

Source Port	16 bits
Destination Port	16 bits
Length	16 bits
Checksum	16 bits
Data	Variable length

Let's break down each field in the UDP datagram:

1. **Source Port:** This 16-bit field represents the port number of the sending application or process. It identifies the application that is sending the UDP datagram.
2. **Destination Port:** This 16-bit field represents the port number of the receiving application or process. It identifies the application that is intended to receive the UDP datagram.
3. **Length:** This 16-bit field specifies the total length of the UDP datagram in bytes, including the header and data. The minimum length is 8 bytes (header only), and the maximum length is 65,535 bytes.
4. **Checksum:** This 16-bit field is used for error detection. It contains a checksum value computed over the entire UDP datagram (including the header and data). The receiver recalculates the checksum to verify if any errors occurred during transmission.
5. **Data:** This field carries the actual payload or data being transmitted. Its length can vary, depending on the value specified in the Length field. The data can be any information that needs to be transmitted from the source to the destination.