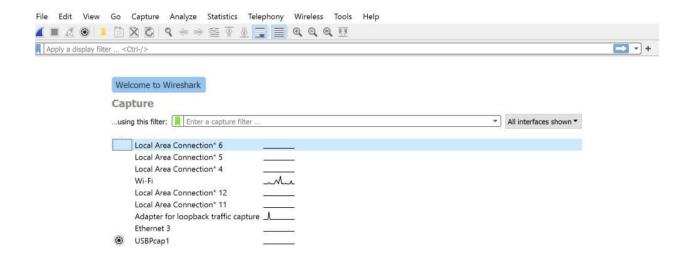
Analyze TCP, UDP and IPV4 Header using Wireshark

TCP Analysis using Wireshark:

TCP or Transmission Control Protocol is one of the most important protocols or standards for enabling communication possible amongst devices present over a particular network. It has algorithms that solve complex errors arising in packet communications, i.e. corrupted packets, invalid packets, duplicates, etc. Since it is used with IP(Internet Protocol), many times it is also referred to as TCP/IP. In order to start a communication, the TCP first establishes a connection using the three-way-handshake. TCP's efficiency over other protocols lies in its error detecting and correction attribute. Not only this, it organizes packets and segments larger data into a number of packets without disrupting the integrity of the data.

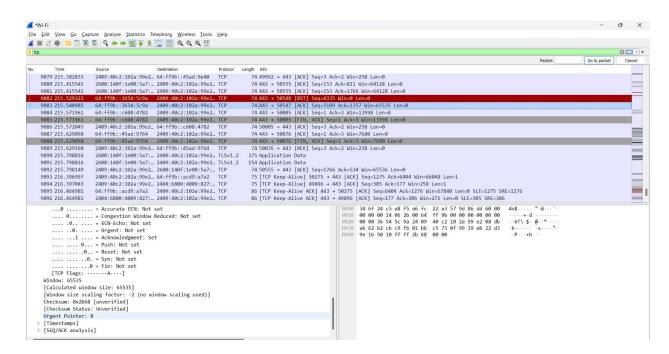
So now we are a bit familiar with TCP, let's look at how we can analyze TCP using Wireshark, which is the most widely used protocol analyzer in the world. In order to analyze TCP, you first need to launch Wireshark and follow the steps given below:

- From the menu bar, select capture -> options -> interfaces.
- In the interfaces, choose a particular Ethernet adapter and note down its IP, and click the start button of the selected adapter.
- Now we shall be capturing packets. Browse to a particular web address to generate traffic to capture packets from the communication for e.g. geeksforgeeks.org and return to Wireshark and stop the capture by selecting stop from the capture menu. You can have a look at it in the image below.

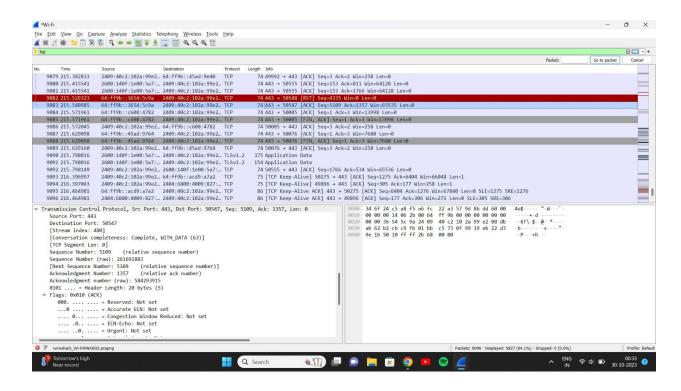


Now we have the captured packets and you will be having the captured packet list on the screen. Since we are concerned here with only TCP packets as we are doing TCP analysis, we shall be filtering out TCP packets from the packet pool. You can apply a filter in any of the following ways:

In the display filter bar on the screen, enter TCP and apply the filter.



From analyzing the menu in the menu bar select display filters or from capture select capture filters and then TCP only and ok.



Here you will have the list of TCP packets. The first three packets of this list are part of the three-way handshake mechanism of TCP to establish a connection. Let's get a basic knowledge of this mechanism which happens in the following 3 steps:

A synchronization packet (SYN) is sent by your local host IP to the server it desires to connect to.

The server reciprocates by sending an acknowledgment packet (ACK) to the local host signaling that it has received the SYN request of the host IP to connect and also sends a synchronization packet (SYN) to the local host to confirm the connection. So this one is basically an SYN+ACK packet.

The host answers this request by sending the ACK on receiving the SYN of the server.

Source port: This is the port of your host network used for communication.

Destination port: This is the port of the destination server.

TCP segment length: It represents the data length in the selected packet.

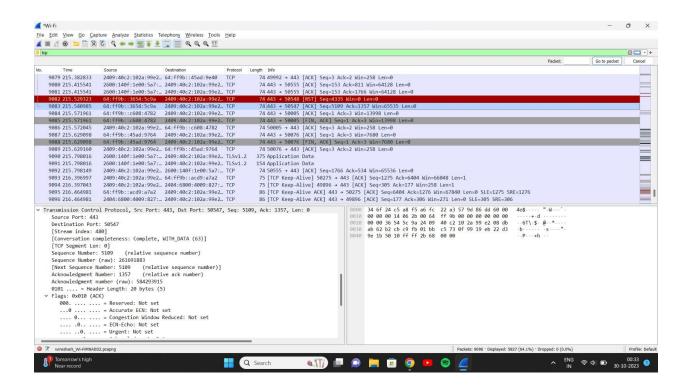
Sequence number: It is a method used by Wireshark to give particular indexing to each packet for tracking packets with ease. This indexing starts from 0.

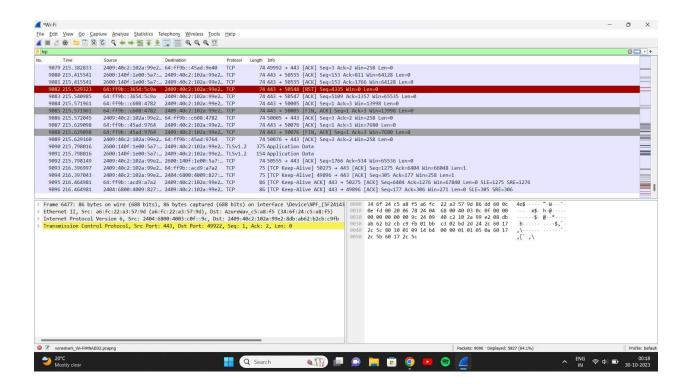
Next sequence number: It is the sum of the sequence number and the segment length of the current packet.

Acknowledgment number: It contains the byte length of data received.

Header length: It is the length of the TCP header and can vary from 20 to 60.

We can observe three connection establishment steps in the first three packets of the TCP list where each of the packet types i.e. ACK, SYN, SYN-ACK are listed on their respective sides. Now to examine a packet closely we shall select a packet and in the expert view in the packet detail section just below the packet list we shall be having the TCP parameters as you can see in the below diagram.



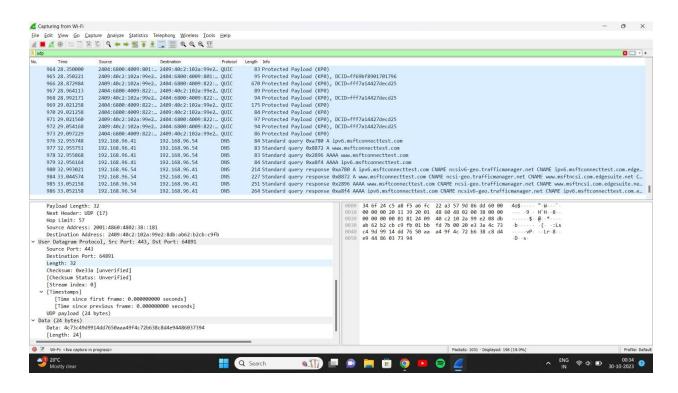


UDP Analysis using Wireshark:

The User Datagram Protocol, or UDP, is a communication protocol used across the Internet for especially time-sensitive transmissions such as video playback or DNS lookups. It speeds up communications by not formally establishing a connection before data is transferred. This allows data to be transferred very quickly, but it can also cause packets to become lost in transit — and create opportunities for exploitation in the form of DDoS attacks.

Like all networking protocols, UDP is a standardized method for transferring data between two computers in a network. Compared to other protocols, UDP accomplishes this process in a simple fashion: it sends packets (units of data transmission) directly to a target computer, without establishing a connection first, indicating the order of said packets, or checking whether they arrived as intended. (UDP packets are referred to as 'datagrams'.)

We have to follow the same steps for udp analysis .The only difference is we are filtering the packets based on udp protocol.



UDP Header -

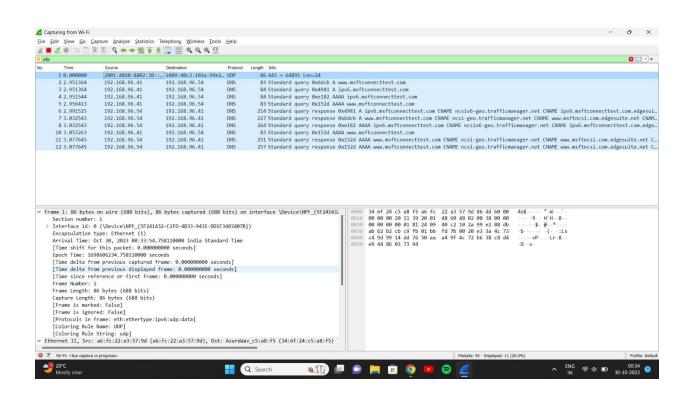
UDP header is an 8-bytes fixed and simple header, while for TCP it may vary from 20 bytes to 60 bytes. The first 8 Bytes contains all necessary header information and the remaining part consist of data. UDP port number fields are each 16 bits long, therefore the range for port numbers is defined from 0 to 65535; port number 0 is reserved. Port numbers help to distinguish different user requests or processes.

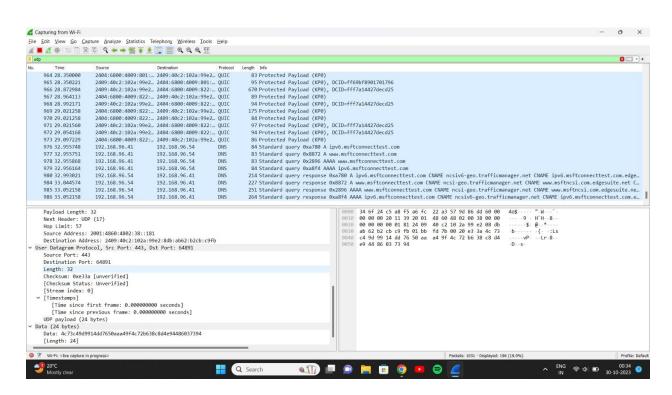
Source Port: Source Port is a 2 Byte long field used to identify the port number of the source.

Destination Port: It is a 2 Byte long field, used to identify the port of the destined packet.

Length: Length is the length of UDP including the header and the data. It is a 16-bits field.

Checksum: Checksum is 2 Bytes long field. It is the 16-bit one's complement of the one's complement sum of the UDP header, the pseudo-header of information from the IP header, and the data, padded with zero octets at the end (if necessary) to make a multiple of two octets.





IPv4 Analysis using Wireshark:

IP stands for Internet Protocol and v4 stands for Version Four (IPv4). IPv4 was the primary version brought into action for production within the ARPANET in 1983. IP version four addresses are 32-bit integers which will be expressed in decimal notation.

Example- 192.0.2.126 could be an IPv4 address.

Parts of IPv4

Network part:

The network part indicates the distinctive variety that's appointed to the network. The network part conjointly identifies the category of the network that's assigned. Host Part:

The host part uniquely identifies the machine on your network. This part of the IPv4 address is assigned to every host.

For each host on the network, the network part is the same, however, the host half must vary.

Subnet number:

This is the nonobligatory part of IPv4. Local networks that have massive numbers of hosts are divided into subnets and subnet numbers are appointed to that.

Characteristics of IPv4

- IPv4 could be a 32-Bit IP Address.
- IPv4 could be a numeric address, and its bits are separated by a dot.
- The number of header fields is twelve and the length of the header field is twenty.
- It has Unicast, broadcast, and multicast style of addresses.
- IPv4 supports VLSM (Virtual Length Subnet Mask).
- IPv4 uses the Post Address Resolution Protocol to map to the MAC address.
- RIP may be a routing protocol supported by the routed daemon.
- Networks ought to be designed either manually or with DHCP.
- Packet fragmentation permits from routers and causing host.

