**2. A look at the captured trace**

**I used the downloaded trace file**

**Application

Description automatically generated with low confidence**

1. The computer’s IP address is 192.168.1.102
2. The upper layer protocol field is ICMP (1)
3. There are 20 bytes in the IP header. The total length is 84. This gives a payload of 84-20 = 64
4. No because the Fragment Offset = 0
5. Identification, Time to Live, and Header Checksum always change

Graphical user interface, text, application

Description automatically generated

1. The fields that must stay constant are:
   1. Version since we are using IPv4 for all packets
   2. Header Length since they are all ICMP packets
   3. Source IP since we are sending from the same place
   4. Destination IP since we are sending to the same place
   5. Differentiated Services since all packets are ICMP so they use the same service
   6. Protocol since they are all ICMP packets
2. It increments with each ping request
3. Identification is 13130 and TTL is 13
4. The identification field changes because it is a unique value for each packet. The TTL is unchanged because the TTL for the first hop is the same.

**The following questions required Ping Plotter**