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## **Packets**

## Header

- The header is of 20 bytes.
- A packet contains: IP Version Length Identification Number Flags Protocols Checksum Addresses TTL (Time To Live)

## TTL

- It is known as Time To Live (TTL).
- The number of hops a packet travels before being discarded by a network is known as the time to live (TTL) or hop limit. The maximum range for packets is indicated by TTL values.
- This is the time after which the packet will be dropped.