

Networking III

CS 241

Nov. 13, 2013

TCP vs UDP

- TCP

- Reliable Delivery
- Flow Control
- Slower / More Overhead

- Requires a 3-way handshake on connect

- Ideal for applications where data integrity is critical.

- UDP

- Fast / Low Overhead
- No delivery guarantees

- “Connectionless”: no setup required

- Ideal for applications where speed is most important.

...and both provides for port numbers.

- **socket()**: create an endpoint for communication
- **getaddrinfo()**: network address and service translation

- **Server Sockets:**
 - **bind()**: bind a name to a socket
 - **listen()**: listen for connections on a socket
 - **accept()**: accept a connection on a socket

- **Client Sockets:**
 - **connect()**: initiate a connection on a socket

```
void main() {
```

```
}
```

```
void main() {
```

```
}
```