Types of CSMA :→

(A.) Non-persistent CSMA :→

In this scheme, if a station wants to transmit a frame and it finds that the channel is busy then it will wait for fixed interval of time.

(B.) 1-persistent CSMA :→

In this scheme the station which wants to transmit, continuously ~~mo~~ monitors the channel unit it is idle and then transmits immediately.

(C.) P persistent CSMA :→

In this schema, all the waiting station are not allowed to transmit simultaneously as soon as the channel becomes idle.

IPv4	IPv6
1. Source and destination address are 32-bits (4-bytes) in length.	Source and destination address are 128-bits (16 bytes) in length.
2. IP Sec support is optional	IP Sec support is required.
3. Header includes options.	All optional data is moved to IPv6 extension header.
4. Header includes a checksum.	Header does not include a checksum.
5. Fragmentation is done by both router and the sending host.	Fragmentation is not done by routers, only by the sending host.