

# Network training

Maël Auzias

Fall 2014

## Contents

<b>1</b>	<b>Introduction</b>	<b>3</b>
1.1	Classification . . . . .	3
1.2	Topologies . . . . .	3
1.3	TCP connection . . . . .	3
1.4	TCP or UDP? . . . . .	3
1.4.1	Sensors . . . . .	3
1.4.2	Website . . . . .	3
1.5	FTP . . . . .	3
1.5.1	Is FTP secure? . . . . .	3
1.5.2	FTP and TCP . . . . .	3
1.6	DNS . . . . .	4
1.6.1	Some news . . . . .	4
1.6.2	Which one? . . . . .	4
1.7	Ping-pong . . . . .	4
1.7.1	Are you there? . . . . .	4
1.7.2	Who has this IP? . . . . .	4
<b>2</b>	<b>Physical layer</b>	<b>4</b>
2.1	General . . . . .	4
2.1.1	Aims . . . . .	4
2.1.2	Name it . . . . .	4
2.2	Encoding, encrypting, decoding . . . . .	5
2.2.1	Encrypt? . . . . .	5
2.2.2	Encode it . . . . .	5
2.2.3	Decode it . . . . .	5
2.3	For <i>Oh</i> For error . . . . .	6
2.3.1	Calculate it . . . . .	6
2.3.2	Validate it . . . . .	6
2.3.3	Correct it . . . . .	6
2.3.4	Half or full? . . . . .	6
<b>3</b>	<b>Data layer</b>	<b>7</b>
3.1	General . . . . .	7
3.1.1	Aims? . . . . .	7
3.1.2	Composition . . . . .	7
3.2	Ethernet packet decoding . . . . .	7

3.3	Ping . . . . .	7
3.4	CSMA/CA . . . . .	7
<b>4</b>	<b>Network layer</b>	<b>8</b>
4.1	General . . . . .	8
4.1.1	Aims? . . . . .	8
4.1.2	Adressing . . . . .	8

# 1 Introduction

## 1.1 Classification

Give a concrete example of each of the following kinds of networks (name some devices):

1. BAN,
2. PAN,
3. LAN,
4. WAN.

## 1.2 Topologies

Give a concrete example of each of the following network topologies:

1. Bus,
2. Star,
3. Fully connected.

## 1.3 TCP connection

According to TCP ([RFC761 \(January 1980\)](#)), what are the sequences used in order to establish a connection between two hosts?

## 1.4 TCP or UDP?

### 1.4.1 Sensors

You are creating a network application using sensors. The sensors can receive requests to change their settings (rate of measurement, range...) and they continuously send their measurements.

1. Should request packets (settings) be sent with UDP or TCP? Why?
2. Should measurement packets be sent with UDP or TCP? Why?

### 1.4.2 Website

Does HTTP ([RFC2616 \(June 1999\)](#)) rely on TCP or UDP? Why?

## 1.5 FTP

### 1.5.1 Is FTP secure?

According to the file [ftp-connect.pcap](#) is FTP secure? What could you do to use it more securely?

### 1.5.2 FTP and TCP

According to the file [ftp-disconnect.pcap](#) does FTP respect the TCP protocol to close a connection?

## 1.6 DNS

### 1.6.1 Some news

According to the file [nslookup.pcap](#) what is:

1. the DNS server?
2. the domain name for which the IP address is needed?
3. the IP address of the domain if any?

n

### 1.6.2 Which one?

According to the file [nslookup-whoseone.com.pcap](#) what is:

1. the DNS server?
2. the domain name for which the IP address is needed?
3. the IP address of the domain if any?

## 1.7 Ping-pong

### 1.7.1 Are you there?

According to the file [ping.pcap](#) :

1. what is the node 127.0.0.1 doing?
2. Is the node 127.0.0.2 on the network?

### 1.7.2 Who has this IP?

According to the file [arp.pcap](#) and to ARP ([RFC826 \(November 1982\)](#)). What is the source trying to do? What is ARP used for? If ever a host does not respond to ping (i.e., for security reasons), how could you check if the host is up anyway ?

## 2 Physical layer

### 2.1 General

#### 2.1.1 Aims

What are the layer-1 goals?

#### 2.1.2 Name it

What are the common (*commercial*) name of:

1. IEEE 802.11
2. IEEE 802.15.1
3. IEEE 802.15.4

What is IEEE 802.15 related to? What does WPAN stand for?

## 2.2 Encoding, encrypting, decoding

It is important to know what are the differences between encoding and encryption. Following questions are related to these subjects.

### 2.2.1 Encrypt?

What are the differences between encoding and encryption?

What are the two main kinds of encryption? Their advantages?

Name three well known cryptographic methods and three well known encoding methods.

### 2.2.2 Encode it

The string "Zp" (which does not mean anything but has a nice binary value!) is, according to ASCII, 0x5a70. Encode it using:

1. Multi-Level Transmit
2. Alternate Mark Inversion
3. Manchester (or differential Manchester)
4. Biphase Mark Code

### 2.2.3 Decode it

What are the ASCII characters of these images:

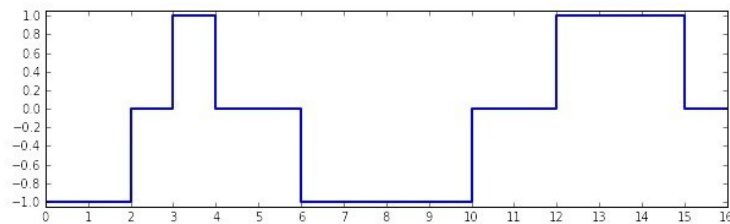


Figure 1: MLT3 encoded

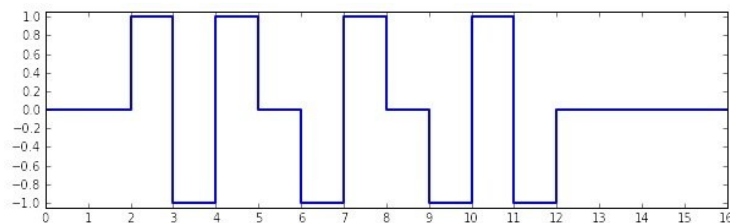


Figure 2: AMI encoded

## 2.3 For *Oh*For error

### 2.3.1 Calculate it

What would be the output of the binary: 0b0011 0000 1110 1001 using the error detection methods:

1. Repetition (2)
2. Parity (odd)
3. Parity (even)
4. Checksum (over 4 bit)
5. MD5 hash

### 2.3.2 Validate it

Are these received data correct? NB: detection values are in square brackets.

1. Using repetition (2), was received: 0b0011 0011 0000 0000 1110 1001 1001 1001
2. Using parity (odd), was received: 0b1011[1] 1010[0] 1100[1] 0111[1]
3. Using parity (even), was received: 0b1011[1] 1010[0] 1100[1] 0111[1]
4. Using checksum (over 4 bit), was received: 0b0011 0111 0010 0010 1110 1001 1101 1001 [1011]
5. Using MD5, was received the string (without the quotes!): "that's way too long..."  
the md5 sum: [3be37cad170213a8ad936c0640e3238b]

### 2.3.3 Correct it

By using MDPC (Multidimensional parity-check code) the data received are: 0x01 09 0e 06 03 09 0b 0c. Are the data correct? What would be the correction?

0x01	0x09	0x0e
0x06	0x03	0x09
0x0b	0x0c	

Figure 3: Data received with MDPC

### 2.3.4 Half or full?

What is the difference between half and full duplex medium?

## 3 Data layer

### 3.1 General

#### 3.1.1 Aims?

What are the main objectives of the data layer?

#### 3.1.2 Composition

What are the sublayer of the data layer?

### 3.2 Ethernet packet decoding

According to the packet 4, which machine tried to ping which machine? Give MAC and IP address of both machines.

<b>0000</b>	ff	ff	ff	ff	ff	ff	00	1b	11	09	aa	88	08	06	00	01
<b>0010</b>	08	00	06	04	00	01	00	1b	11	09	aa	88	c0	a8	00	3b
<b>0020</b>	00	00	00	00	00	00	c0	a8	00	3c						

Figure 4: Layer 2 packet

### 3.3 Ping

For security reasons, the administrator of a machine disable the ping response. By knowing its MAC address, how can you assure that this host is up or not (assuming no other security rules on the machine)?

### 3.4 CSMA/CA

What does this acronym stand for? What and how is it used for? Is there any differences for the CSMA/CA between half and full duplex medium?

## 4 Network layer

### 4.1 General

#### 4.1.1 Aims?

1. What are the main objectives of the network layer?
2. What are the two main objectives of host addressing?
3. Does this layer use reliable communication? What is the difference between end-to-end packet transmission layer-2 and layer-3?
4. What is the routing used for? What is "load balancing"?

#### 4.1.2 Addressing

1. How many bits does an IP address have?
2. What are the two part of an IP address?
3. How many bits is each part? What does determine it?
4. How is a mask constituted?
5. How many addresses and nodes does theses mask allow: 31, 30, 24, 16, 8, 4?
6. What are the specification of network and broadcast addresses?
7. What are the first and last **nodes** IP addresses of theses networks:
  - 192.168.2.0/24
  - 192.168.2.0/23
  - 172.13.0.0/16
  - 10.0.1.0/31
  - 10.0.2.0/30
8. What are the classes of theses IP addresses?
  - 1.2.3.4
  - 192.168.2.35
  - 8.8.8.8
  - 208.67.222.222
  - 208.67.220.220
  - 176.34.131.233
  - 127.192.168.1
  - 224.0.0.2
  - 0.0.0.0