| Stateless Protocol | Stateful Protocol |
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| Stateless Protocol does not require the server to retain the server information or session details. | Stateful Protocol require server to save the status and session information. |
| In Stateless Protocol, there is no tight dependency between server and client. | In Stateful protocol, there is tight dependency between server and client |
| The Stateless protocol design simplify the server design. | The Stateful protocol design makes the design of server very complex and heavy. |
| Stateless Protocols works better at the time of crash because there is no state that must be restored, a failed server can simply restart after a crash. | Stateful Protocol does not work better at the time of crash because stateful server have to keep the information of the status and session details of the internal states. |
| Stateless Protocols handle the transaction very fastly. | Stateful Protocols handle the transaction very slowly. |
| Stateless Protocols are easy to implement in Internet. | Stateful protocols are logically heavy to implement in Internet. |