EXPERIMENT NO-9



CN-C32-2103167

Aim:

Use wire shark to understand the operation of TCP/IP layers:

Ethernet layers: Frame header Frame Sized.

Data Link Layer: - MAC address; ARP.

(IP & MAC addressing)

- Network Layer: IP Pocket.
- Transport layer: TCP Paset, TCP,
hardshake segments etc.

Application Layer: - DHCP, FTP, HTP. header format

Theory:
Chireshark is a popular, open source

metwork protocol analysis used bore

capturing and inspecting packets ion a nitwork.

It is a powerful tool for nitwork administrators,

security professionals and students.

The objective of this experiment is to use were shark, a network protocol analysis, to capture and analyze network traffic to understand the operation of various layer of TCP/IP protocol sue to.



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1) Ethurrit layou

Their layer deals with brames which are pack of data at the ethernet layer packets of data one can observe the seze top athernet bramers ione can observe the suze of wheret brames. One can observe the Siz ob thurset brames Ethernet brames have headers containing into rmation. Use source & destination MAC Marin Kenz iskal travel

2.) Data link layer

The data link layer | dial with MAC addrin Wireshark will you the MAC address of the address of the divice communicating in network Users can capture ARP to packet to see how

dures map, IP address to MAC address

3-) Network Layer.

This layer involes a lot of process, It invols IP packets . Wireshack clipplan IP headers with information like sowie 2 distinction IP addring source I CMP packet can be captured

to observe network troubleshooting, messages, like purg request 2 ruplies.

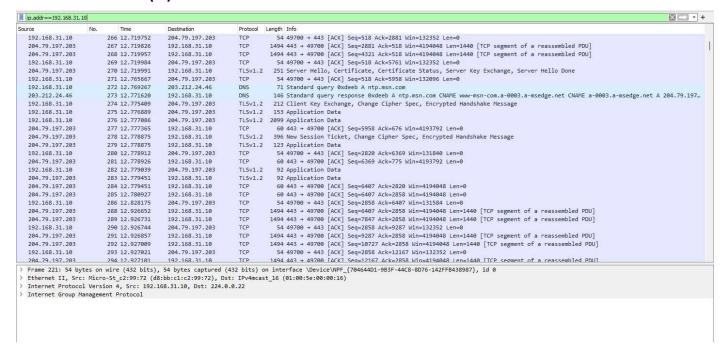


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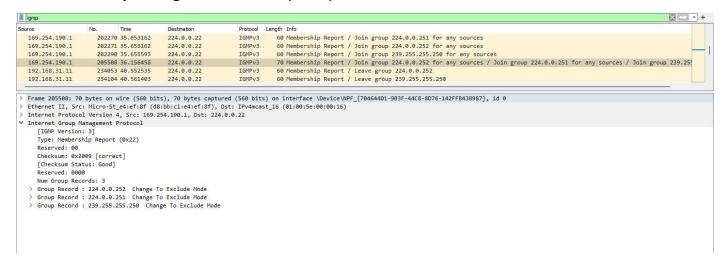
Transport layers:

User can ple which ports the used by application (eg: - web browsers, emails wents) for communication. By capturing TCP traffic, which is how two clerics istablish a connect.

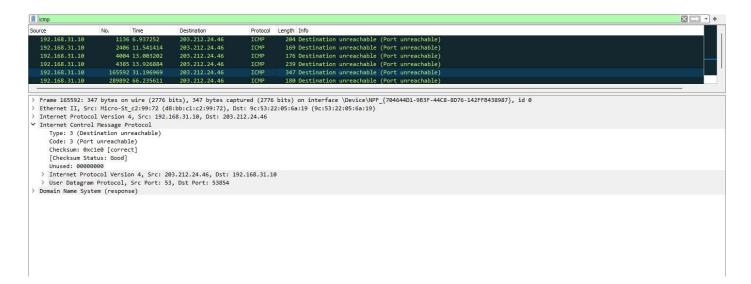
1. Internet Protocol (IP)



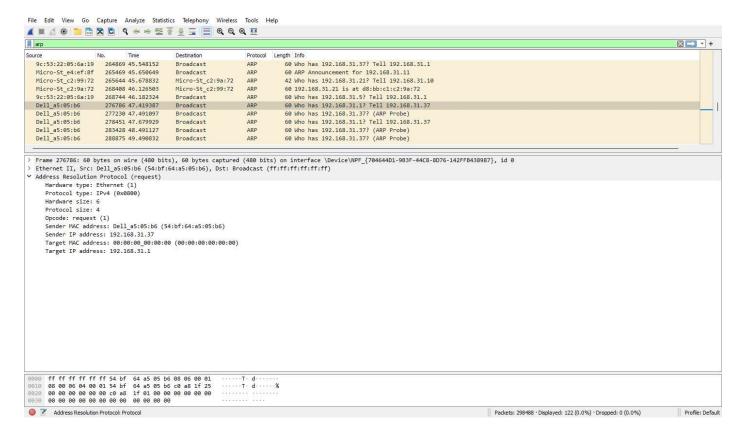
2. Internet Group Management Protocol (IGMP)



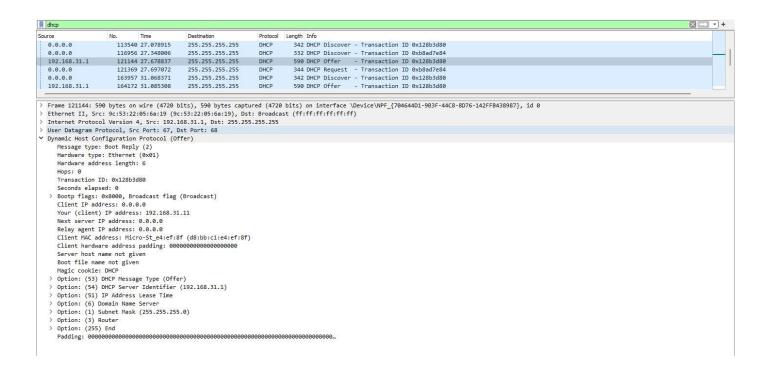
3. Internet Control Message Protocol (ICMP)



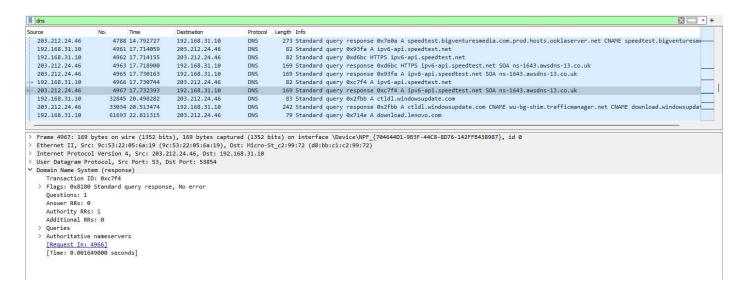
4. Address Resolution Protocol (ARP)



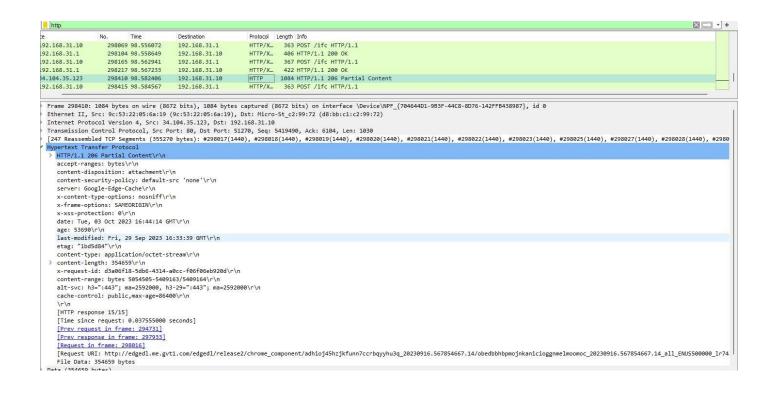
5. Dynamic Host Configuration Protocol (DHCP)



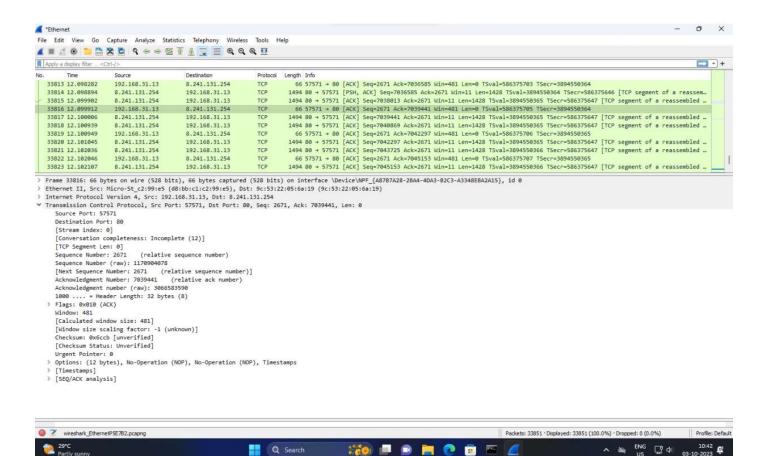
6. Domain Name System (DNS)



7. Hypertext Transfer Protocol (HTTP)



8. Transmission Control Protocol (TCP)



9. User Datagram Protocol (UDP)

