Hatoun Aldahami 411202079

**Part1:**

Task 2:

Step 3

First packet contains GET method

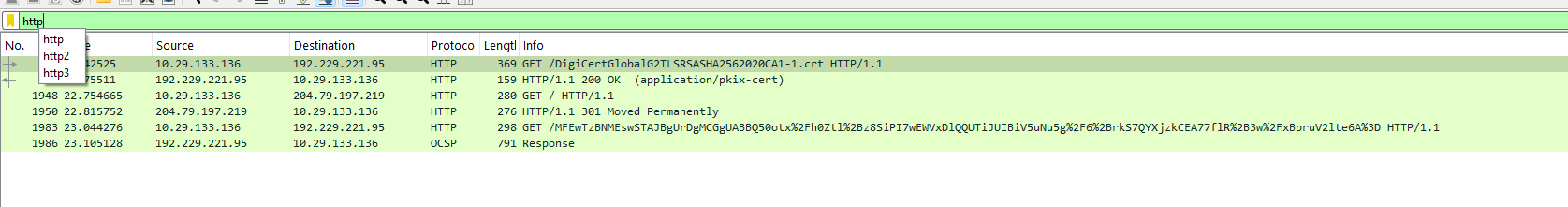
Second packet: RESPONSE 200 OK

Third packet is GET method

4th packet: RESPONSE 301 Moved permanently

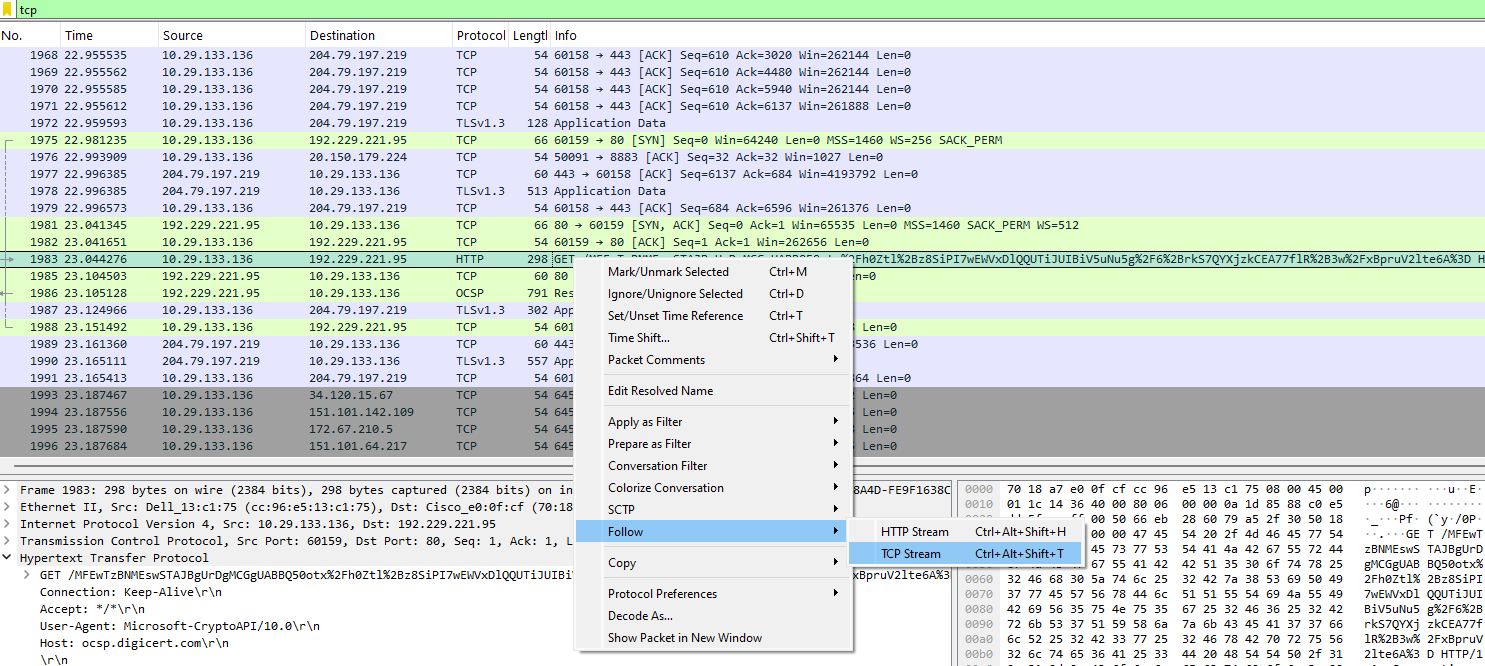
5th packet : GET method

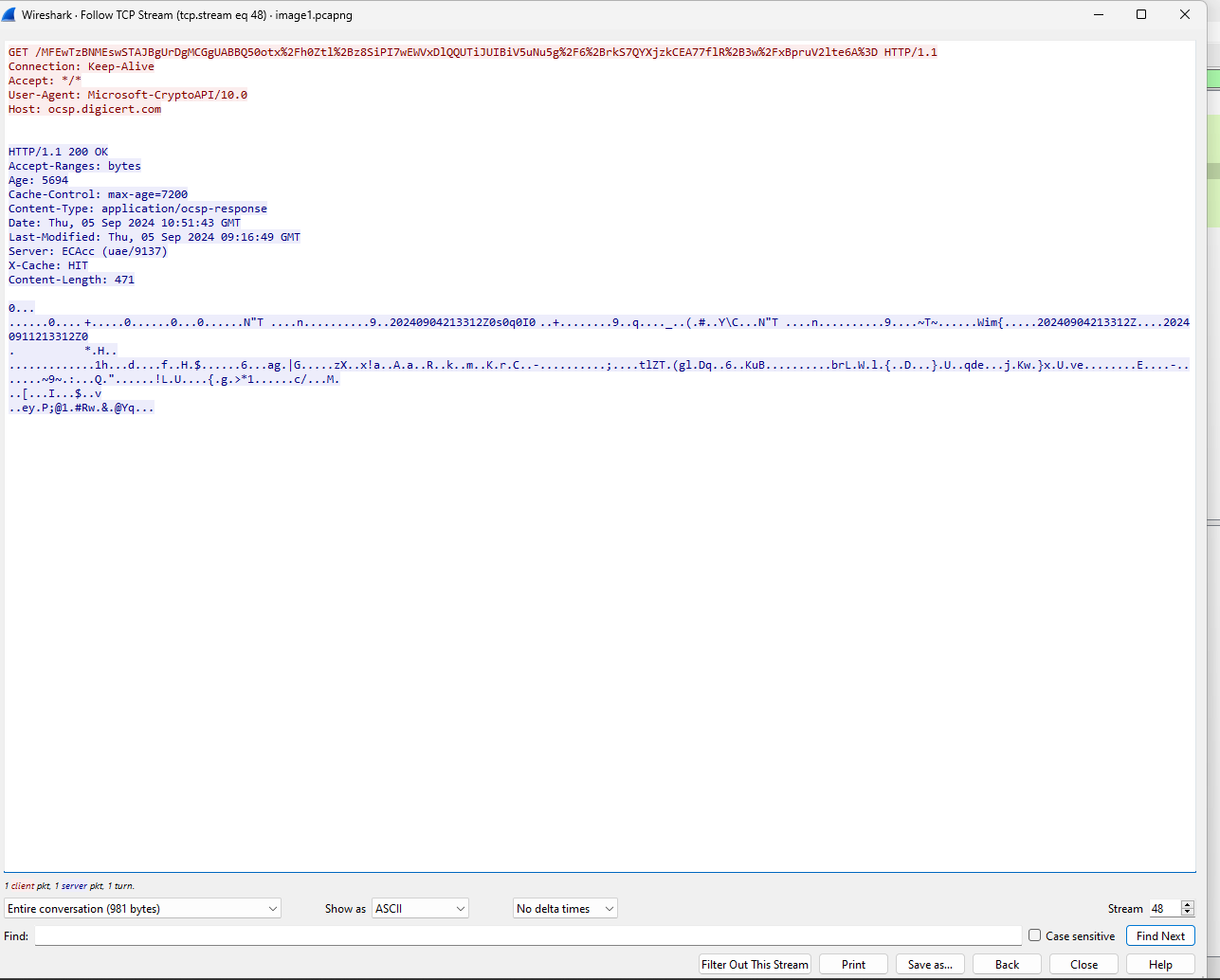
FOR THE URL: [Full request URI: <http://ocsp.digicert.com/MFEwTzBNMEswSTAJBgUrDgMCGgUABBQ50otx%2Fh0Ztl%2Bz8SiPI7wEWVxDlQQUTiJUIBiV5uNu5g%2F6%2BrkS7QYXjzkCEA77flR%2B3w%2FxBpruV2lte6A%3D>]



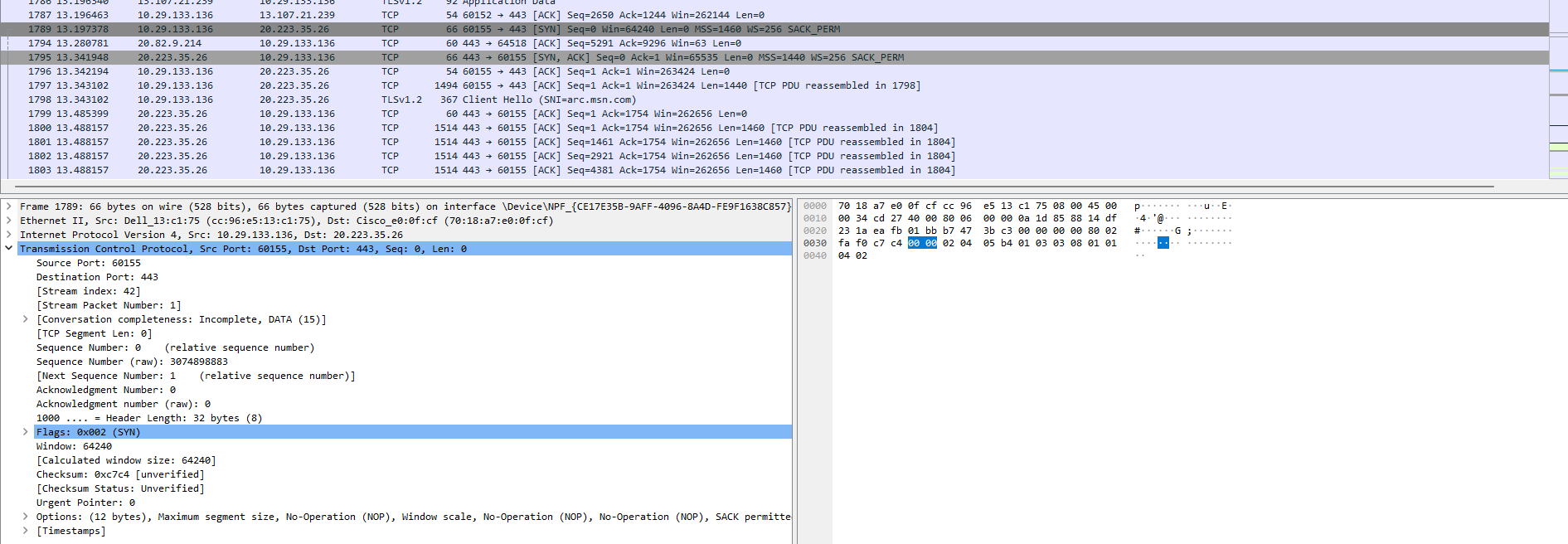
**Part2**

Task 1:

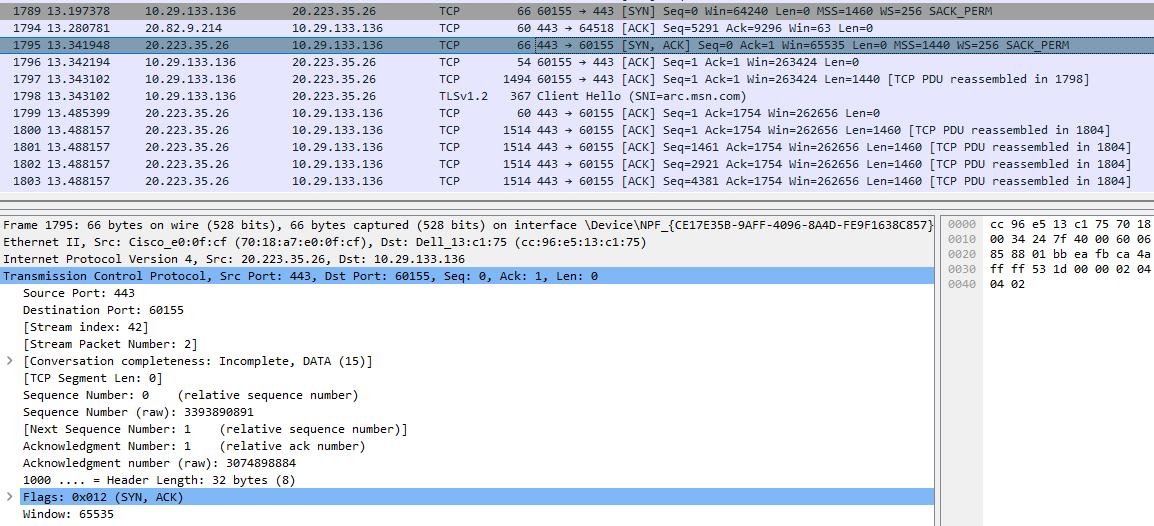




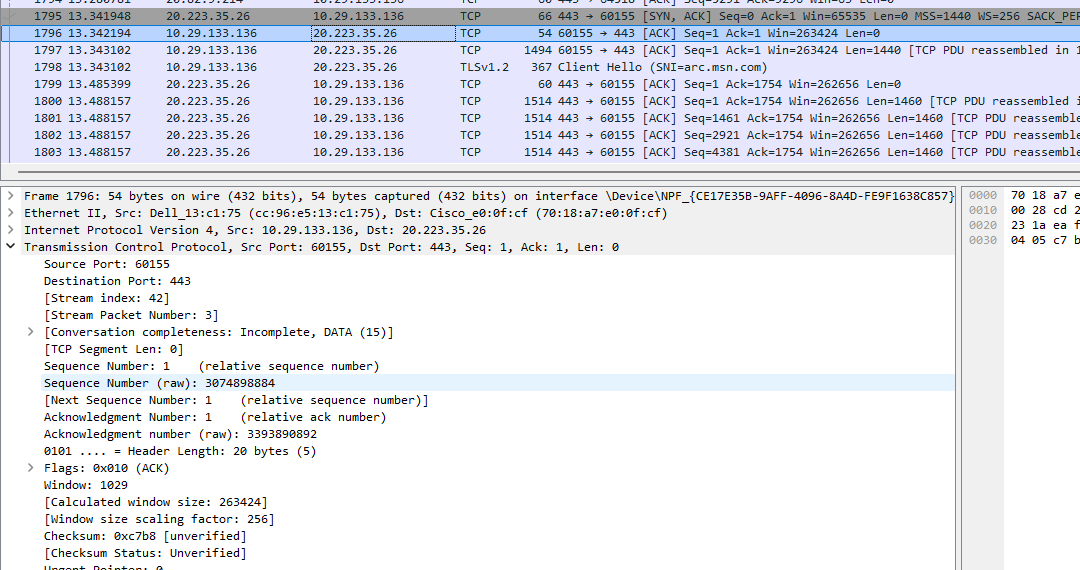
Task2:



SYN WITH sequence number 0 and ack number 0

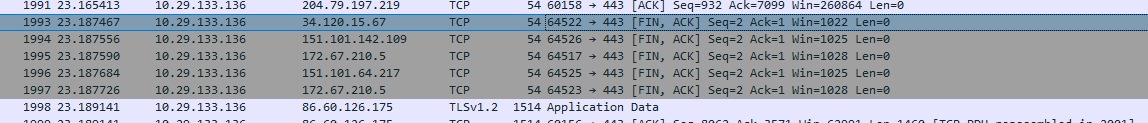


SYN-ACK with sequence number 0 and ack number 1

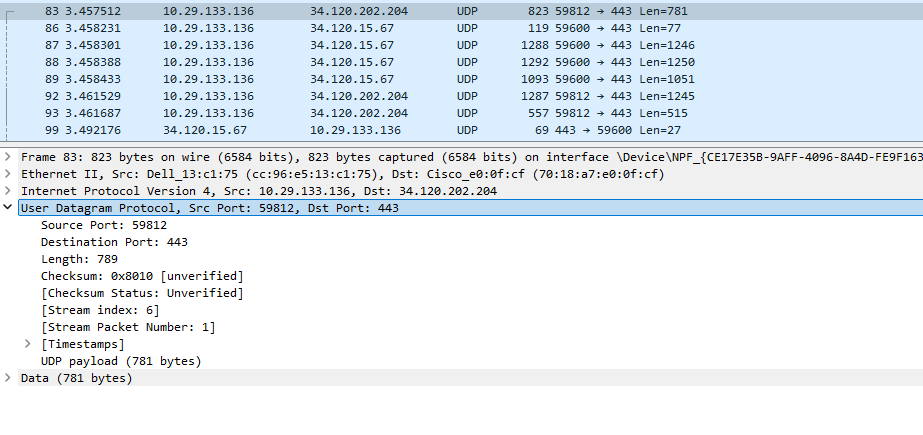


ACK with sequence number 1 and ack number 1

Step4:



**Part3:**

source :59812

Det: 443

Length:789

Data: Data […]: 48eab85633532542011b7ed041d118418b0c8ce58f2bfd088f1f37148b22de5fd1e1e948aa0f1f8ada41b74d66f00392f8c9603314d33e3d84d364c9dde0332c7edd738748908151059c5e1a154495fc13847cf3123e18e254ef8f32f8081b0a7ae06b52d16f1e4872f14fbf9735bc0f4b7

Comparison:

UDP is simpler and faster but not reliable as the TCP

**Part 4:**

|  | TCP | UDP |
| --- | --- | --- |
| Reliability.. | reliable | Not reliable |
| Data integrity and ordering | Connection-based in order | Connectionless  no order so packet may be lost |
| use case | file transfer | video games or online meeting like zoom or google meet |
| performance | slower that UDP but reliable | faster but can lose data |