DNS Resolver Assignment Report

Introduction

In this assignment, we were asked to design and implement a simplified DNS resolver using Python. The main goal was not just to make it run, but to understand how DNS resolution can be simulated, how custom headers can be added, and how a client and server can communicate in a controlled setup.

Instead of sending real DNS queries, we worked with DNS packets from a PCAP file. The client processed these packets, added a custom header, and sent them to our server. The server then applied predefined rules based on the timestamp and query ID to return an IP address. Finally, all results were collected and presented in a report.

Methodology

We divided the work into three parts: **client**, **server**, and **report generator**. The **client** reads DNS queries from the correct PCAP file (9.pcap in our case, based on roll numbers). For each query, it creates an 8-byte custom header in the format HHMMSSID and sends it along with the domain name to the server.

The **server** listens for incoming requests, extracts the header and domain, and applies time-based rules to decide the resolved IP. The 15 IPs are split into three pools morning, afternoon, and night, and the final IP is chosen using the query ID with modulo logic.

The **report generator** collects all client responses and outputs them as a clear table with the header, domain, and resolved IPs.

```
(.venv) jangamsanjay@Jangams-MacBook-Air-2 dns-resolver % python3 server.py --host 0.0.0 --port 55556

Server listening on 0.0.0.0:55556 ...
Got query facebook.com with header 14474000 -> 192.168.1.6
Got query stackoverflow.com with header 14474001 -> 192.168.1.7
Got query example.com with header 14474002 -> 192.168.1.8
Got query linkedin.com with header 14474003 -> 192.168.1.9
Got query apple.com with header 14474004 -> 192.168.1.10
Got query apple.com with header 14474005 -> 192.168.1.10
```

```
| jangamsanjay@Jangams-MacBook-Air-2 dns-resolver % python3 client.py --pcap 9.pcap --host 127.0.0.1 --port 55556 --out results.csv

| [CLIENT] facebook.com -> 192.168.1.6 (Header=14474000) |
| [CLIENT] stackoverflow.com -> 192.168.1.7 (Header=14474001) |
| [CLIENT] example.com -> 192.168.1.8 (Header=14474002) |
| [CLIENT] linkedin.com -> 192.168.1.9 (Header=14474003) |
| [CLIENT] apple.com -> 192.168.1.10 (Header=14474004) |
| [CLIENT] google.com -> 192.168.1.6 (Header=14474005)
```

Results

We tested our system with six required domains: facebook.com, stackoverflow.com, example.com, linkedin.com, apple.com, and google.com. The client successfully generated headers, the server applied the resolution rules, and the results were stored in a final report.

• jangamsanjay@Jangams-MacBook-Air-2 dns-resolver % python3 generate_report.py results.csv dns_report.txt

```
dns_report.txt
CustomHeader
                 Domain ResolvedIP
14474000
                 facebook.com
                                 192.168.1.6
                                          192.168.1.7
14474001
                 stackoverflow.com
                                 192.168.1.8
14474002
                 example.com
                 linkedin.com
                                 192.168.1.9
192.168.1.10
14474003
14474004
                 apple.com
14474005
                                  192.168.1.6
                 google.com
```

Conclusion

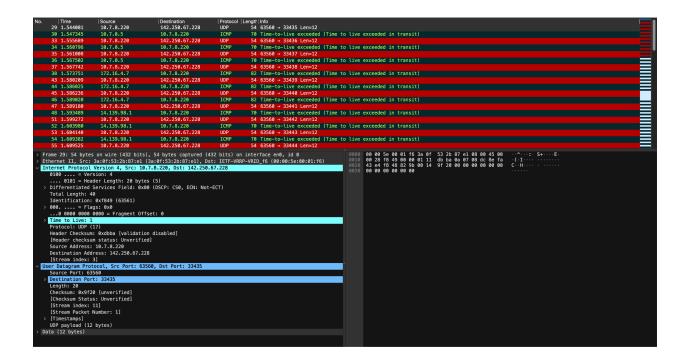
This assignment gave us hands-on experience simulating DNS resolution. We parsed packets, added custom headers, and built a client–server system to communicate. It combined skills like reading PCAP files, writing socket code, and applying rules, showing how these pieces work together in real networking. Overall, it reinforced both networking concepts and practical programming, boosting our confidence in building and testing real-world-like systems.

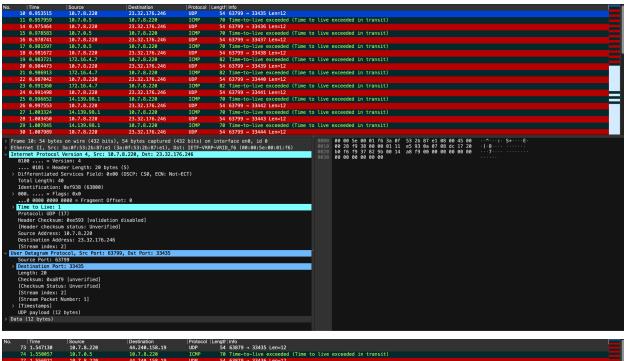
Traceroute Protocol Behavior

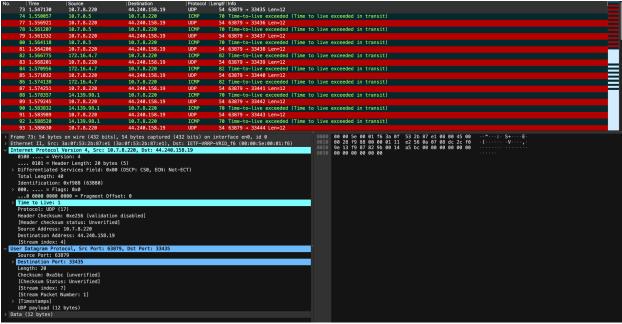
```
jayaram@JAYARAMs-MacBook-Air CN1 % traceroute www.google.com
traceroute to www.google.com (142.250.67.228), 64 hops max, 40 byte packets
   10.7.0.5 (10.7.0.5) 3.744 ms 5.309 ms 6.714 ms 172.16.4.7 (172.16.4.7) 6.200 ms 6.015 ms 2.935 ms
 3 14.139.98.1 (14.139.98.1) 4.440 ms 4.855 ms 5.373 ms
 4 10.117.81.253 (10.117.81.253) 5.539 ms 2.869 ms 3.114 ms
    10.154.8.137 (10.154.8.137) 12.021 ms 11.310 ms 10.595 ms
    10.255.239.170 (10.255.239.170) 10.689 ms 12.989 ms 12.471 ms 10.152.7.214 (10.152.7.214) 10.387 ms 10.478 ms 10.680 ms 72.14.204.62 (72.14.204.62) 12.435 ms * *
 8
 9
    142.250.208.220 (142.250.208.220) 15.658 ms
10
    192.178.86.200 (192.178.86.200) 13.410 ms
192.178.86.238 (192.178.86.238) 28.823 ms
11 216.239.58.19 (216.239.58.19) 14.157 ms 14.006 ms 13.795 ms
12 192.178.110.249 (192.178.110.249) 20.508 ms
    142.250.208.227 (142.250.208.227) 12.942 ms
    192.178.110.249 (192.178.110.249) 20.495 ms
13 216.239.58.19 (216.239.58.19) 13.728 ms 13.673 ms
    142.250.228.47 (142.250.228.47) 28.793 ms
14 bom07s24-in-f4.1e100.net (142.250.67.228) 12.545 ms 12.545 ms 12.019 ms
```

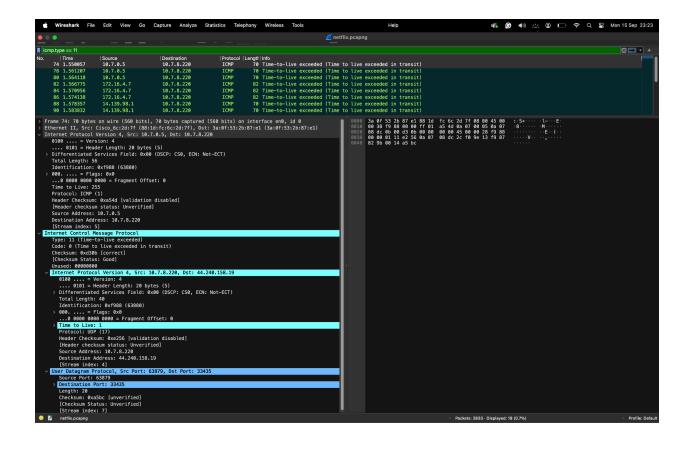
```
jayaram@JAYARAMs-MacBook-Air CN1 % traceroute www.apple.com
traceroute to e6858.dsce9.akamaiedge.net (23.32.176.246), 64 hops max, 40 byte packets
1 10.7.0.5 (10.7.0.5) 4.887 ms 3.258 ms 2.930 ms
  172.16.4.7 (172.16.4.7) 2.111 ms 2.544 ms 4.443 ms
 3
  14.139.98.1 (14.139.98.1) 5.252 ms 5.870 ms 4.524 ms
   10.117.81.253 (10.117.81.253) 5.204 ms 3.964 ms 3.098 ms
 4
 5
  * * *
 6
   * * *
   * * *
   10.119.234.162 (10.119.234.162) 21.835 ms 19.259 ms 18.141 ms
9
   * * *
10
   * * *
11
   * * *
```

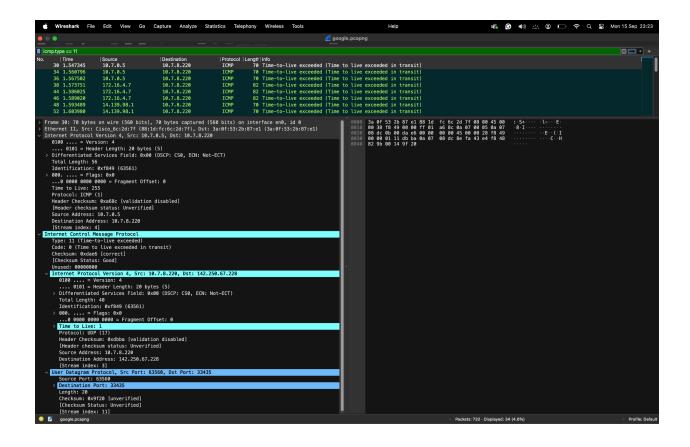
```
jayaram@JAYARAMs-MacBook-Air CN1 % traceroute www.netflix.com
traceroute: Warning: www.netflix.com has multiple addresses; using 44.240.158.19
traceroute to apiproxy-website-nlb-prod-1-bcf28d21f4bbcf2c.elb.us-west-2.amazonaws.com (44.240.158.19), 64 hops max, 40 byte packets
1 10.7.0.5 (10.7.0.5) 3.440 ms 4.420 ms 2.864 ms
2 172.16.4.7 (172.16.4.7) 2.700 ms 2.818 ms 3.204 ms
3 14.139.98.1 (14.139.98.1) 4.197 ms 4.726 ms 4.638 ms
4 10.117.81.253 (10.117.81.253) 3.152 ms 2.645 ms 3.110 ms
5 ***
6 ***
7 10.255.222.33 (10.255.222.33) 31.111 ms 25.559 ms
10.255.221.33 (10.255.222.33) 30.313 ms
8 dsl-tn-085.99.246.61.airtelbroadband.in (61.246.99.85) 54.058 ms 45.156 ms 45.862 ms
9 116.119.57.43 (116.119.57.43) 267.346 ms **
10 ***
11 ***
12 ***
13 ***
14 ***
```

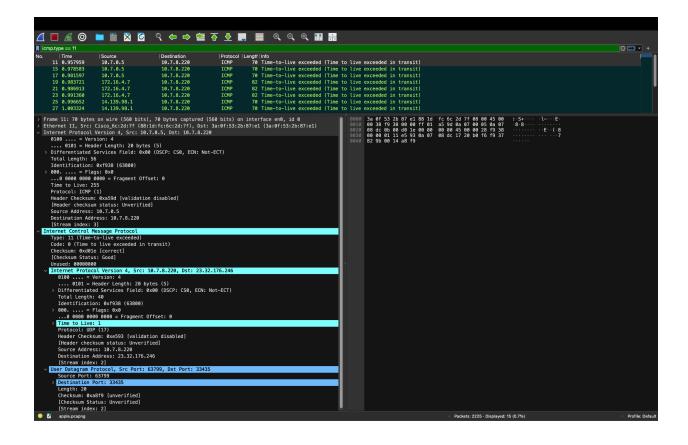


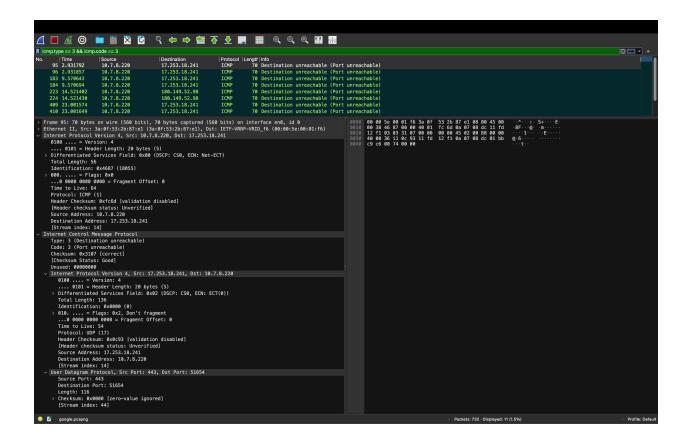












1. What protocol does Windows tracert use by default, and what protocol does Linux traceroute use by default?

On my Mac, running traceroute used UDP packets by default to trace the path to the destination. Windows tracert normally uses ICMP packets, but I only performed the experiment on Mac.

2. Some hops in your traceroute output may show ***. Provide at least **two reasons**, why a router might not reply.

Sometimes, traceroute shows *** for certain hops. This can happen because:

- The router at that hop is configured **not to reply** to traceroute packets.
- There is **network congestion or packet loss** causing the probe to be dropped.
- 3. In Linux traceroute, which field in the probe packets changes between successive probes sent to the destination?

In Mac/Linux traceroute, the **UDP destination port number** changes for each probe sent to the destination. This helps distinguish between the responses of successive probes.

4. At the final hop, how is the response different compared to the intermediate hop? **Intermediate hops:** Respond with **TTL expired** messages to indicate the packet was dropped.

Final hop: Responds with a **port unreachable** message (because the UDP port is closed), confirming that the destination host has been reached.

5. Suppose a firewall blocks UDP traffic but allows ICMP — how would this affect the results of Linux traceroute vs. Windows tracert?

If a firewall blocks UDP packets but allows ICMP:

- Mac/Linux traceroute (which uses UDP) may fail to receive replies at some hops, showing ***.
- Windows tracert (which uses ICMP) would still work normally because ICMP is allowed.