



Report on ITM

Faculty Name: Mr K Somanatha Rao

Year/Semester: III-I Sem

Course: Computer Networks

Adopted Teaching Methodology: Role Play Based Learning

Date: 06-06-2022

Topic: Data Packets and Protocols

Description:

Students take on assigned roles and act out those roles through a scripted play. The role play can be carried out one-to-one (individual role play) or as a group role play with each member in the group taking on a role/character. Here we are implemented with the topic **Data Packets and Protocols in Computer Networks** and the session was supervised by Mr K Somanatha Rao.

The out come of the methodology is a data packet is a unit of data made into a single package that travels along a given network path. Data packets are used in Internet Protocol (IP) transmissions for data that navigates the Web, and in other kinds of networks. A network packet is divided into three parts; the header, payload, and trailer, each containing values that are characteristic of it.

As another example, the Transmission Control Protocol (TCP) ensures that the transportation of packets of data across networks goes smoothly. Therefore, TCP is considered a transport layer (layer 4) protocol. A packet is a small segment of data; all data sent over a network is divided into packets.

To understand packet filtering, you first have to understand packets and how they are layered to build up the TCP/IP protocol stack, which is:

- Application layer (e.g., FTP, Telnet, HTTP)
- Transport layer (TCP or UDP)
- Internet layer (IP)
- Network access layer (e.g., Ethernet, FDDI, ATM)



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