

- The channel needs to know the destination (address and port) for the packet in order to forward it
- The receiver needs to know the size of the payload. LENGTH is 10 bytes long so the maximum payload length is 1024 Bytes
- SEQUENCE NUMBER and CODE are used for signalling

0	15 16	26 27	31	
DESTINATION IP (ipv4)				// Destination: 0 to 31
DST PORT   LENGTH   CODE				// Dst Port: 32 to 47
SEQUENCE NUMBER				// Length: 48 to 57
DATA				// Code: 58 to 63
				// SN: 64 to 95
				// Data: 96 to (96+Length)

\* DESTINATION IP:

If the dst IP is 22.2.19.92, then in the header byte[0]=22, byte[1]=2, byte[2]=19, byte[3]=92

\* PORT:

The most significant byte is in byte[4], the least significant byte is in byte[5]

\* CODE:

- 0 -> Regular data packet
- 1 -> ACK (sequence number is the same as the packet being ACKed)
- 2 -> ETX (End of Transmission)