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|  | **TCP or UDP** | **Reasons** |
| Reliability and Connection Establishment | Tcp | Because its reliable and has 3 way handshake |
| Data Integrity and Ordering | Tcp | Because its guaranteed ordering data and integrity by resend and confirmation |

**Task 2: Identify the use Cases and Performance of TCP and UDP.**

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|  | **TCP** | **UDP** |
| Use cases | Internet browsing  E mail  File transfer | Video streaming  Online gaming  Voice calls “Voip” |
| Performance | Reliable but its slower because:   * 3 way handshake * Check integrity of data | * Faster than tcp: no setup connection * No guarantee of data transfer |