1. Number of clients = 2

Client IPs :
a) 192.168.56.32
b) 192.168.56.64

The frame number 1 is usually sent from client to server. In UDP the client initiates the conversation with server.

2. Servers present : 1

Server IP : 192.168.56.1
Port Number : 9999
Server responds only after receiving a packet from the client

4. The packet is captured at the client side as loopback can only be found at the client side.

5. The server echo back the client packet.

3.

Server	**Client**	**Message**
192.168.56.1	192.168.56.32	test
192.168.56.1	192.168.56.32	blahblah
192.168.56.1	192.168.56.32	dgfdaskjfhas
192.168.56.1	192.168.56.32	bye
192.168.56.1	192.168.56.64	temptemptemp
192.168.56.1	192.168.56.64	blah1234
192.168.56.1	192.168.56.64	asdfasdfhakdfa
192.168.56.1	192.168.56.64	bye
Client	**Server**	**Message**
192.168.56.32	192.168.56.1	test
192.168.56.32	192.168.56.1	blahblah
192.168.56.32	192.168.56.1	dgfdaskjfhas
192.168.56.32	192.168.56.1	bye
192.168.56.64	192.168.56.1	temptemptemp
192.168.56.64	192.168.56.1	blah1234
192.168.56.64	192.168.56.1	adsfasdfhakdfa
192.168.56.64	192.168.56.1	bye