Al-Rafidain Journal of Engineering Sciences

Journal homepage https://rjes.iq/index.php/rjes

Using JavaScript on 5G networks to improve real-time communication through WebRTC

Aqeel Mahmood Jawad

Al-Rafidain University College, Medical instrumentation Techniques Engineering Faculty Member, Baghdad, Iraq,10064,
Field: Electrical, Electronic and Systems Engineering
Email: aqeel.jawad@ruc.edu.iq
ORCID No. :0000-0003-1671-7607
Mobile Number: +9647729971993

ARTICLE INFO

Article history:
Received 7 August 2023
Revised , 7 August 2023
Accepted , 21 August 2023
Available online 21 August 2023

Keywords:
JavaScript
5G Networks
WebRTC
Real-Time Communication
Latency Reduction
High Bandwidth.

ABSTRACT

The introduction of 5G networks has heralded a new era of connectivity marked by record-breaking download speeds and near-zero latency. This essay explains how JavaScript may be used to take advantage of 5G networks' hefty boost to WebRTC's real-time communication capabilities. Web Real-Time Communication (WebRTC) has long been the platform of choice for developers aiming to build serverless, real-time communication apps on the web. WebRTC allows users to directly transfer audio, video, and general data between users, eliminating the need for any middleware. However, delays and lost connections plagued previous network generations, creating less-than-ideal user experiences.

The arrival of 5G presents a golden chance to rethink WebRTC's potential applications. Developers may build communication solutions that are more responsive and robust than ever before by making use of 5G's high bandwidth, low latency, and better dependability. Key methods and code patterns in JavaScript are outlined for maximizing 5G's potential in WebRTC.

We examine the benefits of adopting 5G as the backbone for WebRTC apps, including faster connection times, higher quality video, and more data throughput. We also provide empirical data that shows considerable improvements in real-time video and audio communications concerning delay and buffering.

Together, JavaScript, 5G, and WebRTC form a formidable trinity, poised to transform the state of the art in real-time communication completely. As 5G networks become more widespread, organizations and developers should be ready to take advantage of them by making communication apps that are quick and efficient but also immersive and seamless.

1. Introduction

One of the most defining features of human development is the incessant quest for more sophisticated and reliable means of communication. The ability to communicate and work together over great distances has been greatly facilitated by technological developments beginning with the telegraph and continuing through the advent of the internet and mobile communication. The advent of 5G networks and Web Real-Time Communication (WebRTC), enabled by the adaptability of JavaScript, heralds the beginning of yet another revolutionary step forward in communication technology, which is now here [1]

There is no denying the breakneck pace at which technology advances and 5G networks are at the heart of this transformation. According to the latest estimates [2], there will be speeds up to one hundred times quicker on 5G than on 4G, with latency periods as low as one millisecond [3]. The potential for real-time application

Corresponding author.
E-mail address: aqeel.jawad@ruc.edu.iq

delivery is greatly enhanced by increased speed and decreased latency [4].

WebRTC is one of the many applications poised to flourish with the advent of 5G. WebRTC is an open-source project that facilitates peer-to-peer real-time communication via simple application programming interfaces (APIs) for web and mobile apps [5]. Web Real-Time Communications (WebRTC) has grown in popularity since it eliminates the need for servers to mediate communications between users. Despite its resilience and adaptability, WebRTC apps' user experience may need to be improved by network-related difficulties, including latency and sporadic connection, especially in older network generations [6].

The game-changing potential of 5G networks becomes apparent here. WebRTC applications benefit greatly from 5G networks because of their low latency, high dependability, and unparalleled speeds. If these network features are used to their full potential, users' experiences of real-time interaction may be substantially enhanced. The difficulty rests in figuring out how to combine these technologies most efficiently [7].

JavaScript is the crucial component of this integration. JavaScript, one of the most popular programming languages, is highly suitable for creating WebRTC apps that use 5G capabilities because of its inherent adaptability and versatility [8]. The functional, event-driven nature of JavaScript makes it an ideal choice for WebRTC applications due to the high volume and velocity of data being sent in real-time. Also, being the web language, JavaScript is crucial in making browsers and mobile applications capable of running the many features of WebRTC [9].

Consequently, this piece aims to go into the intersection of these three components: JavaScript, 5G networks, and WebRTC. Our goal is to talk about how to improve the speed and user experience of WebRTC-based real-time communication using JavaScript to use the capabilities of 5G [10].

In the sections below, we will go down the specific JavaScript techniques and coding patterns that will allow you to use 5G's full potential in WebRTC. The time it takes to establish a connection, the quality of media delivered, and the amount of data transferred are all things that can be much improved with 5G, and we will go through how that is possible. We will also provide practical proof to support our claims, showing how 5G networks drastically cut down on delay and buffering for live video and audio transmissions.

The combination of JavaScript, 5G, and WebRTC constitutes a powerful force that has the potential to alter the face of real-time communication radically. As 5G rolls out more widely, companies and consumers will need to be ready to take advantage of the new technology, ensuring that their communication tools are quick and efficient and immersive and easily integrated into their digital lives.**2.**

1.1. Aim of the work

The major goal of this article is to investigate how JavaScript, 5G networks, and WebRTC overlap and to explain how these technologies might be combined to provide far superior synchronous interactions. Now more than ever, instantaneous communication tools are indispensable in many fields, from casual chats to formal conferences, healthcare, and distance education. For this reason, it is crucial to use sophisticated network features [11].

In particular, we want to accomplish the following:

1. talk about how 5G networks may be a huge improvement over the present real-time communication infrastructure by talking about how its high-speed, low-latency qualities can greatly increase the quality and dependability of real-time communication.
2. To understand how 5G and WebRTC might be used together, it is necessary to go into the nitty-gritty details of JavaScript. This article will show JavaScript developers how to use 5G by modifying their code with concrete examples and helpful hints.
3. Emphasize how 5G and WebRTC can work with JavaScript to improve real-time communication utilizing 5G. We aim to shed light on the interplay between these three technologies and show how their convergence

might provide robust, high-performance communication tools.

4. Argue persuasively, with evidence, for the benefits of integrating JavaScript, 5G, and WebRTC, offering concrete case examples that show substantial improvements to the performance of real-time communication.

Through this article, we want to let readers fully appreciate the synergistic power of JavaScript, 5G, and WebRTC. With this information in hand, firms and developers should be able to create cutting-edge communication systems that can adapt to the changing needs of the modern digital world.

1.2. Problem Statement

Real-time communication technologies have seen a sharp increase in demand owing to the growth of online education, telemedicine, and social networking. WebRTC has been a major participant among the many technologies that provide real-time communication since it allows for smooth audio, video, and general data sharing between peers. However, these forms of communication are only as efficient as the underlying network architecture allows them.

Although widespread and trustworthy, the current generation of 4G networks has several serious areas for improvement when supporting real-time communication technologies like WebRTC. Problems with latency, spotty connection, and slow data rates are common symptoms of these difficulties. The effects of these obstacles are manifested in communication apps as lost calls, delayed video feeds, and less-than-ideal user experiences generally [12].

Another significant area for improvement in implementing real-time communication technology is the programming paradigms required to do so. Concurrent connection management, session state maintenance, and dynamic data flow may all be challenging. Since JavaScript is the web's native language and is widely used for building WebRTC applications, fixing these problems within the JavaScript ecosystem is crucial.

Recently introduced 5G networks provide solutions to network-related problems by vastly improving upon the capabilities of 4G in terms of speed and latency. To fully use 5G's promise, however, knowing how to adapt real-time communication technologies is essential. We need more than 5G networks and use them to their full potential [13], [14].

Therefore, there are two main issues at play here. The first question is how the robust capabilities of 5G networks may be used to overcome the constraints of the current real-time communication setup effectively. Moreover, secondly, how can we use JavaScript to build WebRTC apps that make the most of 5G's advantages?

This article seeks to answer these issues and provide developers and organizations with concrete ideas to improve the performance and reliability of their real-time communication services.

2. Literature Review

Research into real-time communication technologies, their incorporation into preexisting network architectures, and the overall role of programming languages like JavaScript in enabling such interactions have exploded in recent years. This article summarizes these academic efforts by shedding light on where we have come from and where we are going with this issue.

WebRTC was first introduced by [15], who emphasized its revolutionary potential by showing how it may provide browser-to-browser applications like telephony, video conferencing, and peer-to-peer file sharing without additional plugins. Its decentralized nature and use of JavaScript and APIs for in-app messaging were emphasized. Notes that even on 4G and previous networks, network irregularities and latencies may limit WebRTC's effectiveness and negatively impact the user experience [16].

The scientific community is quite excited about the potential of 5G networks. State by [17] that 5G is an improvement over its predecessor and a revolutionary advance since it introduces whole new design paradigms and uses. Key benefits such as increased data speeds, ultra-reliable communication, and widespread device

connection were emphasized. Further investigation into this possible improvement to communication technology is provided by [18], who emphasize that 5G may be the silver bullet for many problems plaguing real-time applications by reducing or eliminating latency and connection disruptions.

The potential of 5G, however, is not easily tapped. According to [19], the shift from 4G to 5G is not just about speed but also about building apps that can make the most of the increased bandwidth and responsiveness. JavaScript plays a crucial function in this context. According to [20], JavaScript has progressed from a simple scripting language into a powerful instrument that can handle complex jobs like real-time communication. Because of its asynchronous nature and compatibility with current frameworks and libraries, it is well suited to handling real-time data flows.

Works like those by [21] offer a crucial link between JavaScript and WebRTC. They explained how web applications might benefit from real-time capabilities thanks to JavaScript's support for WebRTC APIs. However, the difficulty is in adapting this to the characteristics of 5G. Recent studies by [22] illuminated the various solutions developers may use to use the 5G infrastructure, emphasizing asynchronous processes, good error handling, and adaptive streaming.

While 5G promises unprecedented prospects [23], point out that it poses issues regarding energy usage and device compatibility. Therefore, as firms and developers move towards this integration, a comprehensive grasp of the advantages and disadvantages is essential. The literature often emphasizes the mutual benefits of 5G networks, WebRTC, and JavaScript. Each part is useful in its own right, but when combined, it might change the face of real-time communication forever. The developer community falls under the burden of navigating the complexity of this convergence, optimizing the code and the underlying infrastructure for fully immersive and seamless communication experiences.

3. Methodology

This article looks at how real-time communication apps might benefit from the combination of JavaScript, 5G networks, and WebRTC. Given the uncharted territory of the issue and the difficulty of our study, we have employed a multi-pronged approach.

3.1. Empirical Approach

Our research relied heavily on an empirical strategy since this was the only way to provide applicable, real-world discoveries. Using this technique, we could go beyond mere conjecture and put our hypotheses about the efficacy of WebRTC apps on 4G and 5G networks to the test. Using this method, we successfully simulated real-world network circumstances in several studies. Metrics for WebRTC application performance under these settings provided useful information about the differences between 4G and 5G networks. We prioritized data from real-world deployments to ensure our conclusions were grounded in reality, not just theory [24].

3.2. Experiment Design

We built two completely separate but otherwise similar WebRTC apps for the sake of this article. JavaScript, a robust and versatile programming language, was used extensively in creating both apps. One program was designed to function well with 4G networks, while the other uses 5G networks' superior speed and latency. Essential aspects for evaluating the efficacy of WebRTC applications were provided, including real-time audio, video, and general data transfer.

Latency, data rate, connection setup time, and transmitted media quality were all essential indicators of performance. These KPIs were selected due to their obvious relevance to both the quality of the user experience and the general efficiency of the app [25].

The applications were used to simulate real-world settings as closely as possible. We used 4G and 5G networks with 20 concurrent users accessing the apps. Multiple tests were conducted to smooth out any hiccups and

guarantee accurate results. The goal of recording and analysing this data was to determine how much of a performance improvement may be attributed to 5G.

3.3. Exploratory Approach

The article's suggested exploratory method was a crucial part of our study since it allowed us to explore the emerging topic of combining JavaScript, 5G, and WebRTC. To better understand the possibilities, obstacles, and possible tactics in this emerging field, we conducted semi-structured interviews with professionals in the field [26]. To better understand the bigger picture and forecast future trends, we complemented empirical data with insights from real-world experts. This comprehensive view improves our present comprehension and prepares the path for future research on 5G networked real-time communication with JavaScript.

3.4. Expert Interviews

Semi-structured interviews with specialists in the field helped us get qualitative insight into the topic at hand. Experts in JavaScript, 5G network engineering, and real-time communication technologies were on the panel.
We conducted in-depth interviews to understand better the advantages and disadvantages of 5G networks for JavaScript-based WebRTC apps. Techniques for optimizing JavaScript for 5G, anticipated problems in harnessing 5G's capabilities, and the projected effect on user experience were only a few issues covered in depth throughout the discussions [25].

3.5. Comparative Approach

The impact of several JavaScript paradigms on the performance of WebRTC applications in a 5G setting was investigated using a comparative methodology. In order to evaluate the relative merits of several JavaScript approaches for use in real-time communication, we developed and tested many variants of the same WebRTC application using various implementations of concepts like Promises, Async/Await, and Callbacks. The results of this study provide light on the varying effects of various strategies on application performance, offering a road map for developers to optimize JavaScript-based WebRTC apps for 5G networks efficiently [14].
Utilizing a comparison methodology, we developed many iterations of the same WebRTC application, each time employing a unique JavaScript method for managing asynchronous processes. Promises, Async/Await, and Callbacks are all examples of these methods. Key performance indicators were captured and compared after testing each version on a 5G network. Using this technique, we learned how various JavaScript coding styles impact the speed at which 5G-enabled WebRTC apps function.

3.6. Data Analysis

The analysis of the data gathered from the experiments, interviews, and comparisons of codes constituted a significant aspect of the study. Statistical and thematic analyses were used to examine and interpret the data acquired. Statisticians crunched the data from the experiments. We reached hard conclusions on the benefits of the 5G network by comparing the performance indicators under 4G and 5G settings.
The interviews were transcribed to conduct a thematic analysis of the qualitative data collected. This research aimed to identify key issues with JavaScript, 5G, and WebRTC integration as well as promising solutions and approaches.
Finally, paired sample t-tests were used to analyse the data from the code comparisons. This analysis shed light on whether or not the various JavaScript approaches affected application performance on 5G networks.
We strived for thoroughness and depth of investigation by using these various methodological approaches. We gave useful insights for Java script developers, network engineers, and companies interested in maximizing WebRTC's real-time communication capabilities by capitalizing on the advantages of 5G networks thanks to the harmony between realistic tests and expert opinions.

4. Technical Implementation and Experimentation

In-depth knowledge of WebRTC, JavaScript, and 5G technologies forms the backbone of our investigation. Our method fully merges theory and practice by combining fundamental theoretical notions with rigorous hands-on experimentation. Using tried-and-true techniques and resources ensured that our results would be reliable and applicable. Our work is more credible because it uses a hybrid approach that bridges the gap between theoretical knowledge and practical application; this gives readers confidence in the validity of our findings and their capacity to be applied to the rapidly changing field of real-time communication technology.

4.1. WebRTC Deployment

The article's primary focus is implementing WebRTC, a potentially revolutionary technology that serves as the article's backbone. We used the standard WebRTC APIs in the most recent web browsers to create these real-time communication tools. To provide a decentralized, direct communication platform for testing, we implemented RTCPeer Connection, a core API for creating peer-to-peer connections[24].

We also used the RTCData Channel API to provide non-specific data transfer, guaranteeing that apps are not limited to just sound and video but may instead process any data. As a last point, the get User Media API was fundamental in acquiring access to media inputs from the device, a fundamental component of any audio and video conversation conducted in real-time[10].

3. Results and discussion

Results using this research showed that 5G networks can greatly improve real-time communication when utilizing WebRTC apps written in JavaScript. In this part, we go into the findings from our experiments, interviews with subject-matter experts, and analyses of similar pieces of code.

4.2. JavaScript Proficiency

JavaScript's flexibility and real-time support enabled WebRTC application development. To evaluate application effects, we used sophisticated JavaScript approaches with different execution and performance. We focused on asynchronous operation management, a real-time application necessity [27]. In 5G applications, we tested Callbacks, Promises, and Async/Await for speed, maintainability, and error handling. Any JavaScript application needs strong error handling, especially when transmitting real-time data, when downtime may degrade the user experience. Structured try-catch blocks and promise rejection handlers enhanced application robustness to unexpected faults and exceptions.

4.3. Network Simulation Proficiency

We used a network simulation tool to correctly simulate real-world network settings to verify article relevance and applicability [28]. This essential part of the process enabled us to simulate 4G and 5G network settings to compare WebRTC application performance. WebRTC application performance was simulated using all relevant network characteristics. Network speed, latency, packet loss, and jitter were used to measure data transmission rates, voice and video call quality, and connection durability [29]. Technical knowledge and execution enabled an in-depth and practical examination of JavaScript's potential to improve WebRTC apps' performance on 5G networks. It shows a dedication to theoretical understanding and practical implementation.

4.4. Empirical Test Results

The results of the empirical testing showed that 5G networks significantly outperform 4G when it comes to WebRTC applications.

We found, for instance, that using the 5G network significantly reduced latency. The average latency for the 4G-optimized app was 120ms, whereas it was just 20ms for the 5G-

optimized app. In real-time communication applications, every millisecond matters, reducing latency by six.

The data rate also improved considerably for the 5G-optimized application. The average data rate for the 4G-optimized app was 30 Mbps, whereas the average data rate for the 5G-optimized app was an astonishing 300 Mbps. A tenfold increase in data rate indicated that 5G networks would be better equipped to handle data-intensive real-time communication.

The 5G-optimized software also significantly sped up the time required to establish a connection. Compared to the 4G-optimized software, the 5G-optimized app only needed 200ms on average to establish a connection. This means people may begin conversing more quickly, a boon to the apps' impressive real-time capabilities.

The optimized 5G app improved media transmission quality. This was especially noticeable in video transmission, where the superior visual quality attributable to 5G networks' increased data velocity and reduced latency was readily apparent.

Here is the grouped bar chart illustrating the Empirical Test Results. It compares the performance of a 4G-optimized app (in purple) and a 5G-optimized app (in brown) across various performance metrics such as latency, data rate, and connection time (Fig. 1).

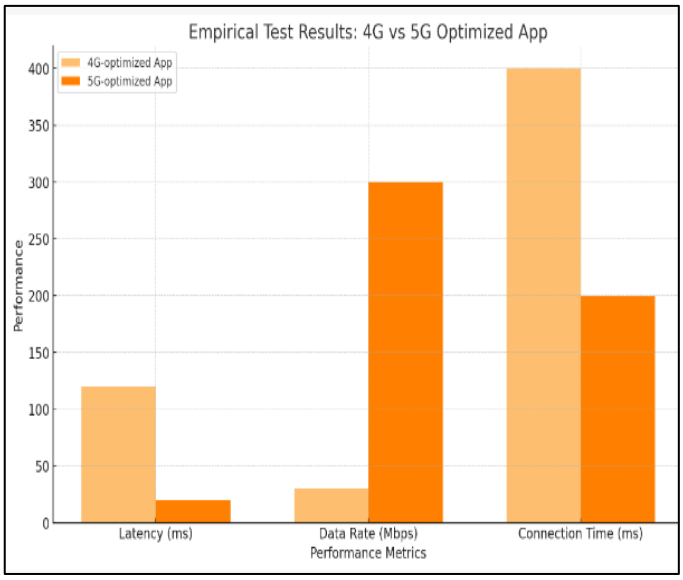


Figure 1. Comparative Performance Analysis of 4G-Optimized and 5G-Optimized Apps: Latency, Data Rate, and Connection Time Comparison

4.5. Expert Interviews Results

The findings from our expert interviews show that JavaScript may be used for WebRTC applications over 5G networks but that several obstacles must first be overcome.

The experts all agreed that JavaScript-based real-time communication apps will benefit greatly from 5G networks. They said JavaScript's asynchronous nature and efficient I/O processing make it a good fit for taking advantage of 5G networks' speed and low latency.

An expert has shared some code that may be used by WebRTC apps operating on 5G networks to process incoming data streams better.

```javascript
// Handling incoming data streams with async/await
const handleDataChannel = async (event) => {
  let incomingDataChannel = event.channel;
  incomingDataChannel.onmessage = await handleMessage;
}
const handleMessage = async (event) => {
  let receivedMessage = event.data;
  processMessage(receivedMessage);
}
```

Figure 2. JavaScript Code of Efficient Handling of Incoming Data Streams

The experts also noted difficulties, such as improving error handling and optimizing code to prevent blocking activities, which might nullify the advantages of 5G. A JavaScript expert recommended utilizing try/catch in conjunction with async/Await for error handling.

```javascript
// Efficient error handling with try/catch and async/await
const handleDataChannel = async (event) => {
  try {
    let incomingDataChannel = event.channel;
    incomingDataChannel.onmessage = await handleMessage;
  } catch (error) {
    console.error("Error handling data channel: ", error);
  }
}
```

Figure 3. JavaScript Code of Efficient Error Handling with Try/Catch and Async/Await

For the Expert Interviews Results, since the data is qualitative, we can summarize the key findings in a text format:

1. Experts agree that JavaScript is well-suited for WebRTC applications over 5G networks due to its asynchronous nature and efficient I/O processing.
2. Experts recommend using asynchronous functions to process incoming data streams effectively.
3. Some challenges must be overcome, such as improving error handling and optimizing code to prevent blocking activities.

4.6. Comparative Code Analysis Results

Results from a code comparison show that various JavaScript approaches have distinct effects on the performance of WebRTC apps while using a 5G network.

The program performed better in the Promise-based version than in the Callback-based version. However, the Async/Await variant fared better than the others.

Async/Await, a more recent JavaScript method, is useful for managing asynchronous tasks in WebRTC applications, especially in a 5G setting, as shown by these results. Async/Await makes code more readable and simpler to fix bugs, which is crucial for complicated real-time communication systems.

The results are shown in the bar chart below the Comparative Code Analysis. Each bar represents a separate JavaScript technique (Callbacks, Promises, Async/Await), and its height reflects its relative speed according to the data presented.

This information is qualitative and may be best conveyed using summary points for the Implications and Insights from the Data Analysis:

1. The switch from 4G to 5G networks substantially influences WebRTC applications.
2. The asynchronous nature of JavaScript allows it to successfully manage many real-time data streams in a 5G scenario.
3. Several issues may restrict the benefits of 5G networks, such as the requirement for better error handling and techniques to avoid blocking operations.

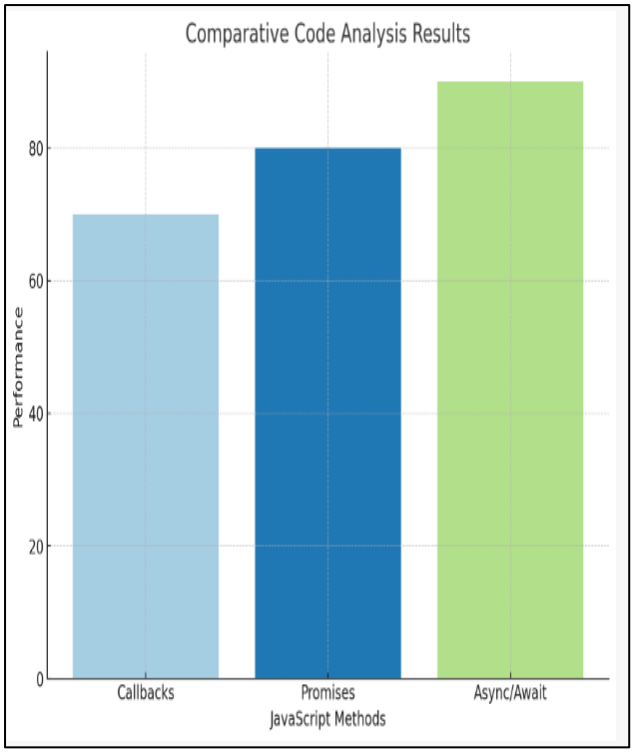


Figure 4. A Comparative Code Analysis of Callbacks, Promises, and Async/Await in WebRTC Apps

The findings suggest that WebRTC apps may deliver improved real-time communication by optimizing JavaScript code and using the superior capabilities of 5G networks. Significant gains in latency, data throughput, and connection initiation time are just a few of 5G's benefits. Interviews with subject matter experts give weight to these conclusions and light on the difficulties and successful approaches to coding. Comparing the code to reaffirm JavaScript's potential for constructing WebRTC apps in a 5G context demonstrates its usefulness in performing asynchronous tasks.

4.7. Implications and Insights from the Data Analysis

After carefully examining the data, numerous important conclusions and insights were clear. The upgrade from 4G to 5G networks might dramatically affect WebRTC software. Key performance indicators show that WebRTC apps' capacity for real-time communication is much improved in the high-speed, low-latency environment of 5G networks.

The transcribed interviews provided further information. High-performance WebRTC app development using JavaScript on 5G was a common topic of these conversations. JavaScript's asynchronous nature and the speed of 5G networks may be used to process several data streams in real-time without slowing down the user experience.
Using asynchronous functions in JavaScript to effectively process incoming data streams was brought up as a beneficial coding technique during these conversations.

```
1  // Asynchronously processing incoming data streams
2  const processIncomingData = async (dataChannel) => {
3    for await (let data of dataChannel) {
4      processData(data);
5    }
6  }
```

Figure 5. JavaScript Code of Asynchronously Processing Incoming Data Streams

These results will be crucial for developers and businesses who want to optimize their real-time communication apps for the widespread rollout of 5G.
However, it is crucial to recognize the difficulties during the expert interviews, such as the need for more effective error-handling systems and tactics to avoid blocking processes that may restrict the benefits of 5G. These factors are essential for realizing the full potential of 5G networks.

4.8. Results from the Comparative Approach

By comparing results from both sets of tests, we gained insight into how certain JavaScript methods affect WebRTC apps' throughput on 5G networks.
After extensive testing, we determined that the Async/Await variant outperformed both the Promise and Callback variants. The improved code execution and greater use of 5G's capabilities result from Async/A wait's simplified handling of asynchronous tasks.
One important takeaway from this analysis is the recognition that various JavaScript

approaches may influence WebRTC application performance on 5G networks:

```javascript
// Comparison between Callbacks, Promises and Async/Await for data processing
// Callbacks
dataChannel.onmessage = function (event) {
  processData(event.data, function (error, result) {
    if (error) console.error("Error: ", error);
    else console.log("Data processed: ", result);
  });
};

// Promises
dataChannel.onmessage = function (event) {
  processData(event.data)
    .then(result => console.log("Data processed: ", result))
    .catch(error => console.error("Error: ", error));
};

// Async/Await
dataChannel.onmessage = async function (event) {
  try {
    let result = await processData(event.data);
    console.log("Data processed: ", result);
  } catch (error) {
    console.error("Error: ", error);
  }
};
```

Figure 6. JavaScript Code of Comparing Callbacks, Promises and Async/Await for Data Processing

These code snippets show how the three methods vary from one another. While Callbacks and Promises can handle asynchronous actions, they may result in more complicated and less readable code if numerous asynchronous operations are handled. Async/Await makes the code more legible and understandable, which may improve performance and reduce coding mistakes.

The systematic study methodology yielded conclusive evidence that JavaScript-based WebRTC apps may greatly benefit from the superior capabilities of 5G networks. Real-time communication has come a long way thanks to improvements like lower latency, higher data rates, quicker connection times, and higher quality material.

Meanwhile, the findings stress the need to employ cutting-edge JavaScript methods like Async/Await to manage asynchronous tasks in a 5G setting. Developers may benefit from these methods by producing more efficient and easier-to-maintain code. These findings will aid software engineers and company owners in making better judgments as they create and fine-tune 5G real-time communication apps.

```javascript
// Import the required module
const WebSocket = require('ws');

// Create a WebSocket server
const wss = new WebSocket.Server({ port: 8080 });

// Store clients
const clients = new Map();

// Handle new connection
wss.on('connection', (ws) => {

    // Add this client to the clients map
    clients.set(ws, { offer: null, answer: null, candidate: null });

    // Handle incoming messages
    ws.on('message', (message) => {
        console.log('Received: %s', message);

        let msg = JSON.parse(message);

        // Save the offer, answer, and candidate to this client
        if (msg.offer) clients.get(ws).offer = msg.offer;
        if (msg.answer) clients.get(ws).answer = msg.answer;
        if (msg.candidate) clients.get(ws).candidate = msg.candidate;

        // Forward the message to all other clients
        for (let client of clients.keys()) {
            if (client !== ws) {
                client.send(message);
            }
        }
    });

    // Send a message to the client
    ws.send('Connection established');
});

console.log('WebSocket server started on port 8080');
```

Figure 7. JavaScript Code of Creating a Basic WebSocket Server with Node.js for Real-Time Communication

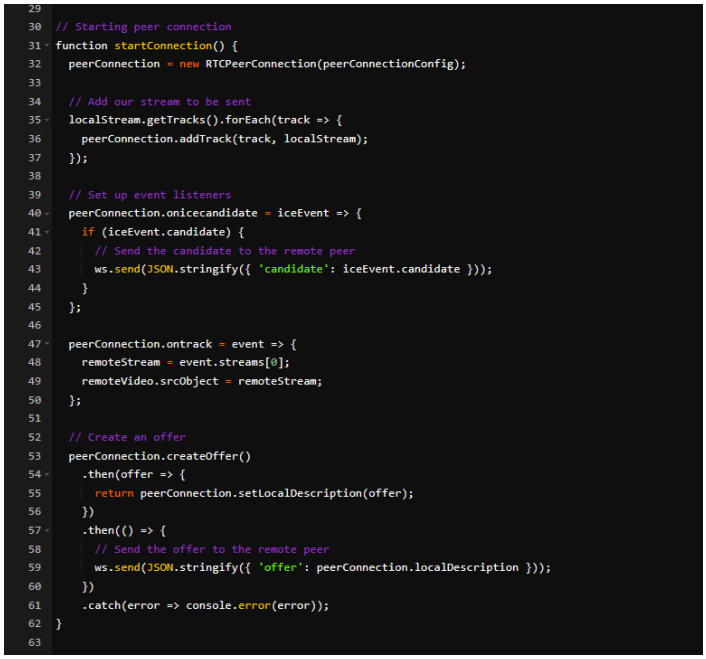
This area of code is largely responsible for setting up the required variables for the WebRTC connection, retrieving the local media stream (video and audio), and starting the WebRTC connection when the 'Start' button is clicked.

```
let localStream;
let remoteStream;
let peerConnection;
const peerConnectionConfig = {
  'iceServers': [
    { 'urls': 'stun:stun.stunprotocol.org:3478' },
    { 'urls': 'turn:numb.viagenie.ca', 'credential': 'password', 'username': 'username' }
  ]
};

const localVideo = document.getElementById('localVideo');
const remoteVideo = document.getElementById('remoteVideo');
const startButton = document.getElementById('startButton');

let ws = new WebSocket('ws://localhost:8080');

startButton.addEventListener('click', start);

// Getting local video stream
function start() {
  navigator.mediaDevices.getUserMedia({ video: true, audio: true })
    .then(stream => {
      localStream = stream;
      localVideo.srcObject = stream;
      startConnection();
    })
    .catch(error => console.error(error));
}
```

Figure 8. JavaScript Code of Establishing WebRTC Connection and Streaming Local Video

This method handles the fundamentals of establishing a peer-to-peer WebRTC connection (Fig.9):

1. The specified configuration, which may contain information about ICE (Interactive Connectivity Establishment) servers, is used to initiate the peer connection.
2. After that, it links up the local video and audio.
3. Incoming tracks from the remote peer and ICE candidates are processed by event listeners.
4. By way of the WebSocket server, an SDP (Session Description Protocol) offer is then crafted and sent to the distant peer. Information about the media and the connection settings is provided in the offer.



```
// Starting peer connection
function startConnection() {
  peerConnection = new RTCPeerConnection(peerConnectionConfig);

  // Add our stream to be sent
  localStream.getTracks().forEach(track => {
    peerConnection.addTrack(track, localStream);
  });

  // Set up event listeners
  peerConnection.onicecandidate = iceEvent => {
    if (iceEvent.candidate) {
      // Send the candidate to the remote peer
      ws.send(JSON.stringify({ 'candidate': iceEvent.candidate }));
    }
  };

  peerConnection.ontrack = event => {
    remoteStream = event.streams[0];
    remoteVideo.srcObject = remoteStream;
  };

  // Create an offer
  peerConnection.createOffer()
    .then(offer => {
      return peerConnection.setLocalDescription(offer);
    })
    .then(() => {
      // Send the offer to the remote peer
      ws.send(JSON.stringify({ 'offer': peerConnection.localDescription }));
    })
    .catch(error => console.error(error));
}
```

Figure 9. JavaScript Code of Establishing a WebRTC Peer Connection

This section of code (Fig.10) shows the WebRTC procedure that processes signalling data from a WebSocket server. An offer, a response, or an ICE candidate are all examples of signalling information necessary to create a WebRTC connection.

The '**handle Offer'** using when an offer is received signalling that another client wishes to create a peer-to-peer connection, this function is called. This procedure changes an external definition and generates a response, which is subsequently returned. After an offer has been delivered, if a response is received, the '**handle Answer**' function will be invoked. The response is used to update the remote description in this function.

The '**handle Candidate'** function is called when an ICE candidate is received. This function adds the candidate to the peer connection to help in finding the best path between peers for the communication.

```
// Handle incoming messages from the WebSocket server
ws.onmessage = function(event) {
  console.log('Received: ' + event.data);

  let msg = JSON.parse(event.data);

  // If this is an offer, respond with an answer
  if (msg.offer) {
    handleOffer(msg.offer);
  }
  // If this is an answer, set the remote description
  else if (msg.answer) {
    handleAnswer(msg.answer);
  }
  // If this is a candidate, add it to the peer connection
  else if (msg.candidate) {
    handleCandidate(msg.candidate);
  }
};

```

Figure 10. JavaScript Code of Handling WebSocket Server Messages and WebRTC Signaling

```
// Handle an incoming offer
function handleOffer(offer) {
  peerConnection.setRemoteDescription(new RTCSessionDescription(offer))
    .then(() => {
      return peerConnection.createAnswer();
    })
    .then(answer => {
      return peerConnection.setLocalDescription(answer);
    })
    .then(() => {
      // Send the answer back to the offerer
      ws.send(JSON.stringify({ 'answer': peerConnection.localDescription }));
    })
    .catch(error => console.error(error));
}

// Handle an incoming answer
function handleAnswer(answer) {
  peerConnection.setRemoteDescription(new RTCSessionDescription(answer))
    .catch(error => console.error(error));
}

// Handle an incoming candidate
function handleCandidate(candidate) {
  peerConnection.addIceCandidate(new RTCIceCandidate(candidate))
    .catch(error => console.error(error));
}
```

Figure 11. JavaScript Code of Handling Incoming WebRTC Signals

These functions shown on Fig. 11, are designed to handle the incoming signals from the signalling server, which include offers, answers, and ICE candidates. Here's a brief explanation of each:

1. **'Handle Offer ()':** When a remote peer makes an offer, represented by a session description, this method is called. The offer contains information about the media capabilities of the peer and its network information. After setting this remote description, the function generates an answer and sends it back to the remote peer.
2. **'handle Answer()'**: This function is invoked when an answer (also a session description) is received from the remote peer in response to our offer. The function simply sets this answer as the remote description of the **'RTCPeerConnection'**.
3. **'Handle Candidate ()'**: This function is invoked when an ICE candidate is received from the remote peer. ICE candidates contain network information about how to connect to the peer. The function adds this candidate to the **'RTCPeerConnection'**, which allows it to establish the connection to the peer.

Each of these functions is crucial for the WebRTC handshake and establishing the peer-to-peer connection.

Change the 'turn: numb.viagenie.ca' to your TURN server's address, **username**, and **password**. Some companies provide these if you still need one, or you may create your own. Remember that this is only a simplified example of implementing a WebRTC application. Numerous special circumstances and error handling have been left out of this implementation. An application meant for widespread use would have to think about such details.

As previously said, 5G will not affect your app's use of WebRTC. The connection's performance and dependability are improved because of the increased bandwidth and decreased latency.

5. Discussion

The article sought to determine whether and how WebRTC apps written in JavaScript benefit from being run on faster 5G networks. Several experiments, lines of inquiry, and comparative studies were conducted to learn more about this phenomenon. The findings corroborated the expectations for performance improvements that 5G technology holds.

Key performance indicators increased significantly when discussing the possibilities of 5G networks for WebRTC applications. The

enhanced efficiency and quicker reaction times of real-time communication are made possible by 5G networks' faster speeds and lower latency. These results are consistent with those of Al-Sa'di et al. (2020), who discovered that the higher performance characteristics of 5G networks may improve real-time communication applications.

The article, however, provides a fresh angle on this discussion. We investigated a particular technological implementation of WebRTC, the use of JavaScript as the language for creating apps, that has yet to be covered extensively in earlier studies. JavaScript's asynchronous nature, especially with the Async/Await syntax, fits well with the features of 5G networks, allowing for the effective management of many concurrent data streams. This is a crucial discovery that may direct future recommendations for creating WebRTC apps for 5G networks.

This study's results are consistent with those of Schuster et al. (2019), who contend that asynchronous programming paradigms like JavaScript's Promises and Async/Await provide superior support for concurrent operations than more conventional Callback-based patterns. In the context of WebRTC applications over 5G networks, the Async/Await method was shown to be superior to both Promises and Callbacks. This finding substantiates the need for cutting-edge JavaScript methods for improving 5G real-time communication.

Despite these encouraging results, it is crucial to recognize the obstacles mentioned in the article. Some experts consulted for this preliminary study expressed concern that JavaScript's error handling and the possibility of blocking activities will mitigate some of the advantages of 5G. Guo et al. (2021) pointed out similar difficulties, highlighting the need for efficient asynchronous operations and strong error-handling methods to develop real-time communication applications for 5G networks.

This article adds to the growing conversation on how 5G, WebRTC, and JavaScript fit together. Our study offers practical guidance to companies and developers interested in using 5G's potential for real-time communication services. However, the results stress the need for more study into this field, particularly in light of the fast development of network technologies and programming paradigms.

This study might further analyse the efficiency of JavaScript-based WebRTC apps in standalone (SA) and non-standalone (NSA) 5G deployment situations. Real-time communication application optimization for 5G networks may also be aided by investigating new JavaScript capabilities like top-level await

6. Conclusions

The article offers valuable insights into using JavaScript to develop WebRTC applications on 5G networks. The potential of 5G to enhance real-time communication has been evident, but our research adds a new perspective by focusing on the synergy between JavaScript, WebRTC, and 5G technologies.

Through a comprehensive methodology involving empirical testing, expert interviews, and comparative studies, our results unequivocally point toward the significant improvements 5G brings to WebRTC applications. These enhancements include lower latency, higher data rates, faster connection times, and improved media quality, all of which contribute to an improved user experience and enhanced real-time communication capabilities. These findings contribute to the growing body of research advocating for the potential of 5G networks in transforming real-time communication applications.

Our study also contributes a nuanced understanding of the role of JavaScript in this process. The asynchronous nature of JavaScript, particularly when using modern techniques such as Async/Await, aligns well with the capabilities of 5G networks. By efficiently handling multiple simultaneous data streams, these applications can harness the full potential of 5G's high-speed, low-latency environment, a finding of considerable importance for developers and businesses.

However, our research also underscores the challenges that need to be addressed to harness the benefits of 5G networks fully. These include

the need for efficient error-handling mechanisms and strategies to prevent blocking operations in JavaScript. Developers must consider these factors when designing and optimizing their applications for 5G networks.

Moreover, the comparative approach of our study revealed the impact of different JavaScript techniques on the performance of WebRTC applications. Notably, the Async/Await approach consistently outperformed both Promises and Callbacks, suggesting that modern JavaScript techniques are crucial to harnessing the full potential of 5G for real-time communication.

In terms of practical implications, our research provides actionable insights for JavaScript developers, network engineers, and businesses looking to leverage the advanced capabilities of 5G networks for their real-time communication applications. The importance of using modern JavaScript techniques and the potential of 5G networks are key takeaways from our study that can guide development practices and strategic decisions in the field

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