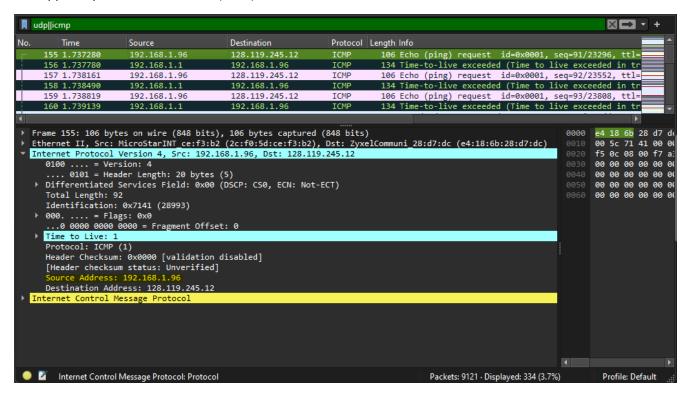


2448025

1. Source Address: 192.168.1.96

2. Time to Live: 1

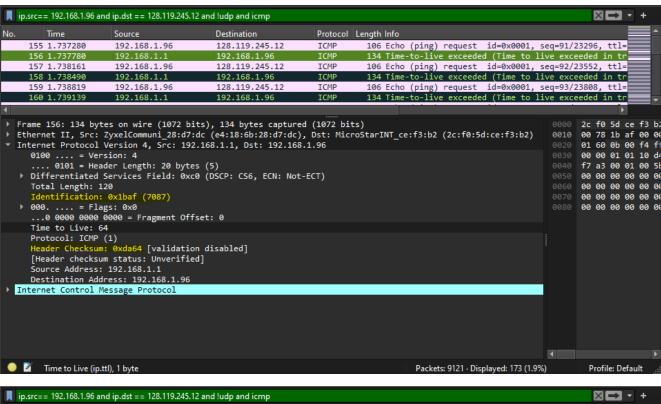
3. Upper Layer Protocol is ICMP (0x01)

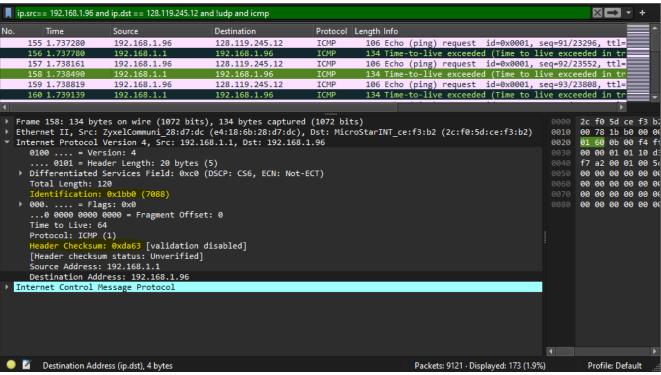


- 4. Header Length: 20 bytes
- 5. Payload Length is 72 bytes because Payload Length = Total Length Header Length = (92 -20 = 72)
- 6. The packet has not been fragmented because Fragment Offset is 0.

u	dp icmp									D	∮⇒	•	+
No.	Time	Source	Destination	Protocol	Length Info								_
	155 1.737280	192.168.1.96	128.119.245.12	ICMP				id=0x0001,					
	156 1.737780	192.168.1.1	192.168.1.96	ICMP				ed (Time to				_	
	157 1.738161	192.168.1.96	128.119.245.12	ICMP				id=0x0001,					
	158 1.738490	192.168.1.1	192.168.1.96	ICMP				d (Time to					
	159 1.738819 160 1.739139	192.168.1.96 192.168.1.1	128.119.245.12 192.168.1.96	ICMP ICMP				id=0x0001, ed (Time to					
	100 1./59159	192.100.1.1	192.106.1.96	ICMP	134 T1me-		e exceede	d (IIme to	live exc	eeaea	ın t		~
1												21	
			s), 106 bytes capture						0000		L8 6b		
			b2 (2c:f0:5d:ce:f3:b2		elCommuni_28	:d7:dc	(e4:18:6	b:28:d7:dc)	_		c 71		
▼ II			168.1.96, Dst: 128.1	19.245.12					0020	_	08 oc		
	0100 = Ve		- (F)						0030 0040		90 00 90 00		
		ader Length: 20 byte	(5) 10 (DSCP: CS0, ECN: Not	+-ECT\					0050		90 00		
	Total Length:		e (DSCF. CSe, ECN. NO	L-LCI)					0060		90 00		
		: 0x7141 (28993)								00 (,0 00	•	00 0
•	000 = F1												
		0000 = Fragment Off	set: 0										
•	Time to Live:	1											
	Protocol: ICMP												
		m: 0x0000 [validatio											
		um status: Unverifie	d]										
	Source Address												
k =		dress: 128.119.245.1	2						_				
T	iternet Control	Message Protocol											
									1				
•	Internet Protoco	ol Version 4 (ip), 20 bytes				Packet	s: 9121 · Dis	played: 334 (3.		Pro	ofile: D	efau	lt

- 7. The following fields are always change each datagram to the next:
 - Identification (as it is used for uniquely identify fragments, it changes when fragmentation occurs),
 - Header Checksum (as it is used for Error-Checking, it should recalculated when IP header changes)
- 8. The following fields are consistent throughout IP datagrams:
 - Source Address (as we are sending from same source),
 - Destination Address (as we are sending to same),
 - Version (as we are using IPv4 for all packets),
 - Header Length (as header length is same for all ICMP packets),
 - Differentiated Services Field (as all ICMP packets use the same Type of Service),
 - Upper Layer Protocol (as they are all ICMP packets)
- 9. With every ICMP Echo (ping) request, there is a pattern where the IP header Identification fields increase.





- 10. The upper layer protocol of IP datagrams returned from the routers is ICMP (0x01).
- 11. Yes, all the routers' ICMP packets have Identification fields that behave similarly to the datagrams I send from my PC.
- 12. No, TTL values in ICMP packets from different routers are not necessarily the same. Routers decrement the TTL values by 1 for each hop.

