From my research, this is what I have learned regarding the UDP protocol in the UIPEthernet library:

- The begin() function starts listening given an available ports and returns a Boolean value depending on the availability of a socket.
- The stop() function leaves the used socket.
- The beginPacket() function takes a listener's IP (or host?) and port number, starts building a packet and returns a Boolean value depending on success of operation.
- The endPacket() then sends said built up packet and again returns a boolean value depending on success of operation.
- You could then write bytes into the packet using the write function and optionally you could also give the size of bytes to be put in the packet.
- The parsePacket() function then returns the size of the packets incoming in bytes and the available() function returns the number of remaining available bytes.
- The read() function could then be used to read one byte or a determined number of bytes to be placed in the buffer.
- You could also use the peek() function to see the next byte without moving onto the next byte.
- You would then need to use the flush() function to finish reading the packet.
- Some other functionalities like remoteIP() and remotePort() functions can be used the packet sender's IP and port respectively.