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|  | **TCP or UDP** | **Reasons** |
| Reliability and connection Establishment | **TCP** | TCP is better for reliability because it include mechanisms for error detection, correction, data ordering, flow control, congestion control.  TCP is better for connection establishment because it requires a three-way handshake. |
| Data integrity and ordering | **TCP** | TCP is better in data integrity because it have built-in mechanusms for error detection and correction. It ensures that all data is received correctly.  TCP is better for data ordering because it maintain data order due to its sequence numbering and reordering mechanisms |

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|  | TCP | UDP |
| Use cases | 1. Web browsing 2. Email 3. File transfer 4. Streaming services 5. Database access 6. Remote admininstration 7. VoIP(Voice over IP) | 1. Real-time communications 2. Streaming media 3. Online gaming 4. DNS(Domain Name System) 5. Network management 6. TFTP(Trivial File Transfer Protocol |
| Performance | Its performance is characterized by reliable delivery, ordered data, and adaptive transmission rates, making it a preferred choice for many critical network applications. | UDP's performance excels in scenarios where low latency and minimal overhead are prioritized over reliability and data integrity. |