UDP → User datagram protocol → Transport layer protocol
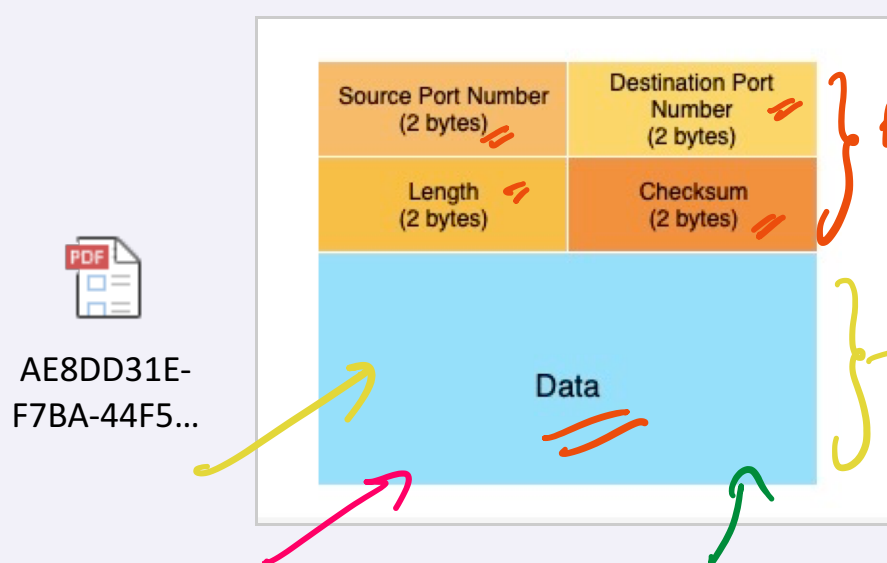
TCP

1) Used by apps that don't needs guaranteed delivery service of TCP.

2) Either because application handles it on it's own or it just doesn't need reliable delivery

3) Much simpler than TCP

4) It gets the data, converts it into UDP datagram and sends it to network layer.

no sequery data

UDP header

AE8DD31E-F7BA-44F5...

8 bytes

header

Max possible size => 2^{16} = 65,536 bytes

Header → 8 bytes

$65,536 - 8 = 65528$ bytes

* Why UDP?

1) faster ✓✓

2) Reliability can be built separately

3) Small header size gives an edge in terms of reduced transmission overhead & quicker transmission times

Applications

⊙ X box

⊙ Name translation of DNS