Lab Week 2

Task 2: Filter HTTP packets and analyze them.

Step 1: In the filter bar, type http and press Enter. This filters out only the HTTP packets from the capture.

Step 2: Select any HTTP packet to view its details.

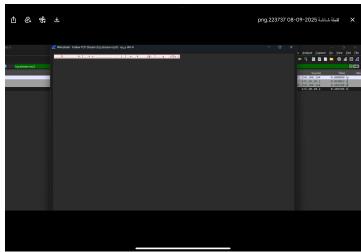
Step 3: Observe the HTTP request and response messages. Note the method (GET, POST), URL, response codes (200 OK, 404 Not Found), etc.

	<u> </u>			·	
http					×□
	Info Length				
	GET /r/gsr1.crl HTTP/1.1 256	HTTP	142.250.200.195	172.20.10.2	27.799963 17921
	HTTP/1.1 304 Not Modified 276	HTTP	172.20.10.2	142.250.200.195	27.909847 18023
	GET /r/r4.crl HTTP/1.1 254	HTTP	142.250.200.195	172.20.10.2	27.923049 18024
	HTTP/1.1 304 Not Modified 275	HTTP	172.20.10.2	142.250.200.195	28.042930 18095

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+ N http					×	
	Info Leng		Destination			.No
	GET /get HTTP/1.1 492	HTTP	52.71.132.100	172.20.10.2	12.124772 217	
	HTTP/1.1 200 OK , JSON (application/json) 669	HTTP/J	172.20.10.2	52.71.132.100	19.454691 448	

Task 1: Filter TCP packets





Task 2: Analyze TCP handshake and investigate Data Transfer and Termination

Step 1: Find and select packets related to the TCP three-way handshake:

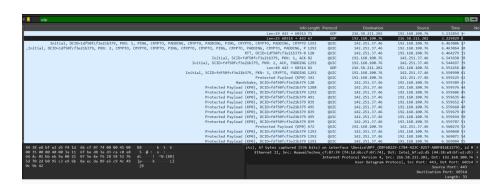
- o SYN: Initiates a connection.
- o SYN-ACK: Acknowledges and responds to the SYN.
- o ACK: Acknowledges the SYN-ACK and establishes the connection.

	Seq=337 Ack=4135 Win=65280 Len=0 [ACK] 443 → 49447 54	TCP	4.213.25.241	192.168.100.76	69.371157 752
Seq=0 Win=	65535 Len=0 MSS=1460 WS=256 SACK_PERM [SYN] 443 → 6886 66	TCP	20.190.177.84	192.168.100.76	69.505795 757
Seq=0 Ack=1 Win=65535	Len=0 MSS=1412 WS=256 SACK_PERM [SYN, ACK] 6886 → 443 66	TCP	192.168.100.76	20.190.177.84	69.646923 758
	Seq=1 Ack=1 Win=65280 Len=0 [ACK] 443 → 6886 54	TCP	20.190.177.84	192.168.100.76	69.647048 759

Task 1: Generate UDP traffic and capture packets



Task 2: Filter and analysis UDP Packets



Task 1: Fill in the following table and provide reasons.

	TCP or UDP	Reasons
Reliability and Connection Establishment	Тср	Uses handshake, acknowledgments, and retransmissions.
Data Integrity and Ordering	Тср	Uses sequence numbers to ensure order and checksums for integrity.

Task 2: Identify the use Cases and Performance of TCP and UDP.

	TCP	UDP
Use cases	Web, email, file transfer	Video streaming, VoIP, gaming
Performance	Slower, more overhead	Faster, less overhead