

1. Traceroute sends 29 unique ICMP requests to 151.101.130.167 which is identified to be twitch.tv's IP Address resolved by DNS request. These 29 requests sometimes repeat themselves with identical sequence numbers and data. TTL fields starts from 1 and goes until 29.

2. Time to live exceeded in wireshark	Output addresses of trace route
No 57 : 192.168.0.1	192.168.0.1
No 80 : 10.59.10.217	10.59.10.217
No 81 : 10.40.130.106	10.38.208.110
No 82: 10.40.129.141	10.40.129.141
No 83: 10.38.208.110	10.38.207.126
No 84: 10.38.207.126	10.40.130.106
No 85: 10.36.6.142	10.40.130.105
No 86: 10.40.130.105	10.36.6.142
No 90: 195.219.156.21	195.219.156.21
No 91: 195.219.50.20	5.23.30.17
No 92: 5.23.30.17	195.219.50.20
No 93: 4.69.163.18	4.69.163.18
No 102: 212.162.24.214	212.162.24.214
	151.101.130.167

3. Traceroute finds its route with time to live option in the header. Time to live starts at 1 shows the hop limit of the packet. By increasing TTL by 1 for every stop and look for time to live exceeded responses we can find out the IP addresses that are in our route to destination. If we run the same traceroute we might not get same results every time. Although some of the route can be same since they are fixed positions like our own IP address, rest can be changed. Since global and regional routers use dynamic routing protocols like OSPF and EIGRP and these protocols have some metrics to adapt the traffic ongoing. Their routing for our destination IP can change to send packets faster. Some of the route has changed second time I ran the traceroute command.
4. Packet No 403 IP Header length:20 bytes
5. Protocol value for UDP: 17 Protocol value for ICMP=1
6. Since the ping was 5000 bytes and MTU of the networks can't handle all of it, fragmentation of the packet happens which is reassembled after all fragments are received. 3 fragments used to transfer this ping at packets 408-409-410 which is reassembled in 411. Response following the ping also received fragmented and assembled.