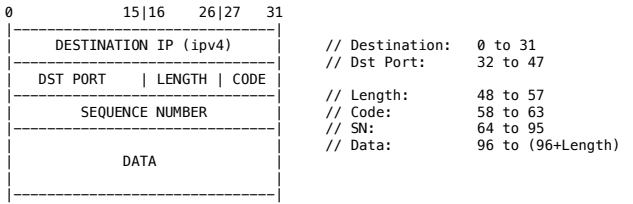
- The channel needs to know the destination (address and port) for the packet
  in order to forward it

- 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



* 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)