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Network Analysis Observations  
Why do you think there is a difference between the pings?

* There is a difference between the pings is because of our connection to the network and the servers. The Calvin.edu ping has no time between pings because we are on the same network as the servers, so pinging it should be almost instantaneous. Now if we compare the ping to yahoo.com, it’s longer because we are not on there servers, so our server must ping to yahoo’s server, which takes some time for the computer to communicate. Also being on the calvin college server, there’s less stops it has to make.

Using the ping -n

* I used the ping -n 50 to calvin’s website. It worked as expected, it send 50 ping to calvin’s server. After that I did 100, it took a while but it finished with no issues.

Name of PC: maroon22

Netstat

* A tool used to display network connections for the TCP and other network tools. It’s used for finding problems in the network and to determine the amount of traffic on the network as a performance measurement.
* Note:
  + When using the command, it’s showing a lot of id address that is connected to the calvin network (foreign and local address). From what I’m thinking it’s all ip address in the maroon lab that is connected to the network?

ARP

* Displays current ARP entries by interrogating the current

protocol data. If inet addr is specified, the IP and Physical

addresses for only the specified computer are displayed. If

more than one network interface uses ARP, entries for each ARP

table are displayed.

* Note:
  + Still not sure what this one does…

Own Domain

* I found my domain on the first try, and it was available. Didn’t have to add any variations

Part 2 C# Code

• What port number is the Server opening?

* 11,000

• How does the Server and the Client know the name of the host?

* Using the function “Dns.GetHostName()”

• What is the port number being used?

* 11000

• What message does the client send to the server? How many times does it send that message?

* “GET <EOF>:” and it sends it 10 times

• How does the Server know when to stop “talking” to the client and go back to listening?

* When listener.Listen it hits the backlog of 10

Step to connecting to a different work station

* We changed line 20 in the client server code to the designated work station and the console addresslist to 1 as told by the instruction.
* I logged on to a different computer and tested it to see if they talked to each other by running the client on a different work station.
* We first had to change the fire wall to allow for incoming changes from the server using the port number
* After that, it work. The computer were talking to each other on different work stations