

<b>Computer Science Department - ITU</b>	
<b>Computer Networks Lab</b>	
<b>Course Instructor:</b> <u>Anam Zahid</u>	<b>Dated:</b> 12/11/2024
<b>Lab Engineer:</b> Nasir Amjad & Ghulam Ruqia	<b>Semester:</b> Fall 2024
<b>Session:</b> 2023-2027	<b>Batch:</b> BSCS2023 & BSAI2023

## Lab 12. Introduction of IP

<b>Name</b>	<b>Roll number</b>	<b>Report Marks(10)</b>	<b>Viva Marks(5)</b>	<b>Total Marks (15)</b>
Hassan Usman	BSAI23047			

Checked on: \_\_\_\_\_

Signature: \_\_\_\_\_

### Objective

The objective of this lab is to do some networking commands to help us better understand networking and, in its troubleshooting, as well as its administration.

### Equipment and Component

<b>Component Description</b>	<b>Value</b>	<b>Quantity</b>
Computer	Available in lab	1

### Conduct of Lab

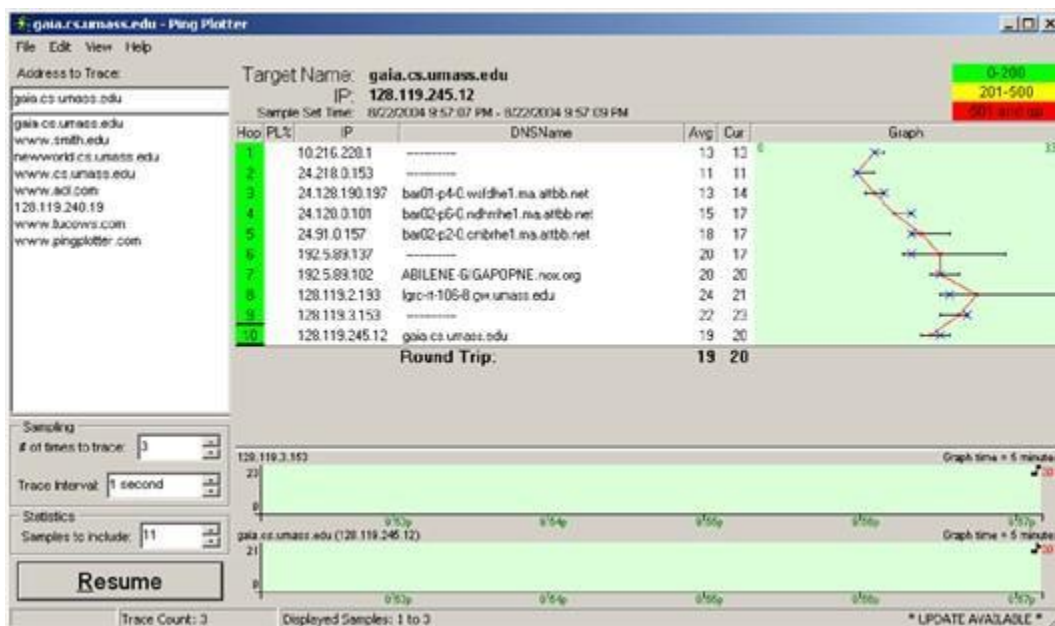
1. Students have to perform this experiment on Wireshark.
2. Students are required to perform this experiment individually.
3. In case the lab experiment is not understood, the students are advised to seek help from the course instructor, lab engineers and assigned teaching assistants (TAs)
4. At the end of the lab, every student is required to save the completed lab manual in PDF format and submit this single PDF file on Google Classroom at the submission link created for this lab..

## Theory and Background

An **Internet Protocol** address is a numerical label such as 192.0.2.1 that is connected to a computer network that uses the Internet Protocol for communication. They establish the framework for data exchange, with key examples including TCP/IP for internet communication and HTTP/DNS for web-related functions.

## Lab Tasks

- Start up Wireshark and begin packet capture (*Capture->Start*) and then press *OK* on the Wireshark Packet Capture Options screen (we'll not need to select any options here).
- Start up *pingplotter* and enter the name of a target destination in the "Address to Trace Window." Select the menu item *Edit>Options->Packet Options* and enter a value of 56 in the *Packet Size* field and then press *OK*. Then press the *Trace* button. You should see a *pingplotter* window that looks something like this:

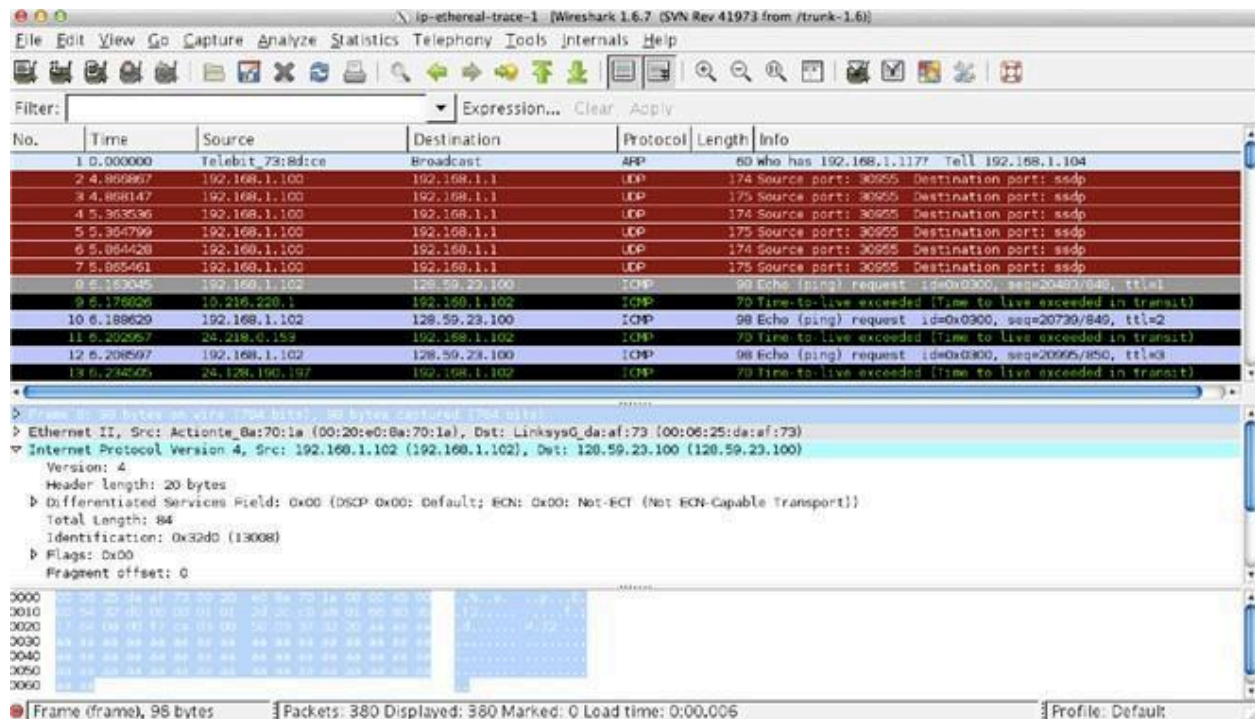


- Next, send a set of datagrams with a longer length, by selecting *Edit->Options->Packet Options* and enter a value of 2000 in the *Packet Size* field and then press *OK*. Then press the *Resume* button.
- Finally, send a set of datagrams with a longer length, by selecting *Edit->Advanced Options->Packet Options* and enter a value of 3500 in the *Packet Size* field and then press *OK*. Then press the *Resume* button.
- Stop Wireshark tracing.

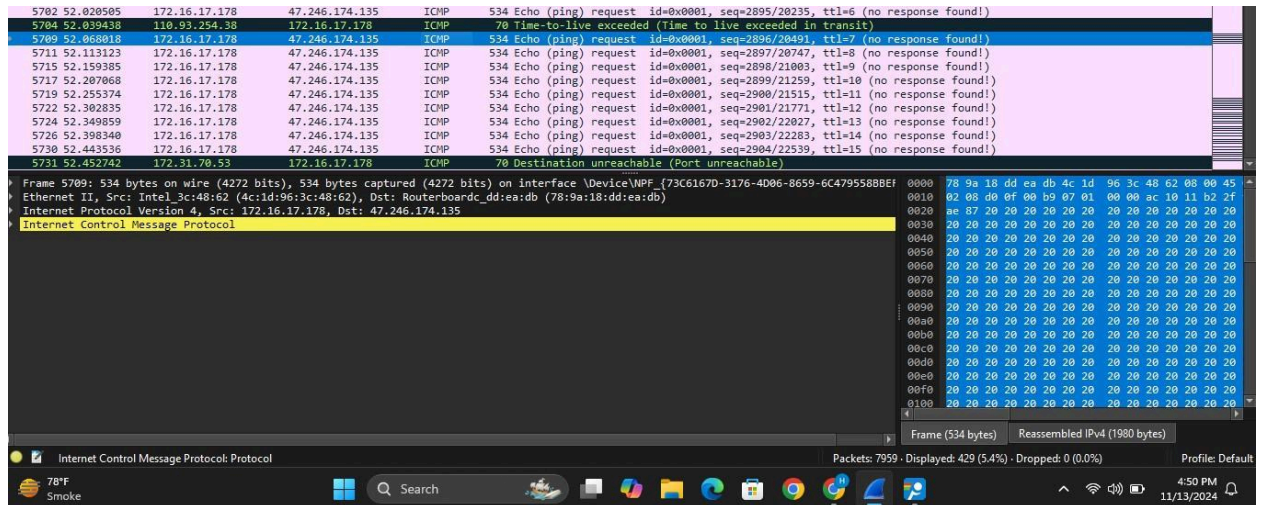
## A look at the captured trace

In your trace, you should be able to see the series of ICMP Echo Request (in the case of Windows machine) or the UDP segment (in the case of Unix) sent by your computer and the ICMP TTL-exceeded messages returned to your computer by the intermediate routers. In the questions below, we'll assume you are using a Windows machine; the corresponding questions for the case of a Unix machine should be clear. Whenever possible, when answering a question below you should hand in a printout of the packet(s) within the trace that you used to answer the question asked.

Select the first ICMP Echo Request message sent by your computer, and expand the Internet Protocol part of the packet in the packet details window.

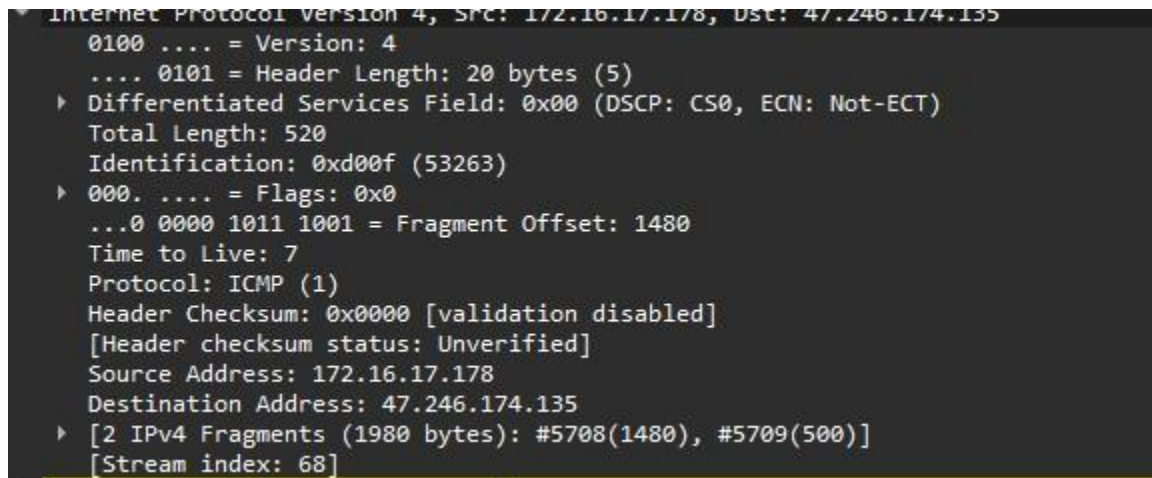


1. What is the IP address of your computer?



source:172.16.17.178

2. Within the IP packet header, what is the value in the upper layer protocol field?



ICMP 1

3. How many bytes are in the IP header? How many bytes are in the payload of the IP datagram? Explain how you determined the number of payload bytes.



```

Internet Protocol Version 4, Src: 172.16.17.178, Dst: 47.246.174.135
  0100 .... = Version: 4
  .... 0101 = Header Length: 20 bytes (5)
  ▸ Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)
    Total Length: 520
    Identification: 0xd00f (53263)
  ▸ 000. .... = Flags: 0x0
    ...0 0000 1011 1001 = Fragment Offset: 1480
    Time to Live: 7
    Protocol: ICMP (1)
    Header Checksum: 0x0000 [validation disabled]
    [Header checksum status: Unverified]
    Source Address: 172.16.17.178
    Destination Address: 47.246.174.135
  ▸ [2 IPv4 Fragments (1980 bytes): #5708(1480), #5709(500)]
    [Stream index: 68]

```

20 bytes in header 520-20=500 in payload we subtract total length and the bytes in header

4. Has this IP datagram been fragmented? Explain how you determined whether or not the datagram has been fragmented.

```

Internet Protocol Version 4, Src: 172.16.17.178, Dst: 47.246.174.135
  0100 .... = Version: 4
  .... 0101 = Header Length: 20 bytes (5)
  ▸ Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)
    Total Length: 520
    Identification: 0xd00f (53263)
  ▸ 000. .... = Flags: 0x0
    ...0 0000 1011 1001 = Fragment Offset: 1480
    Time to Live: 7
    Protocol: ICMP (1)
    Header Checksum: 0x0000 [validation disabled]
    [Header checksum status: Unverified]
    Source Address: 172.16.17.178
    Destination Address: 47.246.174.135
  ▸ [2 IPv4 Fragments (1980 bytes): #5708(1480), #5709(500)]
    [Stream index: 68]

```

yes it has been fragmented, we can see that through the fragment offset

Next, sort the traced packets according to IP source address by clicking on the *Source* column header; a small downward pointing arrow should appear next to the word *Source*. If the arrow points up, click on the *Source* column header again. Select the first ICMP Echo Request message sent by your computer, and expand the Internet Protocol portion in the “details of selected packet header” window. In the “listing of captured packets” window, you should see all of the subsequent ICMP messages (perhaps with additional interspersed packets sent by other protocols running on your computer) below this first ICMP. Use the down arrow to move through the ICMP messages sent by your computer.

5. Which fields in the IP datagram *always* change from one datagram to the next within this series of ICMP messages sent by your computer?

Source Address	Destination Address	Protocol	Type	Code	Checksum	Identification	TTL	Sequence Number	Offset	Flags	Options	Remarks
192.168.1.100	172.16.17.178	ICMP	554	0	0x0001	3235	255	41740	0	0	0	(no response found!)
7951 104.853376	172.16.17.178	ICMP	554	0	0x0001	3234	255	41484	0	0	0	(no response found!)
7948 104.803590	172.16.17.178	ICMP	554	0	0x0001	3233	255	41228	0	0	0	(no response found!)
7943 104.753800	172.16.17.178	ICMP	554	0	0x0001	3232	255	40972	0	0	0	(no response found!)
7940 104.702134	172.16.17.178	ICMP	554	0	0x0001	3231	255	40716	0	0	0	(no response found!)
7936 104.651299	172.16.17.178	ICMP	554	0	0x0001	3230	255	40460	0	0	0	(no response found!)
7930 104.601830	172.16.17.178	ICMP	554	0	0x0001	3229	255	40204	0	0	0	(no response found!)
7927 104.551824	172.16.17.178	ICMP	554	0	0x0001	3228	255	39948	0	0	0	(no response found!)
7923 104.500291	172.16.17.178	ICMP	554	0	0x0001	3227	255	39692	0	0	0	(no response found!)
7920 104.451485	172.16.17.178	ICMP	554	0	0x0001	3226	255	39436	0	0	0	(no response found!)
7908 102.353411	172.16.17.178	ICMP	554	0	0x0001	3225	255	39180	0	0	0	(no response found!)
7902 102.303461	172.16.17.178	ICMP	554	0	0x0001	3224	255	38924	0	0	0	(no response found!)
7898 102.253262	172.16.17.178	ICMP	554	0	0x0001	3223	255	38668	0	0	0	(no response found!)
7893 102.202296	172.16.17.178	ICMP	554	0	0x0001	3222	255	38412	0	0	0	(no response found!)

ttl, checksum and identification change

6. Which fields stay constant? Which of the fields *must* stay constant? Which fields must change? Why?

Source Address	Destination Address	Protocol	Type	Code	Checksum	Identification	TTL	Sequence Number	Offset	Flags	Options	Remarks
192.168.1.100	172.16.17.178	ICMP	554	0	0x0001	3235	255	41740	0	0	0	(no response found!)
7951 104.853376	172.16.17.178	ICMP	554	0	0x0001	3234	255	41484	0	0	0	(no response found!)
7948 104.803590	172.16.17.178	ICMP	554	0	0x0001	3233	255	41228	0	0	0	(no response found!)
7943 104.753800	172.16.17.178	ICMP	554	0	0x0001	3232	255	40972	0	0	0	(no response found!)
7940 104.702134	172.16.17.178	ICMP	554	0	0x0001	3231	255	40716	0	0	0	(no response found!)
7936 104.651299	172.16.17.178	ICMP	554	0	0x0001	3230	255	40460	0	0	0	(no response found!)
7930 104.601830	172.16.17.178	ICMP	554	0	0x0001	3229	255	40204	0	0	0	(no response found!)
7927 104.551824	172.16.17.178	ICMP	554	0	0x0001	3228	255	39948	0	0	0	(no response found!)
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7920 104.451485	172.16.17.178	ICMP	554	0	0x0001	3226	255	39436	0	0	0	(no response found!)
7908 102.353411	172.16.17.178	ICMP	554	0	0x0001	3225	255	39180	0	0	0	(no response found!)
7902 102.303461	172.16.17.178	ICMP	554	0	0x0001	3224	255	38924	0	0	0	(no response found!)
7898 102.253262	172.16.17.178	ICMP	554	0	0x0001	3223	255	38668	0	0	0	(no response found!)
7893 102.202296	172.16.17.178	ICMP	554	0	0x0001	3222	255	38412	0	0	0	(no response found!)

source address and destination address and ICMP stay constant. source and destination needs to stay constant. however when data is fragmented, the identification, ttl and checksum change.

Next (with the packets still sorted by source address) find the series of ICMP TTL exceeded replies sent to your computer by the nearest (first hop) router.

7. What is the value in the Identification field and the TTL field?

```
▼ Internet Protocol Version 4, Src: 172.16.17.178, Dst: 47.246.174.23
  0100 .... = Version: 4
  .... 0101 = Header Length: 20 bytes (5)
  ▶ Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)
    Total Length: 540
    Identification: 0x856d (34157)
  ▶ 000. .... = Flags: 0x0
    ...0 0001 0111 0010 = Fragment Offset: 2960
    Time to Live: 255
    Protocol: ICMP (1)
    Header Checksum: 0x0000 [validation disabled]
    [Header checksum status: Unverified]
    Source Address: 172.16.17.178
    Destination Address: 47.246.174.23
  ▶ [3 IPv4 Fragments (3480 bytes): #7956(1480), #7957(1480), #7958(520)]
    [Stream index: 83]
```

**identification field:34157**

**ttl:255**