

Question 1: How did the reliability of UDP change when you added 50% loss to your local environment? Why did this occur?

After adding the 50% loss to the local host environment, UDP reliability significantly decreased and did not receive 100% of the information we had sent.

Question 2: How did the reliability of TCP change? Why did this occur?

The reliability of the TCP was virtually unnoticeable, we were still able to receive all the data/information we had sent. This occurred because TCP is programmed and guaranteed to be reliable with checks from the client of the connection to the server instead of solely receiving and sending like how UDP functions.

Question 3: How did the speed of the TCP response change? Why might this happen?

The TCP response took much longer to get through to the server than the UDP server. This is because TCP is designed to optimize accuracy and packages being received in order over the time it takes to send them, while UDP does the opposite.