

5	10.155783	192.168.56.1	192.168.56.1	TCP	56	50231 → 6444	[SYN] Seq=0 Win=65535 Len=0 MSS=65495 WS=256 SACK_PERM=1
6	10.155821	192.168.56.1	192.168.56.1	TCP	56	6444 → 50231	[SYN, ACK] Seq=0 Ack=1 Win=65535 Len=0 MSS=65495 WS=256 SACK_PERM=1
7	10.156023	192.168.56.1	192.168.56.1	TCP	44	50231 → 6444	[ACK] Seq=1 Ack=1 Win=2619648 Len=0
8	10.156291	192.168.56.1	192.168.56.1	TCP	72	6444 → 50231	[PSH, ACK] Seq=1 Ack=1 Win=2619648 Len=28
9	10.156334	192.168.56.1	192.168.56.1	TCP	44	50231 → 6444	[ACK] Seq=1 Ack=29 Win=2619648 Len=0
10	14.384921	192.168.56.1	192.168.56.1	TCP	60	50231 → 6444	[PSH, ACK] Seq=1 Ack=29 Win=2619648 Len=16
11	14.385055	192.168.56.1	192.168.56.1	TCP	44	6444 → 50231	[ACK] Seq=29 Ack=17 Win=2619648 Len=0
12	14.385172	192.168.56.1	192.168.56.1	TCP	72	6444 → 50231	[PSH, ACK] Seq=29 Ack=17 Win=2619648 Len=28
13	14.385219	192.168.56.1	192.168.56.1	TCP	44	50231 → 6444	[ACK] Seq=17 Ack=57 Win=2619648 Len=0
14	16.714708	192.168.56.1	192.168.56.1	TCP	60	50231 → 6444	[PSH, ACK] Seq=17 Ack=57 Win=2619648 Len=16
15	16.714813	192.168.56.1	192.168.56.1	TCP	44	6444 → 50231	[ACK] Seq=57 Ack=33 Win=2619648 Len=0
16	16.714963	192.168.56.1	192.168.56.1	TCP	72	6444 → 50231	[PSH, ACK] Seq=57 Ack=33 Win=2619648 Len=28
17	16.715027	192.168.56.1	192.168.56.1	TCP	44	50231 → 6444	[ACK] Seq=33 Ack=85 Win=2619648 Len=0
18	18.914075	192.168.56.1	192.168.56.1	TCP	60	50231 → 6444	[PSH, ACK] Seq=33 Ack=85 Win=2619648 Len=16
19	18.914141	192.168.56.1	192.168.56.1	TCP	44	6444 → 50231	[ACK] Seq=85 Ack=49 Win=2619648 Len=0
20	18.914257	192.168.56.1	192.168.56.1	TCP	72	6444 → 50231	[PSH, ACK] Seq=85 Ack=49 Win=2619648 Len=28
21	18.914292	192.168.56.1	192.168.56.1	TCP	44	50231 → 6444	[ACK] Seq=49 Ack=113 Win=2619648 Len=0
22	18.914338	192.168.56.1	192.168.56.1	TCP	72	6444 → 50231	[PSH, ACK] Seq=113 Ack=49 Win=2619648 Len=28
23	18.914397	192.168.56.1	192.168.56.1	TCP	44	50231 → 6444	[RST, ACK] Seq=49 Ack=141 Win=0 Len=0

We run ex1 with “localhost” and port 6444.

Above are the packets transmitted between -server-client.

As one can see, the packet sizes corresponds to our actual protocol.

Our server send 28 bytes each message and the client 16 bytes,

Ifconfig & ARP

1. Ip address of nove `inet addr:132.67.192.133`

MAC address of nove `HWaddr 00:26:2d:0b:e5:a8`

One can deduce how many bytes CAN be transmitted in a second by reading the TX value which in NOVA is `TX packets:7338620679` bytes per second/

2. The desired IP and MAX addresses are `(132.67.192.131)` at `00:30:48:35:e1:84`