

LEARNING ABOUT PING AS A NETWORK TOOL

Ping is a network tool that measures the amount of time it takes for data to be transmitted from one network device to another. It can also be used to troubleshoot network issues and test connections between devices. It is used to test IP addresses and identify the areas within a network that require improvement.

- **Reachability Testing:** to determine if a host is reachable on a network.
 - **Latency Measurement:** measures packets time travel from point A to B.
 - **Network Troubleshooting:** help identify network connectivity problems
 - **Packet Loss Detection:** to detect packet loss.
 - **ICMP Echo Request/Reply:** use of ICMP to send and receive packets.



- Enhance gaming experience
 - Identifying active host
 - Troubleshooting tool
 - Network monitoring
 - Easy to use
 - Provide help content via error messages



- **Limited reachability**
 - **Potential for Misinterpretation** (ICMP blocking)
 - **Limitations in Network Analysis** (No pathway analysis)
 - **Security Concerns** (Ping of Death (PoD) Attack)
 - **Unverifiable device functionality** (A successful ping test does not guarantee all devices are fully functional)
 - **Limited scope of information** (No addition details if host is functional or not, If not functional, still doesn't provide details as to why)

As an individual that enjoys playing PS5 Console, especially in competition mode with friends, i prefer ping because it helps me perform better during these game competitions amongst friends online putting me in a better position to win.