

## Lab 2

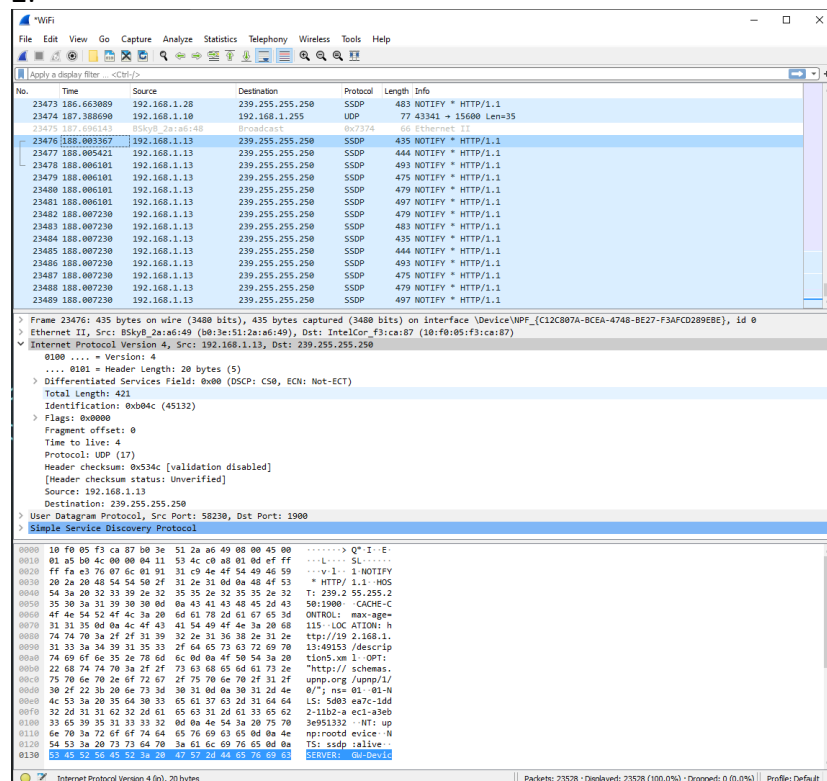
1. Install wireshark
2. Capture packets using wireshark
3. Draw an IP header.
4. Explain the fields for a particular IP packet captured. Try to explain the purpose of each field.
5. Here you find a network trace with fragment bit set in the IP packets. What's the major difference from the packet you described for answering previous questions.

<https://wiki.wireshark.org/SampleCaptures?action=AttachFile&do=get&target=ipv4frags.pcap>

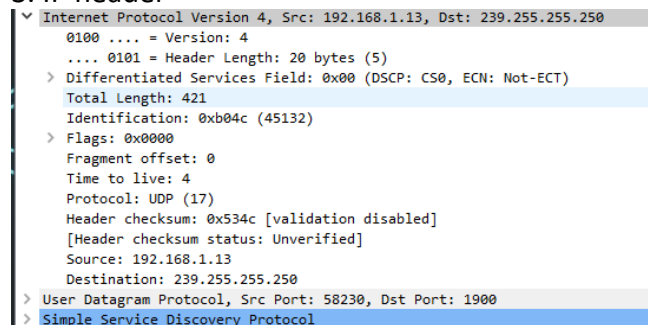
6. List three games you like and list their technical/design highlights.

### 1: Installed

### 2:



### 3. IP header



4:

- Source IP address is 192.168.1.13,
- Destination ip address is 239.255.255.250
- Uses version 4 ip address. Ipv4
- Header length is 20 bytes
- Total length of data and header is 421 bytes
- Package id is 0xb04c, 45132
- No other fragments
- TTL is 4 hops per second
- Protocol is UDP (17)

5:

Major differences in the source Ip address, the destination and the total length of data is 996. It also has more fragments set, Flags read 0x2000. The time to live is also larger. It reads 64.

6: 1: God of War, Story and Visual effects, 2: Undertale, emotional engagement to characters and story, 3: Skyrim, Open world freedom in a fantasy land