

Scenario

In this scenario, you're a security analyst investigating traffic to a website.

You'll analyze a network packet capture file that contains traffic data related to a user connecting to an internet site. The ability to filter network traffic using packet sniffers to gather relevant information is an essential skill as a security analyst.

You must filter the data in order to:

- identify the source and destination IP addresses involved in this web browsing session,
- examine the protocols that are used when the user makes the connection to the website, and
- analyze some of the data packets to identify the type of information sent and received by the systems that connect to each other when the network data is captured.

Here is an overview of the key property columns listed for each packet:

- **No.** : The index number of the packet in this packet capture file
- **Time**: The timestamp of the packet
- **Source**: The source IP address
- **Destination**: The destination IP address
- **Protocol**: The protocol contained in the packet
- **Length**: The total length of the packet

- **Info:** Some information about the data in the packet (the payload) as interpreted by Wireshark

You're ready to use Wireshark to inspect network packet data!

Solutions

1. Identify the source and destination IP addresses involved in this web browsing session.
- On the title bar, type ip.addr == 142.250.1.139 to filter for traffic associated with a specific IP address. Select the first packet that contains TCP on the info field. addr means either the source or the destination IP.

Wireshark screenshot showing network traffic for source IP 142.250.1.139. The packet list pane displays the following traffic:

No.	Time	Source	Destination	Protocol	Length	Info
16	8.642690	172.21.224.2	142.250.1.139	ICMP	98	Echo (ping) request id=0x6831, seq=1/256, ttl=64 (rep)
18	8.643923	142.250.1.139	172.21.224.2	ICMP	98	Echo (ping) reply id=0x6831, seq=1/256, ttl=115 (rep)
25	9.644712	172.21.224.2	142.250.1.139	ICMP	98	Echo (ping) request id=0x6831, seq=2/512, ttl=64 (rep)
26	9.645078	142.250.1.139	172.21.224.2	ICMP	98	Echo (ping) reply id=0x6831, seq=2/512, ttl=115 (rep)
31	10.646049	172.21.224.2	142.250.1.139	ICMP	98	Echo (ping) request id=0x6831, seq=3/768, ttl=64 (rep)
32	10.646563	142.250.1.139	172.21.224.2	ICMP	98	Echo (ping) reply id=0x6831, seq=3/768, ttl=115 (rep)
64	18.032768	172.21.224.2	142.250.1.139	TCP	74	49652 → 80 [SYN] Seq=0 Win=65320 Len=0 MSS=1420 SACK_P
65	18.034210	142.250.1.139	172.21.224.2	TCP	74	80 → 49652 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=0 MSS=
66	18.034238	172.21.224.2	142.250.1.139	TCP	66	49652 → 80 [ACK] Seq=1 Ack=1 Win=65408 Len=0 Tsv=280
67	18.034291	172.21.224.2	142.250.1.139	HTTP	151	GET / HTTP/1.1
68	18.034724	142.250.1.139	172.21.224.2	TCP	66	80 → 49652 [ACK] Seq=1 Ack=86 Win=65536 Len=0 Tsv=40
69	18.036927	142.250.1.139	172.21.224.2	HTTP	648	HTTP/1.1 301 Moved Permanently (text/html)
70	18.036941	172.21.224.2	142.250.1.139	TCP	66	49652 → 80 [ACK] Seq=86 Ack=583 Win=64896 Len=0 Tsv=
79	18.037390	172.21.224.2	142.250.1.139	TCP	66	49652 → 80 [FIN, ACK] Seq=86 Ack=583 Win=64896 Len=0 T
82	18.037927	142.250.1.139	172.21.224.2	TCP	66	80 → 49652 [FIN, ACK] Seq=583 Ack=87 Win=65536 Len=0 T
83	18.037936	172.21.224.2	142.250.1.139	TCP	66	49652 → 80 [ACK] Seq=87 Ack=584 Win=64896 Len=0 Tsv=

The details pane shows the details for the selected ICMP echo request (Frame 16). The bytes pane shows the raw hex and ASCII representation of the selected frame.

```

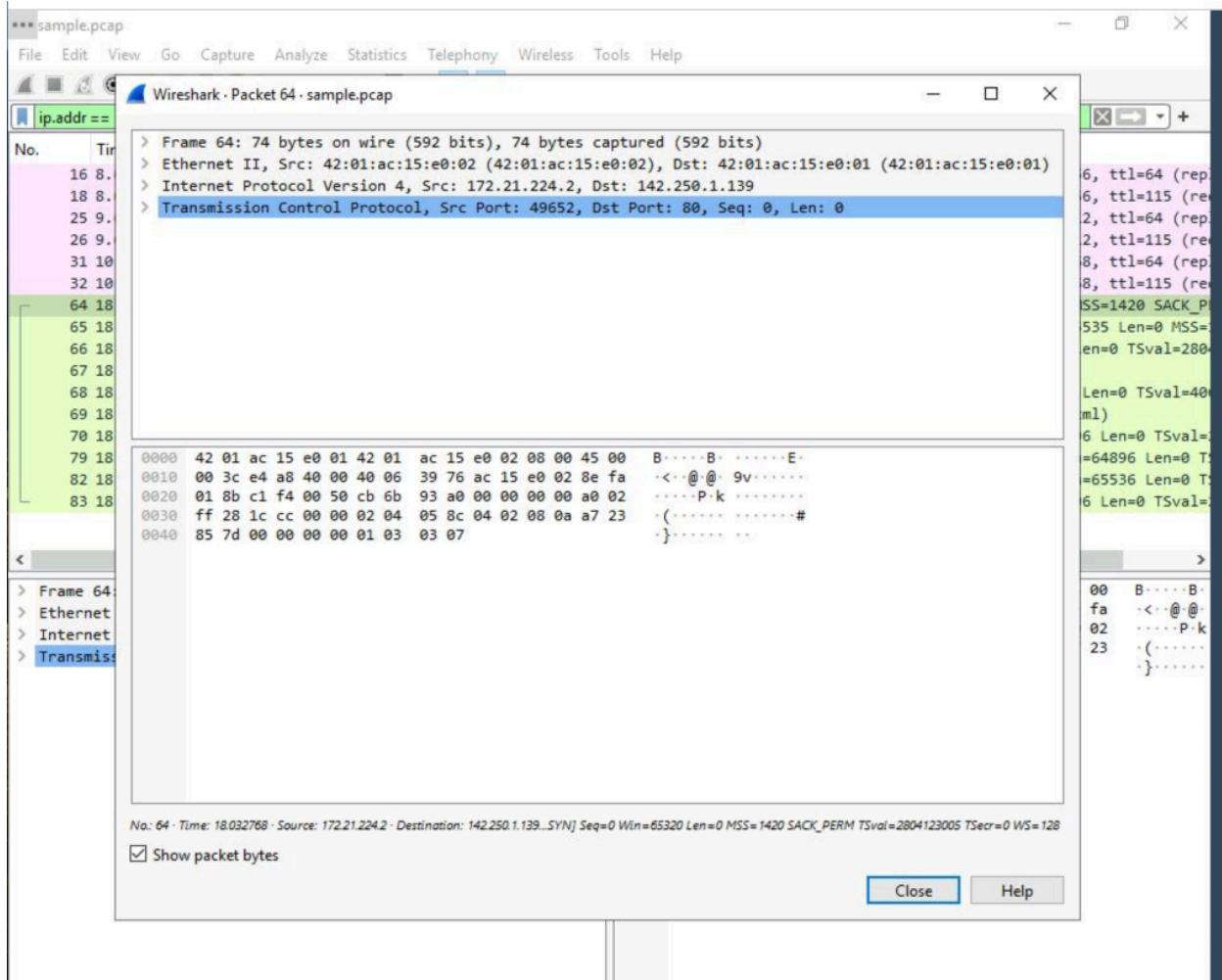
> Frame 16: 98 bytes on wire (784 bits), 98 bytes captured (784 b)
> Ethernet II, Src: 42:01:ac:15:e0:02 (42:01:ac:15:e0:02), Dst: 4
> Internet Protocol Version 4, Src: 172.21.224.2, Dst: 142.250.1.
> Internet Control Message Protocol

```

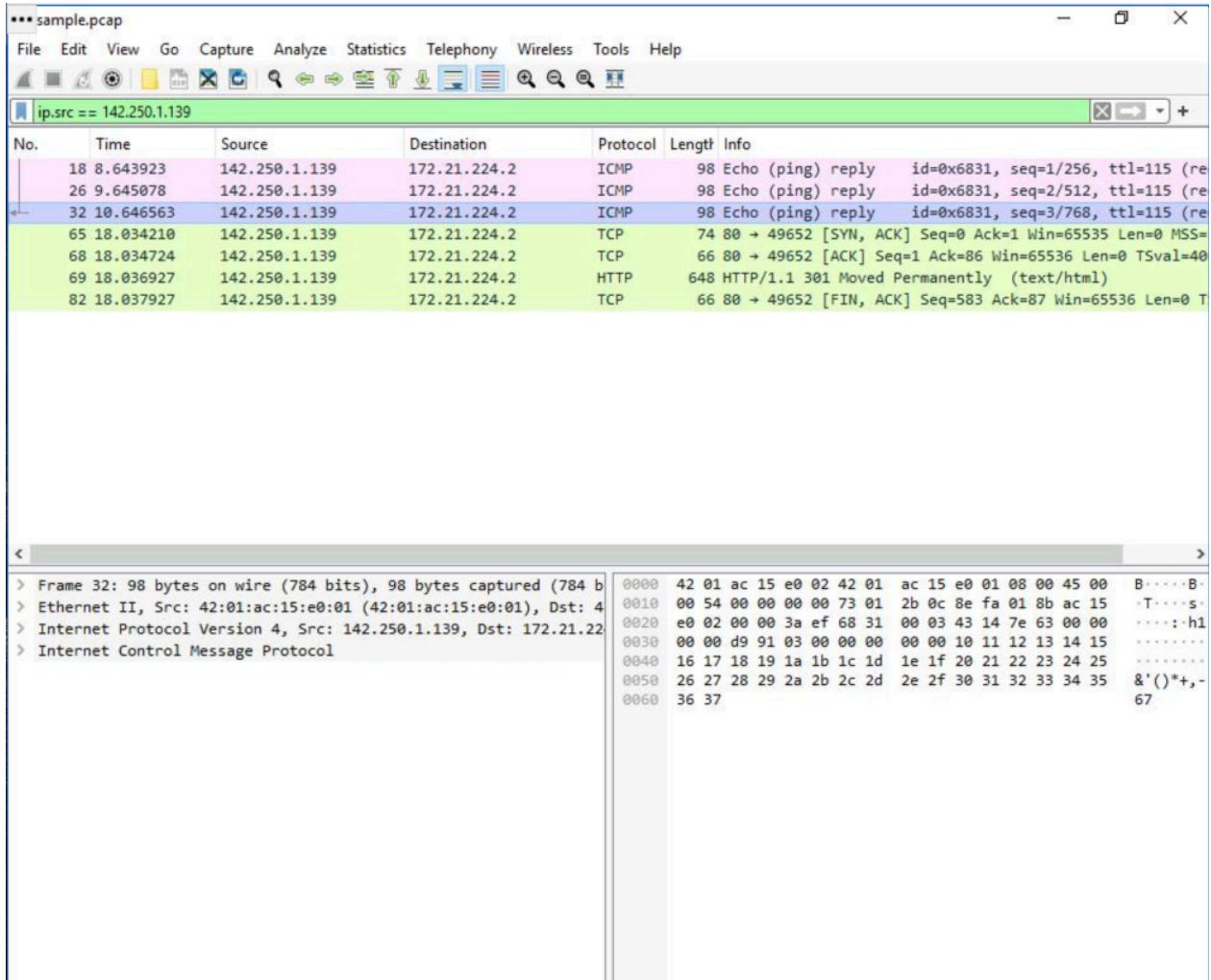
```

0000  42 01 ac 15 e0 01 42 01  ac 15 e0 02 08 00 45 00  B....B.
0010  00 54 06 22 40 00 40 01  17 ea ac 15 e0 02 8e fa  -T:@@.
0020  01 8b 08 00 42 fe 68 31  00 01 41 14 7e 63 00 00  ....Bh1
0030  00 00 cb 84 03 00 00 00  00 00 10 11 12 13 14 15  .....
0040  16 17 18 19 1a 1b 1c 1d  1e 1f 20 21 22 23 24 25  .....
0050  26 27 28 29 2a 2b 2c 2d  2e 2f 30 31 32 33 34 35  8'(*+,-
0060  36 37                                     67

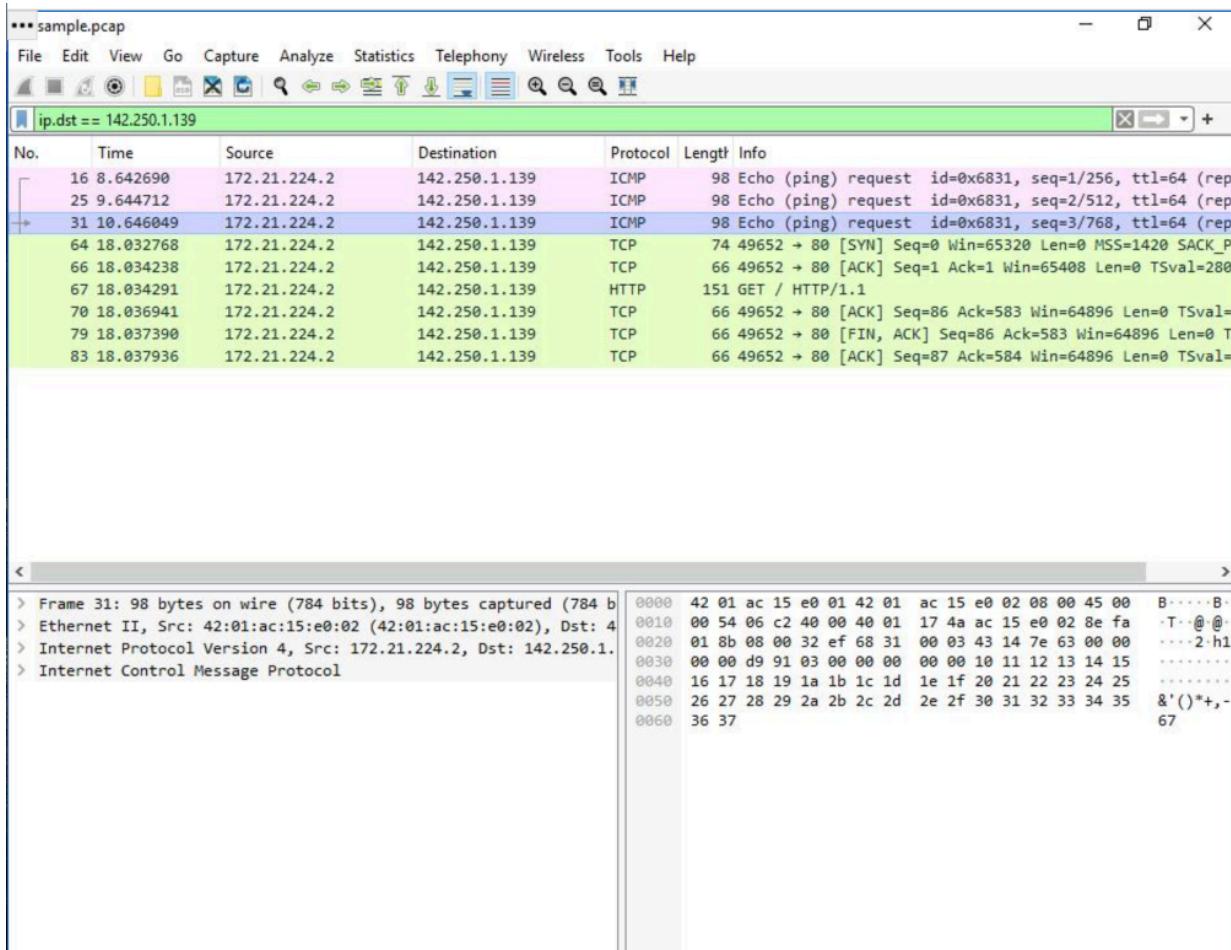
```



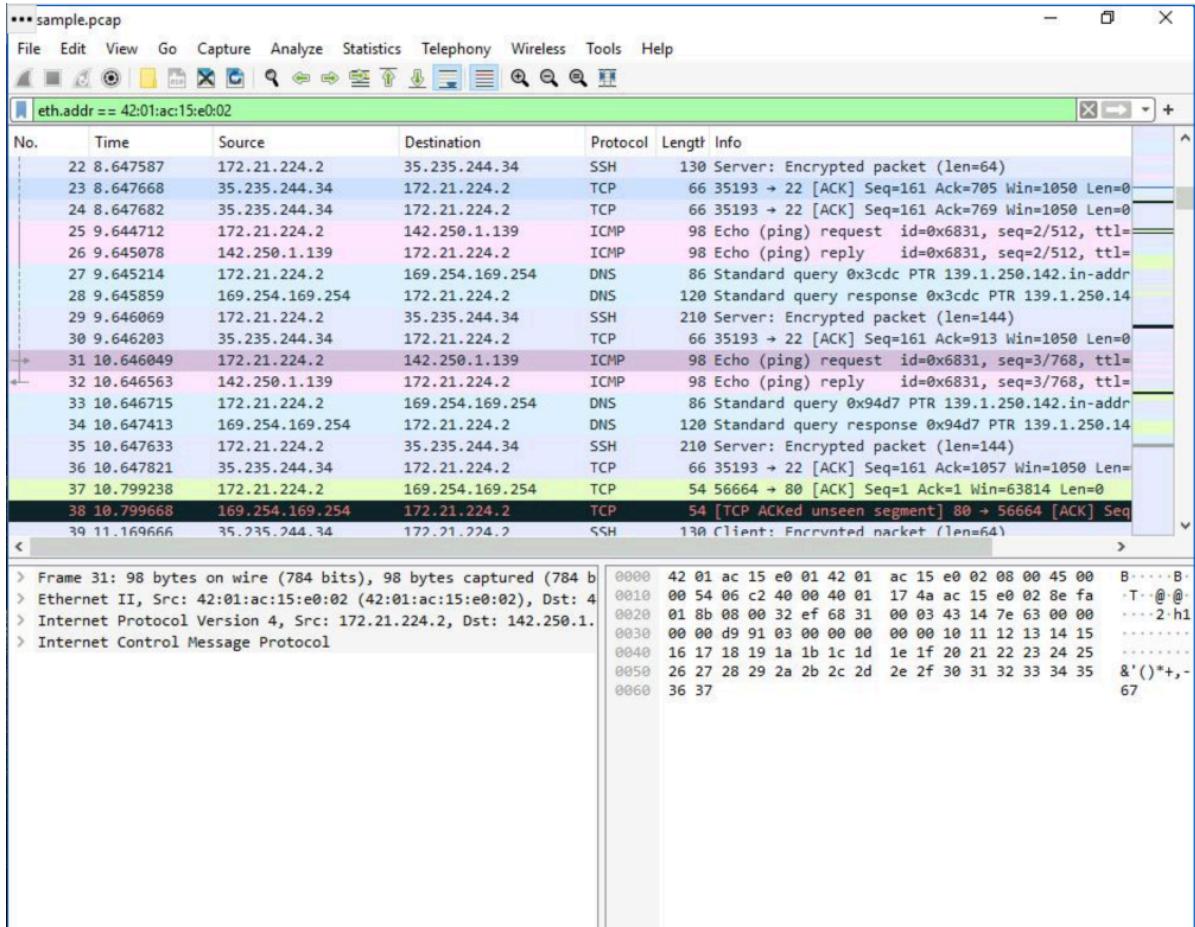
- On the title bar, type `ip.src == 142.250.1.139` to filter for traffic associated with a specific IP address. `src` means it is where the packet comes from.



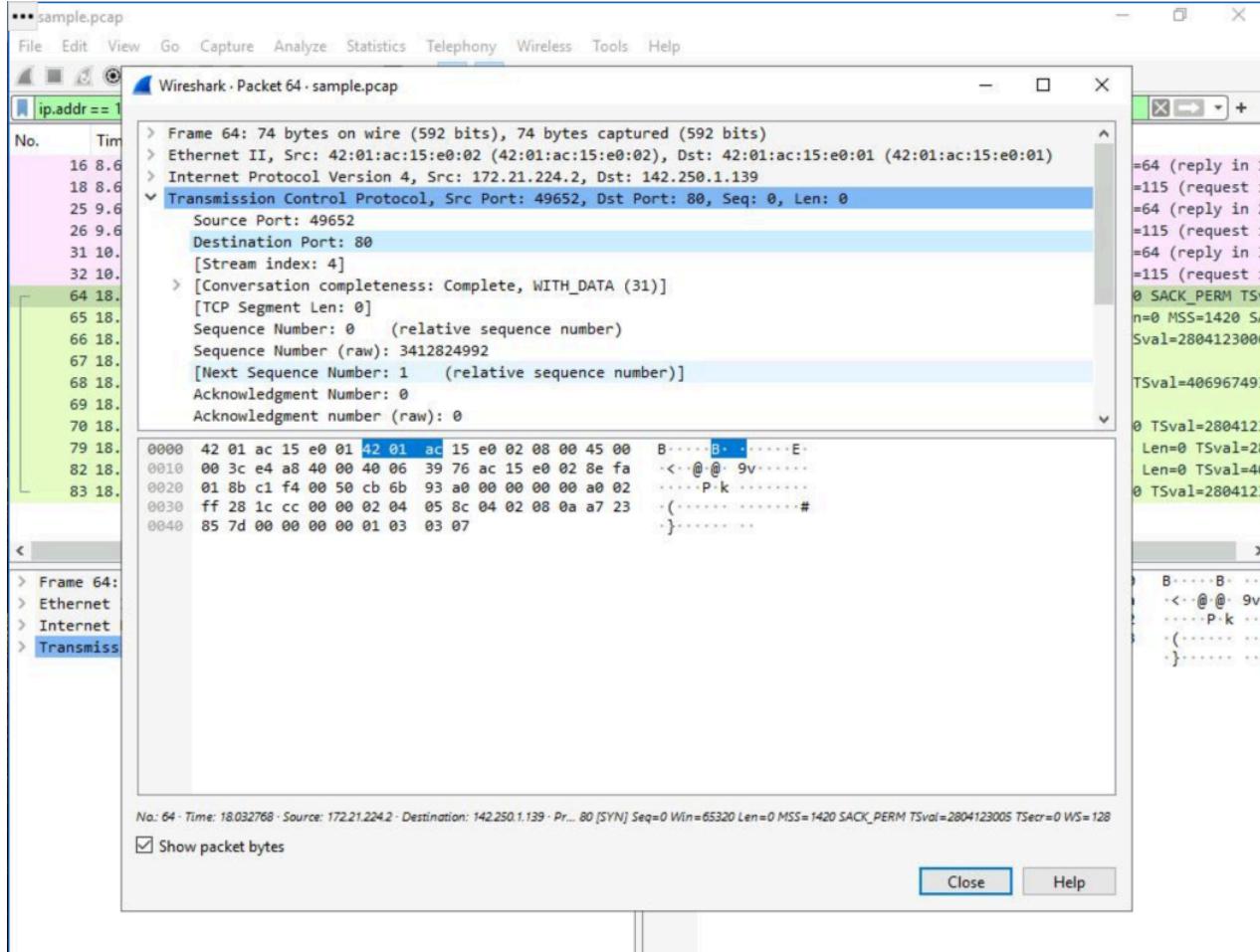
- On the title bar, type `ip.dst == 142.250.1.139` to filter for traffic associated with a specific IP address. `dst` means it is where the packet goes to.



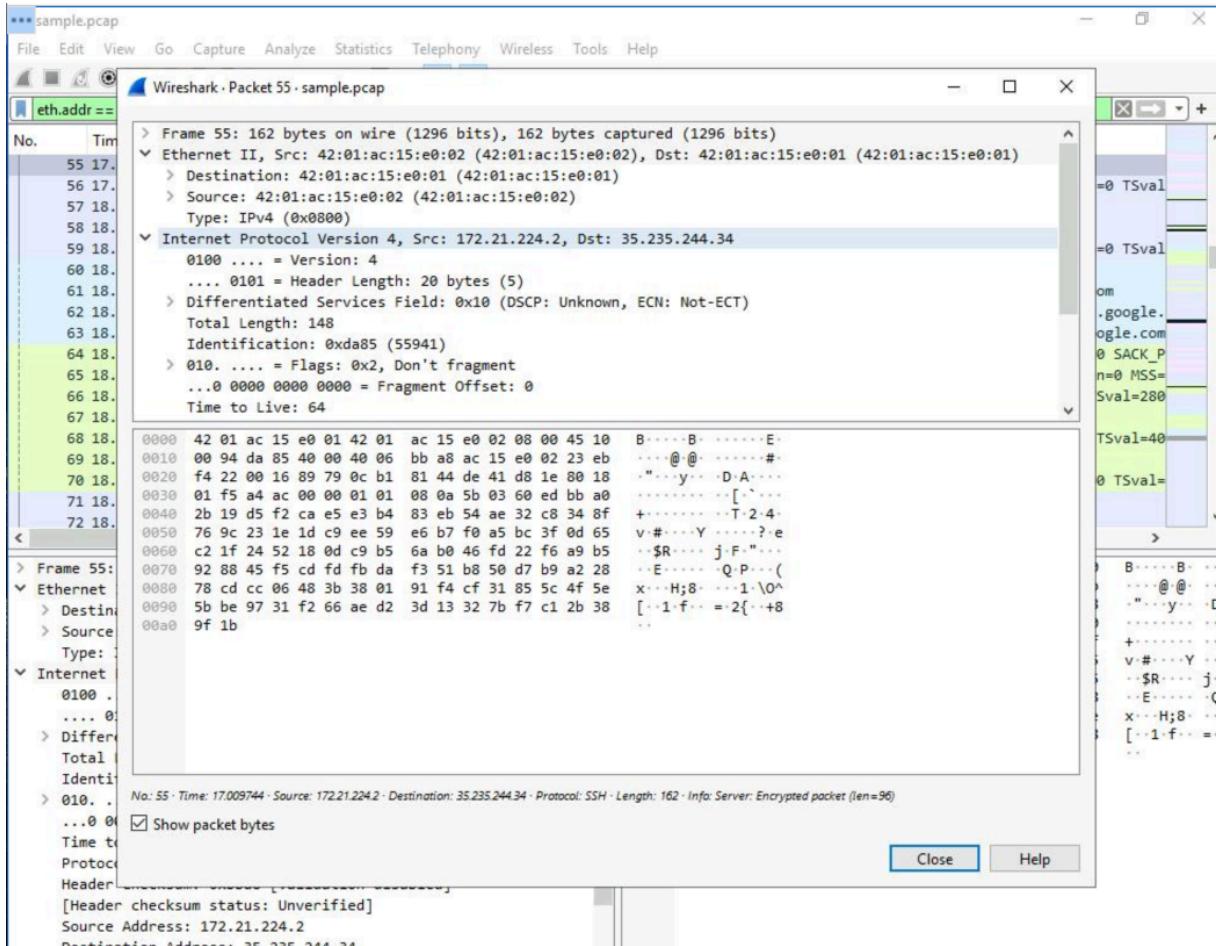
- On the title bar, type `eth.addr == 42:01:ac:15:e0:02` to filter for traffic associated with a specific Ethernet MAC address. `addr` means either the source or the destination IP.



2. Examine the protocols that are used when the user makes the connection to the website.
 - The TCP destination port of this TCP packet is 80 when `ip.addr == 142.250.1.139` which contains the initial web request to an HTPP website that will typically be listening on TCP port 80.

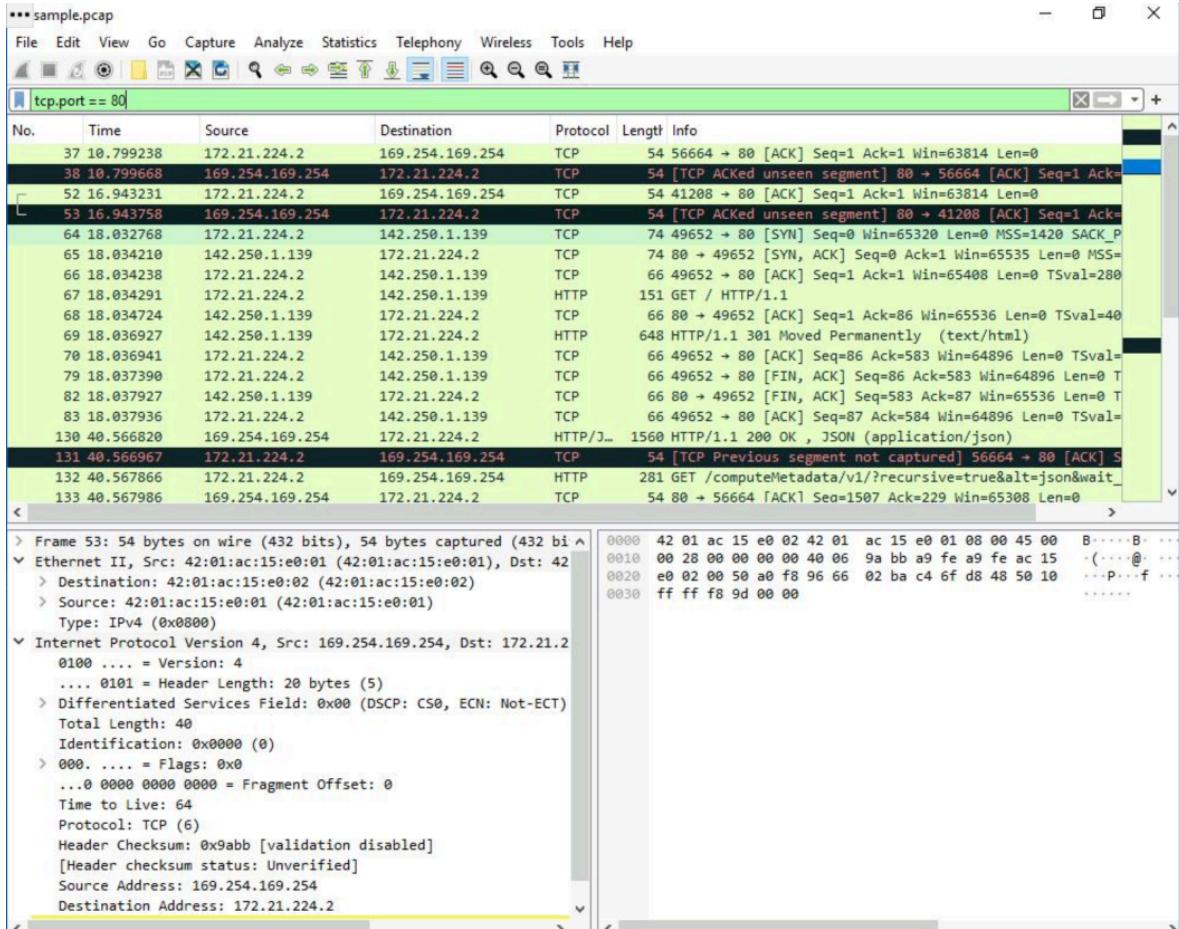


- The protocol destination port is TCP when Etherenet address was 42:01:ac:15:e0:02. Source address is 172.21.224.2 and the destination address is 35.235.244.34.

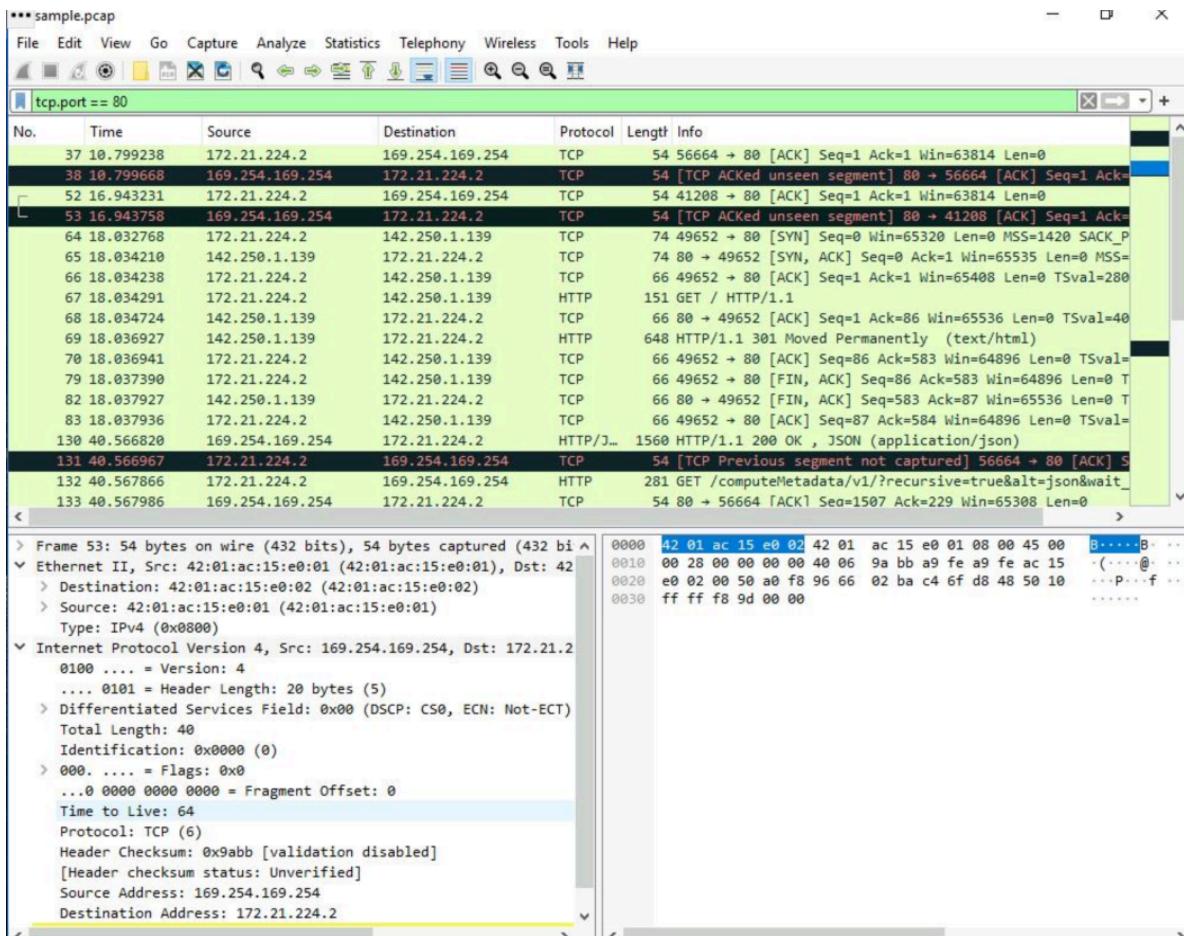


3. Analyze the data packet to identify the type of information sent and received by the systems that connect to each other when the network data is captured.

- On the title bar, type `tcp.port == 80` to filter for traffic associated with a specific port number. `tcp.port == 80` means only the tcp port is 80 will be shown.



- When the filter `tcp.port == 80` sets in play, the time to live is 64.
- **Time to Live:** A field in the Internet Protocol (IP) header that indicates the maximum amount of time an IP packet is allowed to exist in the network before it is discarded if it has not reached its destination. TTL is used to prevent packets from circulating indefinitely in the network, which could happen in the case of routing loops. It can be used as a basic security measure to limit how far packets can propagate through the network.



- When the filter `tcp.port == 80` sets in play, the Frame Number is 37 and Frame Length is 54 bytes.
- Frame Number: This is essentially the sequence number of a packet within a particular capture. It helps you identify and refer to packets more easily. In your case, a frame number of 53 means it's the 53rd packet captured since the beginning of the capture session. This number is assigned sequentially as packets are captured, starting with the number 1 for the first packet.
- Frame Length: This indicates the size of the packet, including all headers and payload, measured in bytes. The frame length of 54 bytes means the total size of the packet is 54 bytes. This size includes everything from the lowest layer (physical layer) up to the highest layer present in the packet that Wireshark can decode. It's useful for understanding the size of the data being transmitted and can help in various analyses, such as identifying potential issues with packet sizes that might indicate fragmentation or other problems.

