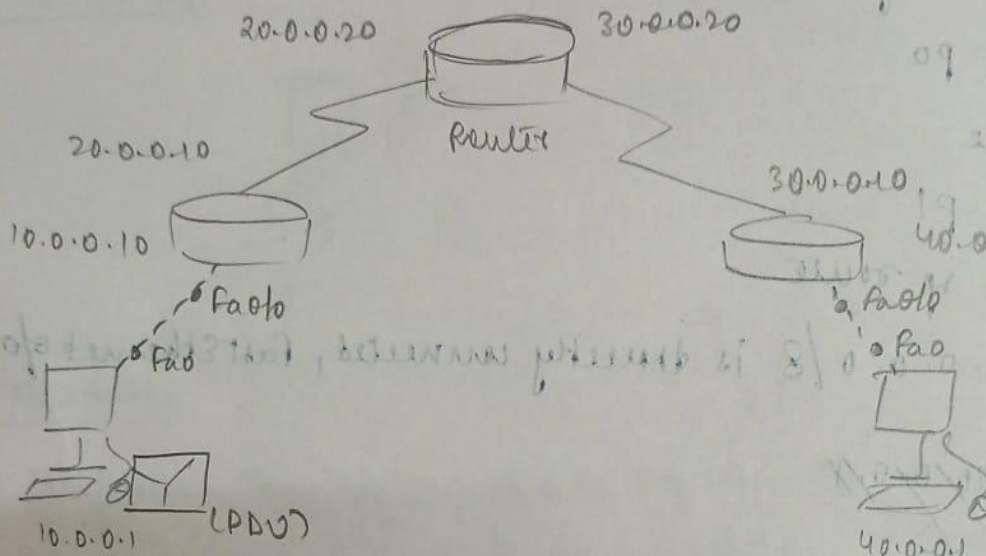


Experiment 7

AIM: Demonstrate the TTL/ Life of a Packet

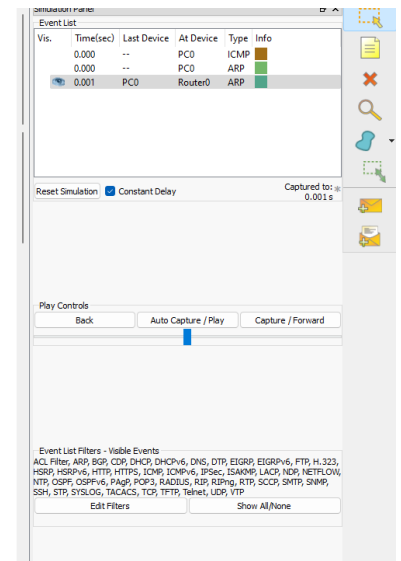
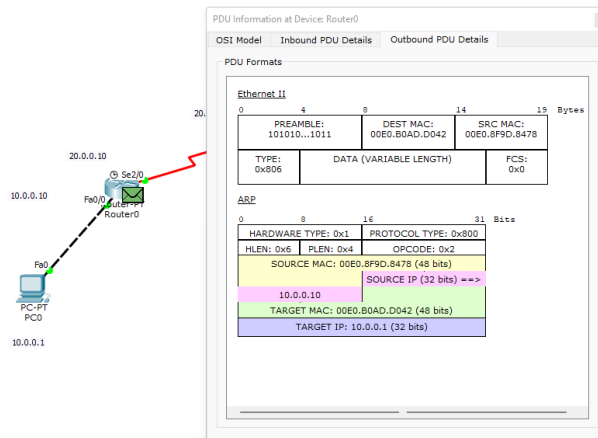
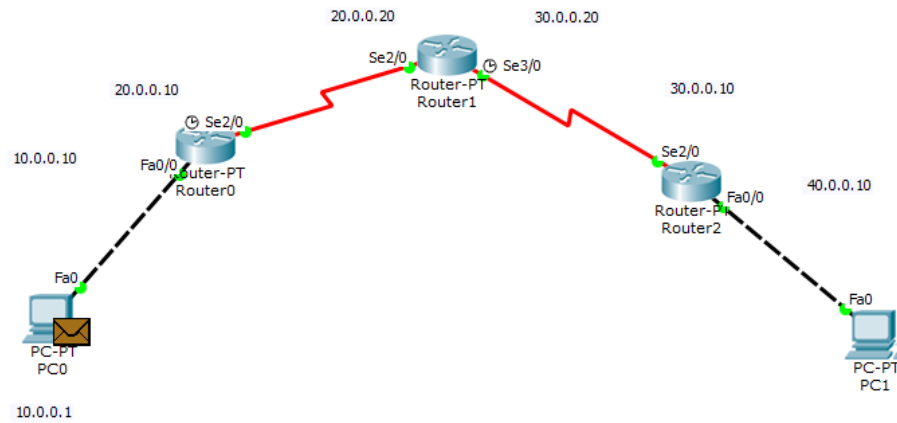
TOPOLOGY:



Procedure:

- Create a Topology as shown below with 2 PCs and 3 routers
- Configure the devices as per static/dynamic routing
- In the simulation mode, send a sample PDU from one PC to another.
- Use capture button to capture every transfer.
- Click on the PDU during every transfer to see the inbound and outbound PDU details. Observe that there is a difference of 1 TTL when it crosses every router.

OUTPUT :



OBSERVATION:

Observation

- Time-to-Live (TTL) is a value for the period of time that a packet of data should exist on a computer or network before being discarded.
- It shows up on the command prompt whenever we ping a message from one device to another
- It is a 8-bit binary value in the header of IP
- The max. value of TTL is 255 (1-255)
- If TTL value is 0, it is discarded

OUTPUT

0	4	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160	168	176	184	192	200	208	216	224	232	240	248	256
4		LHL		DSCP		TTL: 38		ID: 0x6		0x		0x0		TTL: 255		PRO: 0x1		CHKSUM		SRC IP: 10.0.0.1		DEST IP: 10.0.0.1		OPT: 0x0		0x0		DATA (VARIABLE LENGTH)					

• Fig. IP headers