## Assignment 3 Ritik Garg | 2018305

## Answer 1.

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

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

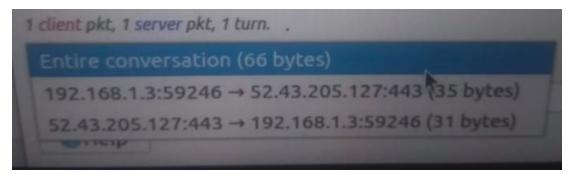
ritik@ritik-TUF-GAMING-FX504GD-FX80GD:~/Desktop/CN/Assignment 3\$ tshark -i wlo1 -a duration:30 -w ritik.pcap tcp Capturing on 'wlo1'

(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.

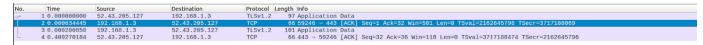


(c). Individual data transferred is there in the TCP section. We can check the overall data transmission under the TCP stream section by right clicking the packet.



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.

```
Wireshark-Packet 2-Ritik-pcap

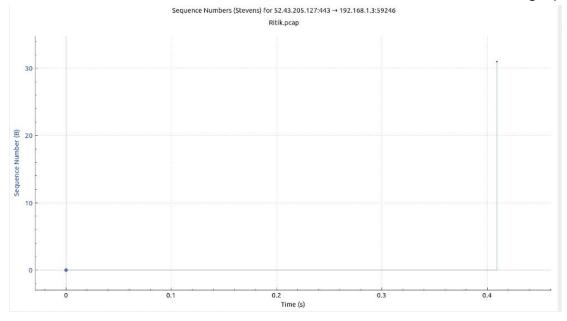
• Frame 2: 66 bytes on wire (528 bits), 66 bytes captured (528 bits) on interface wlo1, id 0
• Ethernet II, Src: IntelCor_1d:f6:af (b4:6b:fc:1d:f6:af), Dst: TendaTec_08:2b:88 (50:2b:73:08:2b:88)
• Internet Protocol Version 4, Src: 192.168.1.3, Dst: 52.43.205.127
• Transmission Control Protocol, Src Port: 59246, Dst Port: 443, Seq: 1, Ack: 32, Len: 0
Source Port: 59246
Destination Port: 443
[Stream index: 0]
[TCP Segment Len: 0]

Sequence number: 1 (relative sequence number)
Sequence number (raw): 3311935842
[Next sequence number: 1 (relative sequence number)]
Acknowledgment number: 32 (relative ack number)
Acknowledgment number: 32 bytes (8)
```

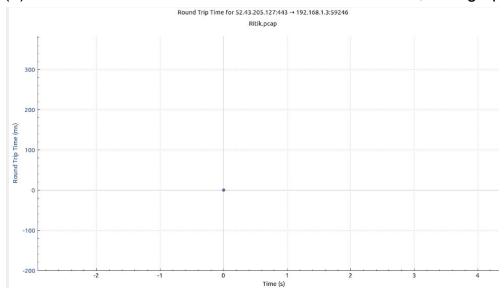
```
Wireshark
 Frame 4: 66 bytes on wire (528 bits), 66 bytes captured (528 bits) on inte
Ethernet II, Src: TendaTec_08:2b:88 (50:2b:73:08:2b:88), Dst: IntelCor_1d:
→ Internet Protocol Version 4, Src: 52.43.205.127, Dst: 192.168.1.3
- Transmission Control Protocol, Src Port: 443, Dst Port: 59246, Seq: 32, Ac
    Source Port: 443
    Destination Port: 59246
    [Stream index: 0]
    [TCP Segment Len: 0]
   Sequence number: 32
                           (relative sequence number)
    Sequence number (raw): 717822330
    [Next sequence number: 32
                                 (relative sequence number)]
    Acknowledgment number: 36
                                 (relative ack number)
    Acknowledgment number (raw): 3311935877
    1000 .... = Header Length: 32 bytes (8)
```

Initially it was 1 after that it changed to 32.

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

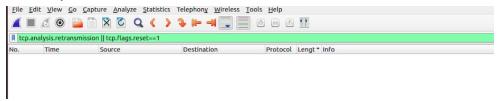


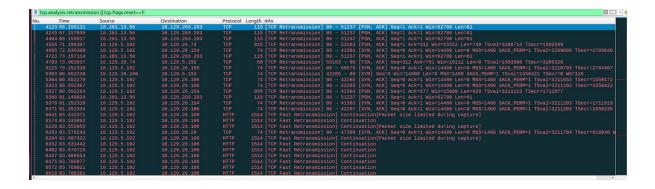
(e). Click on the Statistics tab and under TCP sections, RTT graph.



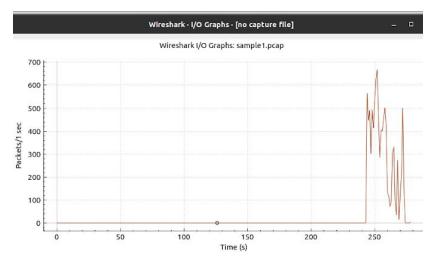
## (f).For checking the timeout sessions, apply filter: tcp.reset.flags==1 || tcp.analyse.retransmission

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).

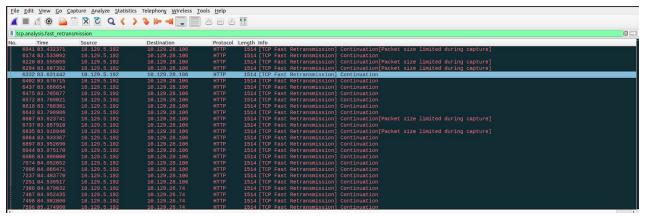


We can see the drop for the packets. This shows there was time out.



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;

```
lk@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
                0 localhost:domain
                                           0.0.0.0:*
                                                                    LISTEN
CP
                0 localhost:ipp
                                           0.0.0.0:*
                                                                    LISTEN
                                           ec2-52-43-205-127:https ESTABLISHED
                0 DESKTOP-ROUOHF1:59246
                0 ip6-localhost:ipp
                                           [::]:*
                                                                    LISTEN
```

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 down [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
                 0 localhost:domain
                                                                    LISTEN
tcp
          Θ
                                            0.0.0.0:*
          Θ
                 0 localhost: ipp
                                            0.0.0.0:*
                                                                    LISTEN
tcp
          0
              103 ritik-TUF-GAMING-:60662 172.217.166.14:https
                                                                    FIN_WAIT1
tcp
          Θ
             103 ritik-TUF-GAMING-:60664 172.217.166.14:https
                                                                    FIN_WAIT1
tcp
tcp
          Θ
             103 ritik-TUF-GAMING-:45772 172.217.24.234:https
                                                                    FIN_WAIT1
          0 103 ritik-TUF-GAMING-:45810 172.217.24.234:https
                                                                    FIN_WAIT1
tcp
              103 ritik-TUF-GAMING-:54266 74.125.68.189:https
          Θ
                                                                    FIN_WAIT1
tcp
tcp
          0
              103 ritik-TUF-GAMING-:36944 172.217.160.238:https
                                                                    FIN_WAIT1
tcp
          Θ
               67 ritik-TUF-GAMING-:53914 34.216.3.76:https
                                                                    FIN_WAIT1
          Θ
                53 ritik-TUF-GAMING-:50052 157.240.198.60:https
                                                                    FIN_WAIT1
tcp
                                                                    FIN_WAIT1
tcp
          0
               103 ritik-TUF-GAMING-:45770 172.217.24.234:https
                                            [::]:*
                                                                    LISTEN
                 0 ip6-localhost:ipp
tcp6
```

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.