**IP Captured:** 44.236.234.81

**Bytes**

**45**: Version, indicates the version of the IP protocol.

**28**: ECN (Explicit Congestion Notification) is used here to improve network performance by signalling congestion before it becomes severe. This IP is not capable of it as it is set to 00.

**00 28**: It’s the size of the packet.

**c8 16**: Identification, it’s a unique identifier for each packet.

**40 00**: Flags, used for identifying and controlling fragments. This one is set to don’t fragment.

**e7**: Time to Live, this is to set the amount of hops a packet can hop before being deleted. This one is set to 231.

**06**: Protocol of the packet, i.e. TCP or UDP.

**b4 81**: Header Checksum, it is used to check for errors in the IP header.

**2c ec ea 51**: Source IP address of the sender.

**95 99 6a 38**: Destination IP address of receiver.

**Question 6.**

Minecraft: The world generation is incredible; every new world feels different.

Dota: Their spell programming is impressive, allowing players who don’t even know how to code to create brand new spells with new mechanics with ease.

Battlefield: The destruction engine allows for everything to be destroyed on the map, making each make dynamic and allowing for new experiences each game.

**Question 7.**

Razer Synaps

Spotify

Steam

Flu.x

WhatsUp

Snapchat

Discord

Unity