

Version	IHL	Type of Service	Total Length	
Identification			Flags	Fragment Offset
Time to Live	Protocol		Header Checksum	
Source Address				
Destination Address				
Options				Padding

4	5	CSO	44	
0x1e18 (7704)			0,1,0	0
128	TCP (6)		0x0000	
149.153.106.153				
10.4.31.32				
None				

## Ip Header

Version – the 4-Bit version field

IHL – the number of 32-bit words in the header

DSCP (Differentiated Services Code Point) – the type of service

Total Length – the entire packet size (header + data)

Identification – to identify the group of fragments of a single IP datagram

Flags – used to identify or control fragments. To split large messages into a series of IP packets

- Bit 0: reserved (must be 0)
- Bit 1: Don't fragment (DF)
- Bit 2: More fragments (MF)

Fragment Offset -the offset of a particular fragment relative to the beginning of the original unfragmented IP datagram

Time to live – limits the datagrams lifetime. When this hits 0 the packet is discarded

Protocol – type of transport protocol to be used

Header Checksum – used for error checking (corruption of the IP packet). Must be the same as the header or packet is discarded

Source IP – IP address of the sender of the packet

Destination IP – IP address of the receiver of the packet

Options - any extra options needed. Not often used but must be used if the IHL is greater than 5

Q5 – the difference between the packets is the protocol used to send them the packet I have shown used the TCP protocol to send the packet while the packet given used the IPv4 protocol.

Q6

1 Legend of Zelda The WindWaker - large exploration with the freedom to go wherever you want to go. It gives the player the option to focus on the main story or if the player wants to they can go explore other parts of the game and return to it at any point they desire.

2 Monster hunter World – action game with large monsters to hunt with many different weapons. The more monsters you hunt the better rewards and weapons you get allowing you to hunt larger and more difficult monsters for even better rewards and weapons.

3 Dead Cells – 2d roguelike with many different runs for fighting different enemies and bosses making no 2 runs the same. High mobility movement system and combat makes for difficult and challenging gameplay with a multitude of scenarios makes the game very addictive and fun.