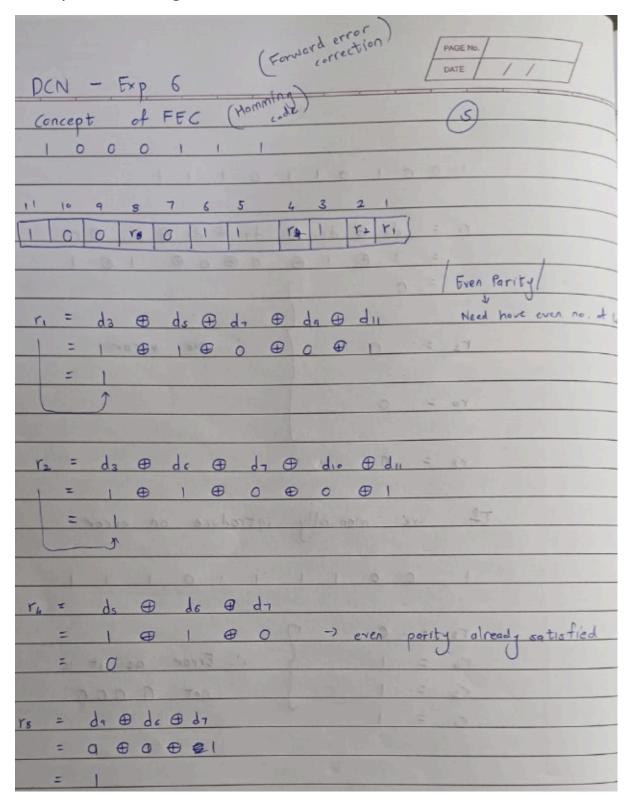
# **Most Important:**

# 1) Hamming code correction



10010110111
$r_1 = d_3 \oplus d_5 \oplus d_7 \oplus d_9 \oplus d_{11} \oplus r_1$ $= 1 \oplus 1 \oplus 0 \oplus 0 \oplus 0 \oplus 0 \oplus 0$
$= 0$ $r_2 = 0$ $\therefore No error$
ru = 0
rs = 0
If we monually introduce on error
100111011
$r_8 = 0$ $r_4 = 1$ $r_2 = 1$ $r_2 = 1$ $r_3 = 0$ $r_4 = 1$ $r_4 = 1$ $r_5 = 1$ $r_6 = 0$ $r_7 = 1$ $r_8 = 0$
r, = 1

# 2) UDP (Asked in previous Exam)

### Example 1:

The following is the contents of a UDP header in hexadecimal format.

## CB84000D001C001C

- **a.** What is the source port number?
- **b.** What is the destination port number?
- **c.** What is the total length of the user datagram?
- **d.** What is the length of the data?
- e. Is the packet directed from a client to a server or vice versa?
- **f.** What is the client process?

#### Solution

- a. The source port number is the first four hexadecimal digits (CB84)<sub>16</sub> or 52100
- **b.** The destination port number is the second four hexadecimal digits  $(000D)_{16}$  or 13.
- c. The third four hexadecimal digits (001C)<sub>16</sub> define the length of the whole UDP packet as 28 bytes.
- d. The length of the data is the length of the whole packet minus the length of the header, or 28 8 = 20 bytes.
- e. Since the destination port number is 13 (well-known port), the packet is from the client to the server.
- **f.** The client process is the Daytime (see Table 3.1).

## Example 2:

The following is a dump of a UDP header in the hexadecimal format.

#### 06 32 00 0D 00 1C E2 17

- (i) What is the source port number?
- (ii) What is the destination port number?
- (iii) What is the length of the data?
- (iv) Is the packet directed from a client to server or vice versa? Justify the answer.
- (v) List any two fields in the TCP header that are missing in UDP header.

#### Solution:

**UDP Header:** 06 32 00 0D 00 1C E2 17

- 1. What is the source port number?
  - The source port is represented by the first 4 hexadecimal digits: 06 32.
  - Converting 06 32 from hexadecimal to decimal gives 1586.
- 2. What is the destination port number?
  - The destination port is represented by the next 4 hexadecimal digits: 00 0D.
  - Converting 00 0D from hexadecimal to decimal gives 13.
- 3. What is the length of the data?
  - The length field is represented by the next 4 hexadecimal digits: 00 1C.
  - Converting 00 1C from hexadecimal to decimal gives 28 bytes (this includes the header size, so the data size may vary based on that).
- 4. Is the packet directed from a client to server or vice versa? Justify the answer.
  - Based on the source port 1586 (higher value) and destination port 13
    (well-known, low-value port), it is likely that this packet is directed from a
    client to a server, as clients often use ephemeral (higher) port numbers
    while sending requests to a server using a well-known service port.
- 5. List any two fields in the TCP header that are missing in UDP header.
  - Sequence number: Used to track the order of packets in TCP.
  - Acknowledgment number: Used to acknowledge receipt of packets in TCP.

## 3)<u>TCP</u>

#### Q) The following is a dump of a TCP header in hexadecimal format:

#### 00CD0018 80000EF1 000005D5 502200D1 01BF0010

- 1. What is the source port number?
- 2. What is the destination port number?
- 3. What is the sequence number?
- 4. What is the acknowledgement number?
- 5. What is the length of the header?
- 6. What is the window size?

#### (i) Source Port:

First 4 hex digits → 00CD (hex) Source Port: 00CD = 205 (decimal)

#### (ii) Destination Port:

Next 4 hex digits → 0018 (hex)

Destination Port: 0018 = 24 (decimal)

#### (iii) Sequence Number: 80000EF1

Hex: 80000EF1 → Decimal: 2147484273

#### (iv) Acknowledgment Number:

8th-15th hex digits (32 bits) → 000005D5 (hex)
Acknowledgment Number: 000005D5 = 1493 (decimal)

#### (v) Header Length:

The 32-bit segment starting at 5022 includes the header length in the upper nibble:

- 5022 → Convert to binary:
- Header Length=Upper Nibble×4
   0x5 (upper nibble) → 5 × 4 bytes = 20 bytes (standard TCP header size)

#### (vi) Window Size:

Hex value after header flags  $\rightarrow$  01BF

Window Size: 01BF = 447 (decimal)

## Hexadecimal to binary Conversion

$$0632$$
=  $0 \times 16^{3} + 6 \times 16^{2} + 3 \times 16^{4} + 2 \times 16^{6}$ 
=  $0 + 1536 + 48 + 2$ 
=  $1586$ 

A  $\rightarrow 10$ 
B  $\rightarrow 11$ 
C  $\rightarrow 12$ 
D  $\rightarrow 13$ 
E  $\rightarrow 14$ 
F  $\rightarrow 15$ 
 $10 \rightarrow 16$ 
 $11 \rightarrow 17$