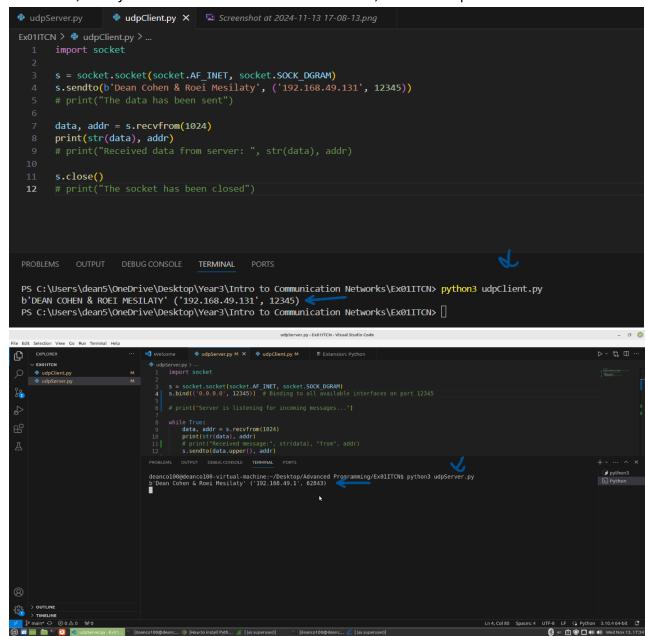
PART A:

Dean Cohen & Roei Mesilaty

First of all, here you can see the client and server files, and the output:



Code explanation:

The code consists of a client and server that use a UDP socket to communicate via port 12345.

The client code creates a UDP socket and sends the message "Dean Cohen & Roei Mesilaty" in bytes (using the prefix b) to the server at address 192.168.49.131 on port 12345, receives a response from the server with a maximum size of 1024 bytes, and prints it.

The server code creates a UDP socket bound to address 0.0.0.0 on port 12345. The address 0.0.0.0 allows the server to listen to anyone connected to the network. It enters a loop to receive messages (while true), prints the received message and the sender's address, then sends back the message in uppercase to the client.

Relationship between Code and Traffic:

The client code sends a message to the server, and this message is captured in the first Wireshark packet (Image 1). The server receives this message, processes it, and sends the response back to the client. This response is captured in the second Wireshark packet (Image 2).

The code directly affected the network traffic by defining the contents of the UDP payload, the source and destination ports, and the overall flow of the communication between the client and server.

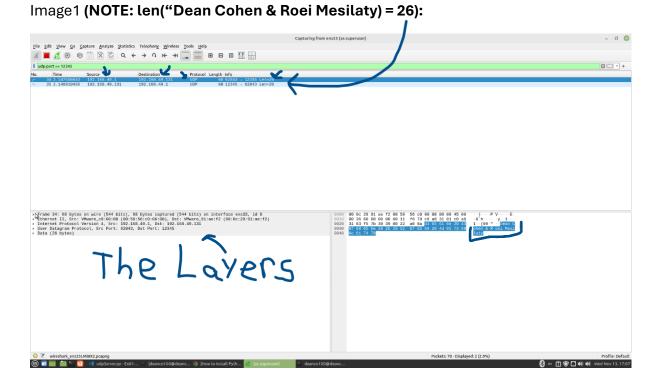
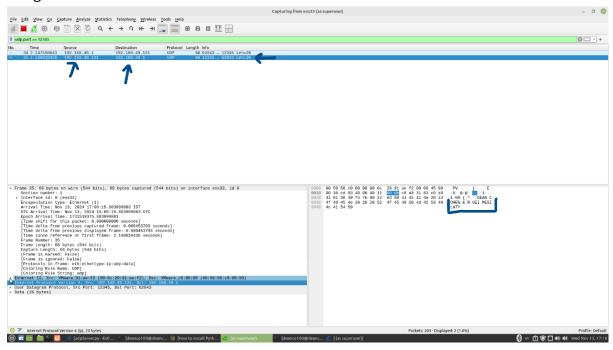


Image2:



Traffic Analysis in Wireshark -

Ethernet Layer – In the **Frame Details**, the **MAC Source Address** appears, which is the MAC address of VMware (appears as 00:0c:29:91:ae:f2).

MAC Destination Address - 00:50:56:c0:00:08.

EtherType – indicates that IPv4 addresses are being used.

Internet Protocol (IP) Layer -

Source IP Address – 192.168.49.131 – the IP address of the client on the local network.

Destination IP Address - 192.168.49.1 - the IP address of the server.

Protocol - UDP.

User Datagram Protocol Layer – shows that the source port is 12345 (the port the client uses), and the destination port is 62843 – a randomly assigned port because the client doesn't specify a port, as explained in the lecture.

Length – indicates the length of the UDP header and data.

Application Layer – the data sent (Dean Cohen & Roei Mesilaty) is sent as text. The server receives it, converts it to uppercase, and sends the response back to the client (DEAN COHEN & ROEI MESILATY), as shown in the attached images.

Data Layer – In this section, we see the **UDP payload** containing the actual data sent from the client to the server.

NOTE:

We have another packet (the response from the server to the client), that we can see in Image2. This packet has a similar layers like the first packet, but it differs in

the src&dst IP's & MAC's & ports (swapped) and the message is now in Upper case.

