Java, TCP, & UDP

• Java’s implementation of UDP is split into two classes: `DatagramPacket` and `DatagramSocket`.

• `DatagramPacket` stuffs bytes of data into UDP packets called datagrams and lets you unstuff datagrams you receive.

• A `DatagramSocket` sends as well as receives UDP datagrams.
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• To send data, you put the data in a DatagramPacket and send the packet using a DatagramSocket.

• To receive data, you receive a DatagramPacket object from a DatagramSocket and then read the contents of the packet.
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- This simple division of labor contrasts with the `Socket` and `ServerSocket` classes used by TCP.

- UDP does not have any notion of a server socket.

- TCP sockets allow you to treat a network connection as a stream. UDP doesn’t allow this; you always work with packets.

- A single `DatagramSocket` can send to and receive from many hosts. The socket isn’t dedicated to a single connection as it is in TCP.