

# Comparing TCP and UDP

## *Reliability and Connection Establishment*

| Feature                                  | TCP or UDP | Reasons   |
|--|------------|---|
| Reliability and Connection Establishment | TCP        | TCP is connection-oriented and uses a three-way handshake (SYN, SYN-ACK, ACK) to establish a connection before data transfer. |
| Data Integrity and Ordering              | TCP        | TCP ensures all packets are received in the correct order using sequence numbers and retransmits any lost packets.            |

## *Use Cases and Performance*

| Feature     | TCP   | UDP   |
|-------------|---|---|
| Use cases   | Web browsing (HTTP/HTTPS), Email, and File transfers where data accuracy is critical.                 | Video streaming, Online gaming, and VoIP where speed is more important than 100% accuracy.                  |
| Performance | <b>Slower</b> due to the overhead of connection establishment, error checking, and packet sequencing. | <b>Faster</b> and more efficient because it has a simpler header and no connection setup or retransmission. |