

## EXPERIMENT NO. : 04

**Aim:** Using wireshark understand the operations of TCP/IP layers:

- Ethernet Layer: Frame header, frame size etc.
- Data Link Layer: MAC address, ARP.
- Network Layer: IP packet(Header, fragmentation, ICMP).
- Transport Layer: TCP Ports, TCP handshake.
- Application Layer: FTP header format.

**Theory:** Wireshark, a network analysis tool formerly known as Ethereal, captures packets in real time and display them in human-readable format. Wireshark includes filters, color coding, and other features that let you dig deep into network traffic and inspect individual packets. Wireshark can be downloaded from their official website (<https://www.wireshark.org/>). For the linux users wireshark can be installed from package repositories.

**Color Coding:** The packets are highlighted in a variety of different colors. Wireshark uses colors to identify the types of traffic at a glance. By default, light purple is TCP traffic, light blue is UDP traffic, and black identifies packets with errors, for example, packets delivered out of order. To view exactly what the color codes mean, click View > Coloring Rules. We can also customize and modify the coloring rules.

**Filtering Packets:** The most basic way to apply a filter is by typing it into the filter box at the top of the window and clicking Apply (or pressing Enter). For example, type "dns" and you'll see only DNS packets. When you start typing, Wireshark will help you auto complete your filter.

**Ethernet Layer:** In computer networking, an Ethernet frame is a data link layer protocol data unit and uses the underlying Ethernet physical layer transport mechanisms. In other words, a data unit on an Ethernet link transports an Ethernet frame as its payload. An Ethernet frame is preceded by a preamble and start frame delimiter (SFD), which are both part of the Ethernet packet at the physical layer. Each Ethernet frame starts with an Ethernet header, which contains destination and source MAC addresses as its first two fields. The middle section of the frame is payload data including any headers for other protocols (for example, Internet Protocol) carried in the frame. The frame ends with a frame check sequence (FCS), which is a 32-bit cyclic redundancy check used to detect any in-transit corruption of data.

MAC Addresses are unique 48-bits hardware number of a computer, which is embedded into network card (known as Network Interface Card) during the time of

manufacturing. MAC Address is also known as Physical Address of a network device. In IEEE 802 standard, Data Link Layer is divided into two sublayers -

1. Logical Link Control(LLC) Sublayer
2. Media Access Control(MAC) Sublayer

MAC address is used by Media Access Control (MAC) sublayer of Data-Link Layer. MAC Address is word wide unique, since millions of network devices exists and we need to uniquely identify each.

**Network Layer** :The Ethernet layer is concerned with node to node. The IP layer is concerned with moving between networks, hence the original meaning of the term internetwork, from whence Internet was derived. Highlighting the network layer shows more details. From Figure C, we can see the source and destination IP addresses as well as the IP header length (20 bytes in this case). We can also see the Differentiated Services (DiffServ) area. This would be where extra information relating to the packet's type of service goes. For most packets on a LAN this is set to zero, which means best effort.

**Transport Layer** :The transport layer is where applications communicate via the use of ports. Figure 4 will show the source port i.e 40519 and the destination port i.e 5001. The header length (32 bytes in this case) and the sequence number are displayed. The sequence number generally will change for each packet.

**Application layer (FTP header)** :FTP stands for File transfer protocol, which is used to transfer files from one host to other. It makes use of two separate connections (Control and Data connections) before transferring files. It uses TCP as its underlying network. Firstly, the Client (10.10.10.7) makes a request to the Server (78.47.100.174) for transferring a file. After that, 4 to 5, request and response messages are transferred between the two machines. Take a close look at Packet No. 10967, the client makes a request to the server for getting a file named "flag.rar". In the next packet, server tries to send the file to the requested machine. Finally packet no 11091 indicates the transfer of file named "flag.rar" to 10.10.10.7.

**Conclusion:** Wireshark is used to capture data packets and allows us to perform more precise analysis. The main focus of this tool is observing the data traffic within a network. This tool allows the user to examine their own computer, for protocol errors, problems within the network architecture, discovering and stopping hacker attacks.

