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- 1. UDP is best for games because of the latency advantage it holds over TCP, since it does not need to wait for the hand shake to actually send the data it wants too.
- 2. The client port is assigned randomly, and can be gotten by reading the second "address" part of the tuple returned by socket.accept()
- 3. The TCP stream connect method executes the 3 way handshake, socket.connect()