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() {
}
}