A first Look at the Captured Trace

- 1. Select one UDP packet form your trace. From this packet, determine how many fields there are in the UDP header. Name these fields
 - There are Four fields in the UDP Header:
 - Source Port
 - Destination Port
 - Length
 - Checksum

```
■ User Datagram Protocol, Src Port: 63225, Dst Port: 192

Source Port: 63225

Destination Port: 192

Length: 12

Checksum: 0x8e03 [unverified]

[Checksum Status: Unverified]

[Stream index: 0]

Data (4 bytes)
```

- 2. Determine the length in bytes of each of the UDP header fields
 - Each field in the UDP header is 2 bytes

- 3. The value in the length field is the length of what? Verify your claim with your captured UDP packet
 - Similar to how we found the payload in the HTTP lab, the Length value represents the total length of the packet
 - In Our case it is 8 bytes from the header, and 4 bytes of data, so the

```
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Checksum: 0x8e03 [unverified]

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[Stream index: 0]

■ Data (4 bytes)

Data: 10010310

[Length: 4]
```

4. What is the maximum number of bytes that can be included in a UDP payload?

- the maximum number of bytse for a UDP payload is 65535 minus the number of bytes in the header. Which leaves us with (65535 8) = 65527
- 5. What is the largest possible source port number?
 - Port numbers are 16 bit unsigned integres, 65535 is the maximum port value.
- 6. What is the protocol number for UDP? Give your answer in both hexadecimal and decimal notation
 - Decimal: 17
 - Hexadecimal: 0x11

- 7. Examine a pair of UDP packets in which your host sends the first UDP packet and the second UDP packet is a reply to this first UDP packet. Describe the relationship between the port numbers in the two packets.
 - As seen earlier with the source and destination ports, the source port of the sent UDP packet will be the destination port of the UDP reply.