

“Trying to get a job in [cyber]security without a deep understanding of how data packets work is a bit like trying to become a chemical engineer without first mastering the periodic table of elements.”

Brian Krebs

[Thinking of a Cybersecurity Career? Read This](#)

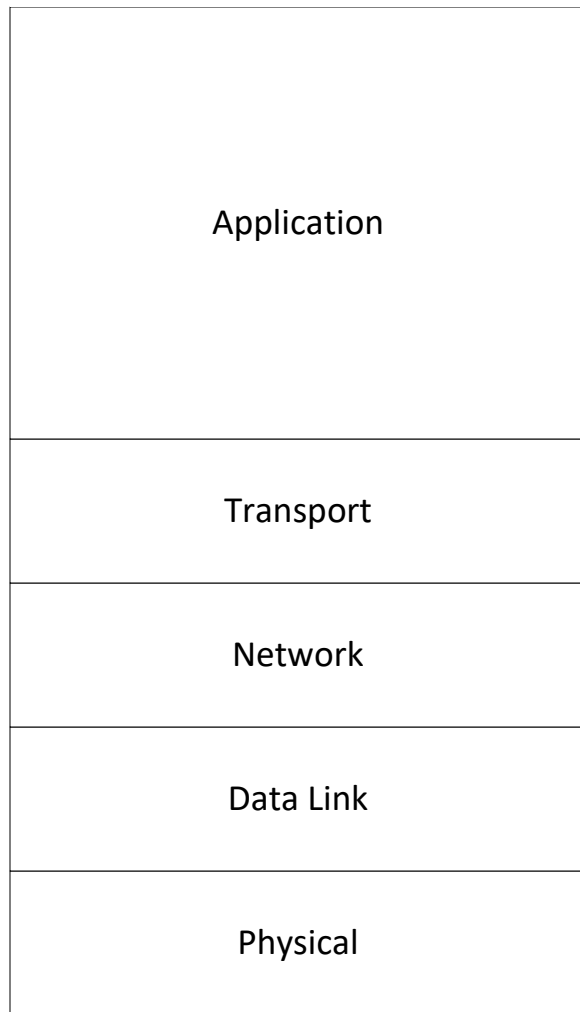
TCP/IP Model

Sample Protocols

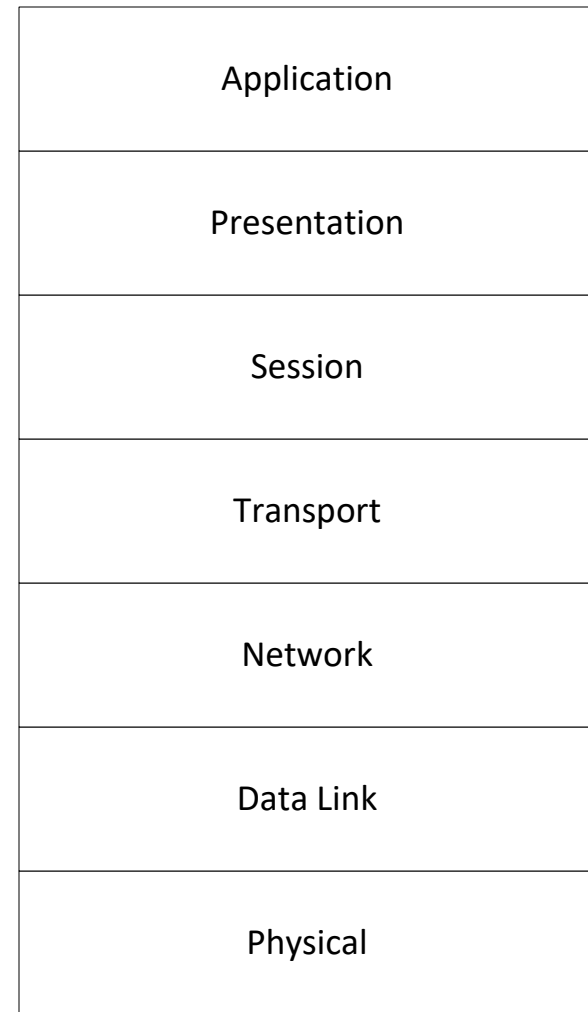
Addressing

Application	HTTP, HTTPS, DNS, DHCP, SMTP, SNMP, ...	
Transport	TCP, UDP	
Network	IP, ICMP	IP
Data Link	ARP	MAC
Physical	Ethernet, 802.11	

TCP/IP Model



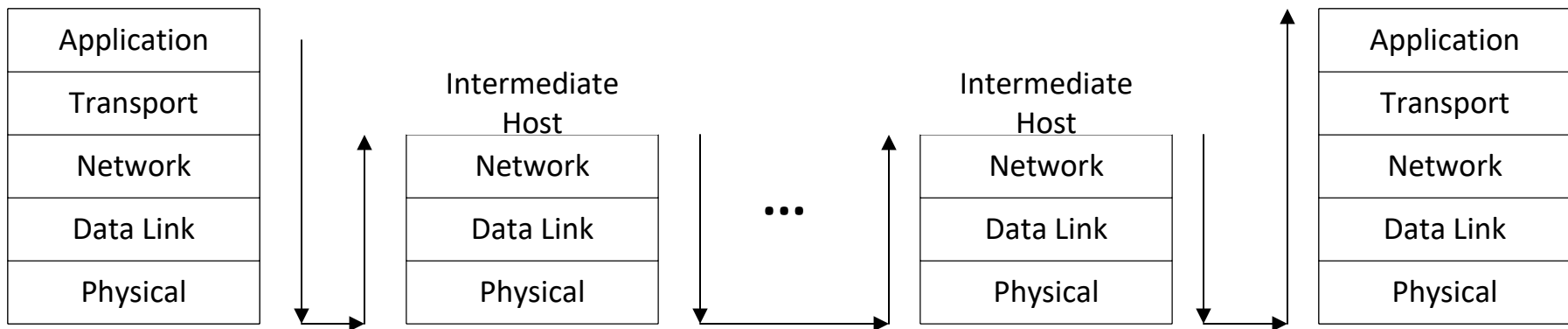
OSI Model



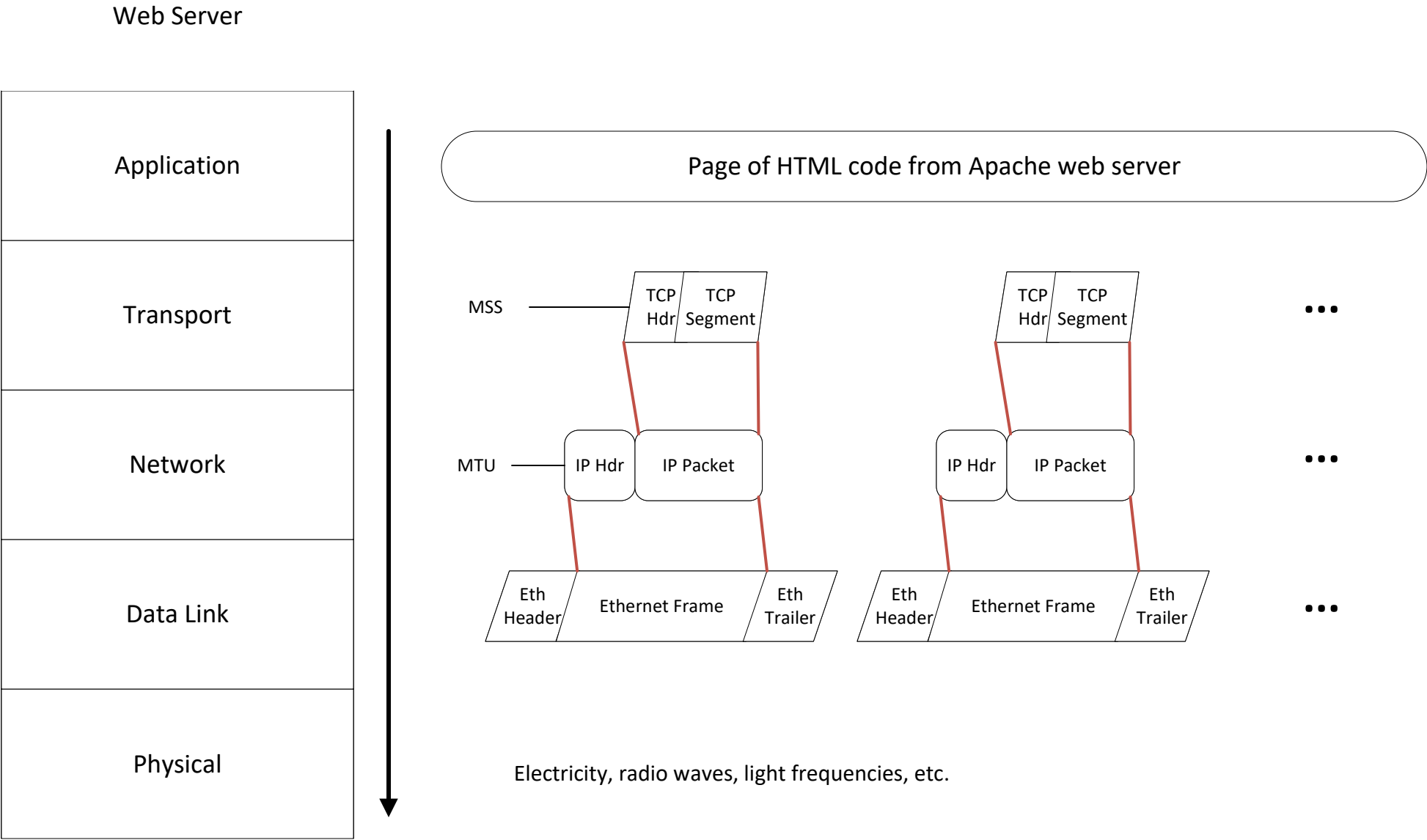
How Messages Flow Across the Internet

202.56.66.33, tcp, 80

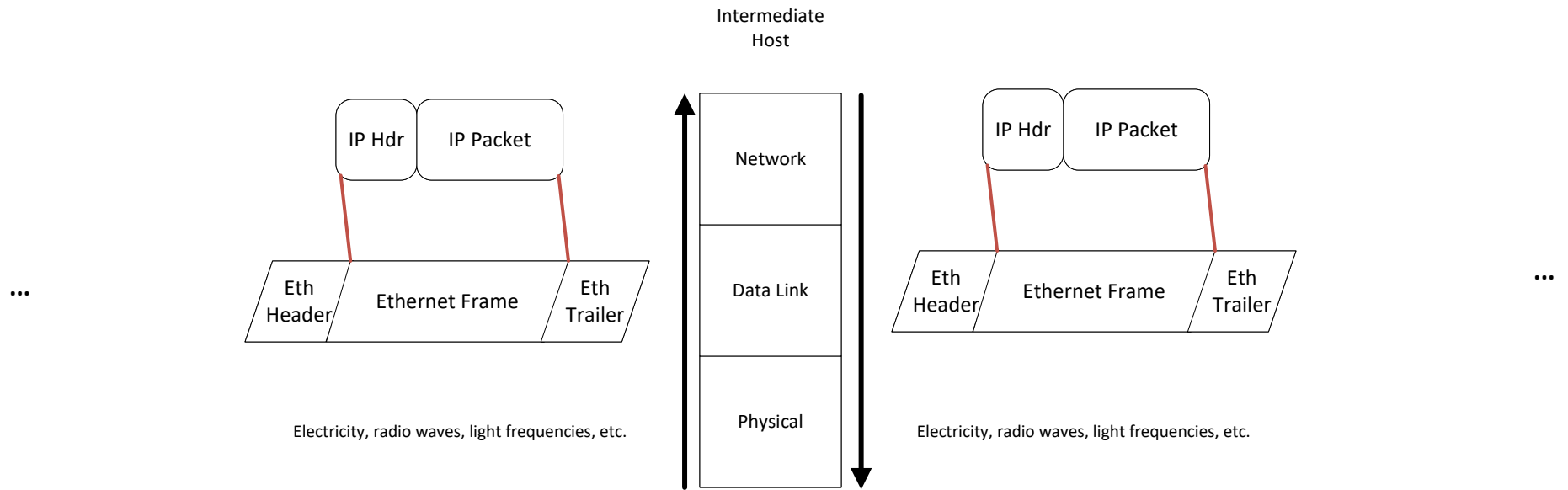
155.66.98.66, tcp, 57844



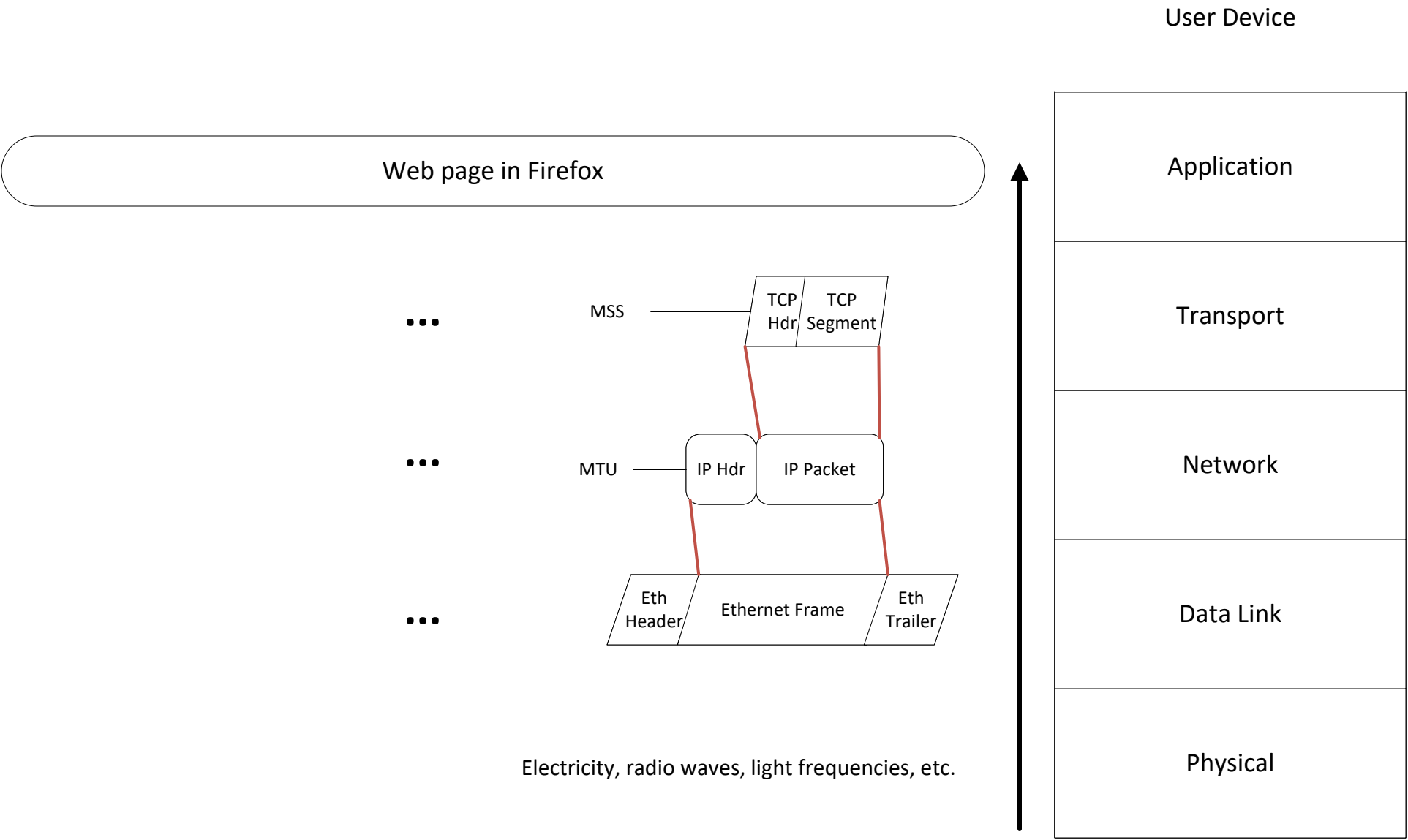
Sending a web page



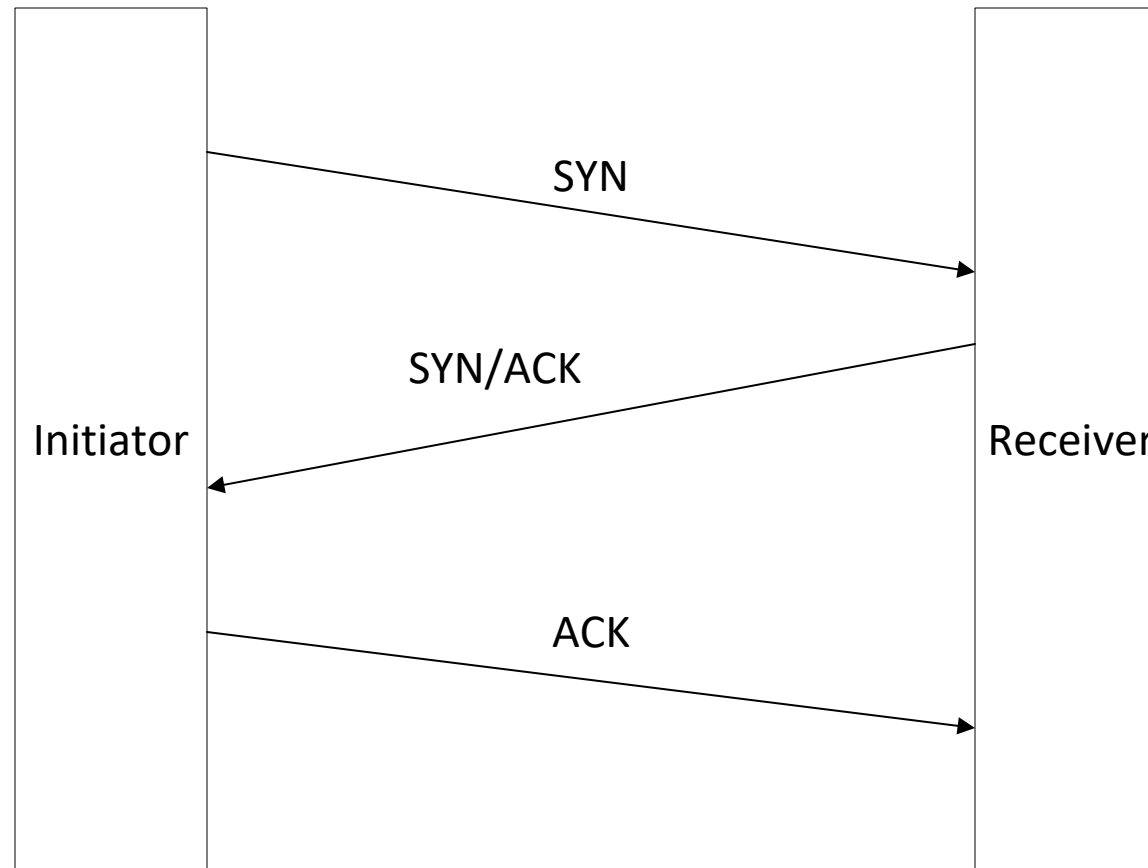
Intermediate routing



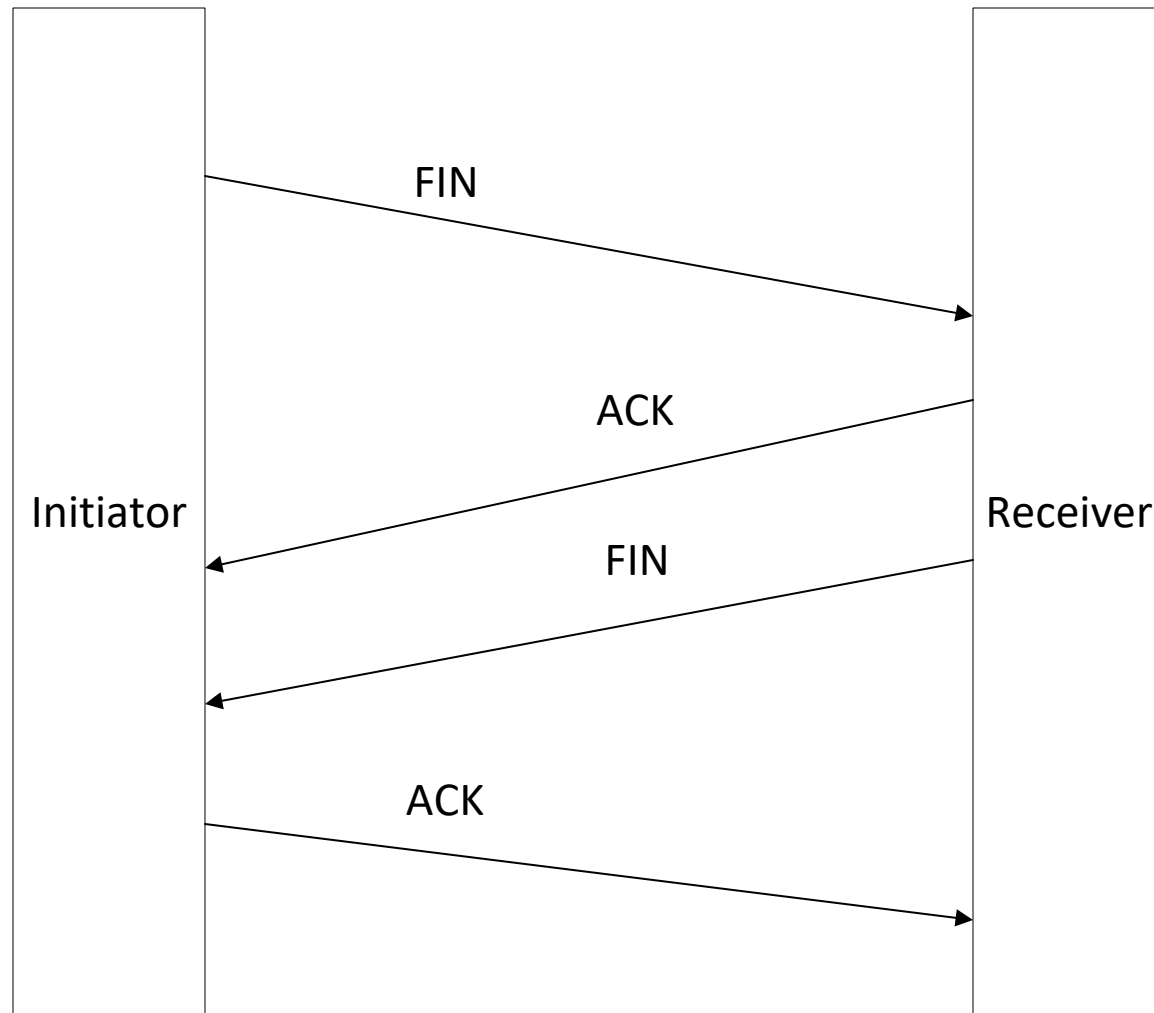
Receiving a web page



TCP 3-Way Handshake To Establish Connection



TCP 3-Way Handshake



Ethernet (802.3) Frame Format							
7 bytes	1 byte	6 bytes	6 bytes	2 bytes	42 to 1500 bytes	4 bytes	12 bytes
Preamble	Start of Frame Delimiter	Destination MAC Address	Source MAC Address	Type	Data (payload)	CRC	Inter-frame gap

For TCP/IP communications, the payload for a frame is a packet

WiFi (802.11) Frame Format								
2 bytes	2 bytes	6 bytes	6 bytes	6 bytes	2 bytes	6 bytes	0 to 2312 bytes	4 bytes
Frame Control	Duration	MAC Address 1 (Destination)	MAC Address 2 (Source)	MAC Address 3 (Router)	<u>Seq</u> Control	MAC Address 4 (AP)	Data (payload)	CRC

<https://networkengineering.stackexchange.com/questions/25563/what-is-the-reason-for-the-different-order-of-the-source-and-destination-in-a-l2/25565>

IPv4 Packet Header Format

Bit #	0	7	8	15	16	23	24	31
0	Version	IHL	DSCP	ECN	Total Length			
32	Identification				Flags	Fragment Offset		
64	Time to Live		Protocol		Header Checksum			
96	Source IP Address							
128	Destination IP Address							
160	Options (if IHL > 5)							

<https://networkengineering.stackexchange.com/questions/25563/what-is-the-reason-for-the-different-order-of-the-source-and-destination-in-a-l2/25565>

TCP Segment Header Format

Bit #	0	7	8	15	16	23	24	31
0	Source Port				Destination Port			
32	Sequence Number							
64	Acknowledgment Number							
96	Data Offset	Res	Flags		Window Size			
128	Header and Data Checksum				Urgent Pointer			
160...	Options							

UDP Datagram Header Format

Bit #	0	7	8	15	16	23	24	31
0	Source Port				Destination Port			
32	Length				Header and Data Checksum			

<https://networkengineering.stackexchange.com/questions/25563/what-is-the-reason-for-the-different-order-of-the-source-and-destination-in-a-l2/25565>