CSE 421 **ID:** 19201096

Transport Layer Protocols (TCP) Examination Lab

Objectives:

Capture traffic and observe the PDUS for TCP when a HTTP request is made.
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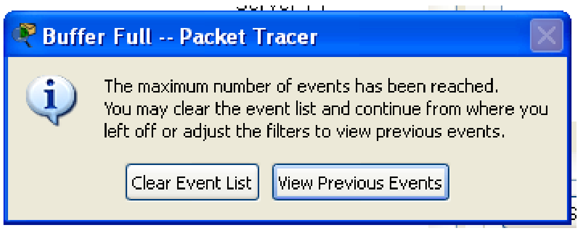
Task 1: Observe TCP traffic exchange between a client and server.

Step 1 – Run the simulation and capture the traffic.

- Enter **Simulation** mode.
- Check that your Event List Filters shows only **HTTP** and **TCP**.
- Click on the PC1. Open the **Web Browser** from the **Desktop**.
- Enter **www.bracu.ac.bd** into the browser. Clicking on **Go** will initiate a web server request. Minimize the Web Client configuration window.
- A TCP packet appears in the **Event List**, as we will only focus on TCP the DNS and ARP packets are not shown.
- Click the **Auto Capture / Play** button to run the simulation and capture events.
- Sit tight and observe the packets flowing through the network.



Buffer Full -- Packet Tracer

The maximum number of events has been reached. You may clear the event list and continue from where you left off or adjust the filters to view previous events.

- When the above message appears Click “View Previous Events".
- Click on PC1. The web browser displays a web page appears.

Step 2 – Examine the following captured traffic.

Our objective in this lab is only to observe TCP traffic.

	Last Device	At Device	Type
1.	PC1	Switch 0	TCP
2.	Local Web Server	Switch 1	TCP
3.	PC1	Switch 0	HTTP
4.	Local Web Server	Switch 1	HTTP
5.	PC1 (after HTTP response)	Switch 0	TCP
6.	Local Web Server	Switch 1	TCP
7.	PC1	Switch 0	TCP

- As before find the following packets given in the table above in the **Event List**, and click on the colored square in the **Info** column.

- When you click on the Info square for a packet in the event list the **PDU Information** window opens. If you click on these layers, the algorithm used by the device (in this case, the PC) is displayed. View what is going on at each layer.

For packet 1::

Click onto “Inbound PDU details” tab. Scroll down and observe the TCP header.

A. What is this TCP segment created by PC1 for? How do you know what is it for?

For synchronization that Local Web Server is free or not

B. What control flags are visible?

Syn flag

C. What are the sequence and acknowledgement numbers?

Sequence number 0 and Acknowledgement number 0 as it is the first time.

For packet 2:

Click onto “Inbound PDU details” tab. Scroll down and observe the TCP header.

A. Why is this TCP segment created by the Local Web Server?

For TCP acknowledgement that means Local Web Server is free

B. What control flags are visible?

Syn and ack

C. Why is the acknowledgement number “ 1”?

already the syn bit is 1, so to send acknowledge the ack bit is 1

For packet 3:

This HTTP PDU is actually the third packet of the “Three Way Handshake” process, along with the HTTP request.

A. Explain why control flags **ACK(Acknowledgement)** and **PSH (Push)** are visible in the TCP header?

As it is a HTTP request that's why control flags ACK(Acknowledgement) and PSH (Push) are visible in the TCP header

For packet 5:

After PC1 receives the HTTP response from the Local Web Server, it again sends a TCP packet to the Local Web server why?

For terminating request

Click onto "Inbound PDU details" tab. Scroll down and observe the TCP header.

A. What control flags are visible?

Fin flag

B. Why the sequence number is 104 and acknowledge number 254? Note this packet is created after PC1 receives the HTTP response from the server.

Sequence Number 104 means till 104 has been sent and now sending from 105

Acknowledgement number 254 has been sent that means from 255 data has been requested

For packet 6:

Click onto "Inbound PDU details" tab. Scroll down and observe the TCP header.

What is this packet sent from the webserver to PC1 for?

For terminating acknowledgement

What control flags are visible?

fin and ack

Why the sequence number is 254?

The sequence number is 254 because till 254 data has been sent and now from 255 will be sent