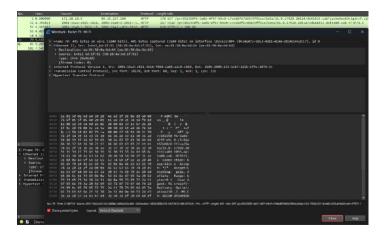
Lab week 2

Task 2:

Step 1:

| Nes. | | | | | rg h tris |
|------|--------------|----------------------|-------------------------|-------|---|
| ~ | 1 0.000000 | | | | 778 GET /grc48275816-7u91-4197-19c0-c7c6se167e89/011cc/buta/15.8.17928.30114/e942673.cub/ucbshoxt0-ligited circ to cob. office mit HTTP/1.3 |
| | 51 5.458811 | | 2001 (2000) 21X002119h. | | 367 9670 /pc/1921000-1601 4601 4502 http://doi.org/10.000/10571/a/(10.000/10.000 |
| | 52 4.440167 | | 2001 1002 (021 7414 | | G18 HTTP/1.1 280 CK |
| | 33.4.41/900 | 2001:15x2:0021:34142 | 2000:00:00:0:2001::5 | | 26. (17.) 19. / |
| | 54 4 522789 | | 2661 1652 (821-3414 | | 618 HTTP/1_1 100 CK |
| | 79.5,188710 | 2801:15x2;:0011:5414 | Jests 1990-205-7ch71 | M1107 | des Let /gr/45200fb. nath 460/ bross c/coddfords2/0ffice/deta/bc.E.1/25E.20116/adott0.c.deltatt.cab tt (P/1.1 |
| | 81.9.287328 | 2600 2500 233 1cb7 | 2001 1042 (021 7414 | | G45 HTTP/I.1 266 Fortial Content (opplication/actot-stream) |
| | 281 /UNINE/E | 172,28,98,5 | 85,45,267,288 | M3107 | mr tm: /ge/mrcomfa nam 460; hmcm cross@fardsminffice/meta/fb.m.2/com.comfart.com/attatts.cableactersantriginef.y/c.ve.com.coffice.net |

Step 2:



Step 3:

- 1. The methods
 - GET
- 2. URL

https://myqu.qu.edu.sa

3. Response code HTTP 405 HTTP /1/ 200 OK

Part 2:

Step 2:

| | tcp | | | ×□ |
|---|----------------------------|--------------------------------------|--|---|
| N | | | Destination | Protocol Length Info |
| | 64 4.746738 | 64:ff9b::17d1:59a9 | 2001:16a2:c021:3414 | TCP 74 443 → 50269 [ACK] Seq=1 Ack=218 Win=64128 Len=0 |
| | 65 4.746738 | 64:ff9b::17d1:59a9 | | TLSv1.2 2854 Server Hello |
| | 66 4.746738 | 64:ff9b::17d1:59a9 | | TLSv1.2 1390 Certificate |
| | 67 4.746880 | | . 64:ff9b::17d1:59a9 | |
| | 68 4.750125 | | 2001:16a2:c021:3414 | |
| | 69 4.750187 | | . 64:ff9b::17d1:59a9 | |
| | 70 4.825855 | | 2001:16a2:c021:3414 | |
| | 71 4.829402 | | . 64:ff9b::17d1:59a9 | |
| | 72 4.922983 | | 2001:16a2:c021:3414 | |
| | 73 4.928978 | | . 64:ff9b::17d1:59a9 | |
| | 74 5.057937 | | 2001:16a2:c021:3414 | |
| | - 75 5.069313 | | . 2606:2800:233:1cb7: | |
| | 76 5.104438 | | . 64:ff9b::17d1:59a9 | |
| | 77 5.188099 | | . 2001:16a2:c021:3414 | |
| | 78 5.188234 | | . 2606:2800:233:1cb7: | |
| | ÷ 79 5.188710 | | . 2606:2800:233:1cb7: | |
| | 80 5.287328 | | . 2001:16a2:c021:3414 | |
| 4 | - 81 5.287328 | | . 2001:16a2:c021:3414 | |
| | - 86 5.341665 | | . 2606:2800:233:1cb7: | |
| | 87 5.343112 | 172.20.10.5 | 89.35.237.180 | TCP 66 50271 → 80 [SYN] Seq=0 Win=64240 Len=0 MSS=1460 WS=256 SACK_PERM |
| | 88 5.437157 | 2001:16a2:c021:3414 | | TCP 75 50205 → 443 [ACK] Seq=1 Ack=1 Win=513 Len=1 |
| | 89 5.484943 | 172.20.10.5 | 89.35.237.180 | TCP 54 [TCP Retransmission] 50268 → 80 [FIN, ACK] Seq=325 Ack=10859 Win=514 Len=0 |
| | 90 5.551235 | | 2001:16a2:c021:3414 | |
| | 91 5.611061 | 2001:16a2:c021:3414 | | TCP 75 50206 → 443 [ACK] Seq=1 Ack=1 Win=510 Len=1 |
| | 92 5.626872 | 2001:16a2:c021:3414 | | TCP 75 50207 - 443 [ACK] Seq=1 Ack=1 Win=510 Len=1 |
| | 93 5.689469 | 2001:16a2:c021:3414 | | TCP 74 50252 + 443 [RST, ACK] Seq=1 Ack=1 Win=0 Len=0 |
| | 94 5.693768 | 2001:16a2:c021:3414 | | TCP 86 50272 → 443 [SYN] Seq=0 Win=65330 Len=0 MSS=1390 WS=256 SACK_PERM |
| | 95 5.730258 96 5.747246 | 2a04:4e42:54::300 2620:1ec:21::14 | 2001:16a2:c021:3414 2001:16a2:c021:3414 | |

Step 3:



Task 2:

Step 1:

- SYN Initiates a connection.
- SYN-ACK Responds to the SYN.
- ACK Acknowledges the SYN-ACK and establishes the connection.

Step 2:

| | Protocol | Length Info |
|---------|----------|--|
| 3:1cb7: | TCP | 86 50270 → 80 [SYN] Seq=0 Win=65330 Len=0 MSS=1390 WS=256 SACK_PERM |
| 21:3414 | TCP | 86 80 → 50270 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=0 MSS=1220 SACK_PERM WS=512 |
| 3:1cb7: | TCP | 74 50270 → 80 [ACK] Seq=1 Ack=1 Win=131584 Len=0 |
| 3:1cb7: | HTTP | 405 GET /pr/492350f6-3a01-4f97-b9c0-c7c6ddf67d60/Office/Data/16.0.17928.20114/sd64 |
| 21:3414 | TCP | 74 80 → 50270 [ACK] Seq=1 Ack=332 Win=67072 Len=0 |
| 21:3414 | HTTP | 645 HTTP/1.1 206 Partial Content (application/octet-stream) |
| 3:1cb7: | TCP | 74 50270 → 80 [ACK] Seq=332 Ack=572 Win=131072 Len=0 |

1. First Packet (SYN from client):

- o Seq=0, Ack=0
- o The client initiates the connection.

2. Second Packet (SYN-ACK from server):

- o Seq=0, Ack=1
- o The server acknowledges the SYN packet from the client.

3. Third Packet (ACK from client):

- Seq=1, Ack=1
- o The client acknowledges the SYN-ACK packet from the server.

Step 4:

| | 121 6.034184 | 1/2.20.10.5 | 13.10/.219.254 | ICP | 54 50058 → 443 [ACK] Seq=1 Ack=26 Win=1020 Len=0 |
|---|--------------|---------------|----------------|-----|---|
| г | 124 6.109050 | 172.20.10.5 | 86.60.126.106 | TCP | 54 50145 → 80 [FIN, ACK] Seq=1 Ack=1 Win=64240 Len=0 |
| | 125 6.109137 | 172.20.10.5 | 86.60.126.106 | TCP | 54 50146 → 80 [FIN, ACK] Seq=1 Ack=1 Win=64240 Len=0 |
| | 132 6.153922 | 86.60.126.106 | 172.20.10.5 | TCP | 54 80 → 50145 [ACK] Seq=1 Ack=2 Win=3840 Len=0 |
| | 133 6.153922 | 86.60.126.106 | 172.20.10.5 | TCP | 54 80 → 50145 [FIN, ACK] Seq=1 Ack=2 Win=3840 Len=0 |
| L | 134 6.153978 | 172.20.10.5 | 86.60.126.106 | TCP | 54 50145 → 80 [ACK] Seq=2 Ack=2 Win=64240 Len=0 |
| | 135 6.158789 | 86.60.126.106 | 172.20.10.5 | TCP | 54 80 → 50146 [ACK] Seq=1 Ack=2 Win=3840 Len=0 |
| | 136 6.158789 | 86.60.126.106 | 172.20.10.5 | TCP | 54 80 → 50146 [FIN, ACK] Seq=1 Ack=2 Win=3840 Len=0 |
| | 137 6.158821 | 172.20.10.5 | 86.60.126.106 | TCP | 54 50146 → 80 [ACK] Seq=2 Ack=2 Win=64240 Len=0 |
| | 180 7.505576 | 172.20.10.5 | 89.35.237.180 | TCP | 54 50271 → 80 [ACK] Seq=1 Ack=1 Win=131584 Len=0 |
| | 192 7.619772 | 172.20.10.5 | 89.35.237.180 | TCP | 54 [TCP Retransmission] 50268 → 80 [FIN, ACK] Seq=325 Ack=10859 Win=514 Len=0 |
| | 220 8.172198 | 172.20.10.5 | 89.35.237.180 | TCP | 54 50271 → 80 [ACK] Seq=334 Ack=1401 Win=131584 Len=0 |
| | 266 8.469428 | 172.20.10.5 | 86.60.126.106 | TCP | 54 50190 → 443 [FIN, ACK] Seq=1 Ack=1 Win=64093 Len=0 |
| | 283 8.505244 | 86.60.126.106 | 172.20.10.5 | TCP | 54 443 → 50190 [ACK] Seq=1 Ack=2 Win=5614 Len=0 |
| | 285 8.507129 | 86.60.126.106 | 172.20.10.5 | TCP | 54 443 → 50190 [FIN, ACK] Seq=1 Ack=2 Win=5614 Len=0 |
| | 287 8.507160 | 172.20.10.5 | 86.60.126.106 | TCP | 54 50190 → 443 [ACK] Seq=2 Ack=2 Win=64093 Len=0 |
| | 291 8.541337 | 86.60.126.106 | 172.20.10.5 | TCP | 54 443 → 50148 [ACK] Seq=1 Ack=2109 Win=19440 Len=0 |
| | 310 8.586389 | 89.35.237.180 | 172.20.10.5 | TCP | 54 80 → 50271 [ACK] Seq=1 Ack=334 Win=43008 Len=0 |

1. Client FIN Packet:

- Description: The client initiates the termination by sending a FIN,
 ACK packet.
- o **Packet:** [FIN, ACK] Seq=1 Ack=1 Win=62420 Len=0

2. Server ACK Packet:

Description: Server acknowledges client's FIN

o Packet: [ACK] Seq=1 Ack=2 Win=3840 Len=0

3. Server FIN Packet:

o **Description:** Server initiates termination

o Packet: [FIN, ACK] Seq=1 Ack=2 Win=3840 Len=0

4. Client ACK Packet:

Description: Client acknowledges server's FIN

o Packet: [ACK] Seq=2 Ack=2 Win=62420 Len=0

Part 3:

Task 2:

Step 3:

Step 4:

Step 5:

UDP headers are minimal, totaling only 8 bytes and containing fields like Source Port, Destination Port, Length, and Checksum. In contrast, TCP headers are more detailed, beginning at 20 bytes and featuring extra fields such as Sequence Number, Acknowledgment Number.

Part 4:

Task 1:

| Category | | Reasons |
|--|-----|---|
| Reliability and Connection Establishment | TCP | TCP is a connection-oriented protocol, which means it establishes a connection using a three-way handshake (SYN, SYN-ACK, ACK). It ensures reliable data transmission by acknowledging received packets and |
| Data Integrity and Ordering | ТСР | re-sending lost packets. TCP ensures data integrity and maintains the correct order of packets. It assigns sequence numbers to packets, ensuring that data is received |
| | | in the order it was sent. If any packets are missing or out of order, TCP will correct this by reordering or retransmitting them. |

Task 2:

| | ТСР | UDP |
|-------------|--|--|
| Use Cases | File Transfer | Streaming |
| Performance | Slower due to connection establishment (3-way handshake), packet retransmission, and error checking. | Faster because it is connectionless and does not require acknowledgments or retransmissions. |