



:Client

:Server

loop

until success

GetUDPPort();

closeTCPSocket(SocketID)

openUDPSocket(SocketID)

return UPD_Socket;

ConnectToUDP()

Return Connection_Success;

loop

until gameover

BroadcastInformation(Data Packet)

BroadcastInformation(Data Packet)

closeUDPSocket(SocketID)