

## Part 1

I sadly don't have access to a 2nd computer so cannot do this.

## Part 2

1. Major difference between the TCP server and client implementations is that the server is required to bind its socket and listen out for the client. Once it's found, it needs to accept the connection from the client. If either the server or the client closes its connection, the other will shut off as well.

2. Major difference between the UDP and TCP server implementations is that TCP tries to create a connection with the client and checks if the connection exists before sending data. UDP doesn't look out for this connection and sends the data regardless.