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 InetAddress 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?