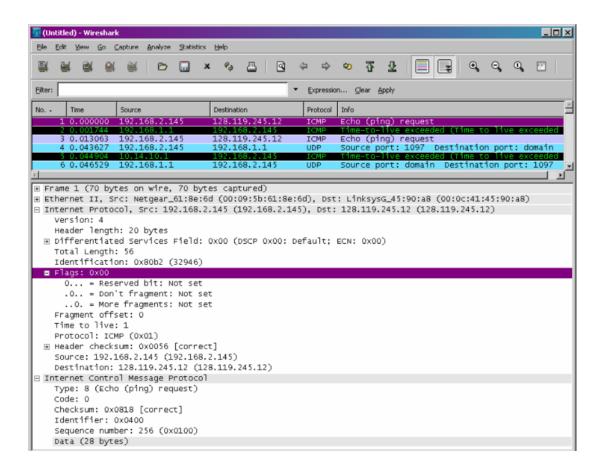
CS425A-Assignment 3

Shrey Mehta (200580)

Abstract

Report for the third assignment of CS425A 2022-23-II offering.



Question 1

Within the IP packet header, the value in the upper layer protocol field is ICMP (0x01). This can be seen from the line in the image "Protocol: ICMP (0x01). Here, ICMP stands for Internet Control Message Protocol.

Ouestion 2

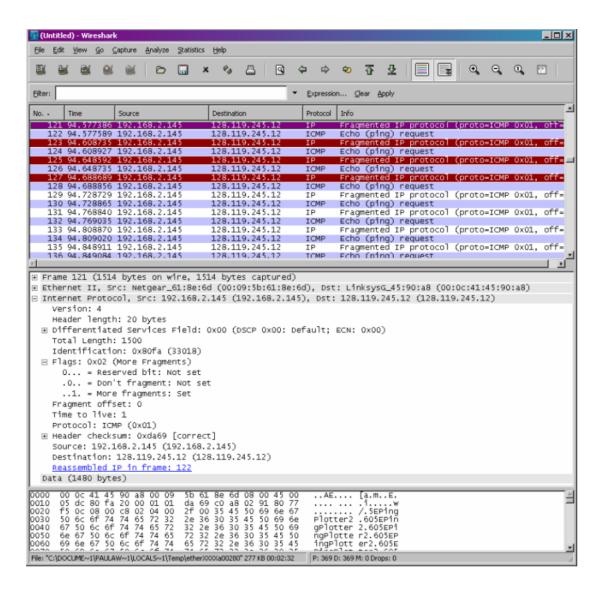
As seen from the image, the IP Header is of 20 bytes, which can been seen from the "Header Length" field. The total length of the Internet Protocol is 56 bytes, which can be seen from the "Total Length" field in the image. So, the number of bytes in the payload of the IP datagram is 56 - 20 = 36 bytes, which can also be obtained by adding the bytes of the ICMP "Type" (8 bytes) field and "Data" (28 bytes) field.

Question 3

The IP datagram has not been fragmented as the More Fragments (MF) field is not set and also, the "Fragment Offset" field is 0.

Question 4

As seen from the image, the value in "Identification" field is 0x80b2 (32946) and that in "TTL" (Time to live) field is 1.



Question 5

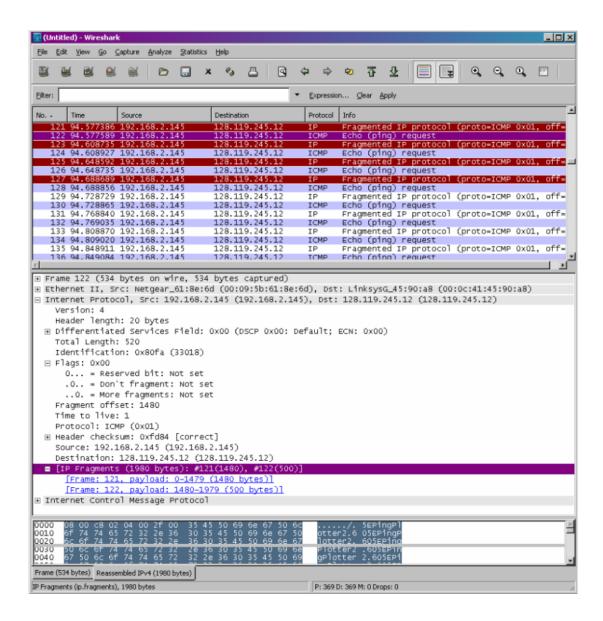
The message corresponding to the above packet has been fragmented as the "More fragments" filed bit has been set to 1.

Question 6

The "More fragments" bit being set to 1 indicates that the datagram has been fragmented.

Question 7

The "Fragment Offset" field being set to 0 under the IP Header shows that this is the first fragment and not any later one.



Question 8

The "Fragment Offset" field being set to 1480 under the IP Header shows that this is a later fragment and not the first one. For the datagram to be the first fragment, we require the "Fragment offset" field to be 0.

Question 9

The "More fragments" field bit is set to 0, which shows that there are no more fragments.

Question 10

The following fields change in the IP header between the first and second fragment:

- 1. Total Length (1500 in the first one and 520 in the second one)
- 2. More fragments bit under the Flags field (1 in the first one and 0 in the second one causing the Flags field to change with 0x02 in the first one to 0x00 in the second one)
- 3. Fragment offset (0 in the first one and 1480 in the second one)
- 4. Header checksum (0xda69 in the first one and 0xfd84 in the second one)