

Game
(Real Time Gaming)

[RFC 768]

Bullet Data ↓

101100111010...

Data Stream Binary Data [01]

1011 0011 1010 ...

✉ ✉ ✉ ...

Datagram (o)

★ Example
◦ Streaming
◦ Routing
◦ VoIP



★ UDP header consists 4 fields
2 Bytes long each
(16 Bits)



Source

Destination

Length

Checksum

Data

Transport Layer

Network Layer

Encapsulates

★ Finer
Application level
control over what
data is sent and
WHEN!

★ Unreliable
★ Connectionless
★ Fast
★ No Connection State
★ Small Packet header overhead

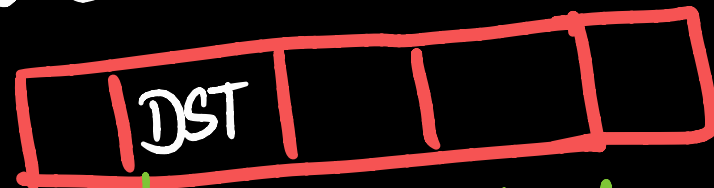
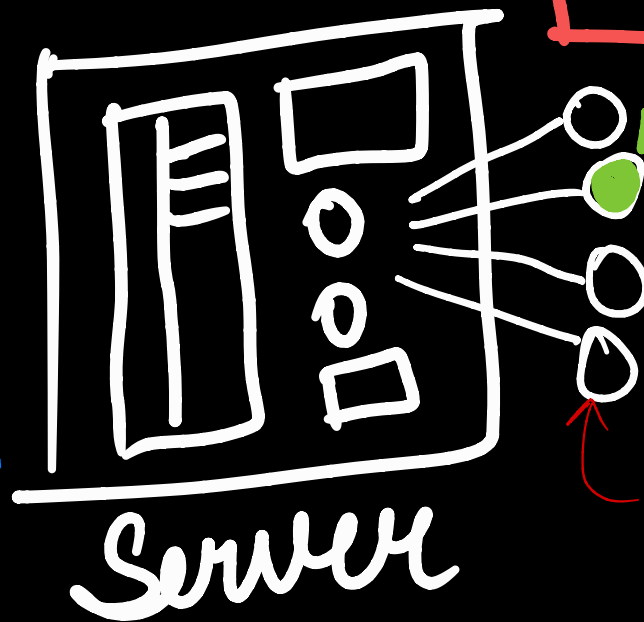
Packet ↓



★ After the Packet: arrives to the Server

★ Note :- With UDP there is no
handshaking between sending and
receiving transport layer entities
before sending a datagram.

For this reason, UDP is
said to be Connectionless!



The UDP protocol uses
the DST Port no. to
deliver the datagram
data to the correct
Application Process!

Application Process