Quizz1b   student name:

1(10): Without optional part, normally what will be the size of the header of IP packet? How can you get to the data part in IP packet, given a pointer to the beginning of an IP packet?

2(5) What is TTL in IP header? How do you use it ?

3: (5) is there a limit to the length of IP packet? What is that and why?

4(5) What is IP fragmentation? What causes that?

5(10): Consider IP fragments for one big IP packet. What part is really fragmented? What do all those IP fragments have in common?

6: (5) What are those lines of codes doing below? In sniff or spoof do you need access source or destination address, why?

```
    char Buffer[length];

     struct ipheader * ip = (struct ipheader*)buffer ;

      ip->iph_sourceip.s_addr = inet.addr(SRC_IP);

      ip->iph.destip.s_addr = inet.addr(DES_IP);
```

7(10): How do you get length of TCP header? How can you move *tcp(beginning of the tcp) to the data part?