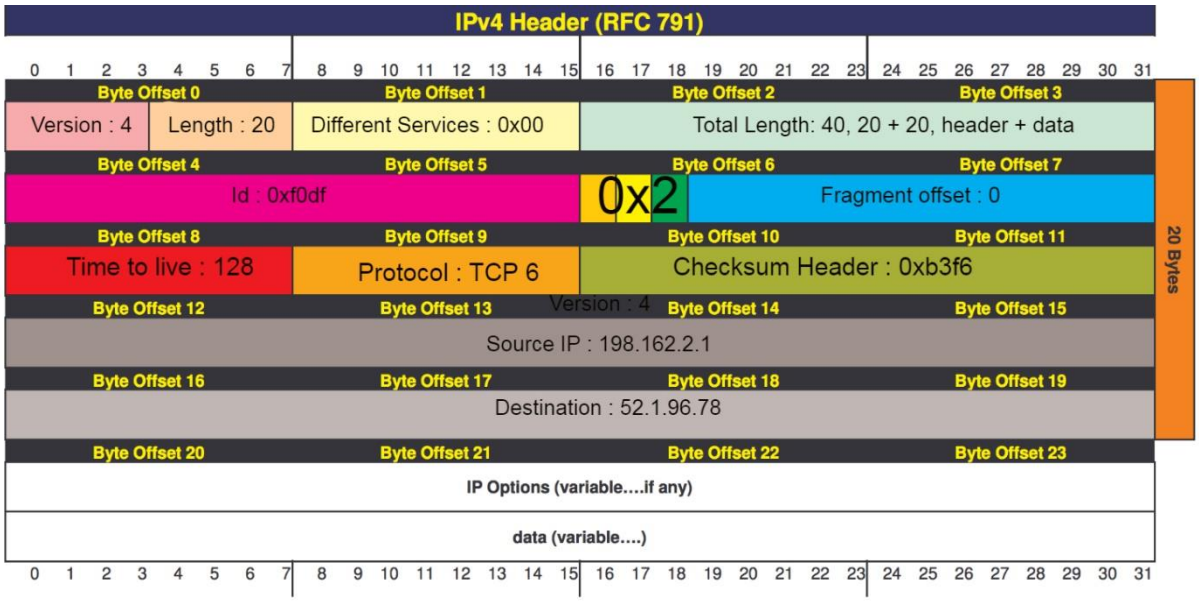
```
Frame 4734: 54 bytes on wire (432 bits), 54 bytes captured (432 bits) on interface \Device\NPF_{D
Ethernet II, Src: ASUSTekCOMPU_7d:0a:8d (04:d9:f5:7d:0a:8d), Dst: SernetTechno_f3:76:00 (74:06:35
Internet Protocol Version 4, Src: 192.168.1.2, Dst: 52.1.96.78
    0100 .... = Version: 4
    .... 0101 = Header Length: 20 bytes (5)
  Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)
      0000 00.. = Differentiated Services Codepoint: Default (0)
      .... ..00 = Explicit Congestion Notification: Not ECN-Capable Transport (0)
    Total Length: 40
    Identification: 0xf0df (61663)
  010. .... = Flags: 0x2, Don't fragment
      0... .... = Reserved bit: Not set
      .1.. .... = Don't fragment: Set
      ..0. .... = More fragments: Not set
    ...0 0000 0000 0000 = Fragment Offset: 0
    Time to Live: 128
    Protocol: TCP (6)
    Header Checksum: 0xb3f6 [validation disabled]
    [Header checksum status: Unverified]
    Source Address: 192.168.1.2
    Destination Address: 52.1.96.78
    [Stream index: 19]
Transmission Control Protocol, Src Port: 50363, Dst Port: 443, Seq: 938, Ack: 239, Len: 0
```

```
0000  74 06 35 f3 76 00 04 d9  f5 7d 0a 8d 08 00 45 00   t·5·v··· ·}····E·
0010  00 28 f0 df 40 00 80 06  b3 f6 c0 a8 01 02 34 01   ·(··@··· ······4·
0020  60 4e c4 bb 01 bb bf 54  aa 26 a8 11 91 6e 50 10   `N·····T ·&···nP·
0030  fc 72 f3 f5 00 00                                  ·r····
```



Version -> Version 4 (indicates ip version so it's IPV4)
Length -> 20 (length of byte header no words so default is 20)
Different Services -> 0x00 (used to prioritise traffic, here nothing is being prioritised)
Total Length -> 40 (total size of packet i.e the header + the data)
Id - > 0xf0df (unique ID used to reassemble fragment packets)
Flags -> 0x2 (tells to not fragment packets, used to control fragments)
Fragment Offset -> 0 (position of fragmented data, no data is fragmented here so its 0)
Time to Live -> 128 (Max number of hops this packet can travel through)

Protocol-> TCP 6 (Specific protocol)
Header Checksum -> 0xb3f6 (for errors and validation of packets not being corrupted)
Source IP-> 192.168.1.2 (Source IP of the sender)
Destination -> 52.1.96.78 (Receiver of packet, the destination)

3 games and technical/ design highlights:
TFT(Team fight Tactics) -> leading game in auto chess genre, I like the interactivity and automatic awareness of the AI chess pieces that fight each other. Each unit is able work independently and all you have to do is watch them fight since they have a smart AI.

Dragon Quest 9 -> Feature I like in this is the turn based combat and smoothness of how it works. It takes into account player stats and luck chances and enemy stats and makes the enemy ai work based on what class it is facing and I like how turn based combat works as a feature and game design aspect. Makes you think more of how to act.
Terraria -> Feature I like is how the world is generated new every time you create a world and how there are events that happen in each world but it takes your world layout into concern when deciding how to impact the world. The worlds are different but the same everytime so it almost gives a new experience every time you play the game.

Applications/Services:
Discord
Spotify
Gmail
X
Github
ChatGPT
uTorrent
Pixlr
Fl studio
SurfShark VPN