Lab 8

Q1.

The client side must create the socket, connect to the server, send/receive data, and close the socket.

The server must create the socket, bind the socket, listen for the client, accept the client’s requests, continue until the client closes the connection.

Q2.

UDP is much quicker, simpler, and efficient because it does not require handshaking or validation etc. UDP does not attempt to retransmit lost packets where TCP does.