WIESHARK

Wireshark is a free and open-source network protocol analyser. It is widely used by network administrators, cybersecurity professionals, and developers to capture and analyse network traffic in real time. It allows you to see what's happening on your network at a microscopic level.

Think of it as a microscope for your network—it shows every packet of data traveling through your network.

Uses of Wireshark

1. Network Troubleshooting
Detecting slow networks, dropped packets, or misconfigured devices.
Identifying the source of connectivity issues (like router or firewall problems).

2. Network Security Analysis
Detecting suspicious or malicious network activity.
Analysing malware or hacking attempts by inspecting packets.

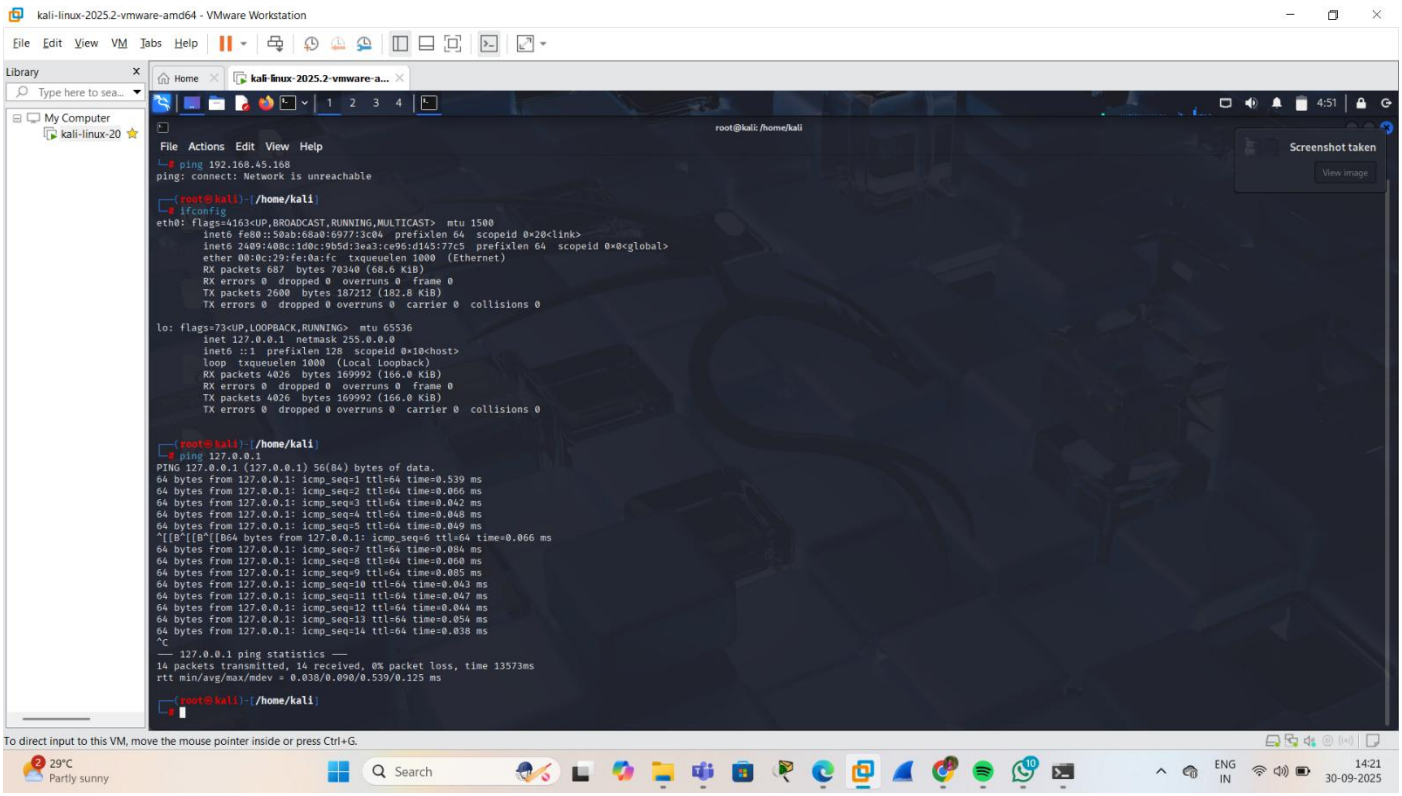
3. Protocol Analysis
Understanding how protocols like HTTP, TCP, DNS, FTP, or SMTP work.
Debugging protocol implementations in software development.

4. Performance Monitoring
Measuring latency, packet loss, and bandwidth usage.
Monitoring network performance over time.

5. Education and Training
Learning about network protocols and packet structures.
Practicing cybersecurity analysis in lab environments.

Advantages of Wireshark

1. Free and Open-Source
No cost and actively maintained by the community.
2. Detailed Packet Analysis
Provides deep insights into every packet, including headers and payload.
3. Supports Multiple Protocols
Can decode thousands of protocols (HTTP, TCP, UDP, DNS, SSL, etc.).
4. Real-Time and Offline Analysis
Capture live traffic or analyse previously saved network captures.
5. Powerful Filtering
Use display filters and capture filters to isolate specific traffic.
For example: ip.addr == 192.168.1.10 or tcp.port == 80.
6. Cross-Platform
Works on Windows, Linux, macOS, and more.
7. Community and Documentation
Extensive guides, tutorials, and user forums available for learning.



Ping is a command-line utility used to test network connectivity and measure the response time between devices on a network.

How Ping Works

1. ICMP Echo Request: The ping command sends an ICMP (Internet Control Message Protocol) echo request packet to a specified IP address or hostname.
2. Response: The device receiving the packet responds with an ICMP echo reply packet.
3. Round-trip time: The ping command measures the time it takes for the packet to travel from the source device to the destination device and back.

Ping Command Usage

1. Basic syntax: ping <hostname or IP address>
2. Options:
   - -c <count>: Specify the number of echo requests to send.
   - -i <interval>: Specify the interval between echo requests.
   - -s <size>: Specify the size of the echo request packet.
   - -t: Ping continuously until stopped.

In wireshark, notified that TCP, UDP, TLSv1.2 protocols,
TCP (Transmission Control Protocol) is a fundamental protocol in the internet protocol suite that ensures reliable, error-checked, and sequential delivery of data between devices over IP networks.

How TCP Works
1. Three-way handshake: TCP establishes a connection through a three-way handshake process (SYN, SYN-ACK, ACK).
2. Data transfer: Data is broken into packets and transmitted over the network.
3. Acknowledgment: The receiver acknowledges receipt of packets, and the sender retransmits any lost or corrupted packets.

UDP (User Datagram Protocol) is a connectionless protocol that enables fast and efficient transmission of data packets over IP networks.

Key Features
1. Connectionless: UDP doesn't establish a connection before sending data.
2. Best-effort delivery: UDP doesn't guarantee delivery of packets; packets may be lost, duplicated, or arrive out of order.
3. No sequencing: UDP doesn't sequence packets, so they may arrive out of order.
4. No error correction: UDP doesn't perform error correction; packets with errors are discarded.

TLS (Transport Layer Security) is a cryptographic protocol that provides secure communication over the internet.

Key Features
1. Encryption: TLS encrypts data in transit, ensuring confidentiality and integrity.
2. Authentication: TLS verifies the identity of the server (and optionally the client) to prevent impersonation.
3. Data integrity: TLS ensures that data is not tampered with or altered during transmission.