**Server-Client paradigm**

For the most part, TPC/UDP applications written in the Server-Client paradigm will follow the set of steps presented in the images below. We can use these two diagrams as an aid to remember how to structure our socket application following that model. We can see how the previously covered socket APIs are called and used through the application life cycle.

A diagram of a computer

Description automatically generatedA diagram of a computer process

Description automatically generatedFlow of a UDP server/client program Flow of TCP server/client program: