



Step 1 - Setup Project

Create a project folder and include three files: `index.html`, `style.css`, and `script.js`.

Your Application Folder Structure will be like:

```
Record
├─ index.html
├─ script.js
└─ style.css
```

Step 2 - HTML Structure

Add the following code to your `index.html`:

```

<!DOCTYPE html>
    <html lang="en">
    <head>
        <meta charset="UTF-8">
        <meta name="viewport" content="width=device-width, initial-
scale=1.0">
        <title>Screen Recorder</title>
        <link rel="stylesheet" href="style.css">
        <link
href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.css"
rel="stylesheet" integrity="sha384-
QWTKZyjpPEjISv5WaRU90FeRpok6YctnYmDr5pNlyT2bRjXh0JMhJY6hW+ALEwIH"
crossorigin="anonymous">
    </head>
    <body>
        <div id="controls">
            <div class="d-flex align-items-center">
                <label for="resolution" class="form-label mb-0 me-2" style="width:
-webkit-fill-available;">Select Resolution:</label>
                <select class="form-select" id="resolution">
                    <option value="default">Default</option>
                    <option value="hd">HD (1280x720)</option>
                    <option value="fullhd">Full HD (1920x1080)</option>
                    <option value="4k">4K (3840x2160)</option>
                </select>
            </div>
            <button class="btn btn-primary mt-3" id="startBtn">Start
Recording</button>
            <button class="btn btn-secondary mt-3" id="stopBtn"
style="display:none;">Stop Recording</button>
        </div>

        <div id="downloadSection">
            <video id="recordedVideo" controls></video>
            <a class="btn btn-success mt-3" id="downloadLink"
style="display:none;">Download Video</a>
        </div>

        <script src="script.js"></script>
        <script
src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/js/bootstrap.bundle.min.js"
integrity="sha384-
YvpcrYf0tY3lHB60NNkmXc5s9fDVZLESaAA55NDz0xhy9GkcIdslK1eN7N6jleHz"
crossorigin="anonymous"></script>
    </body>
</html>

```

Step 3 - CSS Styling

Add the following styles to your `style.css`:

```
/* Styling for the controls container */
#controls {
  z-index: 1;
  margin: 20px;
  text-align: center;
  position: absolute;
  left: 50%;
  top: 50%;
  transform: translate(-50%, -50%);
}

/* Styling for the download section, hidden initially */
#downloadSection {
  z-index: 2;
  display: none;
  text-align: center;
  position: absolute;
  left: 50%;
  top: 50%;
  transform: translate(-50%, -50%);
}

/* Styling for the recorded video display */
#recordedVideo {
  display: none;
  margin-top: 20px;
  margin: 20px;
  max-width: 450px;
  max-height: 450px;
}
```

Copy

Step 4 - JavaScript Logic

Use the following code in your `script.js`:

```
let recordedChunks = [];
```

```
let screenStream;
```

```
const startBtn = document.getElementById('startBtn');
```

```
const stopBtn = document.getElementById('stopBtn');
```

```
const recordedVideo = document.getElementById('recordedVideo');
```

```
const downloadLink = document.getElementById('downloadLink');
```

```
const downloadSection = document.getElementById('downloadSection');
```

```
const resolutionSelect = document.getElementById('resolution');
```

```
startBtn.addEventListener('click', async () => {
```

```
  let constraints = { video: true, audio: true };
```

```
  switch (resolutionSelect.value) {
```

```
    case 'hd':
```

```
      constraints.video = { width: { ideal: 1280 }, height: { ideal: 720 } };
```

```
      break;
```

```
    case 'fullhd':
```

```
      constraints.video = { width: { ideal: 1920 }, height: { ideal: 1080 } };
```

```
      break;
```

```
    case '4k':
```

```
      constraints.video = { width: { ideal: 3840 }, height: { ideal: 2160 } };
```

```
      break;
```

```
  }
```

```
  screenStream = await
```

```
  navigator.mediaDevices.getDisplayMedia(constraints);
```

```
  mediaRecorder = new MediaRecorder(screenStream);
```

```
  mediaRecorder.ondataavailable = event => {
```

```
    if (event.data.size > 0) {
```

```
      recordedChunks.push(event.data);
```

```
    }
```

```
  };
```

```
  mediaRecorder.onstop = () => {
```

```
    const blob = new Blob(recordedChunks, { type: 'video/mp4' });
```

```
    const url = URL.createObjectURL(blob);
```

```
    recordedVideo.src = url;
```

```
    recordedVideo.style.display = 'block';
```

```
    downloadSection.style.display = 'block';
```

```
    downloadLink.href = url;
```

```
    downloadLink.download = 'Recorded-Video-' + new
```

```
    Date().toISOString() + '.mp4';
```

```

        downloadLink.style.display = 'unset';
        downloadLink.textContent = 'Download Video';

        recordedChunks = [];
        screenStream.getTracks().forEach(track => track.stop());
    };

    mediaRecorder.start();
    startBtn.style.display = 'none';
    stopBtn.style.display = 'unset';
});

stopBtn.addEventListener('click', () => {
    mediaRecorder.stop();
    stopBtn.style.display = 'none';
    startBtn.style.display = 'unset';
});

```

Step 5 – Your Completed Code looks like:

Run following Command to create data-service to Implement Logic for Transaction:

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Screen Recorder</title>
    <style>
        /* Styling for the controls container */
        #controls {
            z-index: 1;
            margin: 20px;
            text-align: center;
            position: absolute;
            left: 50%;
            top: 50%;
            transform: translate(-50%, -50%);
            -webkit-transform: translate(-50%, -50%);
        }
        /* Styling for the download section, hidden initially */
        #downloadSection {
            z-index: 2;
            display: none;
            text-align: center;
            position: absolute;
            left: 50%;
            top: 50%;
            transform: translate(-50%, -50%);
            -webkit-transform: translate(-50%, -50%);
        }
    </style>

```

```

    }
    /* Styling for the recorded video display */
    #recordedVideo {
        display: none;
        margin-top: 20px;
        margin: 20px;
        max-width: 450px;
        max-height: 450px;
    }
</style>
<!-- Bootstrap CSS for styling the page elements -->
<link href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.css"
</head>

```

Angular



- ➔ Step 1 - Set up the resolution selection dropdown -->


```

        <label for="resolution" class="form-label mb-0 me-2" style="width: -webkit-1
        <select class="form-select" id="resolution">
          <option value="default">Default</option>
          <option value="hd">HD (1280x720)</option>
          <option value="fullhd">Full HD (1920x1080)</option>
          <option value="4k">4K (3840x2160)</option>
        </select>
      </div>

```
- ➔ Step 2 - HTML structure
- ➔ Step 3 - CSS Styling
- ➔ Step 4 - Button to start recording -->


```

        <button class="btn btn-primary mt-3" id="startBtn">Start Recording</button>
        <!-- Button to stop recording (hidden initially) -->

```
- ➔ Step 5 - Test the App

<!-- Section to show the recorded video and download button -->

```

<div id="downloadSection">
    <video id="recordedVideo" controls></video>
    <a class="btn btn-success mt-3" id="downloadLink" style="display:none;">Download
</div>

```



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```

<script>
// Declare variables to hold media recorder, recorded video chunks, and stream
let mediaRecorder;
let recordedChunks = [];
let screenStream;

// References to HTML elements
const startBtn = document.getElementById('startBtn');
const stopBtn = document.getElementById('stopBtn');
const recordedVideo = document.getElementById('recordedVideo');
const downloadLink = document.getElementById('downloadLink');
const downloadSection = document.getElementById('downloadSection');
const resolutionSelect = document.getElementById('resolution');

// Event listener for the start recording button

```

Have a Question?

+880 1687 222 000

```

startBtn.addEventListener('click', async () => {
  // Define constraints for the media stream (video and audio)
  let constraints = { video: true, audio: true };

  // Adjust constraints based on the selected resolution
  switch (resolutionSelect.value) {
    case 'hd':
      constraints.video = { width: { ideal: 1280 }, height: { ideal: 720 } };
      break;
    case 'fullhd':
      constraints.video = { width: { ideal: 1920 }, height: { ideal: 1080 } };
      break;
    case '4k':
      constraints.video = { width: { ideal: 3840 }, height: { ideal: 2160 } };
      break;
  }

  // Prompt the user to select what they want to share (screen, window, or tab)
  screenStream = await navigator.mediaDevices.getDisplayMedia(constraints);
  // Create a MediaRecorder instance to record the screen stream
  mediaRecorder = new MediaRecorder(screenStream);

  // Event handler when data is available (chunks of video)
  mediaRecorder.ondataavailable = event => {
    if (event.data.size > 0) {
      recordedChunks.push(event.data); // Store the recorded chunks
    }
  };

  // Event handler when recording is stopped
  mediaRecorder.onstop = () => {
    // Combine the recorded chunks into a single video file
    const blob = new Blob(recordedChunks, { type: 'video/mp4' });
    const url = URL.createObjectURL(blob); // Create a URL for the recorded video

    // Set the recorded video source and display it
    recordedVideo.src = url;
    recordedVideo.style.display = 'block'; // Show the recorded video
    downloadSection.style.display = 'block'; // Show the download section

    // Set up the download link for the video
    downloadLink.href = url;
    downloadLink.download = 'Recorded-Video-' + new Date().toISOString() + '.mp4';
    downloadLink.style.display = 'unset'; // Show the download link
    downloadLink.textContent = 'Download Video'; // Set the text for the download link

    recordedChunks = []; // Reset the recorded chunks array

    // Stop all tracks of the screen stream to end screen sharing
    screenStream.getTracks().forEach(track => track.stop());
  };

  // Start recording

```

```

        mediaRecorder.start();
        // Hide the start button and show the stop button
        startBtn.style.display = 'none';
        stopBtn.style.display = 'unset';
    });

    // Event listener for the stop recording button
    stopBtn.addEventListener('click', () => {
        // Stop the media recorder and recording process
        mediaRecorder.stop();
        // Hide the stop button and show the start button
        stopBtn.style.display = 'none';
        startBtn.style.display = 'unset';
    });
</script>

<!-- Bootstrap JS for additional functionality -->
<script src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/js/bootstrap.bundle.min.js"></script>
</body>
</html>

```

Your Recorder App is ready now. Run the [index.html](#) file and try to record



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