

ABSTRACT

The developments of video technology increase a lot of ways to communicate. One of them is using video technology with intranet or internet networking to communicate. Beside that, internet or intranet is used to other service such as, monitoring, security, entertainment, etc.

Streaming technology is a technology which can compress or shrink size of audio or video file to transfer it over the internet and intranet easily. Transferring files are done continually from a server (Web Server). From the background of the process, streaming technology is a file transferring technology from server to client over the packet base network. From the user background, streaming technology is a technology to show video or audio files without downloads the entire file.

In this last project will be designed and implemented video live streaming system from a server broadcast to its client. In delivering video file use broadcasting unicast/multicast method, in order that in the application client machine can access that real time video file.