

## Review Questions 3

**Your Name:**

Please print out this form (two-sided, if you can) and write your answers *legibly* in the spaces provided. If you can't write legibly, type.

1. How many bytes are there in the UDP packet header? How many in the TCP header?

2. Give two reasons you might prefer to implement an application using UDP, rather than TCP.

Give two reasons you might prefer to implement an application using TCP.

3. Explain the difference between an *InetAddress* object and *InetSocketAddress* object in *java*. Suppose we construct an *InetSocketAddress* object using the constructor *InetSocketAddress(null,0)*. If we then bind a socket to this object, what address and port are associated with the socket?