ID
----

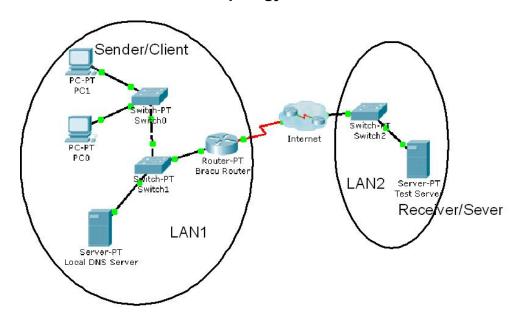
#### Introduction:

Simulation mode in Packet Tracer captures all network traffic flowing through the entire network . You will observe the packets involved in DNS and ARP process. These two protocols are the helping protocols when a web page is requested using HTTP.

### **Objectives:**

- 1. Explore how PT uses the OSI Model and TCP/IP Protocols.
  - Creating a Simple PDU (test packet)
  - Switching from Realtime to Simulation Mode
- 2. Examine a Web Request Packet Processing and Contents
  - Accessing the PDU Information Window, OSI Model View
  - Investigating the layers and addresses in the OSI Model View
  - Animations of packet Flow

Task 1: Observe the network topology shown.

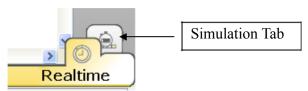


- PC0, PC1 and the Local DNS server, BRACU router is part of a Local area network.
   BRACU router connects this LAN to the Internet through an ISP. The Test server shown is on another Local area network.
- You will access the web page <u>www.test.com</u> which is stored in the Test Web Server through PC1's web browser.
- To access this web page this activity will show you how and what packets are created and how the packets move through the network.
- · For this activity we will only focus on DNS and ARP.

#### Task 1: Capture a web request using a URL from a PC.

#### Step 1 - Switching from Realtime to Simulation Mode

• In the far lower right of the PT interface is the toggle between Realtime and Simulation mode. PT always starts in realtime mode, in which networking protocols operate with realistic timings.



 In simulation mode, you can visually see the flow of packets when you send data from an application. A new window named "Event List" will appear. This window will show the packets (PDUs) as colored envelopes.

Step 2 - Run the simulation and capture the traffic.

- Click on the PC1. Click on the **Desktop tab**. Open the **Web Browser** from the **Desktop**.
- Write **www.test.com** into the browser. Clicking on **Go** will initiate a web server request. **Minimize** the PC1 Client window.
- Look at the Event List Window. Two packets appear in the Event List, a DNS request from PC1 to the Local DNS server needed to resolve the URL "www.test.com" to the IP address of the Test server.
- Before the DNS request can be sent, we need to know the DNS Server's MAC address. So the 2<sup>nd</sup> PDU is the ARP request needed to resolve the IP address of the DNS server to its hardware MAC address.
- Now click the **Auto Capture / Play** button in the Event List Window to run the simulation and capture events.
- Sit tight and observe the packets flowing through the network.

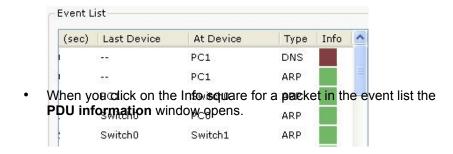


- When the above message appears Click "View Previous Events".
- Click on PC1. The web browser will now display a web page.
- · Minimize the PC1 window again.

# Step 3 – Examine the following captured traffic.

			Туре
1.		At	ARP
2.	Last Device	Device	ARP
3. 4. 5.	PC1	Switch 0	DNS DNS HTTP
ı	Local DNS Server	Switch 1	'
	PC1	Switch 0	
	Local DNS Server	Switch 1	
		PC1	

• Find the following packets given in the table above in the **Event List**, and click on the colored square in the **Info** column.



	OSI Model Inbound PDU Details			
1	At Device: PC1 Source: PC1 Destination: 192.168.10.2			
	In Layers		Out Layers:	
1	Layer 7: DNS		Layer7	
	Layers		Layer6	
	Layar5		LaverS	
Ä	Layer 4: UDP Sic Port: 53, Dst Port: 1025		Layers	$\neg$
	Layer 3: IP Header Src. IP: 192.168.10.2, Dest. IP: 192.168.10.3	: j	Layer3	
	Layer 2: Ethernet II Header 000A.4195.6BB4 >> 0002.1692.00BC	ľ	Layer2	
В	Layer 1: Port FastEthernet	ñ.	Layeri	
P			The Table	7710
	1. FastEthernet receives the frame.			

- This windows displays the OSI layers and the information at each layer for each device. (At Device).
- 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.
- Examine the PDU information for the remaining events in the exchange.

Packets 1&2 representing ARP packets: Packet 1 represents the ARP request by PC1. Which devices' MAC addresses are included as source and destination? Here PC 1's MAC address is included as source MAC address. As the packet is broadcasting, so destination MAC address is DEST ADDR that is FFFF.FFFF. which indicates a broadcasting frame. Why is PC1 sending an ARP packet? To know the IP address of the test server , it needs to go to the DNS server , here at first it should know the MAC address of DNS server to go there, So, PC1 broadcasts an ARP packet to know the Mac address of DNS server Why was this packet sent to all devices? Because PC1 wants to know the IP address of the test server. PC1 broadcasts the packet on local network and requests other devices in the local network to know if any of the devices know the IP address of the server. Packet 2 represents the ARP reply by the Local DNS server. What is the difference in the devices' MAC addresses are included as source and destination?

address which is 000A.4195.6BB4 and destination MAC address is PCs MAC address which is 0002.1692.00BC. Previously destination MAC address was broadcasting, now it has specific

destination MAC address

Here we can see the source MAC address is DNS servers' MAC

\_\_\_\_\_\_

## Packets 3&4 representing DNS packets:

Packet 3 represents the DNS request made by PC1, why? Which devices' IP address	ses
are included as source and destination?	

As we made a search, it will first look at our DNS server. So here, PC1 made a DNS request. It will also resolve any IP address issue. Here we can see source IP Address is 192.168.10.3, which is for PC1 and destination IP address is 192.168.10.2 which is IP address for Local DNS server.

\_\_\_\_\_\_

OSI Model Inbound PDU Details  At Device: PC1 Source: PC1 Destination: 192.168.10.2	Out Layers	
In Layers Laver 7: DNS	Laxer7	
Query". What is the purpose of this I A DNS query i provides the IP address associated name	is a request sent from a DNS	client to DNS server, that
Packet 1 is the reply from the DNS o	server, what is the difference b	etween Packet 1
· ·		
and Packet 2 source and destination	n IP addresses? ddress -192.168.10.3 and Des	tination IP-192.168.10.2 I

# Packets 5 is the HTTP request for the web page made by PC1.

Details of this packet will be observed later.