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*QoS-Aware mobile video streaming.*

## **ABSTRACT**

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Video streaming is the real-time transmission of the stored video. Mobile device had limited storage memory. So downloading of video files to the mobile device may not be possible as video files are larger in size. While in video streaming only small amount of memory is required at receiver device and it requires small amount of time to start playing of video. Therefore video streaming over mobile devices had many advantages over downloading. Video Streaming on mobile device is challenging due to constraints of wireless communication and portability of mobile device. Mobile devices change there base station during communication by handover, which causes short break in transmission. Architecture and methods are proposed for the QoS-Aware mobile Video Streaming. In the architecture communication path between video streaming server and mobile device has been divided into two parts at the base station. Buffer is attached at base station to store video packets arriving from the streaming server. Method of calculating next base station on the basis of Received Signal Strength had been proposed. Call Admission and Bandwidth reservation has been proposed for improving quality of video received at mobile device.