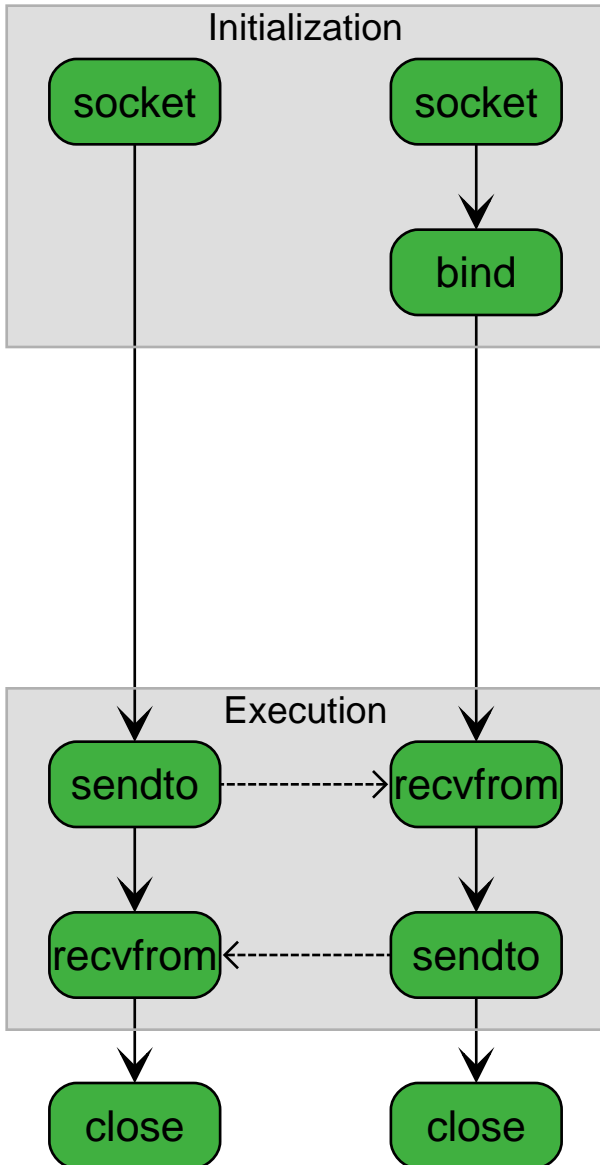


# UDP

**Client**

**Server**



# TCP

**Client**

**Server**

