Assignment 3
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Answer 1.

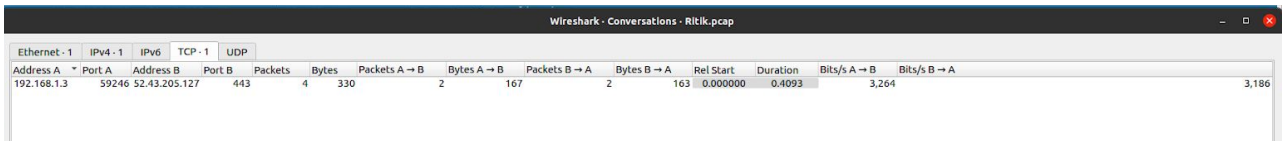
(a). I am using tshark for capturing the packets.

Command: **tshark -i wlo1 -a duration:30 -w Ritik.pcap tcp**

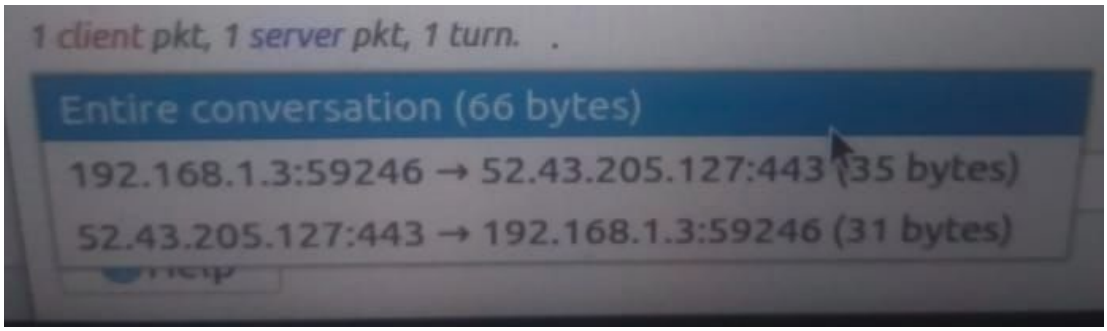
```
ritik@ritik-TUF-GAMING-FX504GD-FX80GD:~/Desktop/CN/Assignment 3$ tshark -i wlo1 -a duration:30 -w ritik.pcap tcp
Capturing on 'wlo1'
```

(b). Analysing the packets using wireshark.

Number of TCP connections: Under the Statistics and Conversation section. 1 TCP connections are there. Address A and B are the communicating peers to which it is trying to communicate.

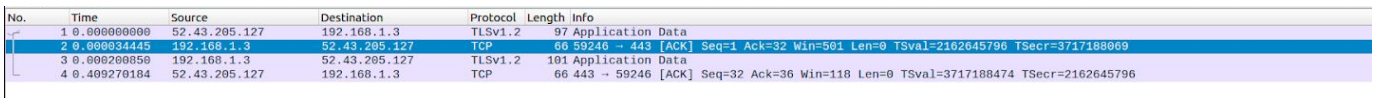


(c). Individual data transferred is there in the TCP section. We can check the overall data transmission under the TCP stream section by right clicking the packet.



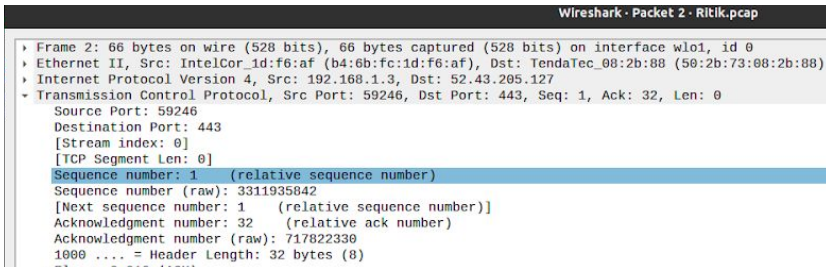
Entire communication was 66 bytes.

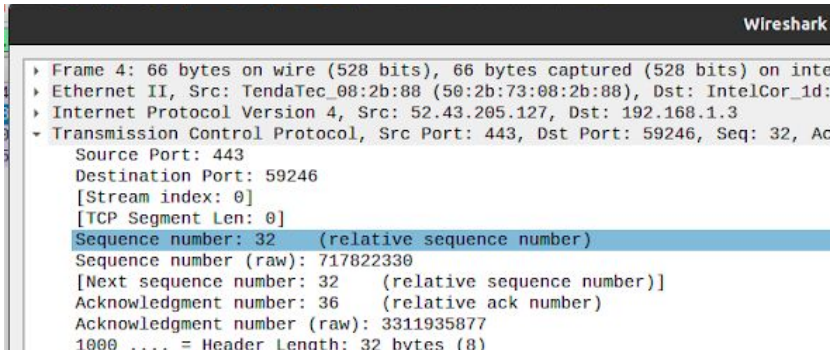
(d). For this double click the length section and it will arrange them in descending order. Check the connection with max length in TCP.



The one selected is the connection with max length.

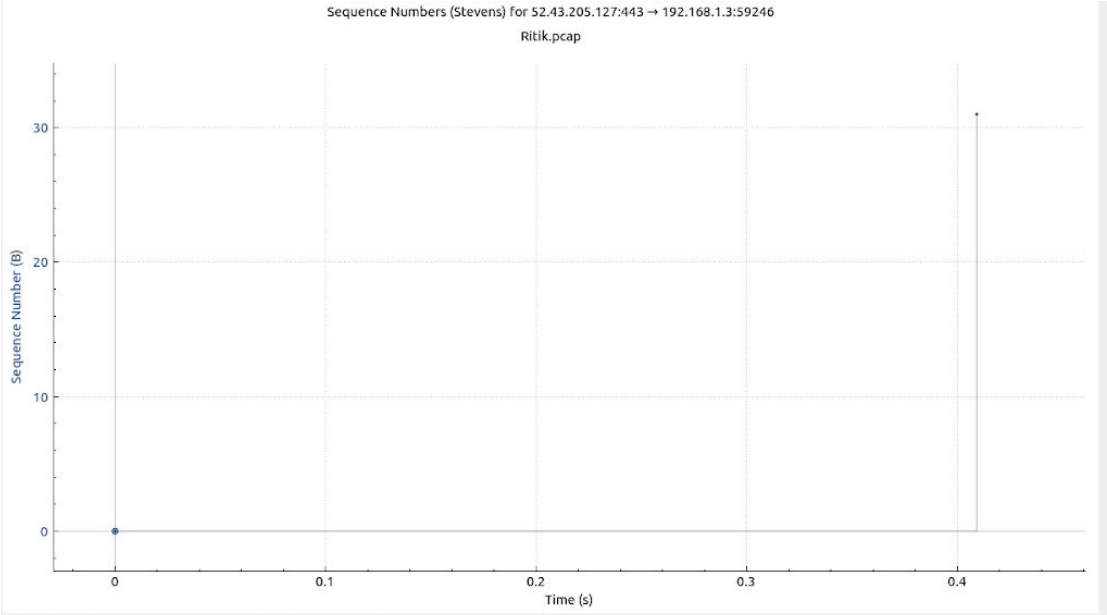
To view the sequence number progress in the mid tab.
Apply the filter for that connection (by right clicking or by filter). Now check the sequence number.



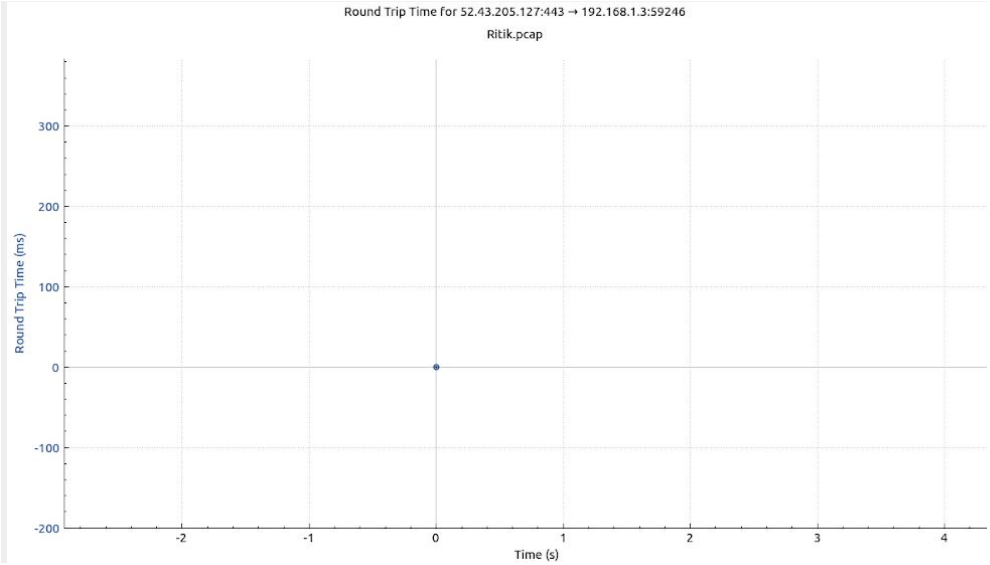


Initially it was 1 after that it changed to 32.

Now click on the Statistics and TCP stream to view the TCP stream graph.

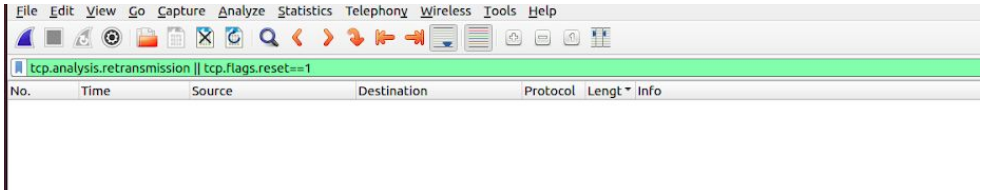


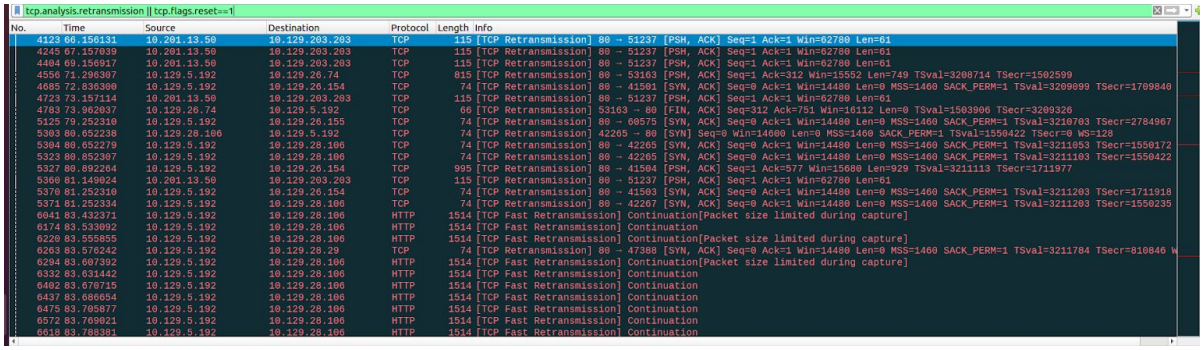
(e). Click on the Statistics tab and under TCP sections, RTT graph .



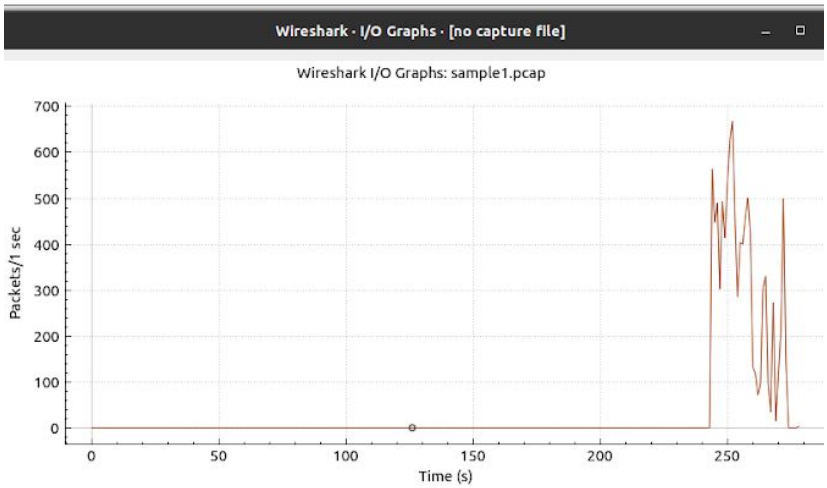
(f).For checking the timeout sessions, apply filter: **tcp.reset.flags==1 || tcp.analyse.retransmission**

Here we can view the timeout sessions are empty, Hence we need to use the file provided.

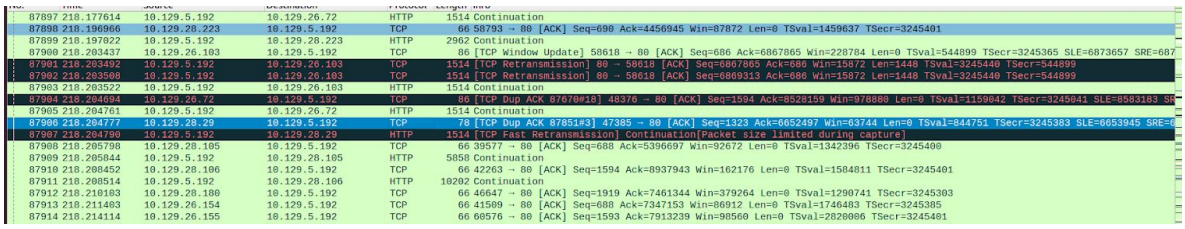




The congestion window size should remain the same i.e equal to 1 (reset).



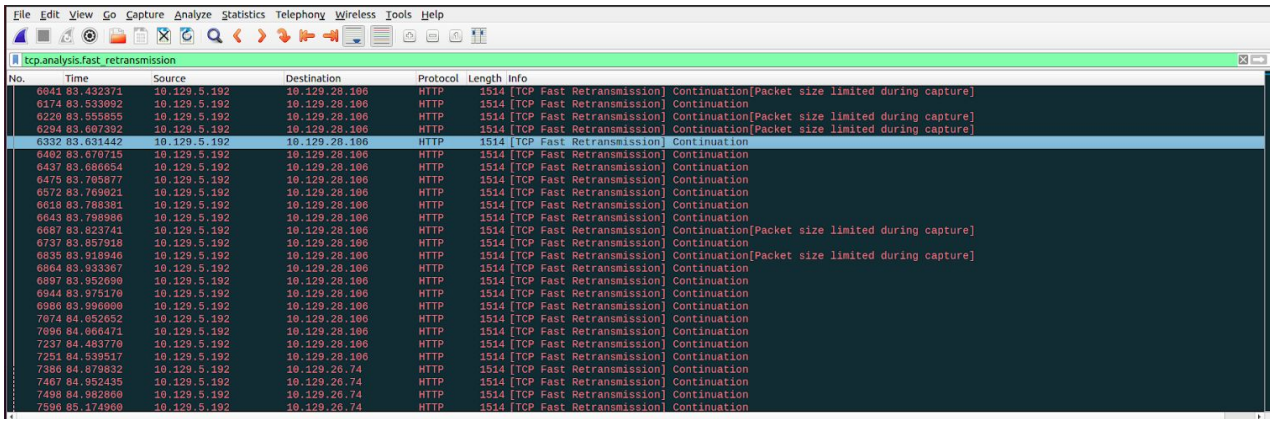
We can see the drop for the packets. This shows there was time out.



Also we can see the selected packet has been colored, showing it has been timeout and confirms the timeout.

(g). For fast retransmission: apply filter: **tcp.analyse.fast_retransmission**

Here there is a fast retransmission.



Answer 2.

(a).Using netstat for validating.

Command: **tshark -i wlo1 -a duration:30 -w ritik12.pcap tcp & timeout 30 netstat -at;**

```
itik@ritik-TUF-GAMING-FX504GD-FX80GD:~/Desktop$ tshark -i wlo1 -a duration:30 -w Ritik.pcap tcp & timeout 30 netstat -at
1] 11320
ctive Internet connections (servers and established)
roto Recv-Q Send-Q Local Address           Foreign Address         State
cp        0      0 localhost:domain        0.0.0.0:*               LISTEN
cp        0      0 localhost:ipp           0.0.0.0:*               LISTEN
cp        0      0 DESKTOP-R0UOHF1:59246   ec2-52-43-205-127:https ESTABLISHED
cp6       0      0 ip6-localhost:ipp       [::]:*                  LISTEN
itik@ritik-TUF-GAMING-FX504GD-FX80GD:~/Desktop$ Capturing on 'wlo1'
```

Now counting the number of tcp connections: 1, they are the same as in the above example.

(b).Timed_wait: 0

Listen:3

Established: 1

Fin-wait 1: 0

(c). Changing the ifcong wlo1 to down.

```
ritik@ritik-TUF-GAMING-FX504GD-FX80GD:~/Desktop$ sudo ifconfig wlo1 dow
[sudo] password for ritik:
```

Run : **timeout 30 netstat -at**

```
ritik@ritik-TUF-GAMING-FX504GD-FX80GD:~/Desktop$ timeout 30 netstat -at
Active Internet connections (servers and established)
Proto Recv-Q Send-Q Local Address           Foreign Address         State
tcp        0      0 localhost:domain        0.0.0.0:*               LISTEN
tcp        0      0 localhost:ipp           0.0.0.0:*               LISTEN
tcp        0    103 ritik-TUF-GAMING-:60662 172.217.166.14:https    FIN_WAIT1
tcp        0    103 ritik-TUF-GAMING-:60664 172.217.166.14:https    FIN_WAIT1
tcp        0    103 ritik-TUF-GAMING-:45772 172.217.24.234:https    FIN_WAIT1
tcp        0    103 ritik-TUF-GAMING-:45810 172.217.24.234:https    FIN_WAIT1
tcp        0    103 ritik-TUF-GAMING-:54266 74.125.68.189:https     FIN_WAIT1
tcp        0    103 ritik-TUF-GAMING-:36944 172.217.160.238:https   FIN_WAIT1
tcp        0     67 ritik-TUF-GAMING-:53914 34.216.3.76:https       FIN_WAIT1
tcp        0     53 ritik-TUF-GAMING-:50052 157.240.198.60:https    FIN_WAIT1
tcp        0    103 ritik-TUF-GAMING-:45770 172.217.24.234:https    FIN_WAIT1
tcp6       0      0 ip6-localhost:ipp       [::]:*                  LISTEN
ritik@ritik-TUF-GAMING-FX504GD-FX80GD:~/Desktop$
```

Timed_wait: 0

Listen: 3

Established: 0

Fin-wait 1:9

Yes they have changed, Now the number of TCP connections has changed and fin-wait state has been increased.