1. UDP server waits to receive a request and then provides the requested information. This side of the transmission is referred to as the Receiver or the Provider. When a provider creates an UDP object, it must define a port number on which it will receive requests. UDP client side on the other hand sends a request for information and then receives a reply. This side of the transmission is referred to as the Sender or the Requestor. When a requestor creates an UDP object, it can use a dynamic port number. The default is 0. When it sends a packet, it must specify the host name and port number of the provider.

2. In a TCP server the server process issues different commands, awaiting input from the client process, it then establishes a TCP socket and listens on the socket for incoming connection requests on the appropriate port number. The server must be listening before a client can establish a connection. The initial command completes when the client has opened the connection and sent some data. TCP client also issues a command that specifies the TCP device to which it is connecting. The client again issues a series of command to complete the connection. InterSystems or IRIS copies all characters in the commands to a buffer. It does not write them to the network until it is issued to flush the buffer. After the server has read the characters that the client sent in its first command, both sides can continue to issue commands and there is no further restriction on the order of these to the same port.

3. The IP Packet structure contains both a header 20 or 24 bytes long and data (variable length). It includes the IP addresses of the source device and the destination device, the other fields also help the packets to know where to go. The data is the actual content, such as a string of letters or part of a webpage. TCP Packet structure on the other hand contains a header and data that can range from 20 to 60 bytes, depending on the size of the options field. The TCP header shares some fields with the UDP header: source port number, destination port number, and checksum. TCP can also detect lost packets by using the sequence and acknowledgement numbers.