TCP Header

Minimum: 20 Bytes

Maximum: 60 Bytes

Source Port:

This contains the source port. Here in out context, the source port is 57484

Destination Port:

The destination port is 443.

Sequence Number:

In TCP protocol, fragments of data are created by collecting multiple bytes of data. In each fragments, each bytes are given a number, this number is called sequence number. The sequence number is a random number which is first assigned to the first byte of the fragment and then it is sequentially assigned to all the bytes of a fragment. Here, in our context, the sequence number is 1 and the raw sequence number is 1077880623.

Acknowledgement Number:

It is the next expected byte number. It is sent by the receiver to acknowledge that it has received the previously sent data. Here, in our context, the acknowledgement number is 2 and the raw acknowledgement number is 2353191661.

Header Length:

It represents the length of the TCP header. In our context, the header length is 0101 i.e 5 bytes*4 as scaling by 4 is used so, the size of the header is 20 bytes.

Flags:

There are six flags which are: URG, ACK, PSH, RST, SYN, FIN.

All the flags are 0 in our context.

Window:

It represents the receiving window size. In our context, the window size is 259.

Checksum:

It is used for error control.

Urgent Pointer:

If the urgent flag is set 1 then, the urgent pointer represents the range of the data that is urgent. In our context, the urgent pointer is 0 since urgent flag is also 0.

Optional :

It contains the extra data than need to be sent.