**UIP UDP library**

UDP protocol is all about speed where we focus on transmitting the data as fast as we can, where UDP protocol is mainly used in live broadcasting or zoom meetings or even gaming where if one or two frames dropped, the process will not wait to send the lost data but it will skip it.

As I was searching and reading the header file on the github, I realized that this file provides already made methods and classes to deal with the udp protocol (sender - client)

It is like the socket library that we included when we were establishing a connection between a user and a client using python.

This file offers multiple methods such as:

beginPacket, endPacket, write, parsePacket, write, available, flush

IPAddress, remotePort

So using and including this file will allow developers to establish and implement a server-client communication system