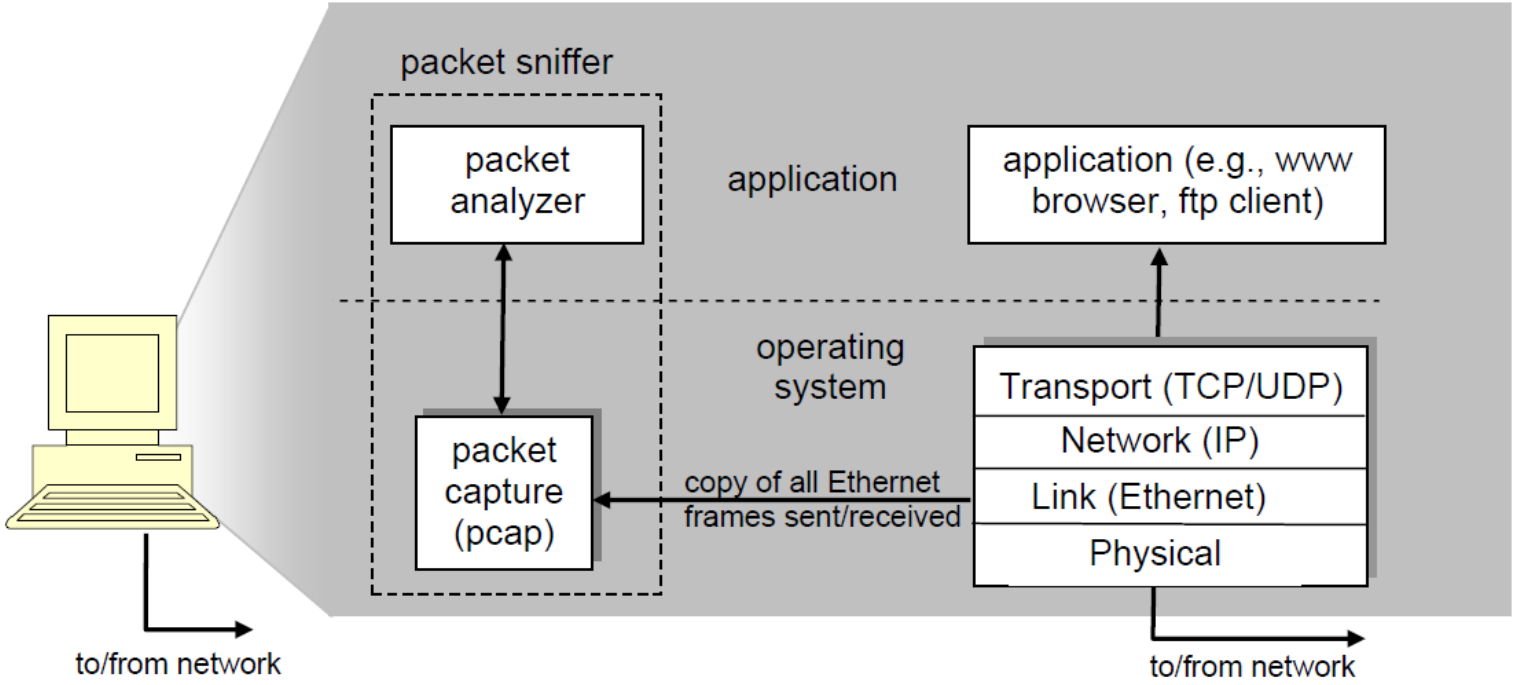
네트워크실험 1주차
Experiments on Communication Networks

Contents

실험 1: Getting Started

- **Wireshark**
  - a **packet sniffer** : the basic tool for observing the messages exchanged between executing protocol entities
    - to capture (“sniff”) messages being sent/received from/by your computer
    - to store and/or display the contents of the various protocol fields in these captured messages
    - to receive a copy of packets that are sent/received from/by application and protocols executing on your machine

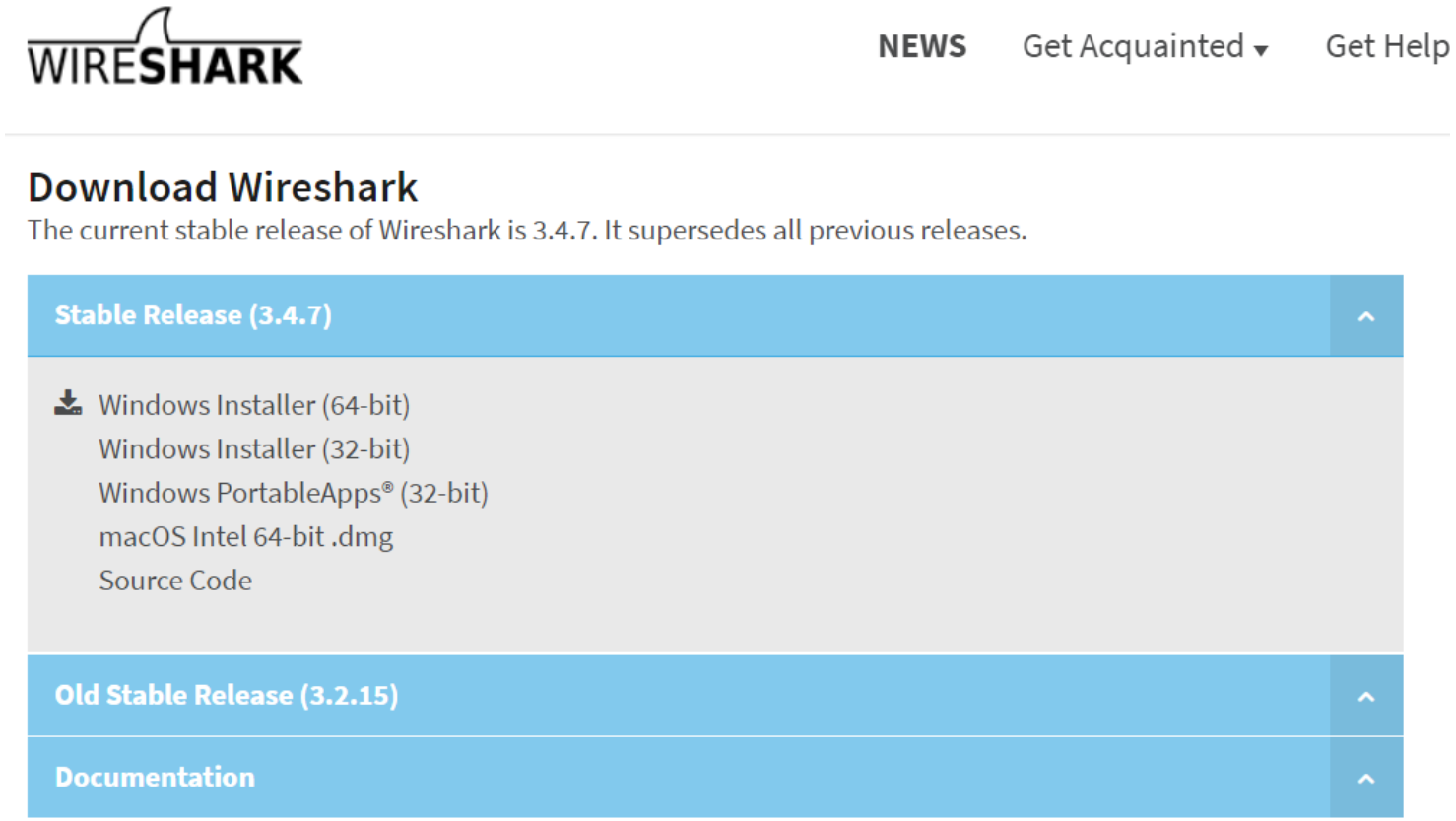


실험 1: Getting Started

■ Getting Wireshark

– Download and install the Wireshark software:

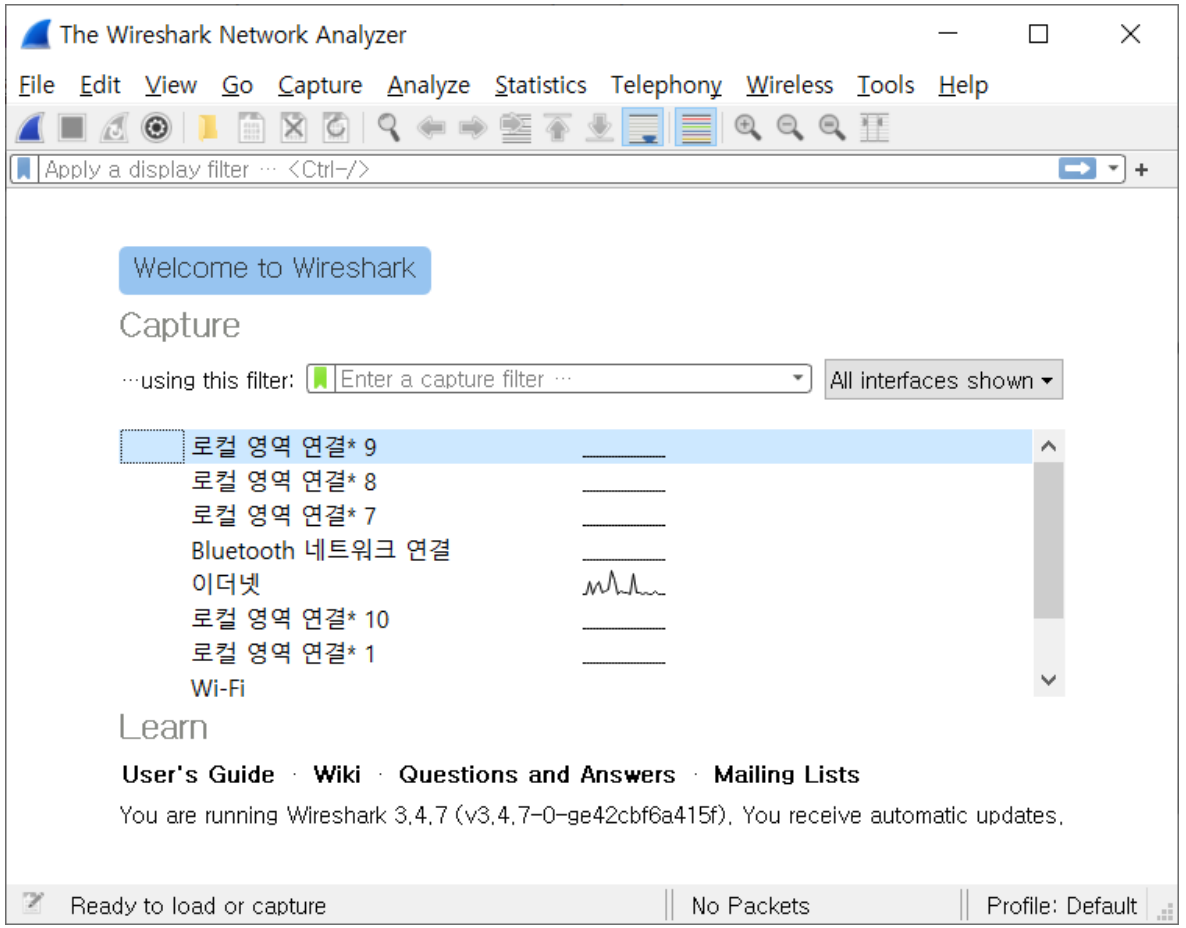
- Go to http://www.wireshark.org/download.html and download and install the Wireshark binary for your computer.



실험 1: Getting Started

■ Running Wireshark

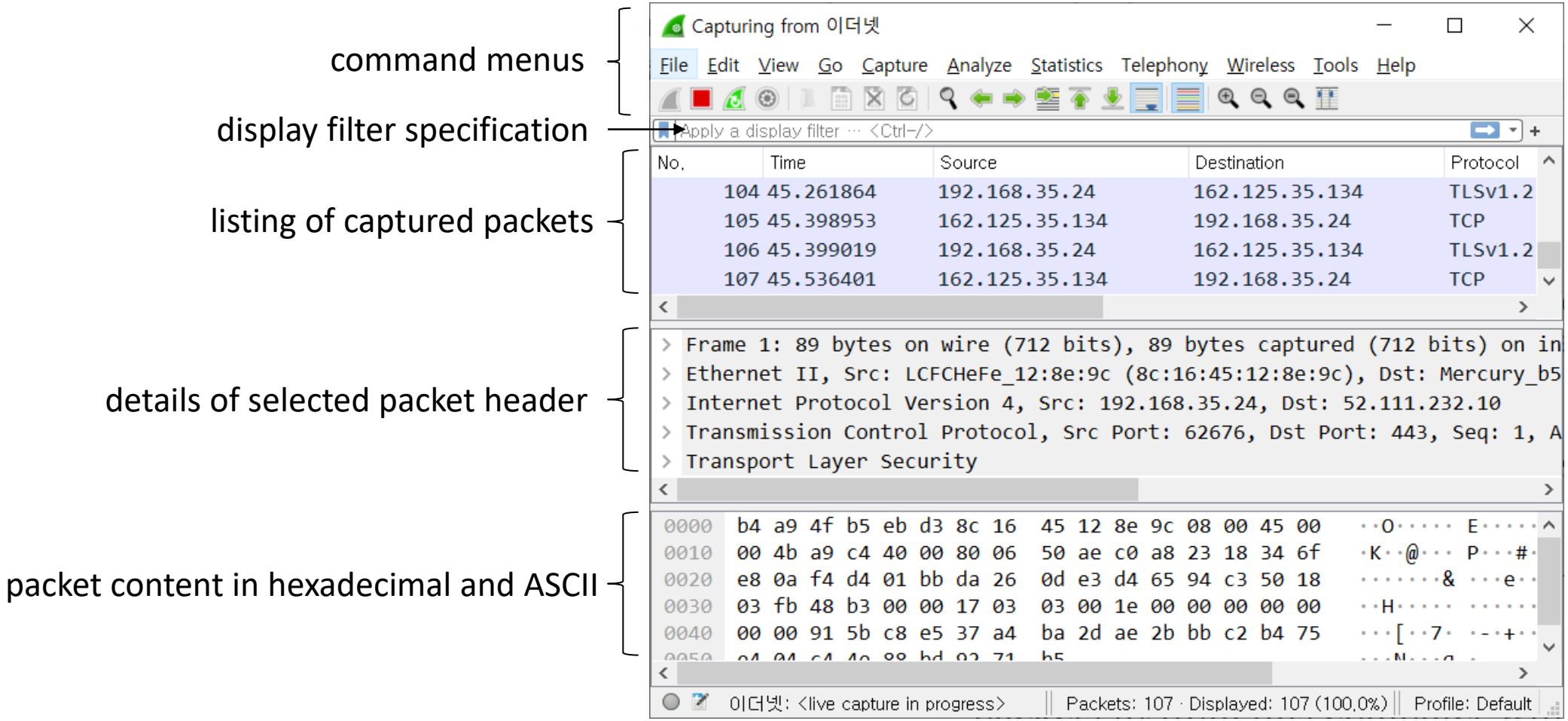
– Run the Wireshark program.



실험 1: Getting Started

■ Running Wireshark

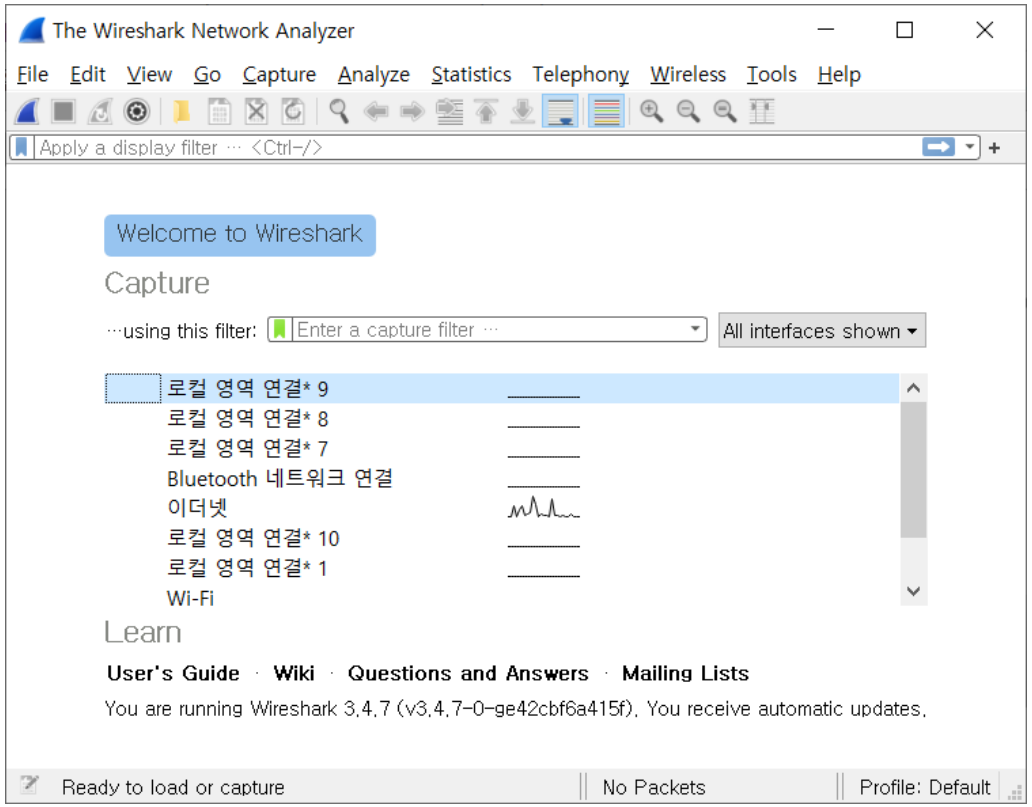
– Click on one of these interfaces to start packet capture.



실험 1: Getting Started

■ Taking Wireshark for a Test Run

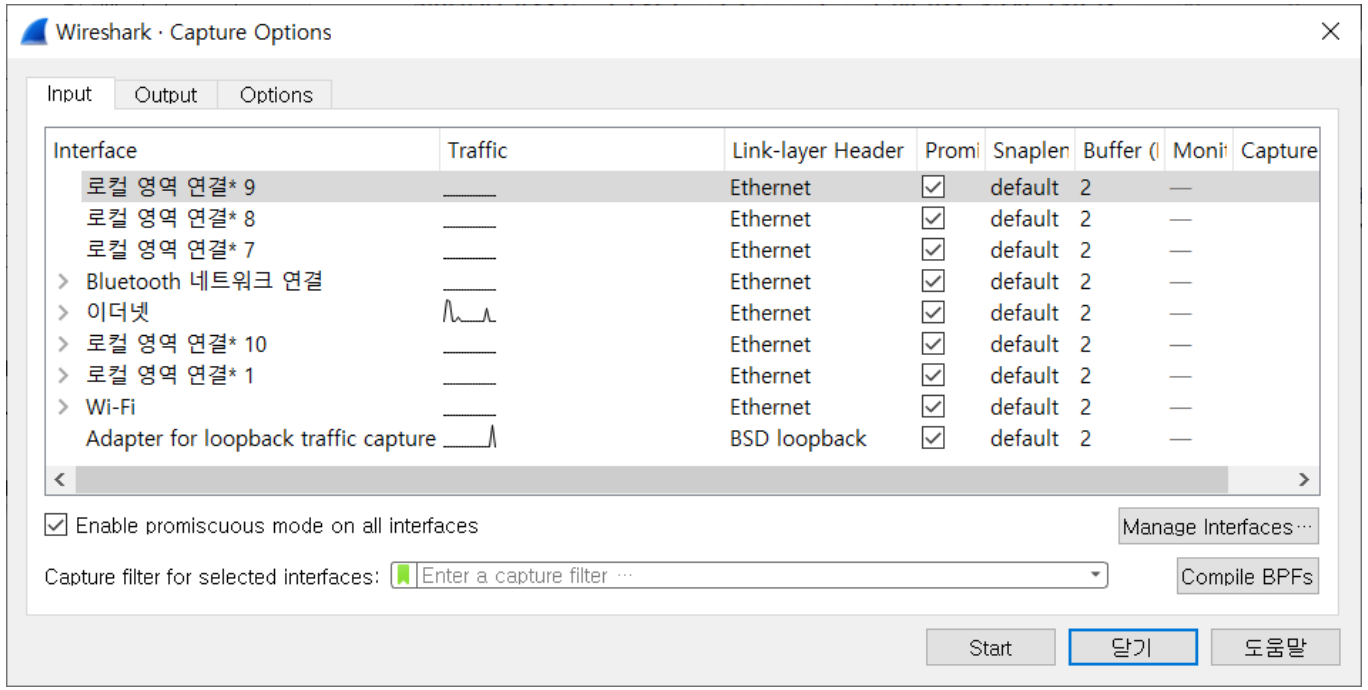
- Start up your favorite web browser, which will display your selected homepage.
- Start up the Wireshark software. You will initially see a window similar to that shown in the figure below. Wireshark has not yet begun capturing packets.



실험 1: Getting Started

■ Taking Wireshark for a Test Run

– To begin packet capture, select the Capture pull down menu and select *Interfaces*. This will cause the "Wireshark: Capture Interfaces" window to be displayed, as shown in the figure below.

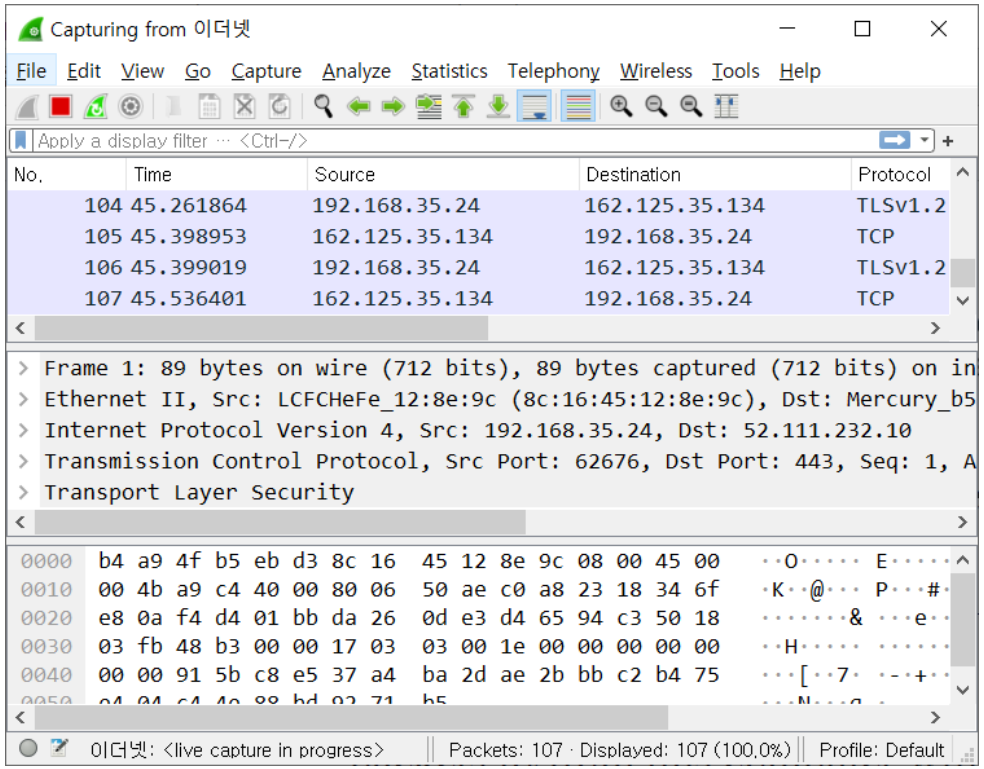


– You'll see a list of the interfaces on your computer as well as a count of the packets that have been observed on that interface so far. Click on *Start* for the interface on which you want to begin packet capture. Packet capture will now begin - Wireshark is now capturing all packets being sent/received from/by your computer!

실험 1: Getting Started

■ Taking Wireshark for a Test Run

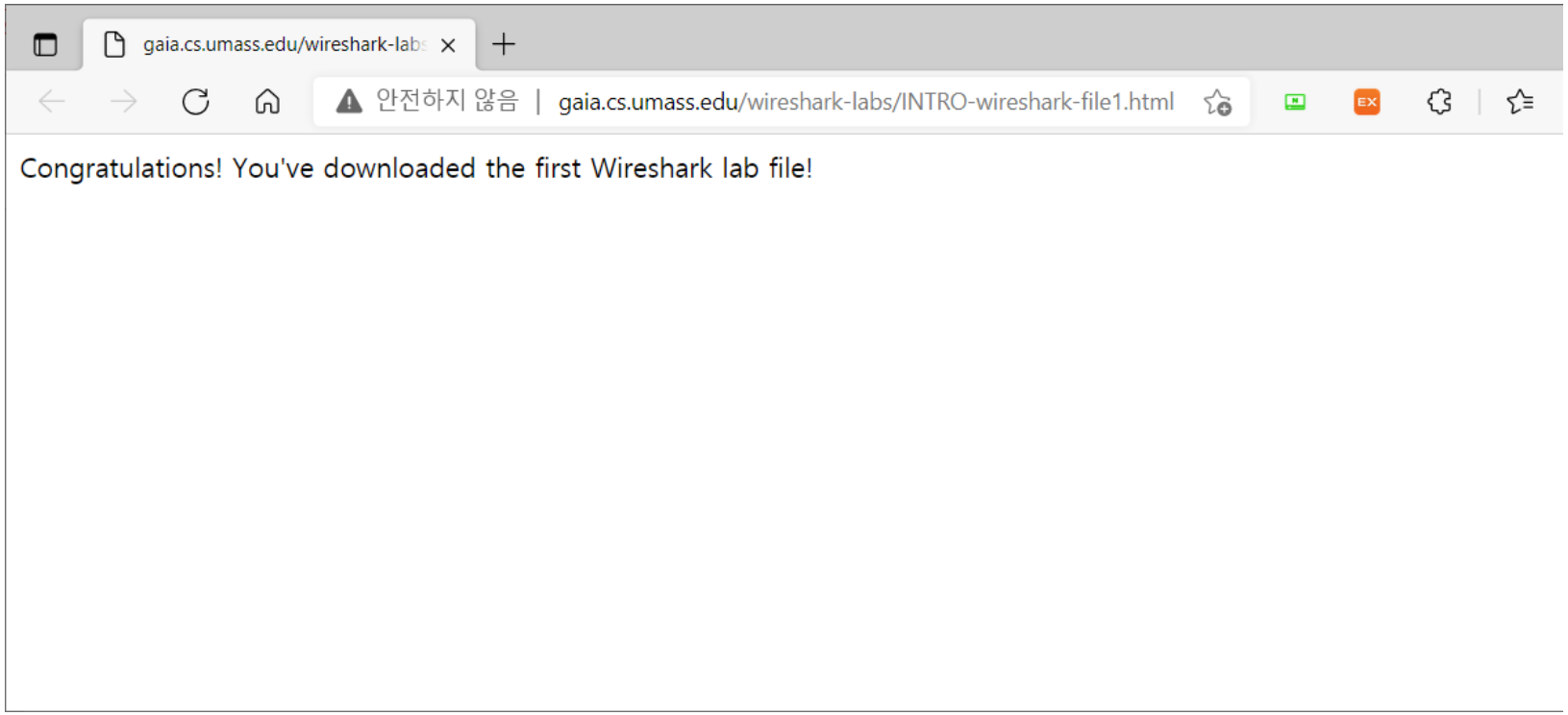
– Once you begin packet capture, a window similar to that shown in the figure below will appear. This window shows the packets being captured. By selecting *Capture* pulldown menu and selecting *Stop*, you can stop packet capture. But don't stop packet capture yet. Let's capture some interesting packets first. To do so, we'll need to generate some network traffic. Let's do so using a web browser, which will use the HTTP protocol that we will study in detail in class to download content from a website.



실험 1: Getting Started

■ Taking Wireshark for a Test Run

– While Wireshark is running, enter the URL: http://gaia.cs.umass.edu/wireshark-labs/INTRO-wireshark-file1.html and have that page displayed in your browser. In order to display this page, your browser will contact the HTTP server at gaia.cs.umass.edu and exchange HTTP messages with the server in order to download this page. The Ethernet frames containing these HTTP messages (as well as all other frames passing through your Ethernet adapter) will be captured by Wireshark.



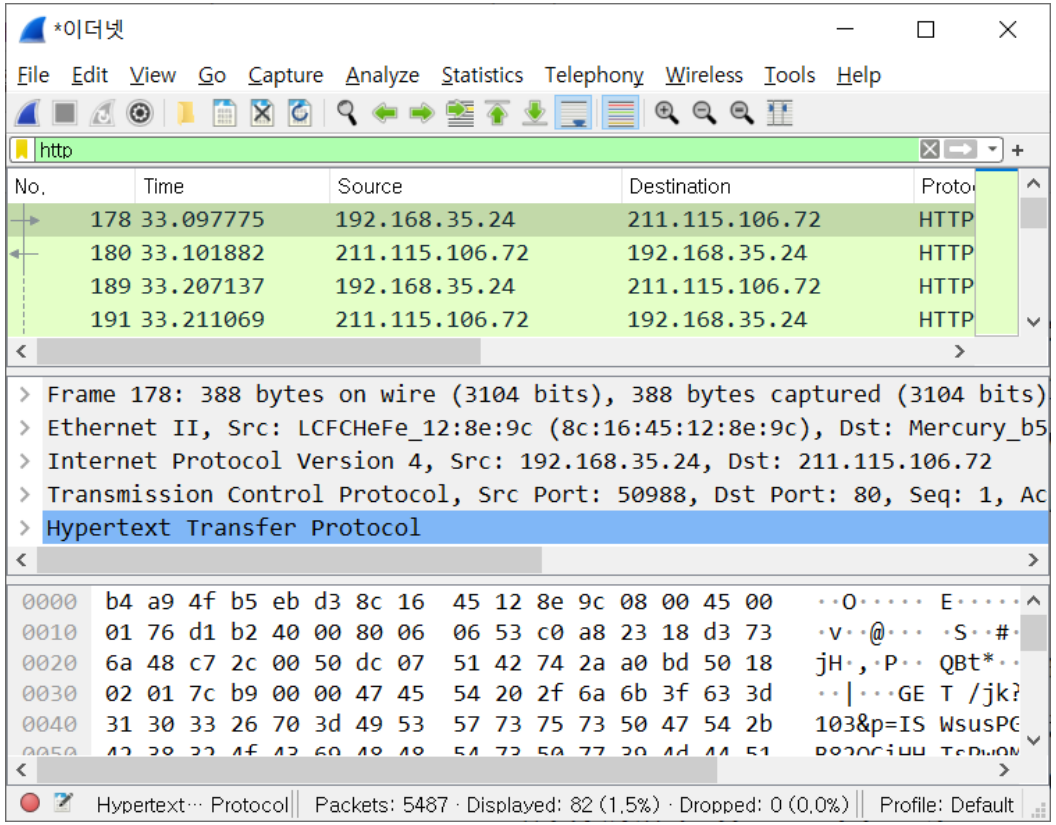
실험 1: Getting Started

- **Taking Wireshark for a Test Run**
  - After your browser has displayed the INTRO-wireshark-file1.html page (it is a simple one line of congratulations), stop Wireshark packet capture by selecting stop in the Wireshark capture window. The main Wireshark window should now look similar to the previous figure. You now have live packet data that contains all protocol messages exchanged between your computer and other network entities! The HTTP message exchanges with the gaia.cs.umass.edu web server should appear somewhere in the listing of packets captured. But there will be many other types of packets displayed as well (see, e.g., the many different protocol types shown in the *Protocol* column in the previous figure). Even though the only action you took was to download a web page, there were evidently many other protocols running on your computer that are unseen by the user. We'll learn much more about these protocols as we progress through the text! For now, you should just be aware that there is often much more going on than "meet's the eye"!

실험 1: Getting Started

■ Taking Wireshark for a Test Run

– Type in “http” (without the quotes, and in lower case – all protocol names are in lower case in Wireshark) into the display filter specification window at the top of the main Wireshark window. Then select *Apply* (to the right of where you entered “http”). This will cause only HTTP message to be displayed in the packet-listing window.

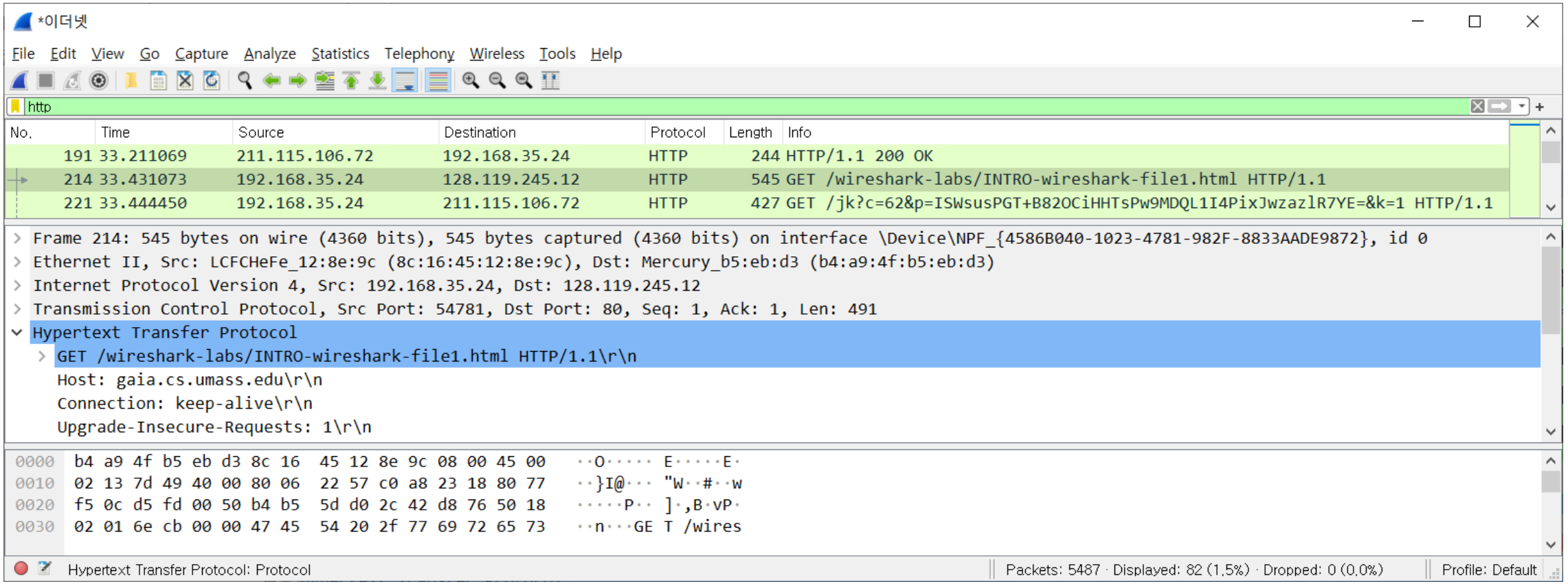


실험 1: Getting Started

- **Taking Wireshark for a Test Run**
  - Find the HTTP GET message that was sent from your computer to the gaia.cs.umass.edu HTTP server. (Look for an HTTP GET message in the "listing of captured packets" portion of the Wireshark window that shows "GET" followed by the gaia.cs.umass.edu URL that you entered. When you select the HTTP GET message, the Ethernet frame, IP datagram, TCP segment, and HTTP message header information will be displayed in the packet-header window. By clicking on '+' and '-' right-pointing and down-pointing arrowheads to the left side of the packet details window, *minimize* the amount of Frame, Ethernet, Internet Protocol, and Transmission Control Protocol information displayed. *Maximize* the amount information displayed about the HTTP protocol. Your Wireshark display should now look roughly as shown in the previous figure. (Note, in particular, the minimized amount of protocol information for all protocols except HTTP, and the maximized amount of protocol information for HTTP in the packet-header window).
    - Recall that the HTTP GET message that is sent to the gaia.cs.umass.edu web server is contained within a TCP segment, which is contained (encapsulated) in an IP datagram, which is encapsulated in an Ethernet frame.

실험 1: Getting Started

■ Taking Wireshark for a Test Run



– Exit Wireshark.

실험 1: Getting Started

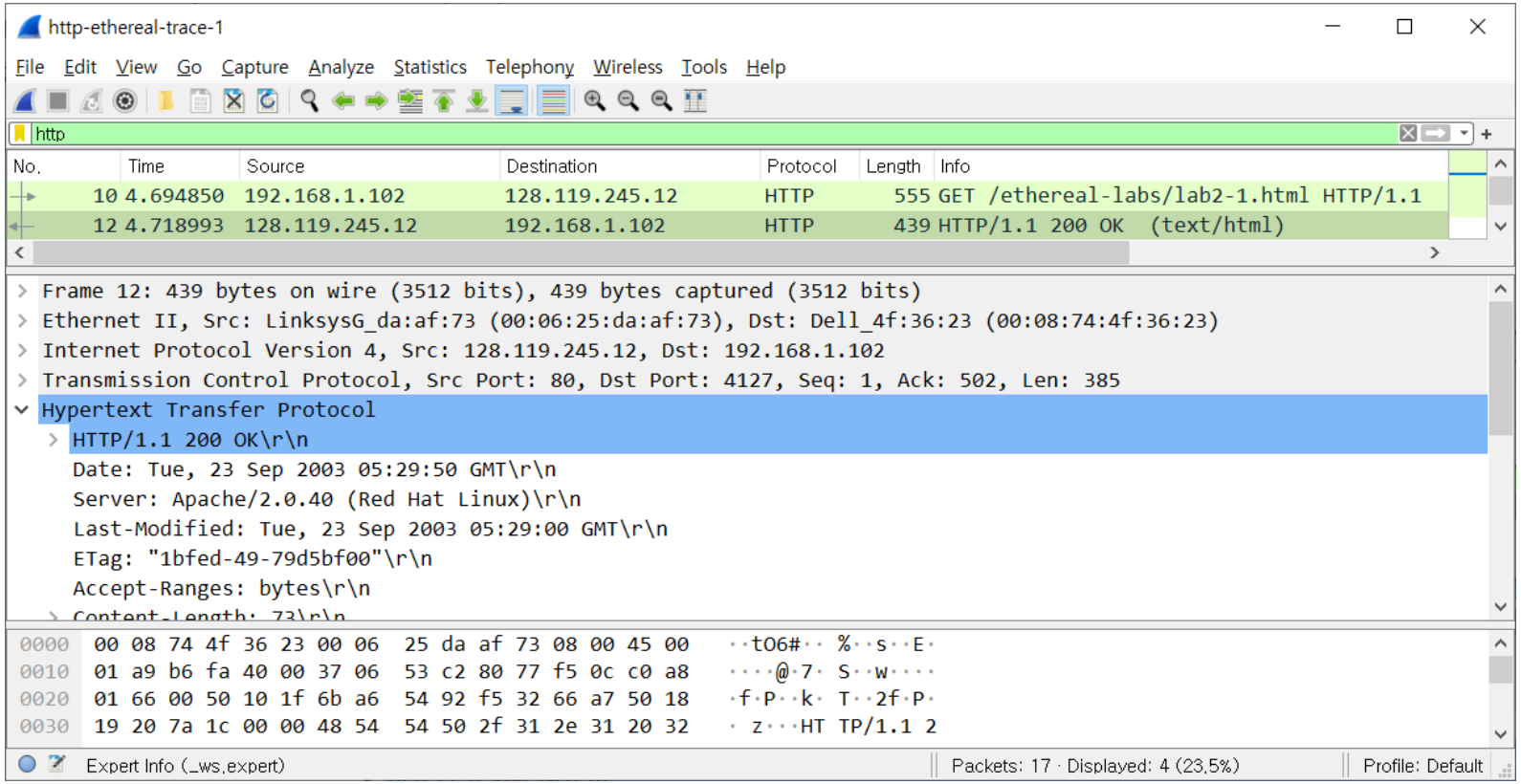
- **Taking Wireshark for a Test Run**
  - 1. List 3 different protocols that appear in the protocol column in the unfiltered packet-listing window in step 7 above.
  - 2. How long did it take from when the HTTP GET message was sent until the HTTP OK reply was received? (By default, the value of the Time column in the packet-listing window is the amount of time, in seconds, since Wireshark tracing began. To display the Time field in time-of-day format, select the Wireshark *View* pull down menu, then select Time *Display Format*, then select *Time-of-day*.)
  - 3. What is the Internet address of the gaia.cs.umass.edu (also known as wwwnet.cs.umass.edu)? What is the Internet address of your computer?
  - 4. Print the two HTTP messages (GET and OK) referred to in question 2 above. To do so, select *Print* from the Wireshark *File* command menu, and select the "*Selected Packet Only*" and "*Print as displayed*" radial buttons, and then click OK.

실험 2: HTTP

- **The Basic HTTP GET/response interaction**
  - Start up your web browser.
  - Start up the Wireshark packet sniffer, as described in the Introductory lab (but don't yet begin packet capture). Enter "http" (just the letters, not the quotation marks) in the display-filter-specification window, so that only captured HTTP messages will be displayed later in the packet-listing window. (We're only interested in the HTTP protocol here, and don't want to see the clutter of all captured packets).
  - Wait a bit more than one minute (we'll see why shortly), and then begin Wireshark packet capture.
  - Enter the following to your browser http://gaia.cs.umass.edu/wireshark-labs/HTTP-wireshark-file1.html. Your browser should display the very simple, one-line HTML file.
  - Stop Wireshark packet capture.

실험 2: HTTP

■ **The Basic HTTP GET/response interaction**



– If you are unable to run Wireshark on a live network connection, you can download a packet trace that was created when the steps above were followed. Download the zip file http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip and extract the file http-ethereal-trace-1.

실험 2: HTTP

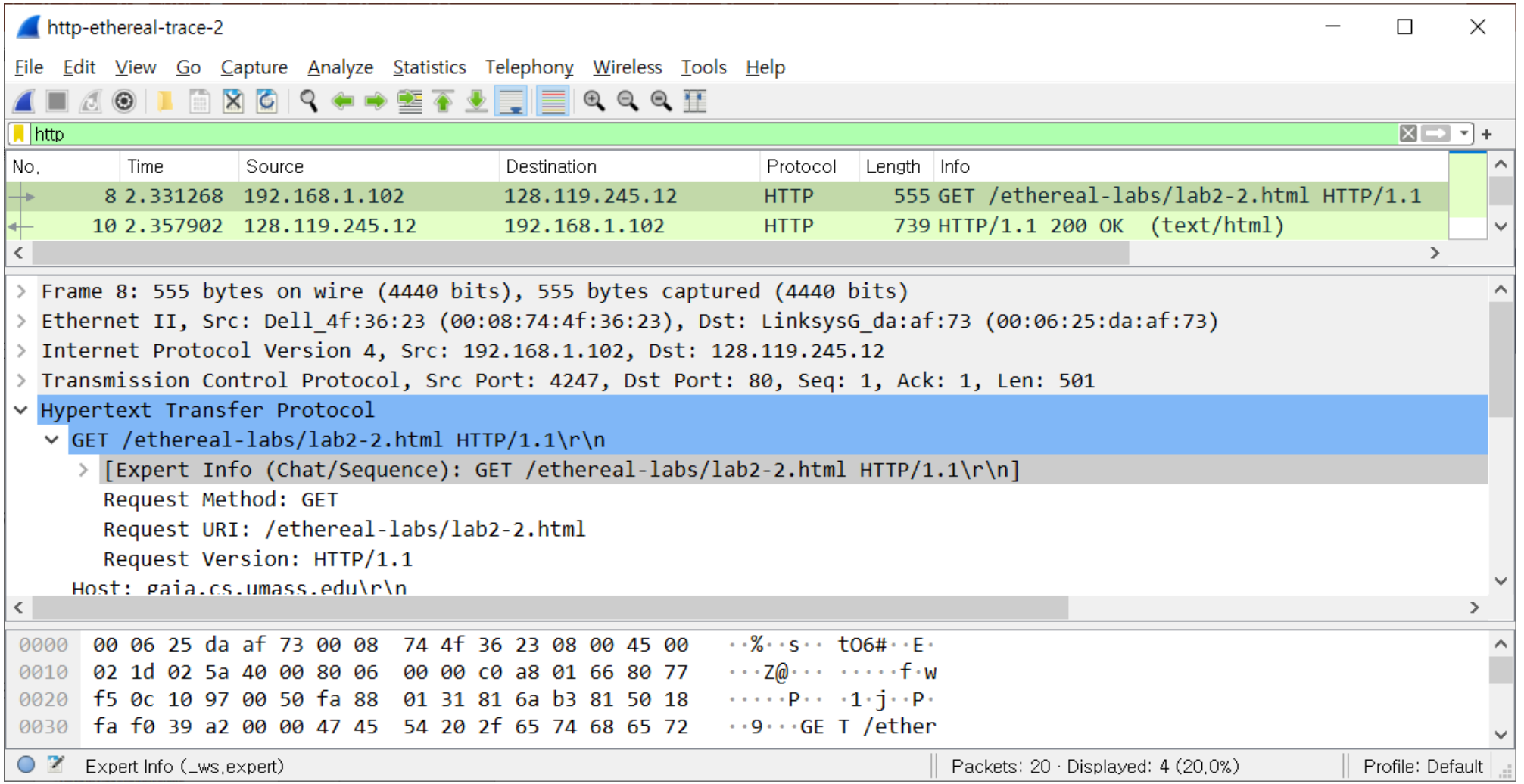
- **The Basic HTTP GET/response interaction**
  - 1. Is your browser running HTTP version 1.0 or 1.1? What version of HTTP is the server running?
  - 2. What languages (if any) does your browser indicate that it can accept to the server?
  - 3. What is the IP address of your computer? Of the gaia.cs.umass.edu server?
  - 4. What is the status code returned from the server to your browser?
  - 5. When was the HTML file that you are retrieving last modified at the server?
  - 6. How many bytes of content are being returned to your browser?
  - 7. By inspecting the raw data in the packet content window, do you see any headers within the data that are not displayed in the packet-listing window? If so, name one.

실험 2: HTTP

- **The HTTP CONDITIONAL GET/response interaction**
  - Start up your web browser, and make sure your browser's cache is cleared.
  - Start up the Wireshark packet sniffer.
  - Enter the following URL into your browser http://gaia.cs.umass.edu/wireshark-labs/HTTP-wireshark-file2.html. Your browser should display a very simple five-line HTML file.
  - Quickly enter the same URL into your browser again (or simply select the refresh button on your browser).
  - Stop Wireshark packet capture, and enter "http" in the display-filter-specification window, so that only captured HTTP messages will be displayed later in the packet-listing window.
  - If you are unable to run Wireshark on a live network connection, you can use the http-ethereal-trace-2 packet trace to answer the questions below.

실험 2: HTTP

■ **The HTTP CONDITIONAL GET/response interaction**



실험 2: HTTP

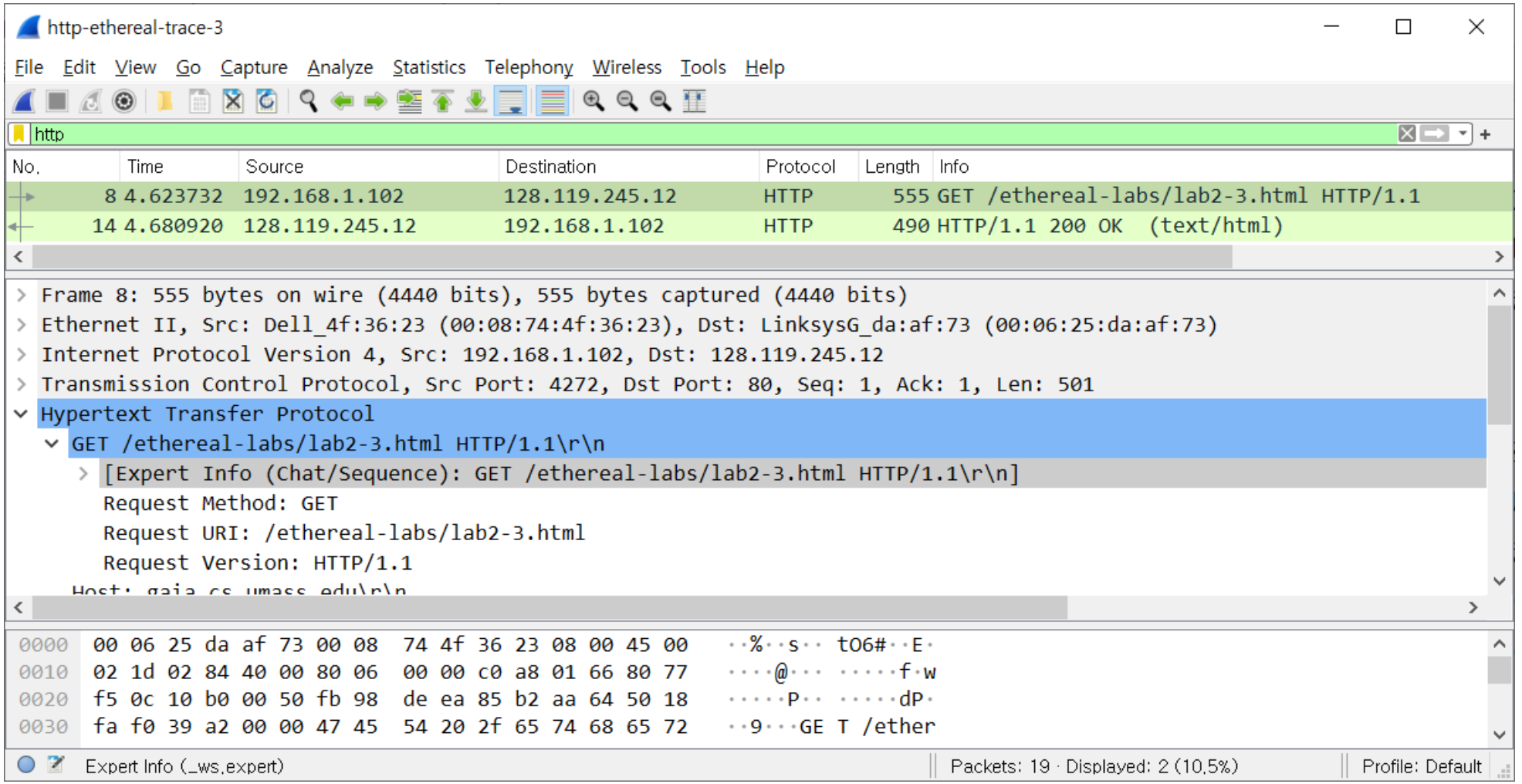
- **The HTTP CONDITIONAL GET/response interaction**
  - 8. Inspect the contents of the first HTTP GET request from your browser to the server. Do you see an “IF-MODIFIED-SINCE” line in the HTTP GET?
  - 9. Inspect the contents of the server response. Did the server explicitly return the contents of the file? How can you tell?
  - 10. Now inspect the contents of the second HTTP GET request from your browser to the server. Do you see an “IF-MODIFIED-SINCE:” line in the HTTP GET? If so, what information follows the “IF-MODIFIED-SINCE:” header?
  - 11. What is the HTTP status code and phrase returned from the server in response to this second HTTP GET? Did the server explicitly return the contents of the file? Explain.

실험 2: HTTP

- **Retrieving Long Documents**
  - Start up your web browser, and make sure your browser's cache is cleared.
  - Start up the Wireshark packet sniffer.
  - Enter the following URL into your browser http://gaia.cs.umass.edu/wireshark-labs/HTTP-wireshark-file3.html. Your browser should display the rather lengthy US Bill of Rights.
  - Stop Wireshark packet capture, and enter "http" in the display-filter-specification window, so that only captured HTTP messages will be displayed.
  - If you are unable to run Wireshark on a live network connection, you can use the http-ethereal-trace-3 packet trace to answer the questions below.

실험 2: HTTP

■ Retrieving Long Documents



실험 2: HTTP

- **Retrieving Long Documents**
  - 12. How many HTTP GET request messages did your browser send? Which packet number in the trace contains the GET message for the Bill or Rights?
  - 13. Which packet number in the trace contains the status code and phrase associated with the response to the HTTP GET request?
  - 14. What is the status code and phrase in the response?
  - 15. How many data-containing TCP segments were needed to carry the single HTTP response and the text of the Bill of Rights?

실험 3: DNS

- **nslookup**
  - Consider the first command:

```
nslookup www.mit.edu
```

    - "Please send me the IP address for the host www.mit.edu."

  - Now consider the second command:

```
nslookup -type=NS mit.edu
```

    - "Please send me the host names of the authoritative DNS for mit.edu."

  - Now finally consider the third command:

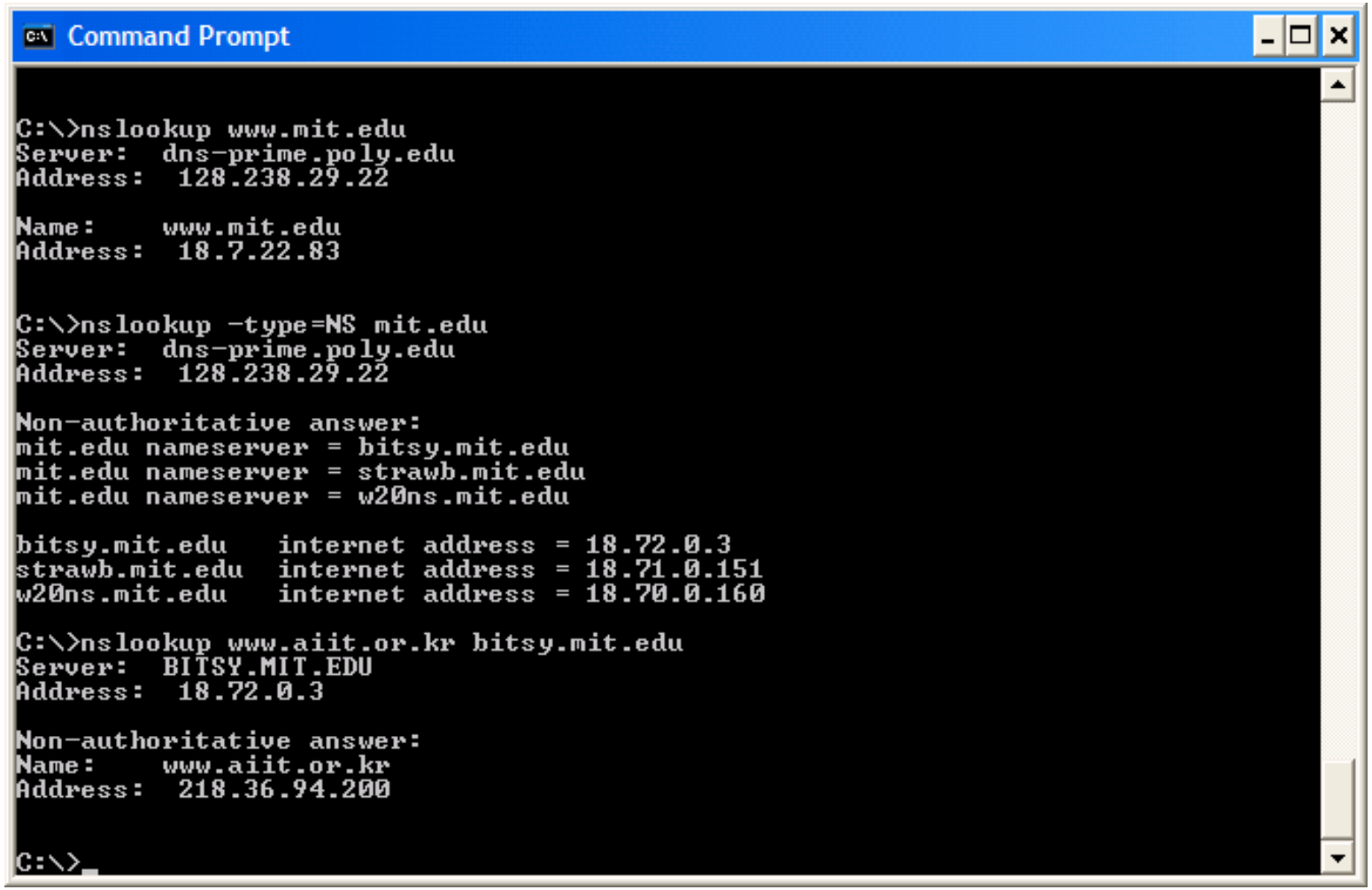
```
nslookup www.aiit.or.kr bitsy.mit.edu
```

    - The query and reply transaction takes place directly between our querying host and bitsy.mit.edu.

```
nslookup -option1 -option2 host-to-find dns-server
```

실험 3: DNS

- **nslookup**



실험 3: DNS

- **ipconfig**
  - Enter

```
ipconfig /all
```

    - to show your current TCP/IP information, including your address, DNS server addresses, adapter type and so on

  - Enter

```
ipconfig /displaydns
```

    - Each entry shows the remaining Time to Live (TTL) in seconds.

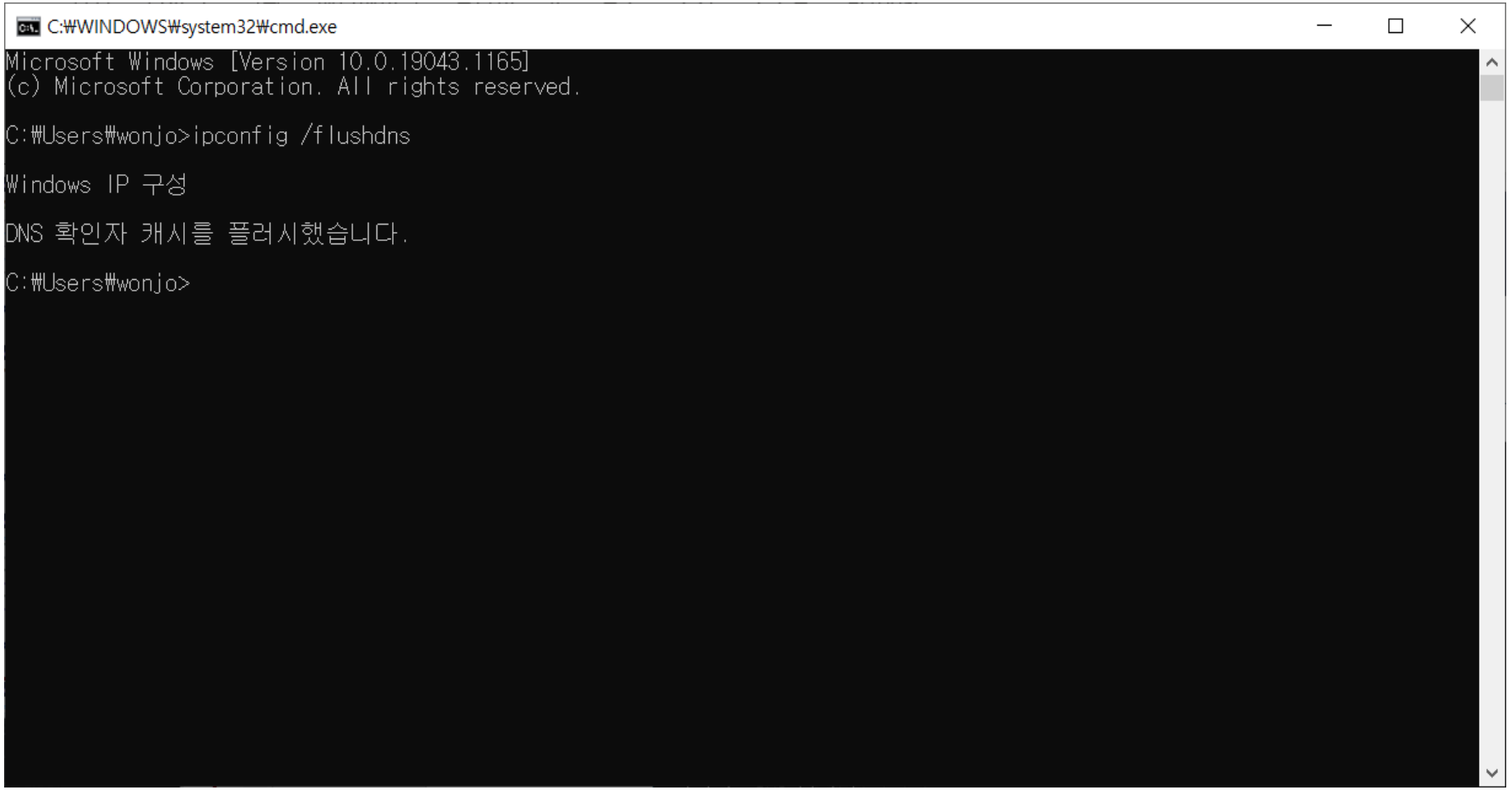
  - Enter

```
ipconfig /flushdns
```

    - Flushing the DNS cache clears all entries and reloads the entries from the hosts file.

실험 3: DNS

- **ipconfig**

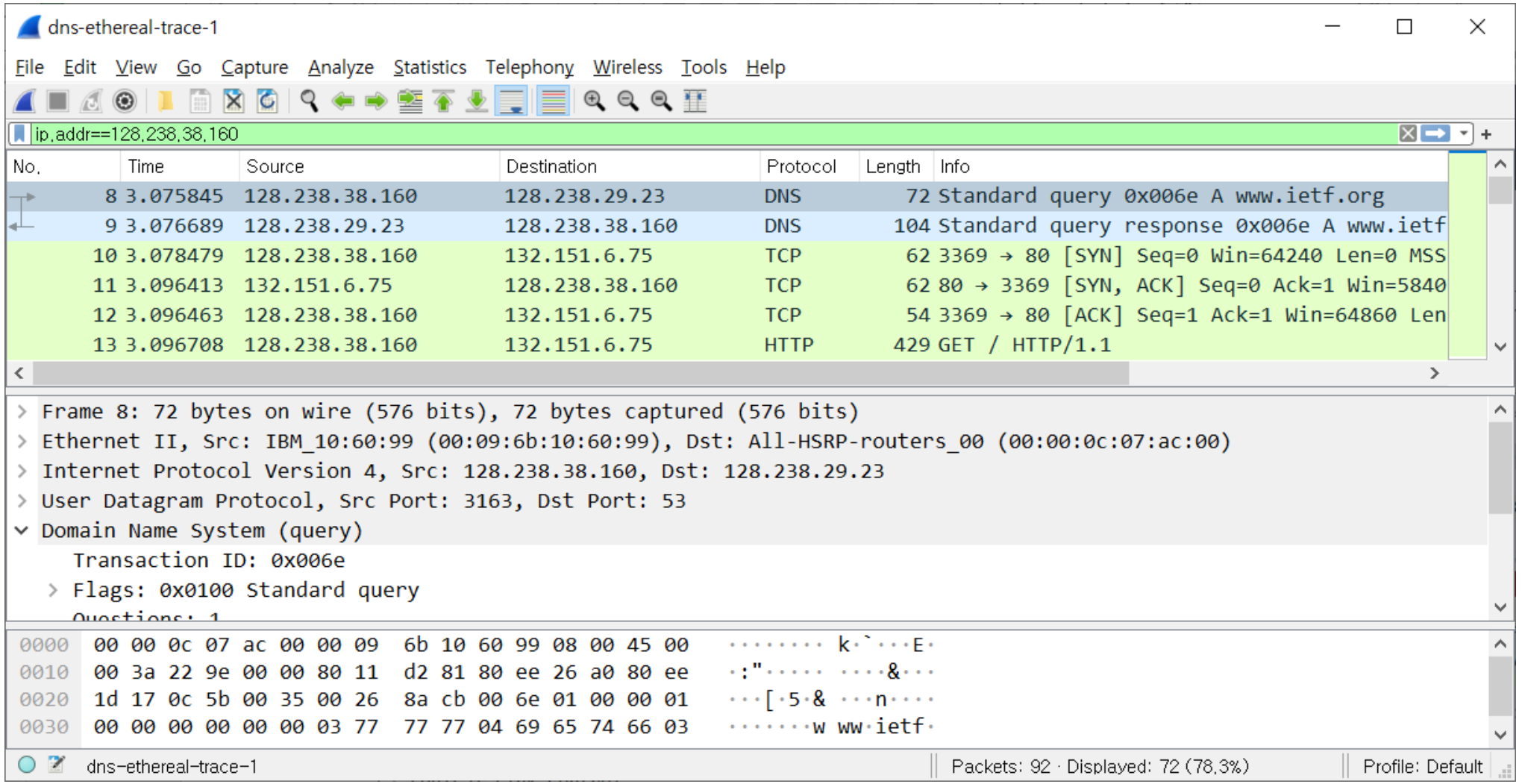


실험 3: DNS

- **Tracing DNS with Wireshark**
  - Use *ipconfig* to empty the DNS cache in your host.
  - Open your browser and empty your browser cache. (With Internet Explorer, go to Tools menu and select Internet Options; then in the General tab select Delete Files.)
  - Open Wireshark and enter “ip.addr == your_IP_address” into the filter, where you obtain your_IP_address with ipconfig. This filter removes all packets that neither originate nor are destined to your host.
  - Start packet capture in Wireshark.
  - With your browser, visit the Web page: http://www.ietf.org.
  - Stop packet capture.
  - If you are unable to run Wireshark on a live network connection, you can download a packet trace file. Download the zip file http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip and extract the file dns-ethereal-trace-1.

실험 3: DNS

■ Tracing DNS with Wireshark



실험 3: DNS

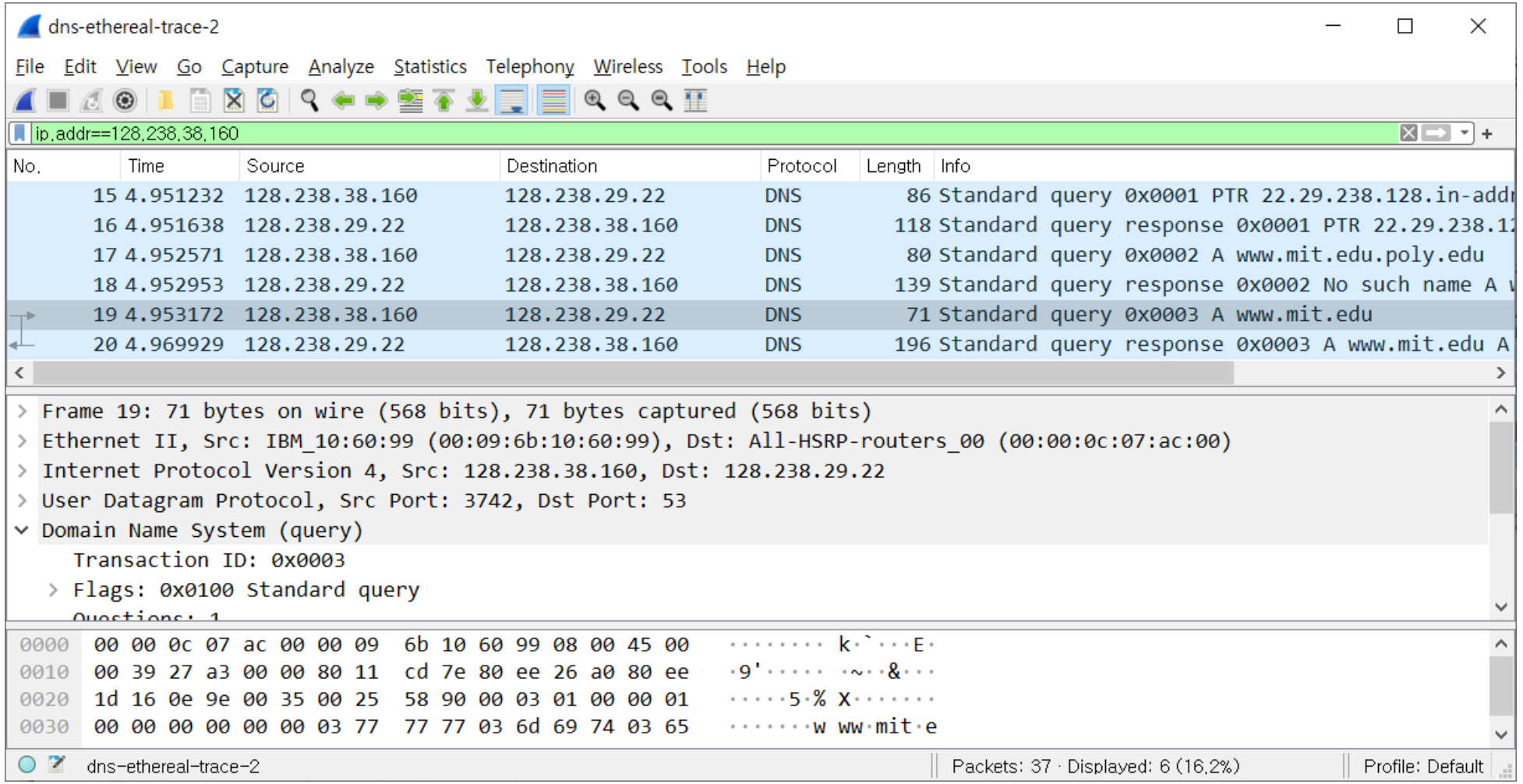
- **Tracing DNS with Wireshark**
  - 1. Locate the DNS query and response messages. Are then sent over UDP or TCP?
  - 2. What is the destination port for the DNS query message? What is the source port of DNS response message?
  - 3. To what IP address is the DNS query message sent? Use ipconfig to determine the IP address of your local DNS server. Are these two IP addresses the same?
  - 4. Examine the DNS query message. What “Type” of DNS query is it? Does the query message contain any “answers”?
  - 5. Examine the DNS response message. How many “answers” are provided? What do each of these answers contain?
  - 6. Consider the subsequent TCP SYN packet sent by your host. Does the destination IP address of the SYN packet correspond to any of the IP addresses provided in the DNS response message?
  - 7. This web page contains images. Before retrieving each image, does your host issue new DNS queries?

실험 3: DNS

- **Tracing DNS with Wireshark**
  - Start packet capture.
  - Do an *nslookup* on www.mit.edu.
  - Stop packet capture.
  - If you are unable to run Wireshark and capture a trace file, use the trace file dns-ethereal-trace-2 in the zip file http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip.
  - We see from the above screenshot that *nslookup* actually sent three DNS queries and received three DNS responses. For the purpose of this assignment, in answering the following questions, ignore the first two sets of queries/responses, as they are specific to *nslookup* and are not normally generated by standard Internet applications. You should instead focus on the last query and response messages.

실험 3: DNS

■ Tracing DNS with Wireshark



실험 3: DNS

- **Tracing DNS with Wireshark**
  - 8. What is the destination port for the DNS query message? What is the source port of DNS response message?
  - 9. To what IP address is the DNS query message sent? Is this the IP address of your default local DNS server?
  - 10. Examine the DNS query message. What “Type” of DNS query is it? Does the query message contain any “answers”?
  - 11. Examine the DNS response message. How many “answers” are provided? What do each of these answers contain?

실험 3: DNS

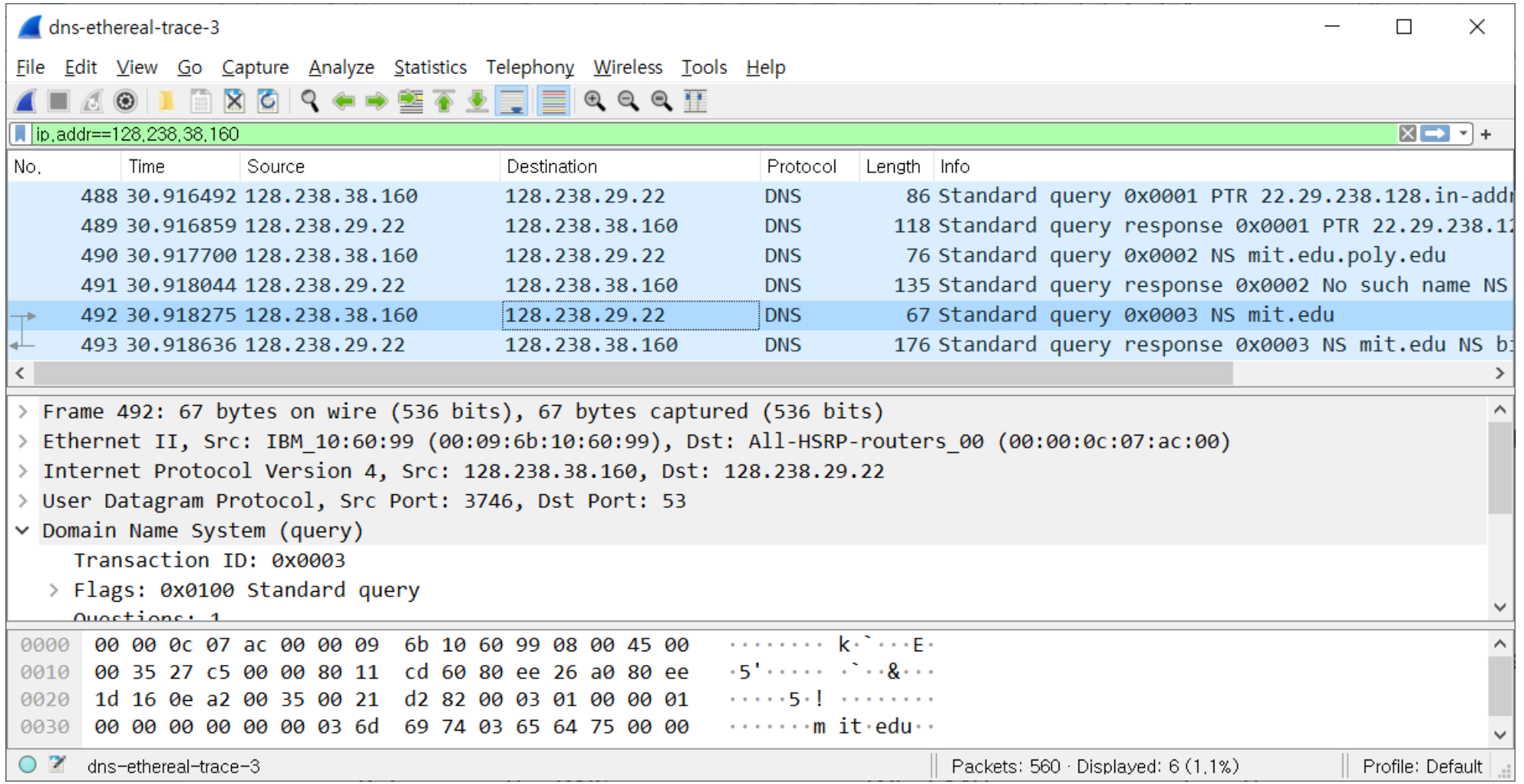
- **Tracing DNS with Wireshark**
  - Now repeat the previous experiment, but instead issue the command:

```
nslookup –type=NS mit.edu
```

  - If you are unable to run Wireshark and capture a trace file, use the trace file dns-ethereal-trace-3 in the zip file http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip.
  - 12. To what IP address is the DNS query message sent? Is this the IP address of your default local DNS server?
  - 13. Examine the DNS query message. What “Type” of DNS query is it? Does the query message contain any “answers”?
  - 14. Examine the DNS response message. What MIT nameservers does the response message provide? Does this response message also provide the IP addresses of the MIT nameservers?

실험 3: DNS

■ Tracing DNS with Wireshark



실험 3: DNS

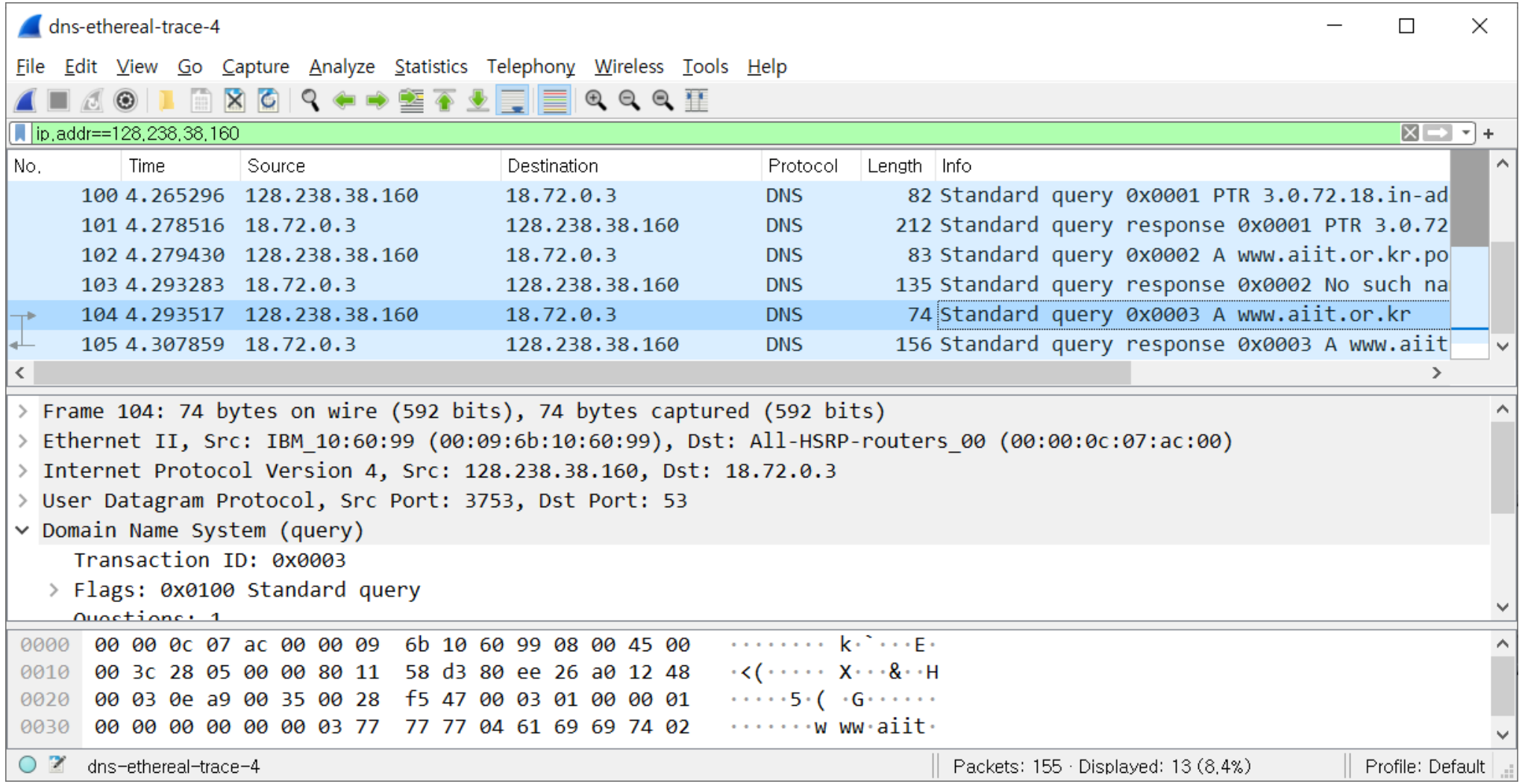
- **Tracing DNS with Wireshark**
  - Now repeat the previous experiment, but instead issue the command:

```
nslookup www.aiit.or.kr bitsy.mit.edu
```

  - If you are unable to run Wireshark and capture a trace file, use the trace file dns-ethereal-trace-4 in the zip file http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip.
  - 15. To what IP address is the DNS query message sent? Is this the IP address of your default local DNS server? If not, what does the IP address correspond to?
  - 16. Examine the DNS query message. What “Type” of DNS query is it? Does the query message contain any “answers”?
  - 17. Examine the DNS response message. How many “answers” are provided? What does each of these answers contain?

실험 3: DNS

■ Tracing DNS with Wireshark



결과 보고서

- **실험 1: Getting Started**
  - 질문에 답하기 (15 슬라이드)

- **실험 2: HTTP**
  - 질문에 답하기 (18, 21, 24 슬라이드)

- **실험 3: DNS**
  - 질문에 답하기 (31, 34, 35, 37 슬라이드)

  - 모든 답변은 Wireshark를 통해 확인한 packet에서 근거를 찾을 것. (사진 첨부)

예비 보고서

- **TCP protocol에 대해 조사**
  - TCP packet의 구성
  - SYN segment와 SYNACK segment의 역할
  - window의 의미

- **UDP protocol에 대해 조사**
  - UDP packet의 구성

- **IP protocol에 대해 조사**
  - IP datagram의 구성
  - TTL의 의미
  - fragmentation의 의미