

Introductory Networking

Sunday, July 6, 2025 11:00 AM

Ok guys, I am fairly new to the community, although this is the beginning of my 21 day challenge. let's get it.

Intro to Networking



Task 1: Introduction

- OSI Model (Brief description)

○	Layer 1	Layer 2	Layer 3	Layer 4	Layer 5	Layer 6	Layer 7
	Application	Presentation	Session	Transport	Network	Data Link	Physical

- Application Layer
 - provides network options to programs that run on a computer.
 - Applications
 - ◆ provides an interface for users
 - ◆ allows for transmitting of data
- Presentation Layer
 - Translation of data into a standardized format

- handles encryption, compression, or any other transformations to the data
- Sessions Layer
 - Sets up the connection between devices (computers) across the network.
 - Maintain connections
 - If connection can't be made then, it sends back an error and the process goes no further.
- Transport Layer
 - TCP (Transmission Control Protocol)
 - Connection-oriented
 - Three way handshake
 - Syn, Syn-Ack, Ack
 - reliable transmission
 - Segments
 - UDP (User Datagram Protocol)
 - Connectionless
 - speed
 - Almost opposite of TCP
 - datagrams
 - Network Layer
 - IP Address
 - decides on the best route
 - Logical Addressing
 - ◆ provide order to networks
 - ◆ categorizes addressing
 - ◆ properly sort addressing
 - ◆ IPv4 / IPv6
 - Data Link Layer
 - Physical addressing
 - Network Interface Card
 - Media Access Control
 - prepare data in a format suitable for transmission
 - Check corruption
 - Physical Layer
 - Conversion of binary data into signals
 - Bits
 - electrical pulsed
 - cables
 - Transmits and receives data
- FTP [Research question]
 - Layer 7 (Application)
 - This protocol primarily operates at the application (7) layer.
 - provides services directly to user applications for file transfer
 - FTP protocol operates at Layer (7) application, handling, commands like GET, PUT, and List, to name a few.
 - FTP uses TCP (4) transport layer to ensure reliable delivery
 - Layer (3) Network layer for IP and routing packets.

Encapsulation

- As data passes down each layer of the OSI Model, TCP/IP model, each layer will add details specific to that layer in question and added to the start of the transmission (header).
 - Network Layer Header would include:
 - Source IP address

- Destination IP address
- Transport Layer Header would include:
 - TCP
 - UDP
- Data Link Layer Header
 - verify that data has not been corrupted on transmission
- Layers 7,6,5 > simply referred to as data
- Layer 4 > Segment / Datagram whether TCP or UDP
- Layer 3 > Packet
- Layer 2 > frame
- Layer 1 > bits

TCP/IP

Layer 1	Layer 2	Layer 3	Layer 4
Application	Transport	Internet	Network Interface

Suite of Protocols:

- Sets of rules that define how an action is to be carried out.
- TCP (Transmission Control Protocol)
 - Controls the flow of data between two endpoints
- IP (Internet Protocol)
 - Controls how packets are addressed and sent.

TCP

- Connection based protocol
 - Three way handshake
 - SYN, SYN/ACK, ACK

Ping Command

- Internet Control Message Protocol

```
(kali㉿kali)-[/home/kali]
PS> ping muirlandoracle.co.uk
PING muirlandoracle.co.uk (217.160.0.152) 56(84) bytes of data.
64 bytes from 217-160-0-152.elastic-ssl.ui-r.com (217.160.0.152):
ttl=128 time=302 ms
```

Traceroute

- can be used to map the path your request takes as it heads to the target machine.

This screen shot shows not the whole traceroute, only because I quit the trace at 23. I found out that the *** means that those hops don't allow ICMP probes or doesn't respond to ICMP packets.

```
(kali㉿kali)-[/home/kali]
PS> traceroute tryhackme.com
traceroute to tryhackme.com (104.22.54.228), 30 hops max, 60 byte packets
 1  192.168.42.2 (192.168.42.2)  6.613 ms  6.170 ms  5.553 ms
 2  * * *
 3  * * *
 4  * * *
 5  * * *
 6  * * *
```

This screen shot I used the -I option for tryhackme.com IPv4 address, it provides a route from my network gateway of 192.168.42.2 to tryhackme.com IPv4 address of 10 hops.

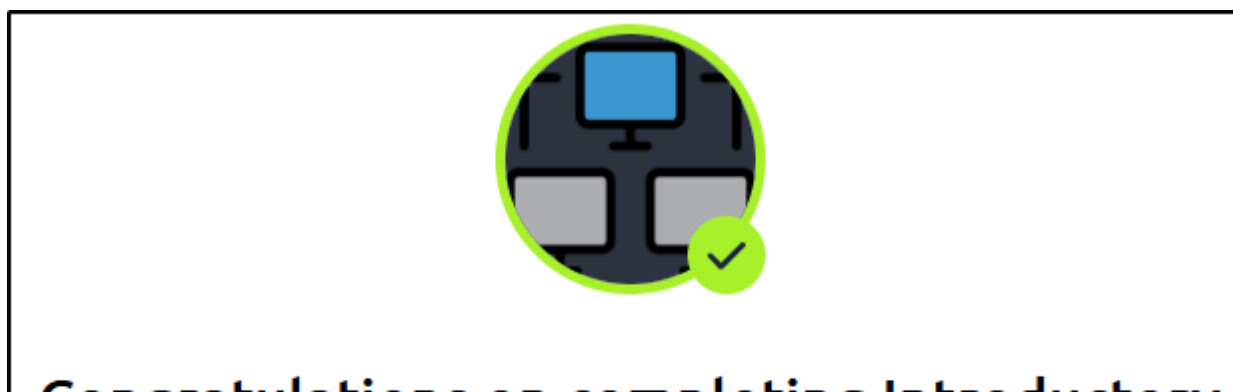
```
(kali㉿kali)-[/home/kali]
PS> traceroute -I 104.22.55.228
traceroute to 104.22.55.228 (104.22.55.228), 30 hops max, 60 byte packets
 1  192.168.42.2 (192.168.42.2)  0.896 ms  *  *
 2  *  *  *
 3  *  *  *
 4  *  *  *
 5  *  *  *
 6  *  *  *
 7  *  *  *
 8  *  *  *
 9  *  *  *
10  104.22.55.228 (104.22.55.228)  31.073 ms  30.618 ms  30.149 ms
```

Whois

- Whois essentially allows you to query who a domain name is registered to. In Europe personal details are redacted; however, elsewhere you can potentially get a great deal of information from a whois search.

```
(kali㉿kali)-[/home/kali]
PS> whois tryhackme.com
Domain Name: TRYHACKME.COM
Registry Domain ID: 2282723194_DOMAIN_COM-VRSN
Registrar WHOIS Server: whois.namecheap.com
Registrar URL: http://www.namecheap.com
Updated Date: 2025-05-11T14:06:02Z
Creation Date: 2018-07-05T19:46:15Z
Registry Expiry Date: 2034-07-05T19:46:15Z
Registrar: NameCheap, Inc.
Registrar IANA ID: 1068
Registrar Abuse Contact Email: abuse@namecheap.com
Registrar Abuse Contact Phone: +1.6613102107
Domain Status: clientTransferProhibited https://icann.org/epp#
erProhibited
Name Server: KIP.NS.CLOUDFLARE.COM
Name Server: UMA.NS.CLOUDFLARE.COM
DNSSEC: unsigned
URL of the ICANN Whois Inaccuracy Complaint Form: https://www.
cf/
>>> Last update of whois database: 2025-07-09T03:03:18Z <<<
```

a URL gets converted into an IP address that your computer can understand using TCP/IP protocol called DNS (Domain Name System).





**Congratulations on completing Introductory
Networking!!! 🎉**

Points earned

🎯 0

Completed tasks

✅ 9

Room type

👤 Walkthrough

Difficulty

📶 Easy

Streak

🔥 2