



CocoaHeadsMTL Meetup - VoIP Apps

17th of November, 2016

Voice over IP (VoIP) apps



I want VoIP in my app!

- Start from scratch, implement your own protocol (Skype)
- SIP (Session Initiated Protocol) Client + VoIP Operator
- WebRTC
- Use platform as a service (PaaS)
 - Comes with the native SDK!



PaaS Options

- Twilio (<https://www.twilio.com>)



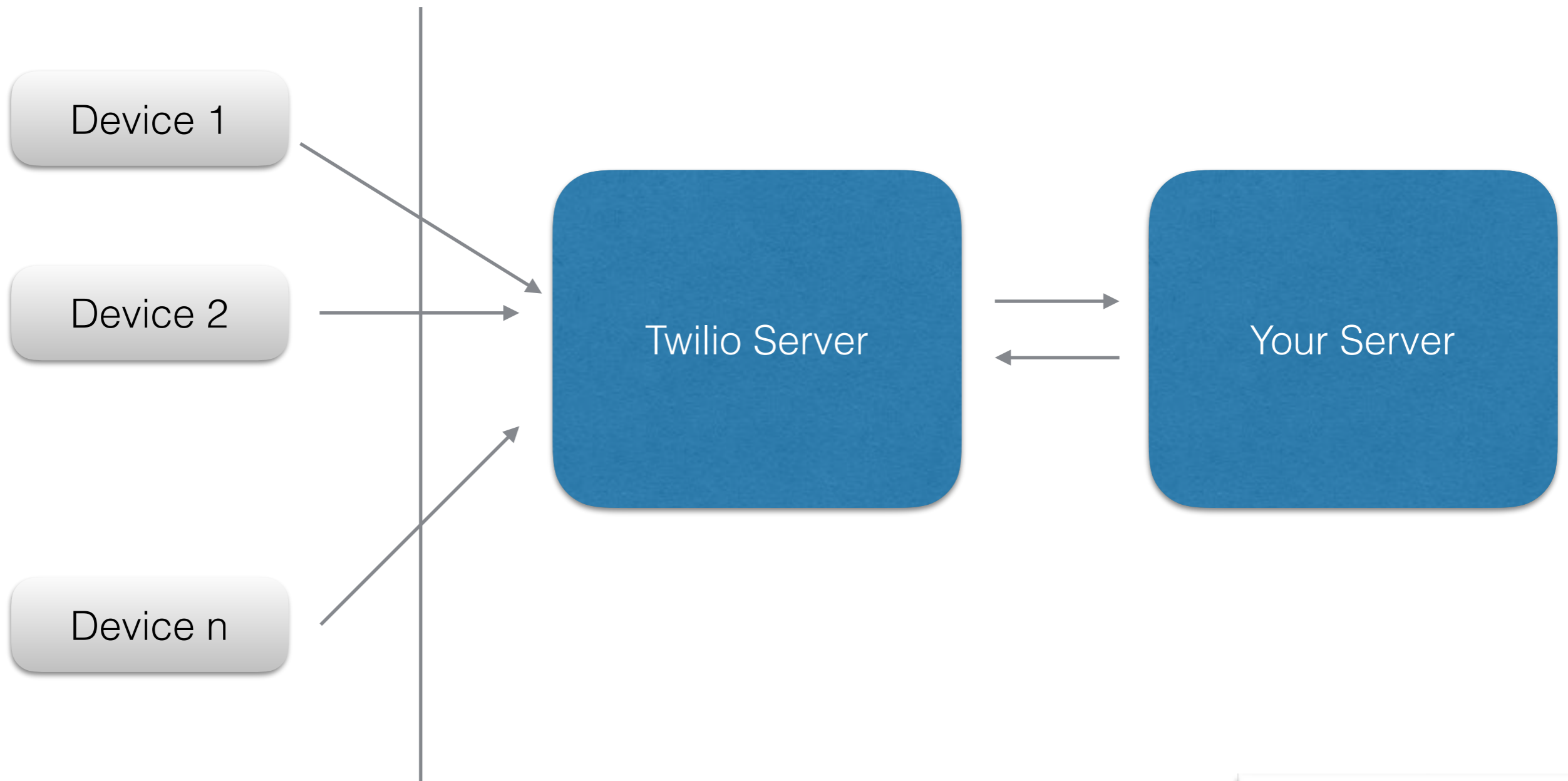
- Plivo (<https://www.plivo.com>)



- Sinch! (<https://www.sinch.com>)



Twilio Architecture



Twilio SDK Integration

```
let tokenParameters = [ TVOInitiatorSidName, TVOReceiverSidName ]

let outgoingCall = VoiceClient.sharedInstance().call(accessToken, params: tokenParameters, delegate: self)

if (outgoingCall == nil) {

    *
    * @see TVOIncomingCall
    */
    public func incomingCallDidConnect(_ incomingCall: TVOIncomingCall)

/**
 * Notifies the delegate that an incoming call has disconnected.
 *
 * @param incomingCall The `<TVOIncomingCall>` that was disconnected.
 *
 * @see TVOIncomingCall
 */
    public func incomingCallDidDisconnect(_ incomingCall: TVOIncomingCall)
```

Pricing of VoIP PaaS

- App to App Calls
 - \$ 0.0025 - \$0.0050 per minute
- Regular Phones
 - \$ 0.0075 - \$0.0200 per minute **(3-4 times more expensive)**

How can my app run 24/7?

- Can't have the app running all the time
- Need a mechanism to stay alive 24/7
- Answer is **VoIP Push Certificate & PushKit**



VoIP Push Demo

BlindID

