**TCP (Transmission control protocol)**

* The communication between 2 computers needs to be good and reliable to guarantee that the data is received correctly.
* Guarantee that all data is received and in order.
* Connection oriented protocol.
* 2 computers verify the connection without before any communication starts with the help of 3 handshake.
* It guarantees the transfer of data.

A picture containing text, electronics, screenshot, computer

Description automatically generated

HANDSHAKE

1. Computer A would send a SYN
2. Receiving computer B would send an acknowledgement SYN ACK
3. Computer A sends response as ACK received as response back to computer B

Graphical user interface, application

Description automatically generated

Note:

* Web page without tcp then the web page would be out of order.
* Download without tcp would not be complete download.

**UDP (User datagram protocol)**

* Like TCP, used for sending and receiving data.
* Connectionless oriented protocol.
* Does not guarantee data delivery (Fire and forget protocol)
* Due to the less overhead of no guaranteed delivery, UDP is faster than TCP

A screenshot of a computer

Description automatically generated with medium confidence