the Web



You can find the up-to-date information and options for ordering under the following link:

www.experteach-training.com/go/WRTC

Reservation

On our Website, you can reserve a course seat for 7 days free of charge and in a non-committal manner. This can also be done by phone under +49 6074/4868-0.

Guaranteed Course Dates

To ensure reliable planning, we are continuously offering a wide range of guaranteed course dates.

Your Tailor-Made Course!

We can precisely customize this course to your project and the corresponding requirements.

Status 05/07/2025

Training		Prices, excl. of V.A.T.	
Classes in Germany	2 Days	€ 1,795	
Online Training	2 Days	€ 1,795	
Date/course venue	Course language German		
10/06-11/06/25	Frankfurt	08/12-09/12/25	Frankfurt
10/06-11/06/25	Online	08/12-09/12/25	Online



Table of Contents

WebRTC – Application Areas

1 WebRTC-Grundlagen	3.2.3 WebRTC Data Channel Establishment Protocol
1.1 WebRTC-Architektur	3.2.4 Data Channels Using the Session Description Protocol (SDP)
1.2 WebRTC Standardisierung	
1.2.1 IETF	
1.2.2 W3C	
1.3 Steuerung der Datenströme	4 Entwicklung von WebRTC-Anwendungen
1.4 Audio und Video	4.1 WebRTC-API
1.5 Datenkanal	4.1.1 Der Browser
1.6 Security-Model	4.2 WebRTC und Javascript
1.7 WebRTC und die Browser	4.2.1 Javascript im Browser
1.8 WebRTC: Einsatzbeispiele	4.2.2 Javascript mit node.js
1.9 WebRTC-Weiterentwicklungen	4.2.3 JSON: Javascript Object Notation
2 Steuerabläufe	5 WebRTC im Einsatz
2.1 WebRTC-Architektur	5.1 Der Browser
2.2 Browser-Modell	5.1.1 WebRTC mit Chrome
2.3 HTTP over TLS (H2)	5.1.2 WebRTC mit Firefox (1)
2.3.1 Zertifikate	5.1.3 WebRTC mit einer App
2.3.2 Authentisierung	5.2 WebRTC-Konferenzen
2.3.3 SSL/TLS – Applikations-Sicherheit	5.2.1 Interworking von proprietären Konferenzsystemen
2.3.4 Der TLS Protokollstapel	5.3 WebRTC und öffentliche Sprachnetze
2.3.5 Der Verbindungsaufbau bis TLS 1.2	5.3.1 IWebRTC und das IMS
2.3.6 Der Verbindungsaufbau bei TLS 1.3	5.3.2 WebRTC Referenzmodell
2.3.7 TLS-Decrypt über Logfiles	5.3.3 SIP über WebSocket
2.4 JavaScript Session Establishment Protocol (JSEP)	5.3.4 Protokoll für die Nutzdaten
2.4.1 Ablauf der Aushandlung (1)	5.3.5 Messaging
2.5 Session Description Protocol (SDP)	5.4 WebRTC und UC-Infrastrukturen
2.5.1 SDP im HTTP-Body	5.5 WebRTC und Video-Streaming
2.5.2 WebRTC und SDP (1)	
2.6 WebRTC und NAT	
2.6.1 NAT Traversal	
2.6.2 STUN	
2.6.3 Interactive Connectivity Establishment (ICE)	
2.6.4 Ein Praktisches Szenario	
2.6.5 WebRTC und JSON	
3 Nutzdaten	
3.1 RTP und RTCP	
3.1.1 VP8, VP9 und AV1	
3.1.2 RTP-Transport- und Rekonstruktionsfunktion	
3.1.3 RTCP – Informationen über RTP-Verbindungen	
3.1.4 Absichern des Medienstroms	
3.1.5 Key Management	
3.2 Data Channel	
3.2.1 SCTP	
3.2.2 DTLS	

