**WSA5**

2448025

1. Source Address: 192.168.1.96
2. Time to Live: 1
3. Upper Layer Protocol is ICMP (0x01)

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

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1. 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)

1. 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)

1. With every ICMP Echo (ping) request, there is a pattern where the IP header Identification fields increase.

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

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