

**Demystifying Networking**  
**Prof. Sridhar Iyer**  
**Department of Computer Science and Engineering**  
**Indian Institute of Technology, Bombay**

**Lecture - 62**  
**Summary of TCP and UDP on Cisco Packet Tracer**

We just saw how TCP creates a connection before transmitting data and how applications running over UDP do not require a connection before transmitting data and transmit data directly. We also saw that TCP is used in cases where a very reliable communication is required and UDP is used where data losses of few frames is tolerable and....

So, the other thing with UDP is, as UDP keeps sending data, the loss here could be high, but the delay is very less.

So, TCP is used in those cases where a very reliable communication is required,

whereas UDP can be used in applications where small losses can be tolerated, like in a video say single frame is lost, but you might not even notice that, but delay cannot be tolerated. So, if like the frame 50 reaches after say frame 60 you will not get a clear stream of video. So, UDP is used in applications which cannot tolerate delay, but can tolerate a loss of few packets. So, now, it's time for this week's quiz