

Lab 8

Part 1

Sorry I can not provide screenshots as I do not have two computers.

Part 2

Q1 The major difference between the TCP server implementation and TCP client implementation for winsock is that the server is required to bind its socket and listen on the socket for a client and once a client is found it needs to accept the connection from the client. For each of them if either the server or client closes connection the other one will shut down in response as well.

Q2 The major difference between the UDP and TCP server implementation is that TCP attempts to establish the connection with the client sending the data and checks if there is still connection with the client before sending the data. The UDP server implementation does not care if there is a connection with the client or not it will wait for the sent data and send it back no matter if there is or there is no connection with the client.