CNS LAB 9

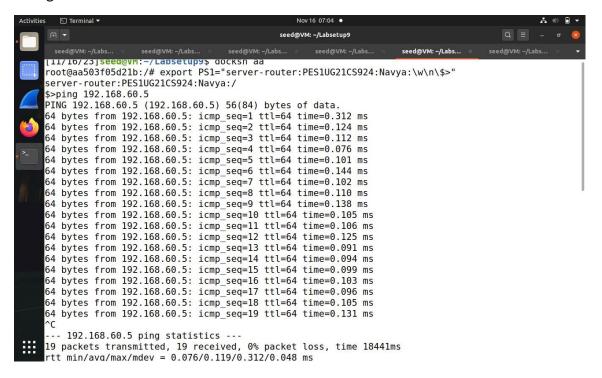
NAME: NAVYA PERAM

SRN: PES1UG21CS924

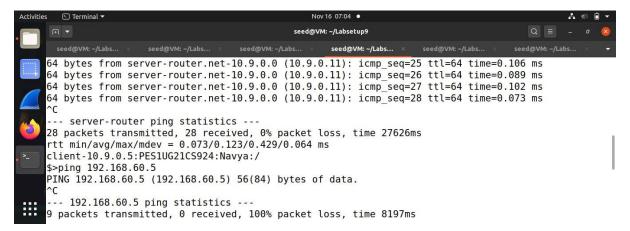
Task 1

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| No. 16 of 20 | No.
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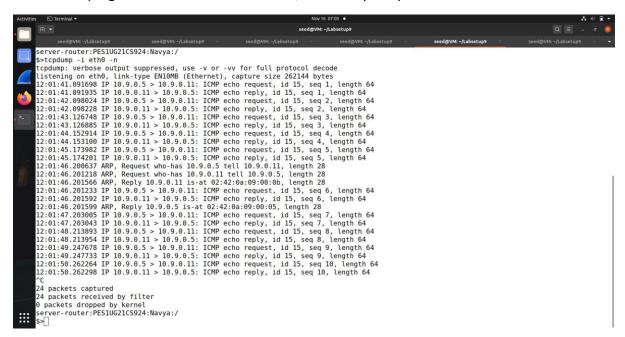
On pinging the server, we can reach it immediately which shows that the server is properly configured



Here, we can ping the host V from the VPN server which shows that the VPN server is configured in the correct manner.



We cannot ping between host U and host V, since they are present on different subnets.

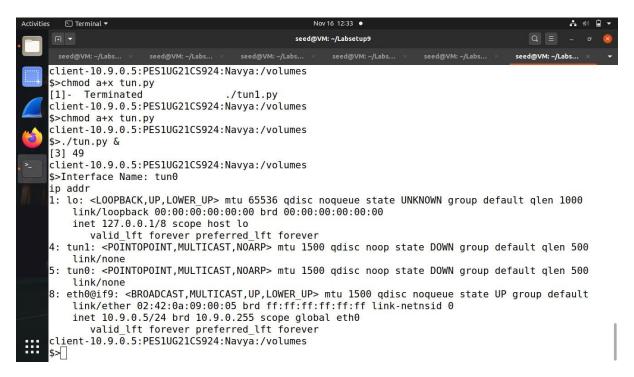


The tcpdump command is used to capture and analyze network traffic. The output of the tcpdump command shows the sending and receiving of ICMP echo requests and replies, ping packets, to and from the IP address 10.9.0.11, through the router.

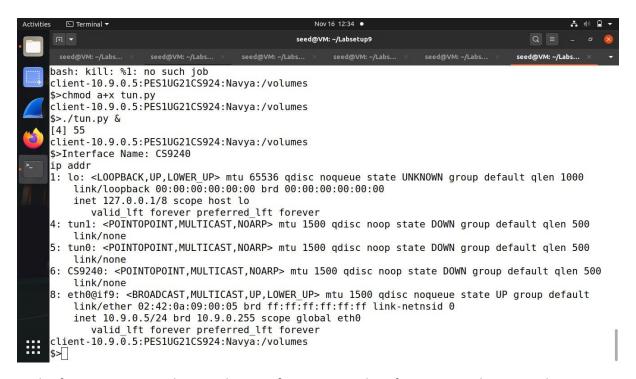
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► Terminal •
                                           seed@VM: ~/Labsetup9
                                                  seed@VM: ~/Labs..
PING 192.168.60.5 (192.168.60.5) 56(84) bytes of data.
"
 -- 192.168.60.5 ping statistics ---
9 packets transmitted, 0 received, 100% packet loss, time 8197ms
client-10.9.0.5:PES1UG21CS924:Navya:/
$>ping server-router
PING server-router (10.9.0.11) 56(84) bytes of data.
64 bytes from server-router.net-10.9.0.0 (10.9.0.11): icmp_seq=1 ttl=64 time=0.280 ms
64 bytes from server-router.net-10.9.0.0 (10.9.0.11): icmp_seq=2 ttl=64 time=0.293 ms
64 bytes from server-router.net-10.9.0.0 (10.9.0.11): icmp_seq=3 ttl=64 time=0.207 ms
64 bytes from server-router.net-10.9.0.0 (10.9.0.11): icmp_seq=4 ttl=64 time=0.274 ms
64 bytes from server-router.net-10.9.0.0 (10.9.0.11): icmp_seq=5 ttl=64 time=0.327 ms
64 bytes from server-router.net-10.9.0.0 (10.9.0.11): icmp_seq=6 ttl=64 time=0.667 ms
64 bytes from server-router.net-10.9.0.0 (10.9.0.11): icmp_seq=7 ttl=64 time=0.128 ms
64 bytes from server-router.net-10.9.0.0 (10.9.0.11): icmp_seq=8 ttl=64 time=0.143 ms
64 bytes from server-router.net-10.9.0.0 (10.9.0.11): icmp_seq=9 ttl=64 time=0.168 ms
64 bytes from server-router.net-10.9.0.0 (10.9.0.11): icmp_seq=10 ttl=64 time=0.120 ms
 -- server-router ping statistics ---
10 packets transmitted, 10 received, 0% packet loss, time 9171ms
rtt min/avg/max/mdev = 0.120/0.260/0.667/0.152 ms
client-10.9.0.5:PES1UG21CS924:Navya:/
```

Task 2

Task 2a

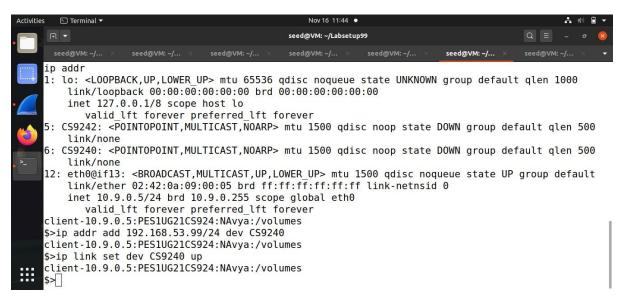


In this picture we observe the interface name to be tun0, based on the code provided in tun.py



In the first picture, we observe the interface name to be of tun0. Here, however the interface name is displayed to be CS9240, which occurred after changing the code in tun.py.

Task 2.b

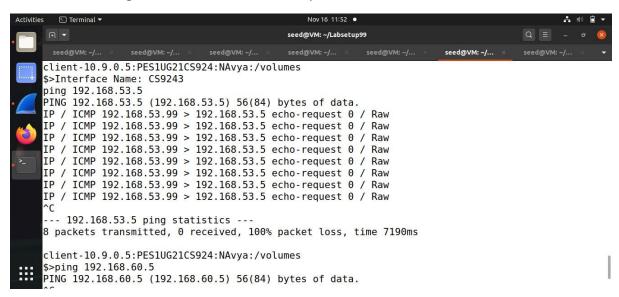


To be able to make the TUN interface usable we need to configure it. This can be done by assigning an IP address and then calling it up as shown above. This has been done to make the above interface usable. Since the interface is typically present in a down state, it has been called up to bring it to a usable state. Hence, an IP address is assigned to the interface CS9240 and is brought up to make it usable.

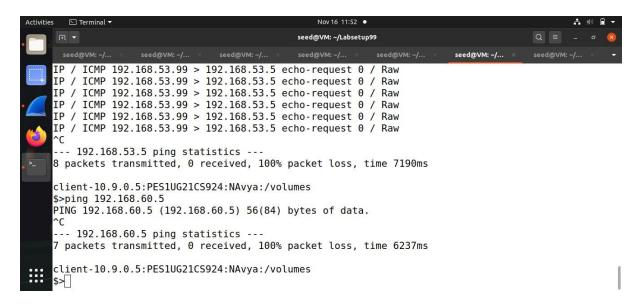
Task 2.c



Here, we first assign an IP address and call it up to make the interface usable.

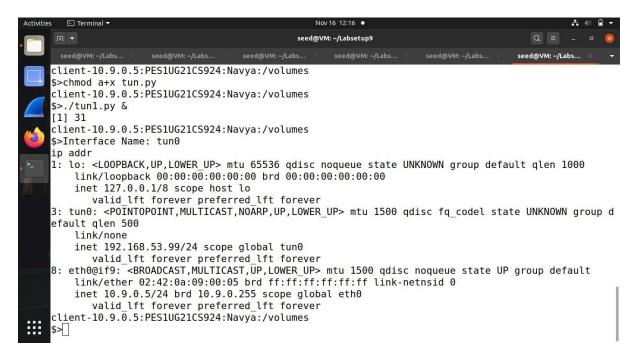


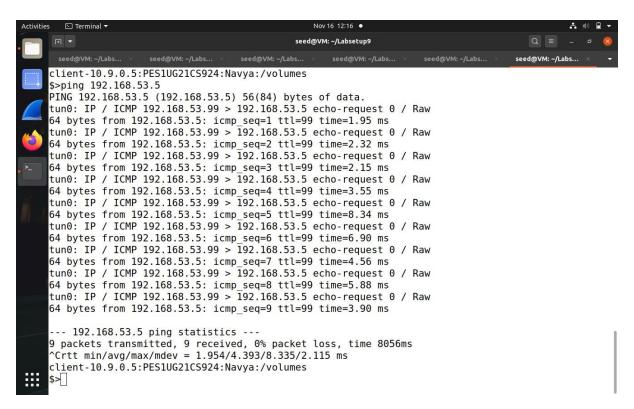
We observe that the first ping is successful and that the packets are being sent, considering that tun is configured in the same network as the ping, the network being 192.168..53.0/24.



However, we find that the above ping fails as it isn't configured on the same network.

Task 2.d





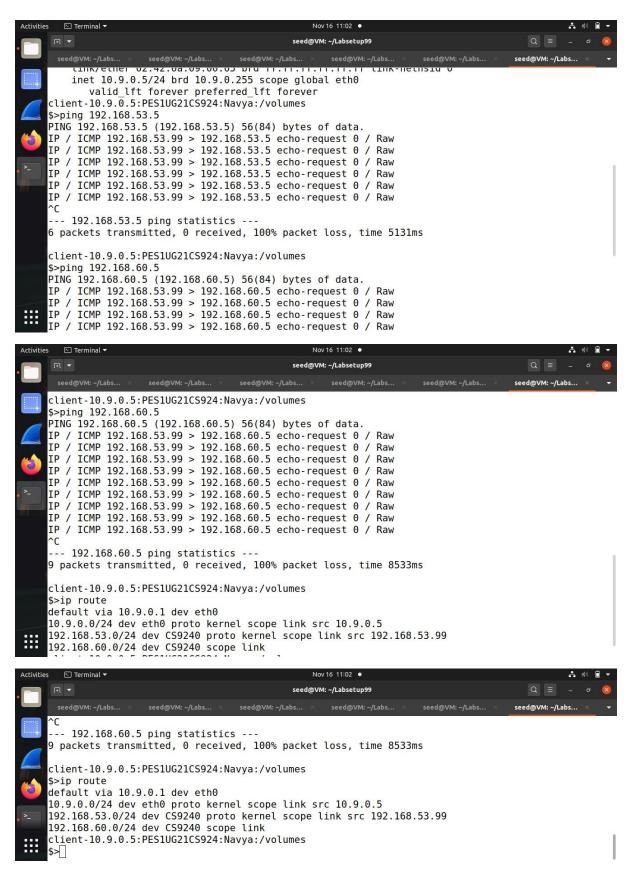
In this procedure, the ping is successful as it is able to print both the packets sent and received. The packets from the source and destination of the ICMP request are seen.

Task 3

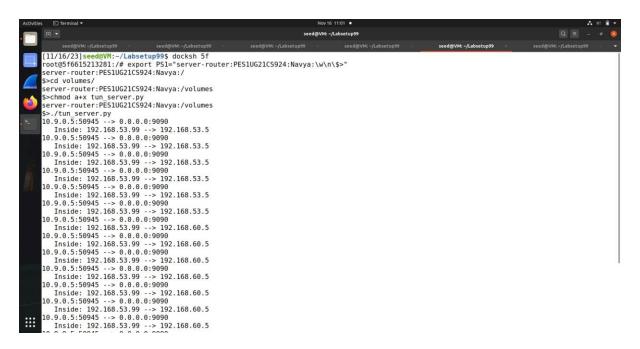
On the client

```
    Terminal ▼

                                           seed@VM: ~/Labsetup99
$>chmod a+x tun client.py
client-10.9.0.5:PES1UG21CS924:Navya:/volumes
$>./tun_client.py &
[1] 13
client-10.9.0.5:PES1UG21CS924:Navya:/volumes
$>Interface Name: CS9240
ip addr
1: lo: <LOOPBACK,UP,LOWER UP> mtu 65536 qdisc noqueue state UNKNOWN group default qlen 1000
    link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00:00
    inet 127.0.0.1/8 scope host lo
       valid lft forever preferred lft forever
2: CS9240: <POINTOPOINT,MULTICAST,NOARP,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UNKNOWN group
 default qlen 500
    link/none
    inet 192.168.53.99/24 scope global CS9240
       valid_lft forever preferred_lft forever
12: eth0@if13: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue state UP group default
    link/ether 02:42:0a:09:00:05 brd ff:ff:ff:ff:ff:ff link-netnsid 0
    inet 10.9.0.5/24 brd 10.9.0.255 scope global eth0
       valid lft forever preferred lft forever
client-10.9.0.5:PES1UG21CS924:Navya:/volumes
$>ping 192.168.53.5
```

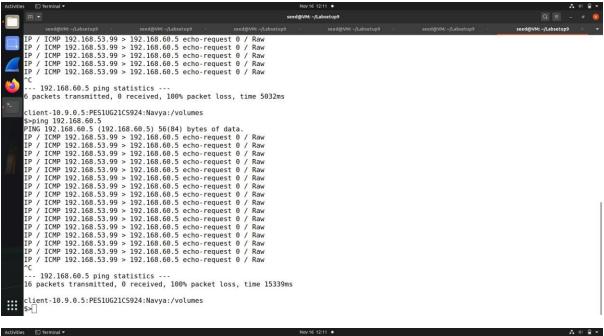


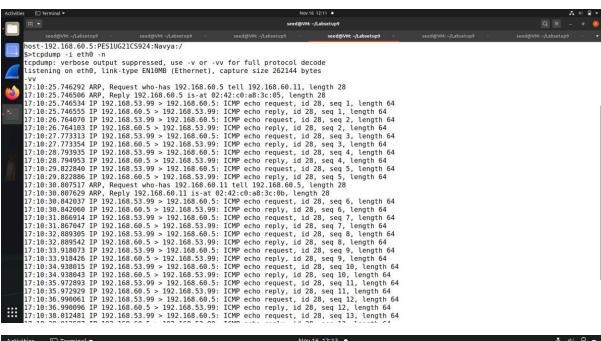
On the server

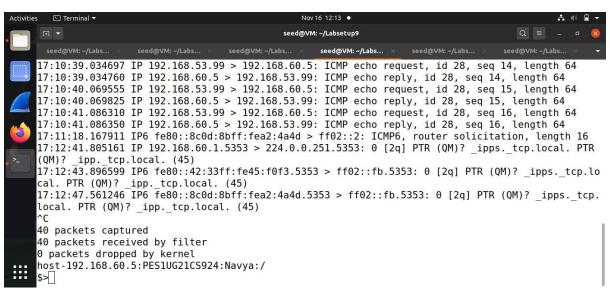


In the above task, the ping packets which are being sent to both 192.168.53.5 and 192.168.60.5 are encapsulated in UDP segments and are sent. These are then received at the server where, it extracts the ICMP packets and forwards it to the correct and desired IP.

Task 4



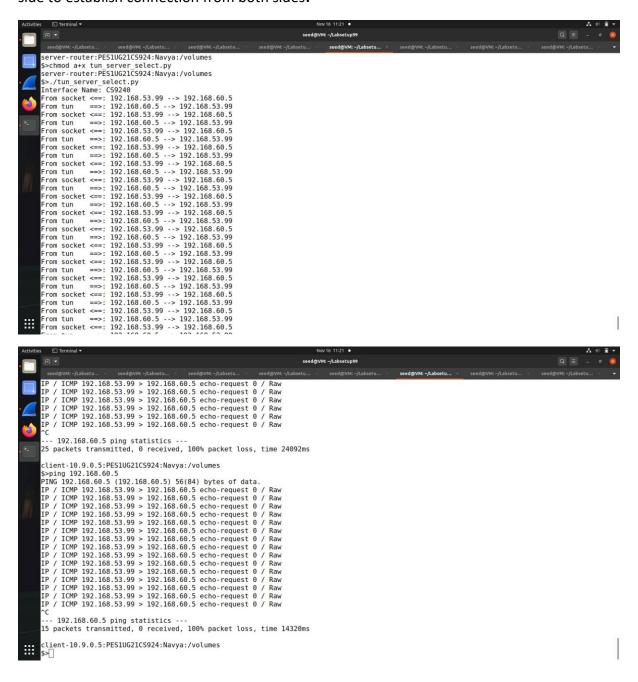


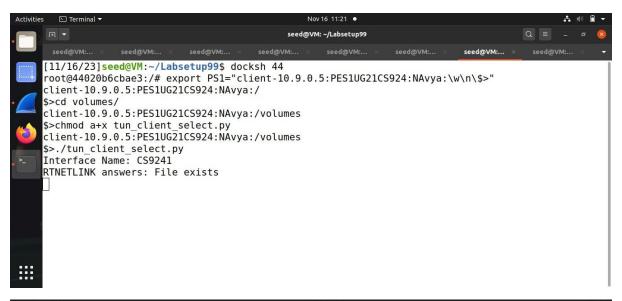


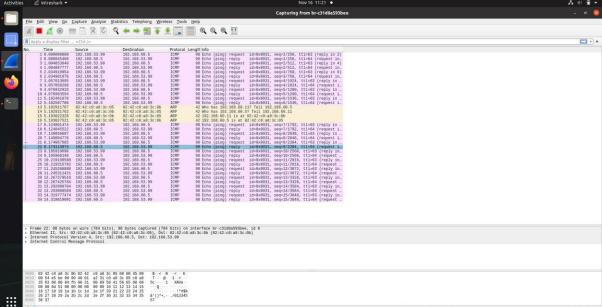
In the above task, we are able to ping from host U to host V, since the packets are passing through the tunnel. However, we can see the request part and not the reply part of the messages as it still hasn't been configured yet.

Task 5

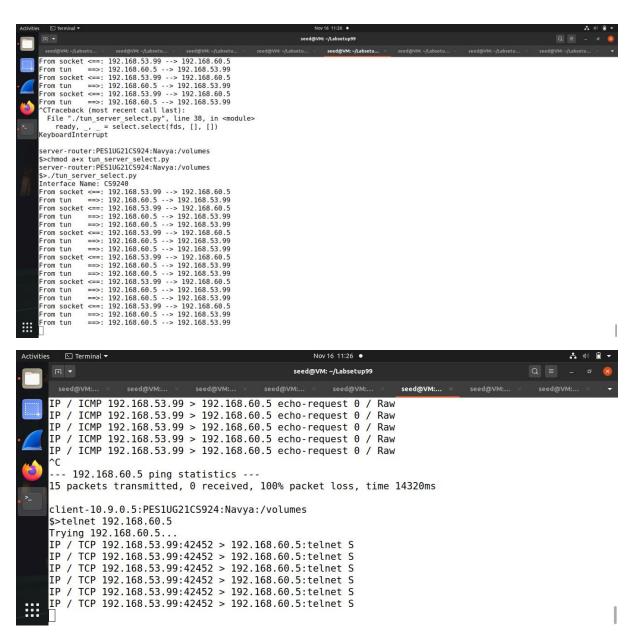
In the previous task, we were only able to get the requests on the terminal and not the reply. Since the terminal was one directional. In this task we run the program on the client side to establish connection from both sides.





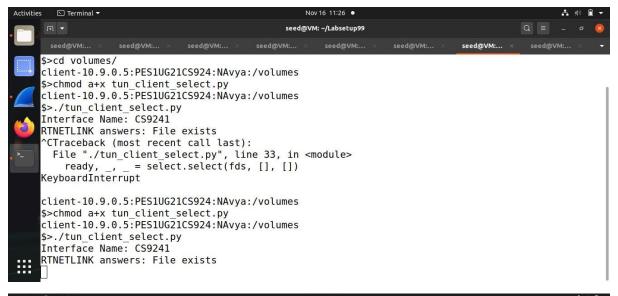


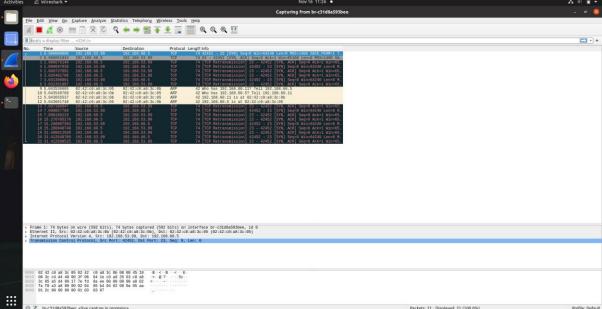
In the above wireshark image, we can observe the requests being sent by the host, client. Which shows that it is established in the correct manner.



We observe that from host U we are able to reach host V and vice versa through tunnelling.

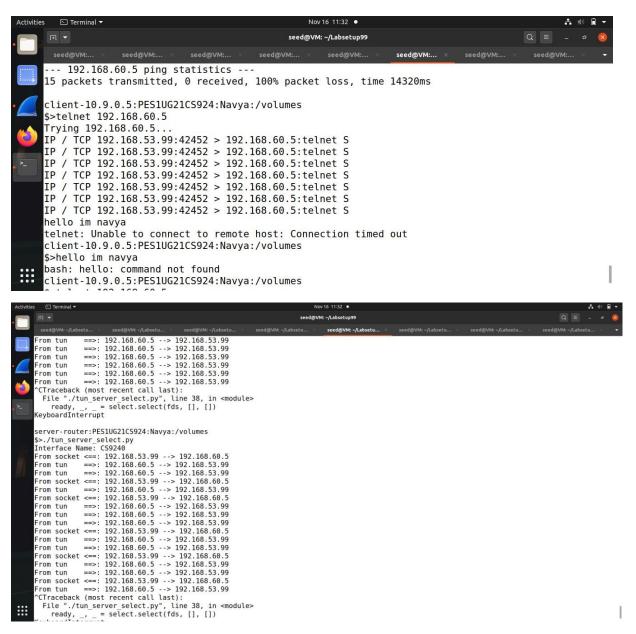
We observe that we are able to view both the reply and request messages from both sides, showing that the tunnel is two sided. We can get both the ping request and reply in the wireshark terminal.





The output shows the sending and receiving ICMP echo requests and replies. Which shows that the tunnel is properly established.

Task 6



In this task, we have currently established a telnet connection from host U to host V. However, when the VPN connection breaks, the telnet connection also breaks as shown above. With messages and requests no longer being sent. Hence, in spite of typing a message nothing is viewed on the other host. After re-establishing the connection, we observe that even though it takes some time and does not appear immediately, we can see that the message is sent and that the requests are sent. Which shows that the connection between the two hosts has been established.