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CS 2911 011

Lab 2

9/14/2017

1. Each field of the header will use 2 bytes, with 8 fields total. I predict that the payload message will display from left to right, which is the order it is stored.

|  |  |  |
| --- | --- | --- |
| Source Port (2 Bytes) | 0x08 02 | 2050 |
| Destination Port (2 Bytes) | 0x08 02 | 2050 |
| Length (2 Bytes) | 0x00 10 | 16 |
| Checksum (2 Bytes) | 0x-- -- | 0x-- -- |

UDP Header: 08 02 08 02 00 10 -- --

Incoming Message: b’ACE\r\n’

Message Prediction: 08 02 08 02 00 10 -- -- 41 43 45 0d 0a

In Lab:

|  |  |  |
| --- | --- | --- |
| Source Port (2 Bytes) | 0xfb 24 | -- |
| Destination Port (2 Bytes) | 0x08 02 | 2050 |
| Length (2 Bytes) | 0x00 0f | 15 |
| Checksum (2 Bytes) | 0x8a f0 | 0x8af0 |

UDP Header: fb 24 08 02 00 0f 8a f0

Incoming Message: 41 43 45 0d 0a

Message: fb 24 08 02 00 0f 8a f0 41 43 45 0d 0a

The most major difference between my prediction and the actual results was the length stored in the UDP header. Since it was 2 bytes I assumed the length would be 16. It was actually 15, though. I did predict that the source port would be 192.168.1.--. I assumed this due to 192.168.1.1 being a default gateway.