

## 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.

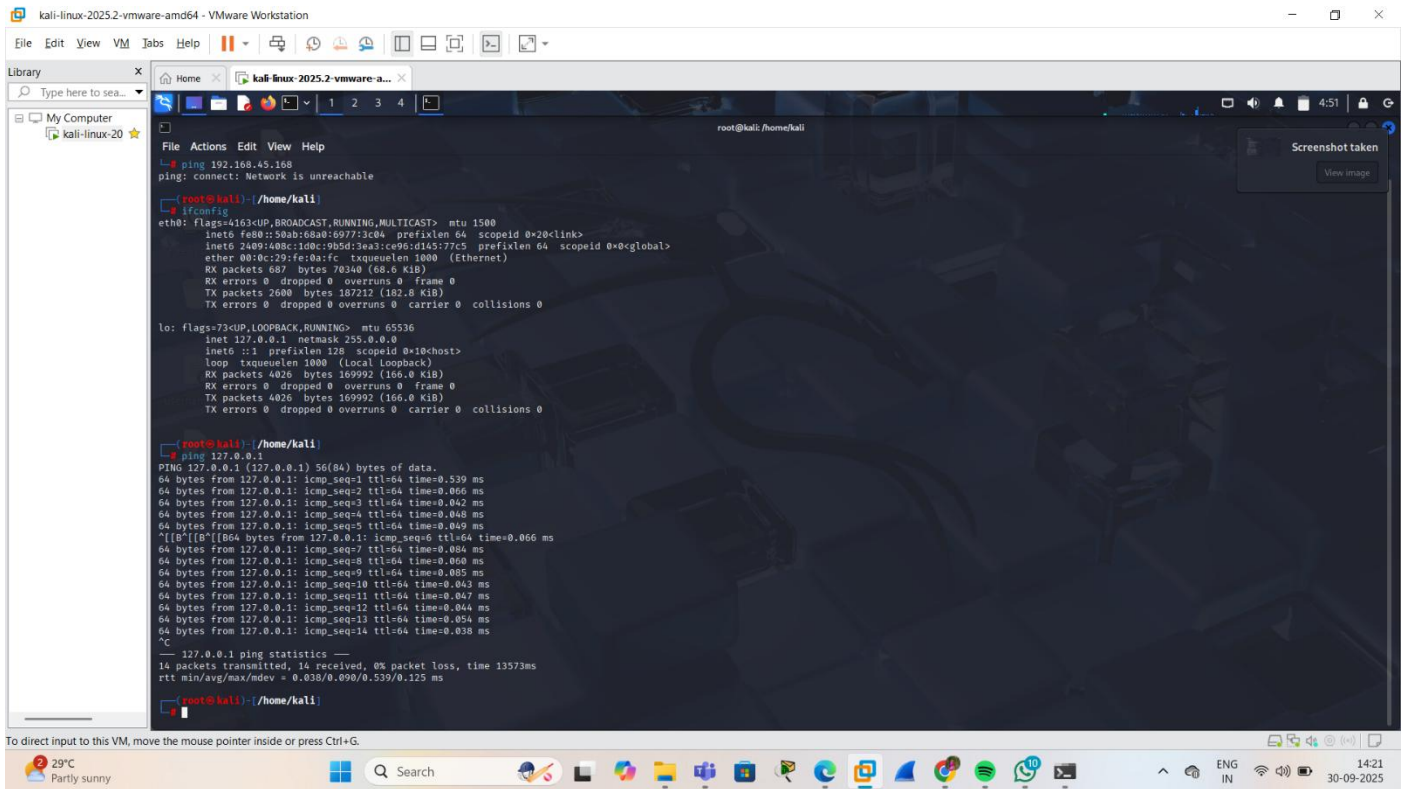
For example: `ip.addr == 192.168.1.10` or `tcp.port == 80`.

#### 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.

The image shows a Wireshark network traffic capture. The top pane displays a list of captured packets with columns for No., Time, Source, Destination, Protocol, Length, and Info. The middle pane shows the details of the selected packet (No. 97), including Ethernet II, Internet Protocol Version 6, and User Datagram Protocol. The bottom pane shows the raw packet data in hexadecimal and ASCII.

| No. | Time     | Source                   | Destination              | Protocol | Length | Info  |
|-----|----------|--------------------------|--------------------------|----------|--------|---|
| 73  | 4.298509 | 2404:6800:4007:836::...  | 2409:408c:1d0c:9b5d::... | UDP      | 88     | 443 → 51403 Len=26  |
| 74  | 4.292128 | 2409:408c:1d0c:9b5d::... | 2404:6800:4007:836::...  | UDP      | 94     | 51403 → 443 Len=32  |
| 75  | 4.292137 | 2409:408c:1d0c:9b5d::... | 2404:6800:4007:836::...  | UDP      | 94     | 51403 → 443 Len=32  |
| 76  | 4.475382 | 104.199.241.202          | 192.168.45.168           | TCP      | 54     | 4070 → 57877 [ACK] Seq=1 Ack=12 Win=11 Len=0                            |
| 77  | 4.475382 | 104.199.241.202          | 192.168.45.168           | TCP      | 65     | 4070 → 57877 [PSH, ACK] Seq=1 Ack=12 Win=11 Len=11                      |
| 78  | 4.535963 | 192.168.45.168           | 104.199.241.202          | TCP      | 54     | 57877 → 4070 [ACK] Seq=12 Ack=12 Win=251 Len=0                          |
| 79  | 4.535975 | 192.168.45.168           | 104.199.241.202          | TCP      | 54     | [TCP Dup ACK 78#1] 57877 → 4070 [ACK] Seq=12 Ack=12 Win=251 Len=0       |
| 80  | 5.219847 | 192.168.45.168           | 74.125.130.188           | TLSv1.2  | 80     | Application Data  |
| 81  | 5.219858 | 192.168.45.168           | 74.125.130.188           | TCP      | 80     | [TCP Retransmission] 56371 → 5228 [PSH, ACK] Seq=1 Ack=1 Win=251 Len=26 |
| 82  | 5.506304 | 74.125.130.188           | 192.168.45.168           | TCP      | 54     | 5228 → 56371 [ACK] Seq=1 Ack=27 Win=1048 Len=0                          |
| 83  | 5.506304 | 74.125.130.188           | 192.168.45.168           | TLSv1.2  | 80     | Application Data  |
| 84  | 5.554194 | 192.168.45.168           | 74.125.130.188           | TCP      | 54     | 56371 → 5228 [ACK] Seq=27 Ack=27 Win=251 Len=0                          |
| 85  | 5.554201 | 192.168.45.168           | 74.125.130.188           | TCP      | 54     | [TCP Dup ACK 84#1] 56371 → 5228 [ACK] Seq=27 Ack=27 Win=251 Len=0       |
| 86  | 5.909914 | 2404:6800:4007:836::...  | 2409:408c:1d0c:9b5d::... | UDP      | 141    | 443 → 51403 Len=79  |
| 87  | 5.937722 | 2409:408c:1d0c:9b5d::... | 2404:6800:4007:836::...  | UDP      | 95     | 51403 → 443 Len=33  |
| 88  | 5.937731 | 2409:408c:1d0c:9b5d::... | 2404:6800:4007:836::...  | UDP      | 95     | 51403 → 443 Len=33  |
| 89  | 6.123260 | 2409:408c:1d0c:9b5d::... | 2404:6800:4007:836::...  | UDP      | 91     | 51403 → 443 Len=29  |

> Frame 1: 97 bytes on wire (776 bits), 97 bytes captured (776 bits) on interface \Device\NPF\_{6653E9F1-9C} [Ethernet II, Src: CloudNetwork\_ac:67:9a (30:03:c8:ac:67:9a), Dst: 9e:62:fc:8e:3b:ee (9e:62:fc:8e:3b:ee)]  
> Internet Protocol Version 6, Src: 2409:408c:1d0c:9b5d::c67ab:1256:c9fd, Dst: 2620:1ec:50::12  
> User Datagram Protocol, Src Port: 62525, Dst Port: 443  
> Data (35 bytes)

0000 9e 62 fc 8e 3b ee 30 03 c8 ac 67 9a 86 dd 60 00 b...;0...g...  
0010 00 00 00 2b 11 fe 24 09 40 8c 1d 0c 9b 5d cc cd ...+;\$...@...]  
0020 67 ab 12 56 c9 fd 26 20 01 ec 00 50 00 00 00 00 g...V...&...P...  
0030 00 00 00 00 00 12 f4 3d 01 bb 00 2b b6 91 4c 23 ...+...+...L#  
0040 38 3c e2 86 88 9d 58 99 d6 81 f1 e9 44 1f 6e a6 8<...X...D-n...  
0050 ac 21 8c f6 17 f6 47 59 9f 84 29 01 f9 c3 8d d3 ...GY...)-...  
0060 51 Q