

# **OSI & Wireshark Lab Assignment Report**

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## **Part A – OSI Model Theory**

### **1. OSI Layer Explanations**

#### **Layer 1 – Physical**

The Physical layer deals with the actual movement of electrical, optical, or radio signals across a medium. It is responsible for cables, connectors, voltage levels, frequencies, and the raw transmission of 0s and 1s. Examples include Ethernet cables, fiber optics, Wi-Fi radio signals, and hubs. A real-world analogy: it is like the road on which vehicles travel—it doesn't matter what the vehicles carry; the job of the road is simply to allow movement.

#### **Layer 2 – Data Link**

This layer is responsible for node-to-node communication on the same network segment. It organizes raw bits into frames, attaches MAC addresses, and ensures reliable delivery within the local network. Technologies like Ethernet, Wi-Fi (802.11), ARP, and switches operate here. A real-world analogy: it acts like numbering mailboxes in an apartment building—each frame knows which mailbox (MAC address) it must reach.

#### **Layer 3 – Network**

The Network layer handles logical addressing and routing across networks. It decides the best path for packets to travel from source to destination across multiple hops. IP (IPv4/IPv6) and routers operate here. Real-world analogy: it is like a postal system that uses pin codes to route letters across cities and states.

#### **Layer 4 – Transport**

The Transport layer ensures end-to-end communication between applications. It manages segmentation, flow control, reliability, and port numbers. TCP provides reliable delivery, while UDP provides faster, connectionless communication. Real-world analogy: a courier service that decides whether to deliver with tracking (TCP) or without tracking (UDP).

#### **Layer 5 – Session**

This layer establishes, manages, and terminates communication sessions. It keeps track of ongoing dialogues between systems, such as login sessions or continuous data stream sessions. A real-world analogy: it is like a meeting manager ensuring two parties stay connected during a conversation.

#### **Layer 6 – Presentation**

The Presentation layer translates data into a format the receiving application understands. It handles data encryption, compression, and encoding (e.g., SSL/TLS, JPEG, MP3). Real-world analogy: a translator who converts one language to another so both parties can understand.

## **Layer 7 – Application**

This layer interacts directly with end users and applications. It provides services like HTTP, FTP, SMTP, DNS, and interfaces for communication. Real-world analogy: it is like a restaurant menu—users select what they want, and the system handles the details behind the scenes.

## **2. OSI Mnemonic**

**Mnemonic:**

***“Please Do Not Throw Sausage Pizza Away”***

**This maps as:**

### **Mnemonic Word OSI Layer**

<b>Please</b>	<b>Physical (L1)</b>
<b>Do</b>	<b>Data Link (L2)</b>
<b>Not</b>	<b>Network (L3)</b>
<b>Throw</b>	<b>Transport (L4)</b>
<b>Sausage</b>	<b>Session (L5)</b>
<b>Pizza</b>	<b>Presentation (L6)</b>
<b>Away</b>	<b>Application (L7)</b>

## **3. OSI vs TCP/IP Model Comparison**

The OSI Model is a conceptual 7-layer framework that explains how data travels across networks, with each layer having a specific role. The TCP/IP Model is a practical 4-layer model used in real networking today. TCP/IP combines certain OSI layers for simplicity and focuses directly on delivery, transport, and application services. While OSI is mainly theoretical, TCP/IP defines actual protocols used on the Internet.

## **Mapping Table**

OSI Layer(s)	TCP/IP Layer
Application + Presentation + Session (L7/L6/L5)	Application
Transport (L4)	Transport
Network (L3)	Internet
Data Link + Physical (L2/L1)	Network Access

## **4. Protocol Data Units (PDUs)**

OSI Layer	PDU Name
Layer 4 – Transport	Segment (TCP) / Datagram (UDP)
Layer 3 – Network	Packet
Layer 2 – Data Link	Frame
Layer 1 – Physical	Bits

## **5. Addressing Concepts**

### **MAC Address – Layer 2 (Data Link)**

A MAC address is a unique physical hardware identifier assigned to a network interface card. It is used for communication within the same LAN. Switches use MAC addresses to forward frames to the correct device.

### **IP Address – Layer 3 (Network)**

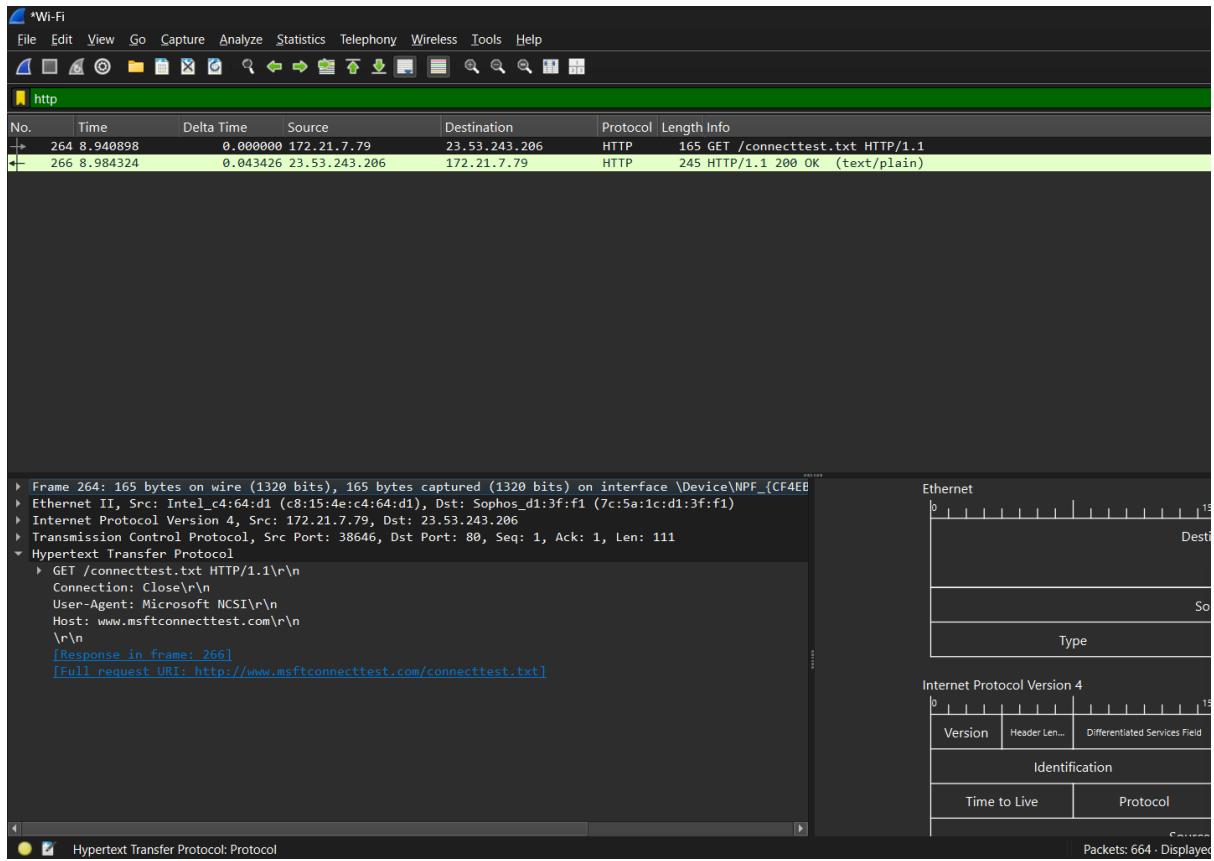
An IP address represents a logical address that identifies a device across networks. Routers use IP addresses to forward packets to the correct network destination.

### **Port Number – Layer 4 (Transport)**

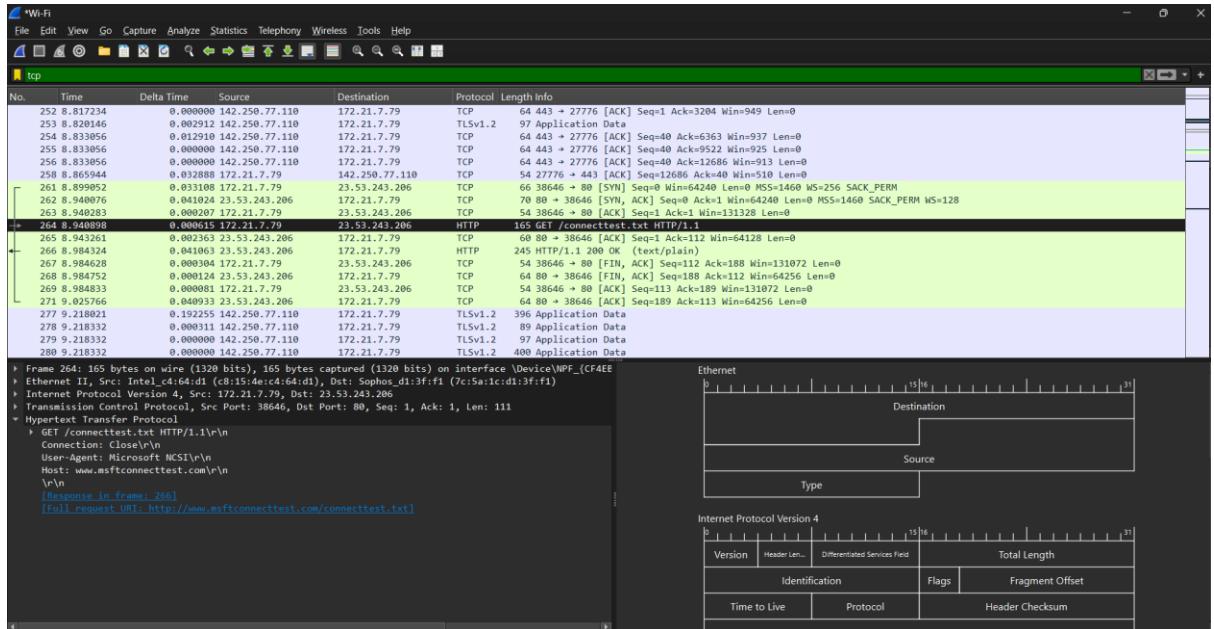
A port number identifies a specific application or service running on a device (e.g., port 80 for HTTP, port 53 for DNS). It ensures that data arriving at a device is delivered to the correct software process.

## **Part B – Wireshark Practical**

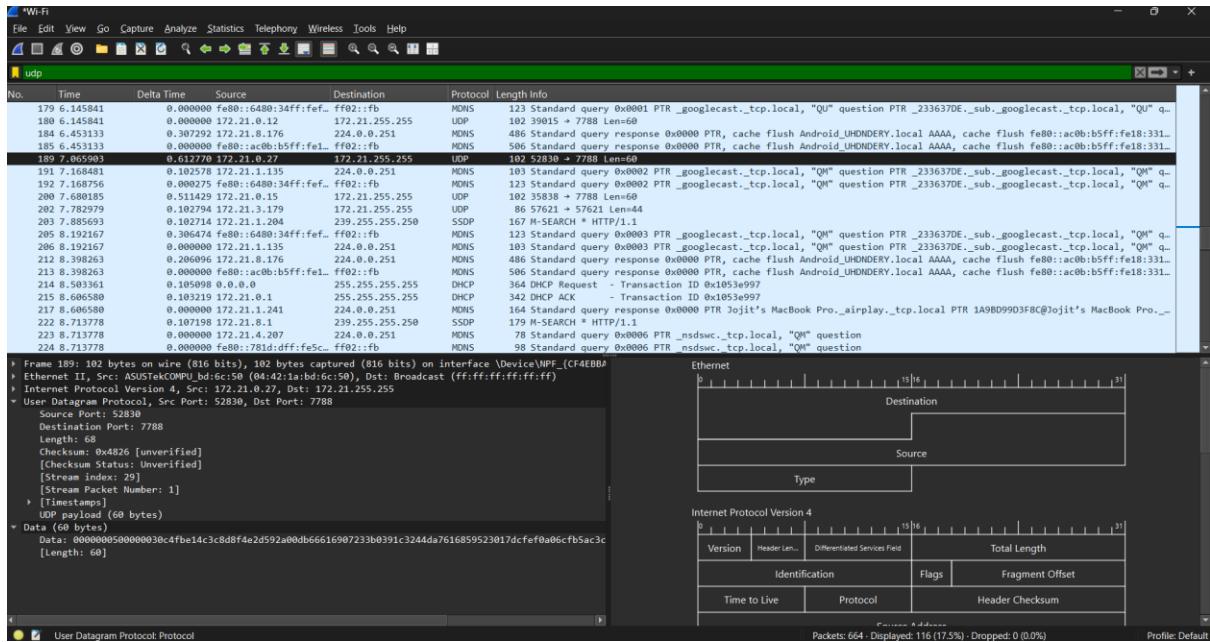
## 1.HTTP Traffic (TCP + Application Layer)



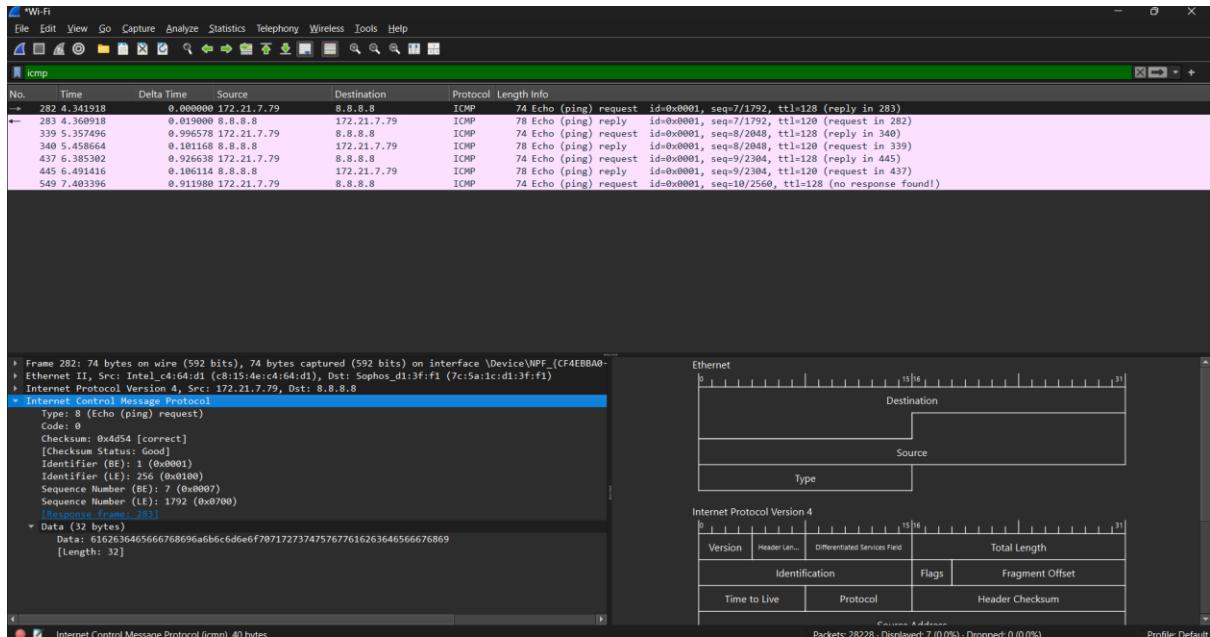
## 2.TCP Packet Analysis

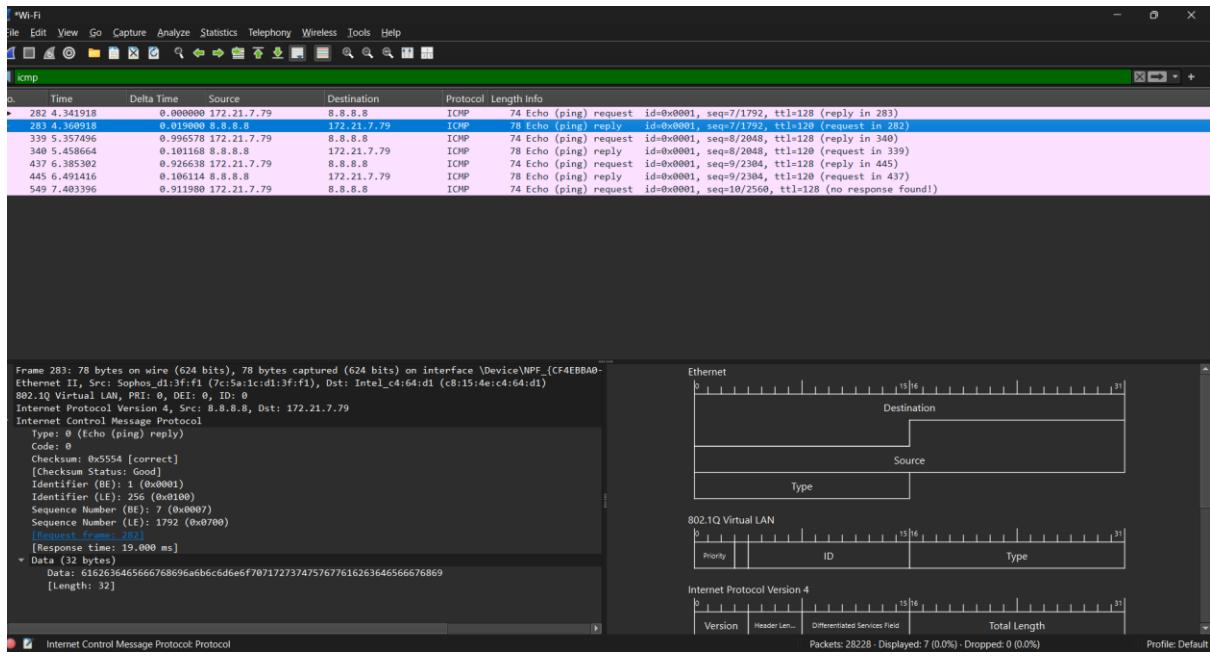


## 3. UDP Packet Analysis

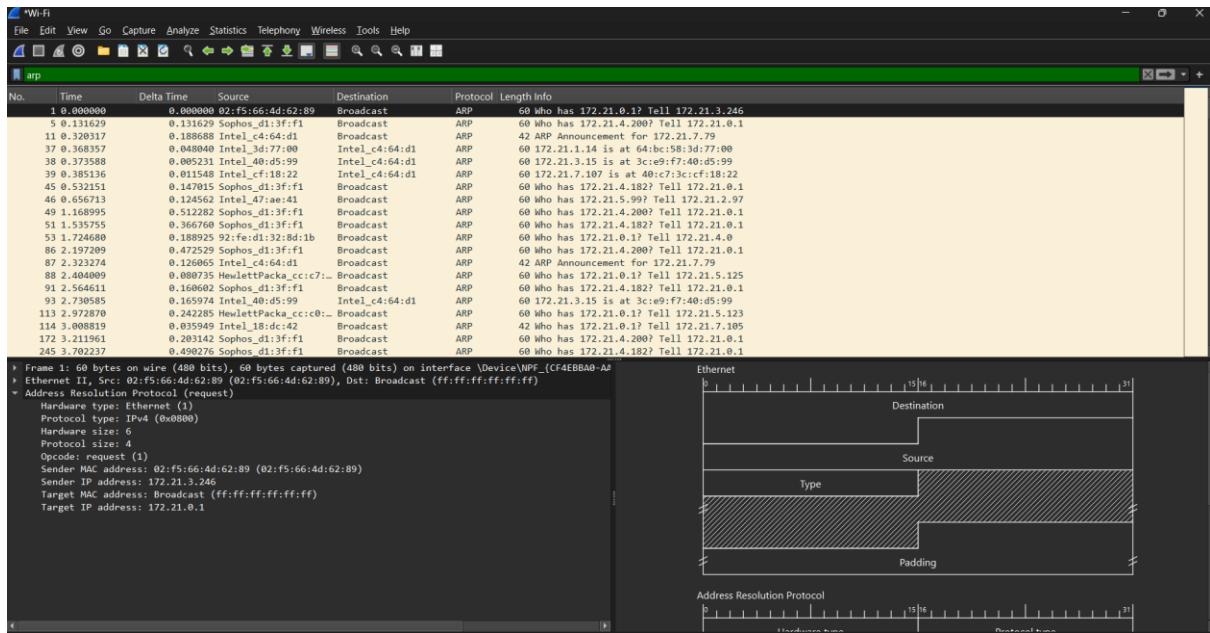


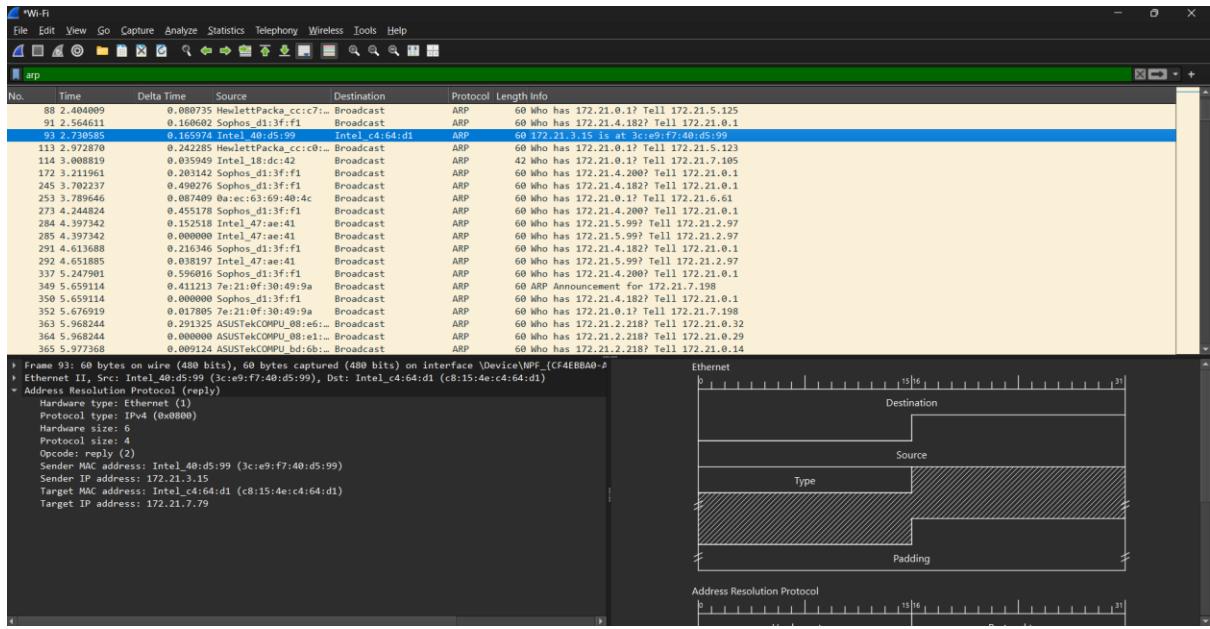
## 4. ICMP (Ping)





## 5. ARP Frames





## Part C – Conclusion

### What I Learned from This Activity

Through this assignment, I gained a detailed understanding of how the OSI and TCP/IP models structure network communication. I learned how PDUs change across layers and how MAC, IP, and port numbers play different roles in delivering data. Using Wireshark helped me visualize actual packet structures and understand how protocols like HTTP, TCP, UDP, ICMP, and ARP work in real time. This activity improved both my theoretical knowledge and practical skills in network analysis.