

Read the following code:

UDP:

<http://www.binarytides.com/udp-socket-programming-in-winsock/>

TCP:

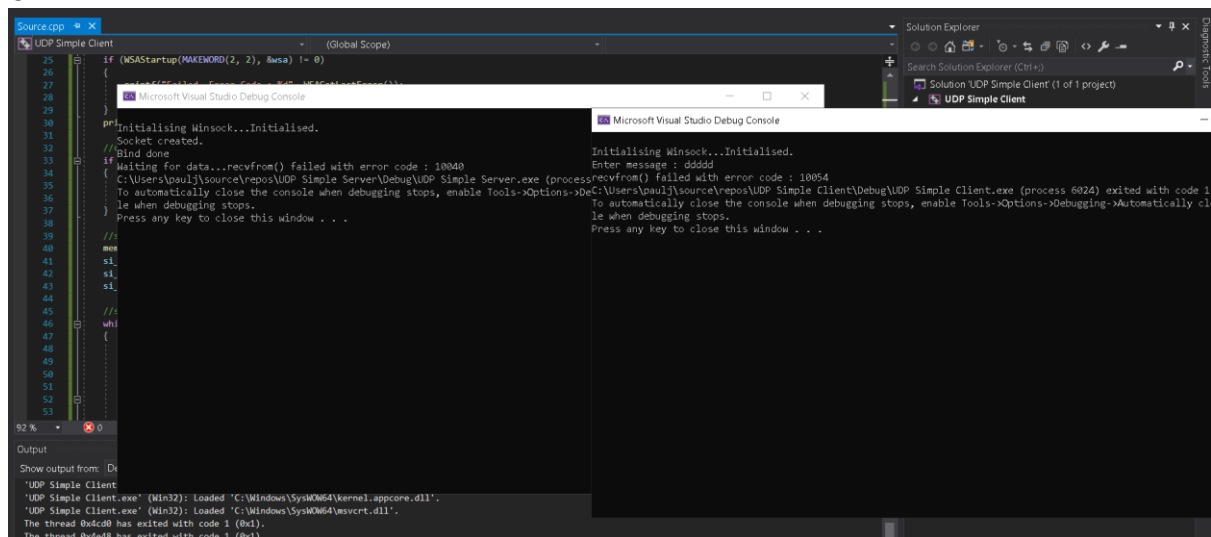
[https://msdn.microsoft.com/en-us/library/windows/desktop/ms737591\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/ms737591(v=vs.85).aspx)

[https://msdn.microsoft.com/en-us/library/windows/desktop/ms737593\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/ms737593(v=vs.85).aspx)

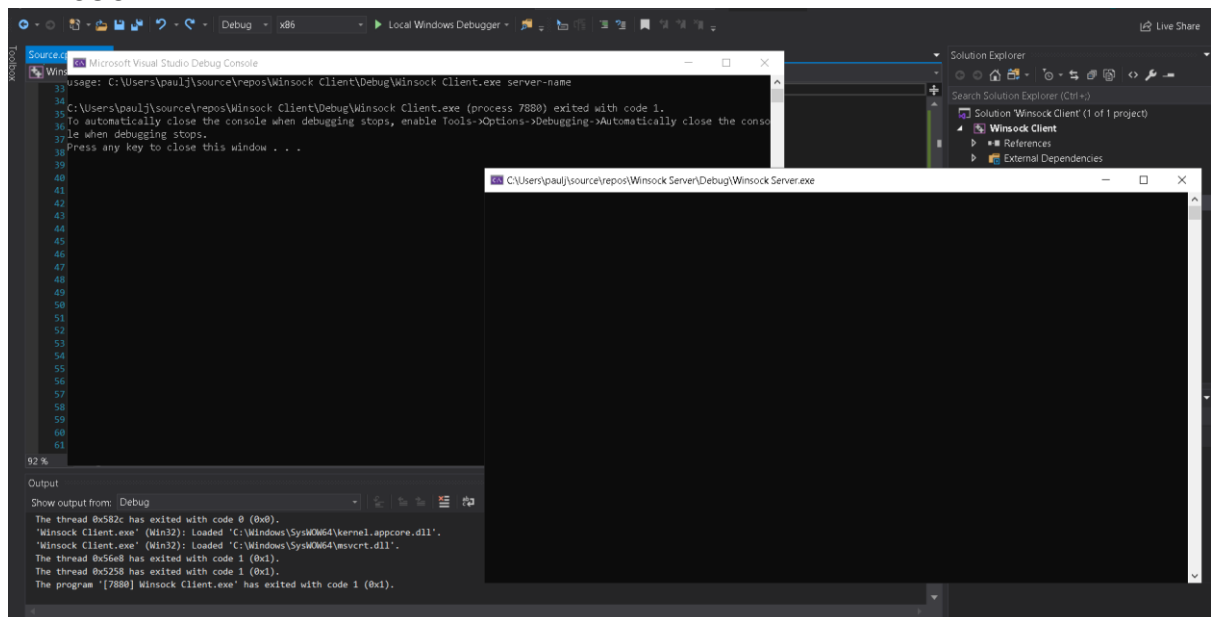
If possible, demo by uploading few pictures of screenshots or screen captures.[you may need two computers]

I only have one computer:

UDP



WIN SOCK



Questions:

1. What is the major differences between TCP client and TCP server implementations?

A: The client in a TCP connection is the computer or device that sends/dials and the server is waiting listening for the received message/call.

2. What is the major differences between UDP server and TCP server implementations?

A: TCP is connection based/oriented once a connection is made data can be sent both ways or bidirectional. UDP is a connectionless internet protocol. Many messages are sent as packets in chunks/parts using UDP.