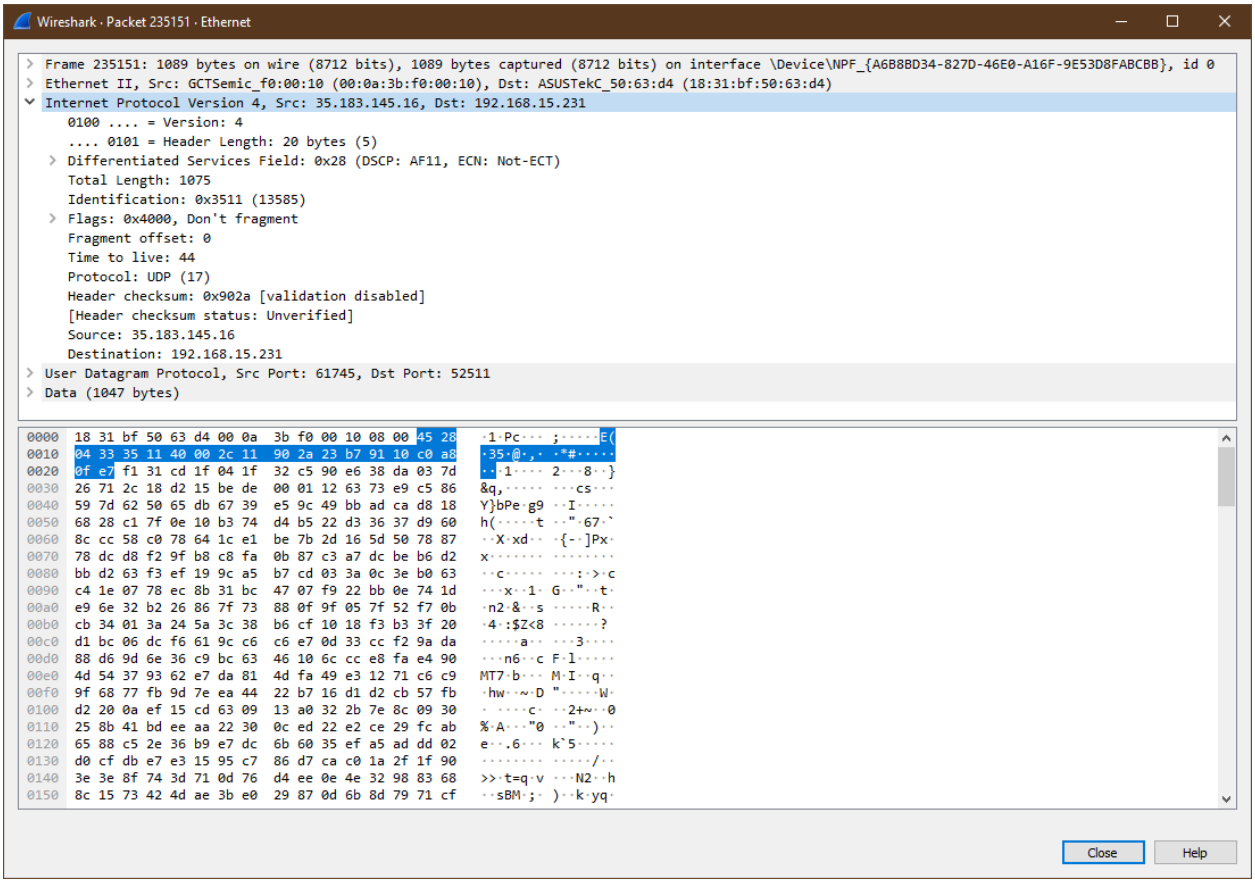
Lab 2



Version (**4**)	Header Length (**5**)	Type of Service (**0x28**)	Total Length (**1075**)
Identification (**0x3511**)		Flags (**0x4000**)	Fragment Offset (**0**)
Time to Live (**44**)	Protocol (**UDP**)	Header Checksum (**0x902a**)	
Source Address (**53.183.145.16)**			
Destination Address (**192.168.15.231)**			
Options and Padding			

Version: Version of the IP Protocol (v4 or v6).
Header Length: IPv4 headers are as small as 20 bytes.
Type of Service: Specifies how the data should be handled.
Total Length: Entire length of the sent packet.
Identification: Used to differentiate fragmented packets from different datagrams.
Flags: Used to control/identify fragments.
Fragment Offset: Used when the packet is too big, to break it apart and put it back together.
Time to Live: If the packet doesn't get to its destination before the TTL expires, its discarded.
Protocol: Protocol used by the IP. TCP is represented by 6, UDP is represented by 17.
Header Checksum: Used for error-checking of the header.

Source Address: IP address of the host that sent the packet.
Destination Address: IP address of the host that is receiving the packet.
Options: Used for network testing, debugging, security, etc. Usually empty.

Question 5: Biggest difference is in the protocol, the packet you provided was sent using the ICMP protocol which is used to locally ping through the network.

Question 6:

BPM: Bullets Per Minute: This game is a rouge-like rhythm shooter game where you must time your actions like shooting, rolling or reloading, to the beat of the song. Each time you do so, you increase your multiplier and dealing damage to enemies increases your score. Each stage ends with a boss which has unique attacks. Through a match you get different weapons, abilities and upgrade your skills to ultimately slay the final boss. And then you repeat.

osu!: This is a rhythm game where you aim and click on circles are placed to the beat of a song. Most of the game is community-driven, so nearly all levels in the game are made by community members. There are 3 main objects in the game – circles, sliders and spinners. Circles are basic objects that you aim at and click on the beat. Slider are longer circles that you hold a button on and follow with the cursor.