Name: Group:

W3 - UDP

Capture filename:

1. Select one UDP packet from your trace. From this packet, determine how many fields there are in the UDP header. Name these fields.

   Pckg. nr.:   Number of fields:

   Field names (e.g.: port, ip, ...):

2. By consulting the displayed information in Wireshark's packet content field for this packet, determine the length (in bytes) of each of the UDP header fields.

   Pckg. nr.:   Length of one field: bytes

3. -

4. What is the maximum number of bytes that can be included in a UDP payload? (Hint: the answer to this question can be determined by your answer to 2. above)

   Maximum number of bytes (in payload):   bytes

5. What is the largest possible source port number? (Hint: see the hint in 4.)

   Largest possible source port number:

6. What is the protocol number for UDP? Give your answer in both hexadecimal and decimal notation. To answer this question, you'll need to look into the Protocol field of the IP datagram containing this UDP segment (see Figure 4.13 in the text, and the discussion of IP header fields).

   Pckg. nr.:

   Protocol number - Decimal:

   Protocol number - Hexadecimal (e.g 0x2A):

7. Examine a pair of UDP packets in which your host sends the first UDP packet and the second UDP packet is a reply to this first UDP packet. (Hint: for a second packet to be sent in response to a first packet, the sender of the first packet should be the destination of the second packet). What is the port number of the sender? What is the port number of the receiver?

   Sent Pckg. nr.:

   Sender port number:

   Receiver port number:

   Received Pckg. nr.:

   Sender port number:

   Receiver port number: