

## Introduction to Computer Networks

**Project #3** 15 points

**Due: Oct. 29, 2019**

**Hand in:** answers to Part A questions 1 – 15, answers to Part B questions 1 – 4

**Submit at:** a hardcopy report in class

Note: The report should include

- your name, the project number, date, and etc.;
- the original questions and your answers right under the questions. Remember to include supporting materials for your answers. You have to explain how you get each answer by showing diagrams/screenshots (0.5pts) when appropriate and highlighting the related fields (0.5pts).
- **60% of the points count for answering each question, and 40% of the points count for printing out the right supporting material.**
- *This is a group project, and two students a group.*

### Part A: DHCP.

DHCP is used extensively in corporate, university and home-network wired and wireless LANs to dynamically assign IP addresses to hosts. In this part, we take a quick look at DHCP, and you are required to use a computer that acquires its IP address dynamically. A good candidate is your home computer or your personal computer, if you don't have access to a computer, then use the trace that have been uploaded to the dropbox (DHCP-project2.pcap).

In order to observe DHCP in action, we'll perform several DHCP-related commands and capture the DHCP messages exchanged as a result of executing these commands. Do the following:

1. Begin by opening the Windows Command Prompt application (which can be launched by click start->run->'cmd' or can be found in your Accessories folder). As shown in Figure 1, enter "*ipconfig /release*". The executable for *ipconfig* is in *C:\windows\system32*. This command releases your current IP address.
2. Start up the Wireshark packet sniffer, as described in the introductory Wireshark lab and begin Wireshark packet capture.
3. Now go back to the Windows Command Prompt and enter "*ipconfig /renew*". This instructs your host to obtain a network configuration, including a new IP address. In Figure 1, the host obtains the IP address 129.252.11.208
4. Wait until the "*ipconfig /renew*" has terminated. Then enter the command "*ipconfig/release*" to release the previously-allocated IP address to your computer.
5. Finally, enter "*ipconfig /renew*" to again be allocated an IP address for your computer.
6. Stop Wireshark packet capture.

Now let's take a look at the resulting Wireshark window. To see only the DHCP packets, enter into the filter field "bootp". (DHCP derives from an older protocol called BOOTP. Both BOOTP and DHCP use the same port numbers, 67 and 68. To see DHCP packets in the current version of Wireshark, you need to enter "bootp" and not "dhcp" in the filter.) We see from Figure 2 that the first *ipconfig* renew command caused four DHCP packets to be generated: a DHCP Discover packet, a DHCP Offer packet, a DHCP Request packet, and a DHCP ACK packet.

### What to hand in:

- (1). You should hand in a screen shot of the Command Prompt window similar to Figure 1.
- (2) Whenever possible, when answering a question below, you should hand in a printout of the packet(s) within the trace that you used to answer the question asked. Annotate the printout to explain your answer. To print a packet, use File->Print, choose Selected packet only, choose Packet summary line, and select the minimum amount of packet detail that you need to answer the question.

```
C:\Documents and Settings\Wenyuan>ipconfig /release

Windows IP Configuration

No operation can be performed on Wireless Network Connection while it has its media disconnected.

Ethernet adapter Wireless Network Connection:
    Media State . . . . . : Media disconnected

Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix  . : 
    IP Address. . . . . : 0.0.0.0
    Subnet Mask . . . . . : 0.0.0.0
    Default Gateway . . . . . : 

C:\Documents and Settings\Wenyuan>ipconfig /renew

Windows IP Configuration

No operation can be performed on Wireless Network Connection while it has its media disconnected.

Ethernet adapter Wireless Network Connection:
    Media State . . . . . : Media disconnected

Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix  . : cse.sc.edu
    IP Address. . . . . : 129.252.11.208
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : 129.252.11.1

C:\Documents and Settings\Wenyuan>ipconfig /release

Windows IP Configuration

No operation can be performed on Wireless Network Connection while it has its media disconnected.

Ethernet adapter Wireless Network Connection:
    Media State . . . . . : Media disconnected

Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix  . : 
    IP Address. . . . . : 0.0.0.0
    Subnet Mask . . . . . : 0.0.0.0
    Default Gateway . . . . . : 

C:\Documents and Settings\Wenyuan>ipconfig /renew

Windows IP Configuration

No operation can be performed on Wireless Network Connection while it has its media disconnected.

Ethernet adapter Wireless Network Connection:
    Media State . . . . . : Media disconnected

Ethernet adapter Local Area Connection:
```

**Figure 1: Command Prompt window showing sequence of ipconfig commands that you should enter**

Answer the following questions:

1. Are DHCP messages sent over UDP or TCP? Which field in the IP header indicates the type?
2. Which version of IP protocol has been used?
3. Select the first four-packet Discover/Offer/Request/ACK packets. From those packets, determine how many fields there are in the UDP/TCP header. Name these fields.
4. What is the LENGTH field in UDP header? What does the value of the LENGTH field in the UDP header mean: header size, or datagram payload size? Verify your claim with the Discover packet.
5. What are the source and destination port numbers of the DHCP Discover packet and the DHCP Offer packets?
6. What is the largest possible source port number?
7. What is the Ethernet MAC address of the client?
8. Note that the client uses DHCP to obtain an IP address, among other things. But a client's IP address is not confirmed until the end of the four-message exchange. If the IP address is not set until the end of the four-message exchange, then what values are used in the IP datagrams in the four-message exchange? For each of the four DHCP messages (Discover/Offer/Request/ACK DHCP), indicate the source and destination IP addresses that are carried in the encapsulating IP datagram.
9. What is the IP address of your computer after sending the DHCP Discover packet?
10. Are all four packets being broadcasted? If some of them are unicast, explain how each packet can reach its destination?
11. What is the IP address the DHCP server offered?
12. What are the transaction-IDs in all captured packets? Are they the same? What is the purpose of the ID?
13. When DHCP server is not directly connected on the same subnet as the client, a DHCP relay agent is used to relay DHCP messages between the client and the DHCP server. What is the IP address of the DHCP server in your experiment? Is there a relay agent in your experiment? If so what is the IP address of the agent?

14. Explain the purpose of the router and subnet mask lines in the DHCP offer message. What is the maximum number of hosts possible on this subnet?
15. What is the purpose of the DHCP release message? Does the DHCP server issue an acknowledgment of receipt of the client's DHCP release request?

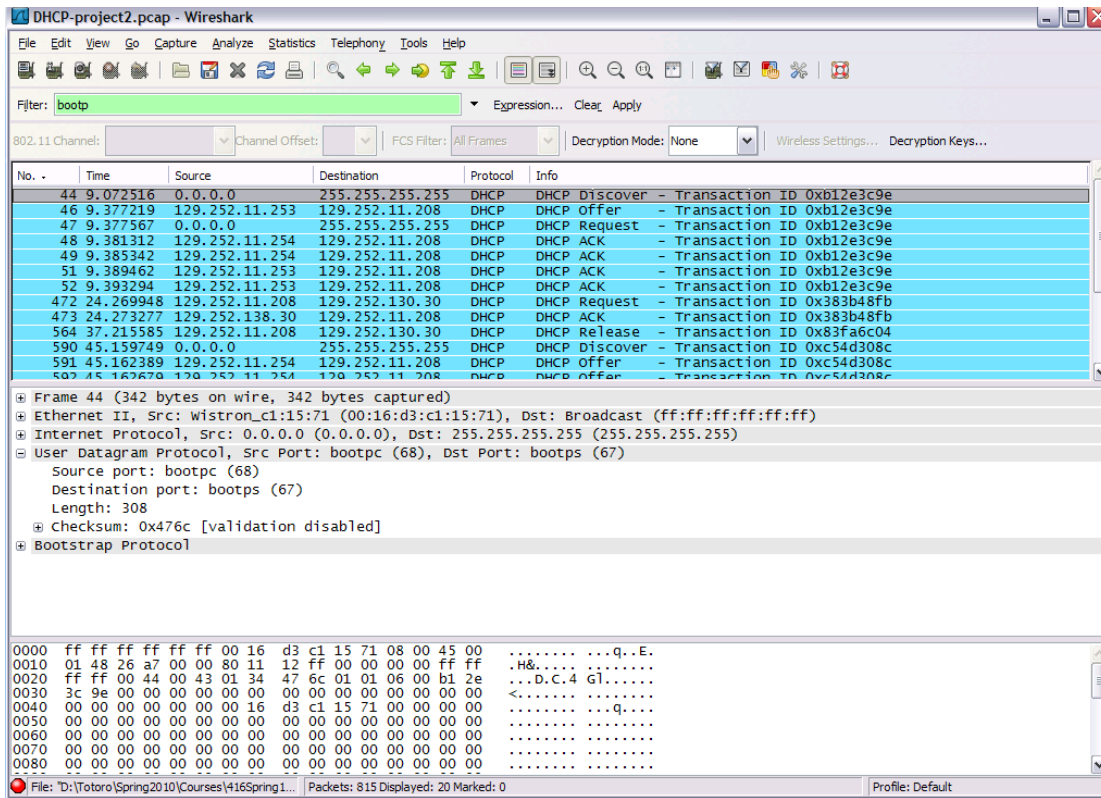


Figure 2 Wireshark window with first DHCP packet

## Part B: Ping

The Ping program is a simple tool that allows anyone (for example, a network administrator) to verify if a host is live or not. The Ping program in the source host sends a packet to the target IP address; if the target is alive, the Ping program in the target host responds by sending a packet back to the source host.

Do the following to capture the packets generated by the Ping program (you can also use the trace that have been uploaded to the dropbox (ping-project2.pcap):

- Opening the Windows Command Prompt application (which can be found in your Accessories folder).
- Start up the Wireshark packet sniffer, and begin Wireshark packet capture.
- Type “ping -n 10 hostname” in the MS-DOS command line (without quotation marks), where hostname is www.cse.sc.edu. The argument “-n 10” indicates that 10 ping messages should be sent. Then run the Ping program by typing return.
- When the Ping program terminates, stop the packet capture in Wireshark.

At the end of the experiment, your Command Prompt Window should look something like Figure 3. In this example, the source ping program is in 129.252.11.208 and the destination Ping program is in 129.252.138.9. From this window, we see that the source ping program sent 10 query packets and received 10 responses. Note also that for each response, the source calculates the round-trip time (RTT), which for the 10 packets is on average 1 msec.

Figure 4 provides a screenshot of the Wireshark output, after “icmp” has been entered into the filter display window. Note that the packet listing shows 20 packets: the 10 Ping queries sent by the source and the 10 Ping responses received by the source.

```
C:\Documents and Settings\Wenyuan>ping -n 10 www.cse.sc.edu

Pinging marion.cse.sc.edu [129.252.138.9] with 32 bytes of
data:

Reply from 129.252.138.9: bytes=32 time<1ms TTL=254
Reply from 129.252.138.9: bytes=32 time<1ms TTL=254
Reply from 129.252.138.9: bytes=32 time<1ms TTL=254
Reply from 129.252.138.9: bytes=32 time<1ms TTL=254
Reply from 129.252.138.9: bytes=32 time<1ms TTL=254
Reply from 129.252.138.9: bytes=32 time<1ms TTL=254
Reply from 129.252.138.9: bytes=32 time<1ms TTL=254
Reply from 129.252.138.9: bytes=32 time<1ms TTL=254
Reply from 129.252.138.9: bytes=32 time<1ms TTL=254
Reply from 129.252.138.9: bytes=32 time<1ms TTL=254

Ping statistics for 129.252.138.9:
    Packets: Sent = 10, Received = 10, Loss = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

Figure 3 Command Prompt window after entering Ping command.

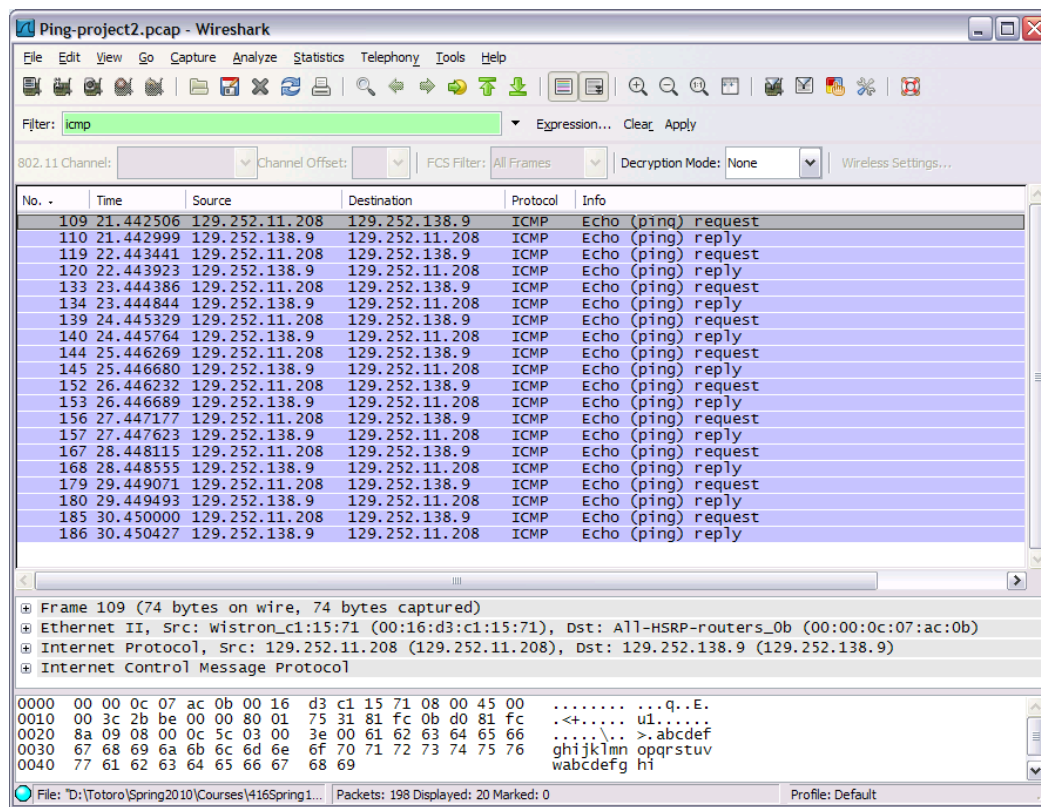


Figure 4 Wireshark output for Ping program

#### What to Hand In:

- (1) A screen shot of the Command Prompt window similar to Figure 3 above.
- (2) Whenever possible, when answering a question below, you should hand in a printout of the packet(s) within the trace that you used to answer the question asked. Annotate the printout to explain your answer.

You should answer the following questions:

1. Which field in the IP header indicates this is an ICMP packet?
2. Why is it that an ICMP packet does not have source and destination port numbers?
3. Examine one of the ping request packets sent by your host. What are the ICMP type and code numbers? What other fields does this ICMP packet have? How many bytes are the checksum, sequence number and identifier fields?
4. Examine the corresponding ping reply packet. What are the ICMP type and code numbers? What other fields does this ICMP packet have? How many bytes are the checksum, sequence number and identifier fields?