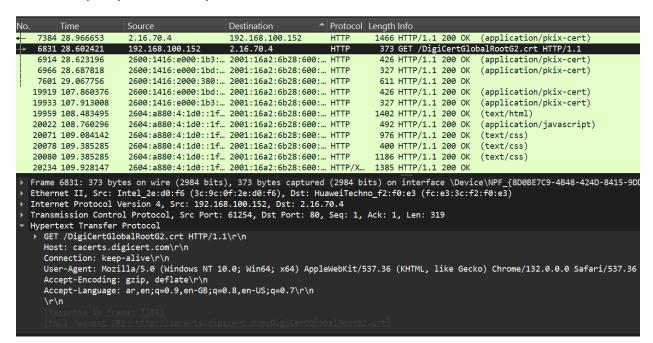
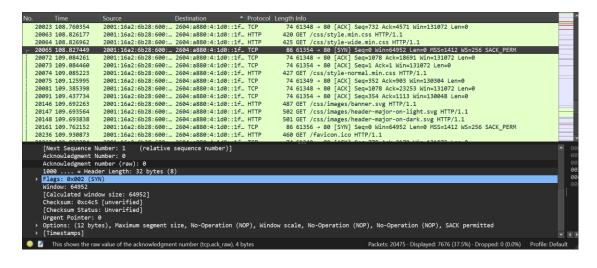
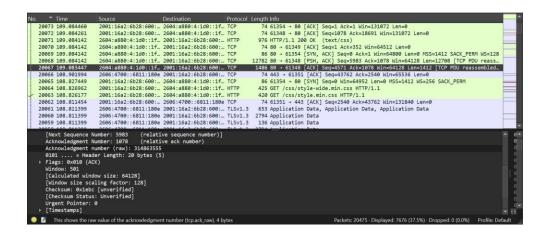
Http request and response



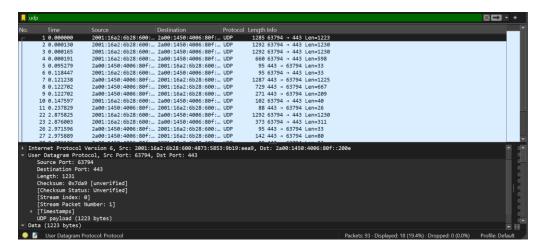
TCP handshake





```
File Edit View Go Capture Analyze Statistics Telephony Wireless Iools Help
₩ → +
                        20072 109.084261
20071 109.084142
  20069 109.084142
   20067 109.083447
   20066 108.901994
   20065 108.827449
   20064 108.826962
   20063 108.826177
   20062 108.811454
   20061 108.811399
20060 108.811399
   20059 108.811399
    [Next Sequence Number: 1 (relative sequence number)]
Acknowledgment Number: 1 (relative ack number)]
Acknowledgment number (raw): 2196957680
1000 ... = Header Length: 32 bytes (8)
Flags: 0x012 (SYN, ACK)
Window: 64804
     Flags: 8x812 (SYM, ACK)
Window: 64880
[Calculated window size: 64880]
Checksum: 8x14ca [unverified]
[Checksum: 8x14ca [unverified]
[Ungent Pointer: 0
Options: (12 bytes), Maximum segment size, No-Operation (NOP), No-Operation (NOP), SACK permitted, No-Operation (NOP), Window scale
[Timestamps]
                        w value of the acknowledgment number (tcp.ack raw), 4 bytes
```

- UDP



	TCP or UDP	Reasons
Reliability and		TCP ensures reliable data transfer using the three -
Connection	TCP	way handshake (SYN, SYN-ACK, ACK),
Establishment		
Data Integrity and Ordering	TCP	TCP guarantees error detection , retransmission , and ordered delivery

	TCP	UDP
Use cases	Web browsing (HTTP/HTTPS), File Transfer (FTP), Email (SMTP, IMAP, POP3), Remote access (SSH, Telnet)	Video streaming, Online gaming, VoIP, DNS queries, IoT applications
Performance	Reliable but slower due to connection setup, error-checking, and retransmissions. Suitable for applications where data accuracy is crucial.	Faster due to the lack of connection establishment and error correction. Suitable for applications that prioritize speed and low latency over reliability.