

Conclusion to part 2: Network programming with TCP and UDP

<https://github.com/heig-vd-dai-course>

[Web](#) • [PDF](#)

L. Delafontaine and H. Louis, with the help of GitHub Copilot.

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What have you learned?

- How to read, write and implement an application protocol
- The basics of network programming with TCP and UDP to communicate over the network
- Manage multiple clients at the same time
- How close the sockets and files are



What have you accomplished?

- You have implemented an entire network application in Java; an application that can communicate over the network!
- You have packaged and shared your own network application in a Docker image
- With all the best practices!



Feedback

Your feedback helps us know **what you liked and what you disliked** in your learning experience. **The feedback is anonymous.**

We would be very grateful if you could take a few minutes to fill it. **Thank you!**



Sources

- Main illustration by [Alina Grubnyak](#) on [Unsplash](#)
- Illustration by [Nils Stahl](#) on [Unsplash](#)
- Illustration by [Samantha Fortney](#) on [Unsplash](#)