

Semester: V (2023-24)

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Roll No: 52

Subject: Communication Protocols

Class: TY

Batch: A3

Experiment No: 05

Name of the Experiment: Study of Network Protocol Analyser Tool/Software.

Performed on: 25/10/2023

Submitted on: 30/10/2023

Aim: Study of Network Protocol Analyser Tool/Software.

Prerequisite:

- Basic knowledge of Data communication and Networking protocol.

Objectives:

- Download Wireshark on Windows, Capture data packets and analyse them.

Components and equipment required/studied:

- Computer with Operating System installed and Internet connection
- Wireshark software.

Theory:

Wireshark is a free application that allows you to capture and view the data traveling back and forth on your network, providing the ability to drill down and read the contents of each packet – filtered to meet your specific needs. It is commonly utilized to troubleshoot network problems as well as to develop and test software. It is used for network troubleshooting, analysis, software and communications protocol development, and education.

This open-source protocol analyser is widely accepted as the industry standard, winning its fair share of awards over the years. There is also a terminal-based (non-GUI) version called Shark.

Wireshark, and the other programs distributed with it such as TShark, are free software, released under the terms of the GNU General Public License. Originally known as Ethereal, Wireshark features a user-friendly interface that can display data from hundreds of different protocols on all major network types. These data packets can be viewed in Real-time or analysed offline, with dozens of capture/trace file formats supported including CAP and ERF. Integrated decryption tools allow you to view encrypted packets for several popular protocols such as WEP and WPA/WPA2.

Wireshark lets the user put network interface controllers into promiscuous mode (if supported by the network interface controller), so they can see all the traffic visible on that interface including unicast traffic not sent to that network interface controller's MAC address. However, when capturing with a packet analyser in promiscuous mode on a port on a network switch, not all traffic through the switch is necessarily sent to the port where the capture is done, so capturing in promiscuous mode is not necessarily sufficient to see all network traffic.

Port mirroring or various network taps extend capture to any point on the network. If a remote machine captures packets and sends the captured packets to a machine running Wireshark using the TZSP protocol or the protocol used by OmniPeek, Wireshark dissects those packets, so it can analyse packets captured on a remote machine at the time that they are captured.

Features:

Wireshark is a data capturing program that "understands" the structure (encapsulation) of different networking protocols. It can parse and display the fields, along with their meanings as specified by different networking protocols. Wireshark uses pcap to capture packets, so it can only capture packets on the types of networks that pcap supports. Data can be captured "from the wire" from a live network connection or read from a file of already-captured packets. Live data can be read from different types of networks, including Ethernet, IEEE 802.11, PPP, and loopback.

- Captured network data can be browsed via a GUI, or via the terminal (command line) version of the utility, TShark.
- Captured files can be programmatically edited or converted via command-line switches to the "edit-cap" program.
- Data display can be refined using a display filter.
- Plug-ins can be created for dissecting new protocols.

- VoIP calls in the captured traffic can be detected. If encoded in a compatible encoding, the media flow can even be played.
- Raw USB traffic can be captured.
- Wireless connections can also be filtered as long as they traverse the monitored Ethernet.
- Various settings, timers, and filters can be set to provide the facility of filtering the output of the captured traffic.

Procedure:

Downloading and Installing Wireshark: <https://www.wireshark.org/download.html>

Wireshark can be downloaded at no cost from the Wireshark Foundation website for both macOS and Windows operating systems via above link. It is recommended that to download the latest stable release.

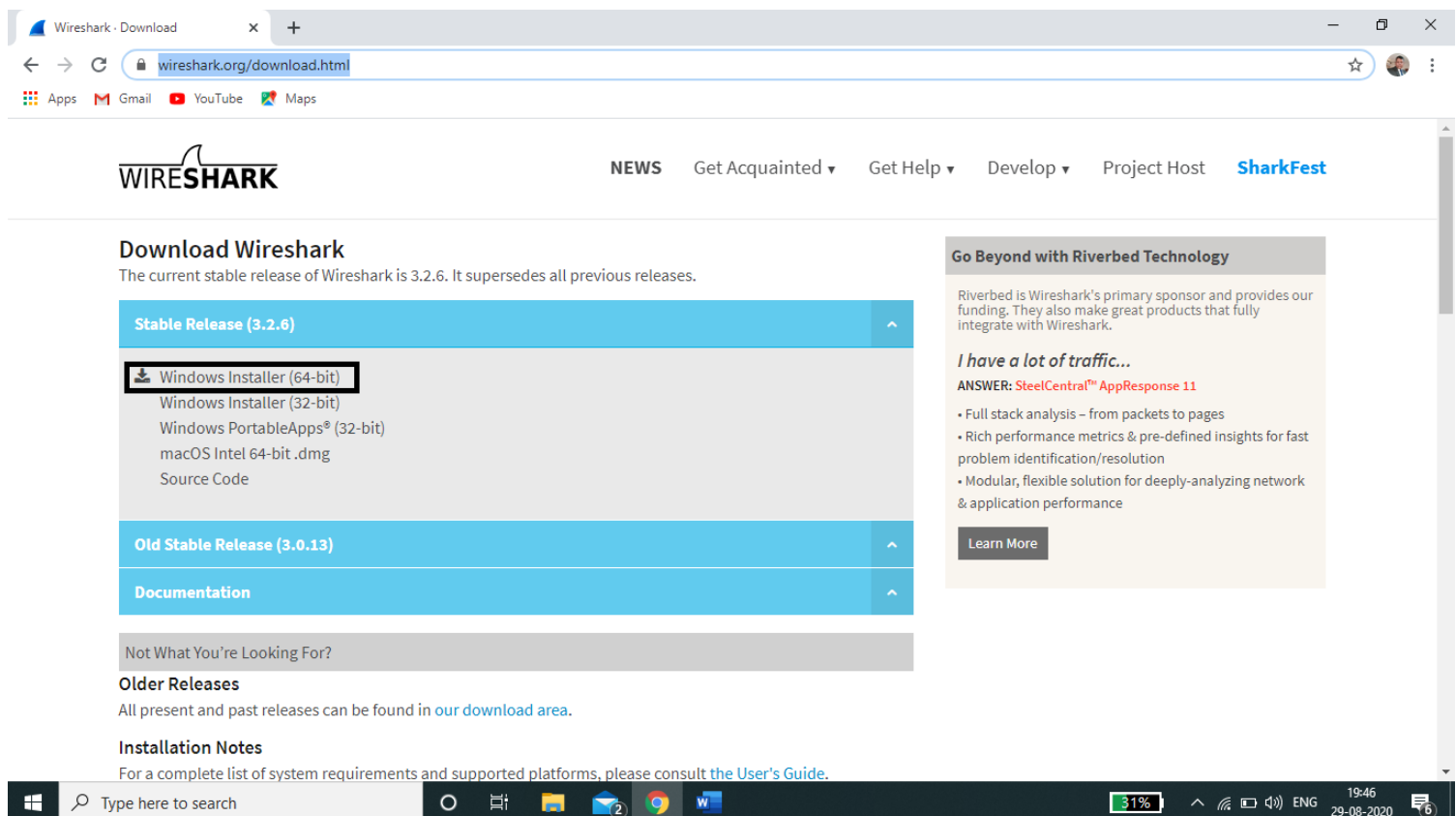


Fig. 5.1

After downloading and installing the app, run the application and it will open a dialog box in which you can see all networks. There you click on Wi-Fi option; you can also take other option if available like Ethernet connection. (Fig. 5.2).

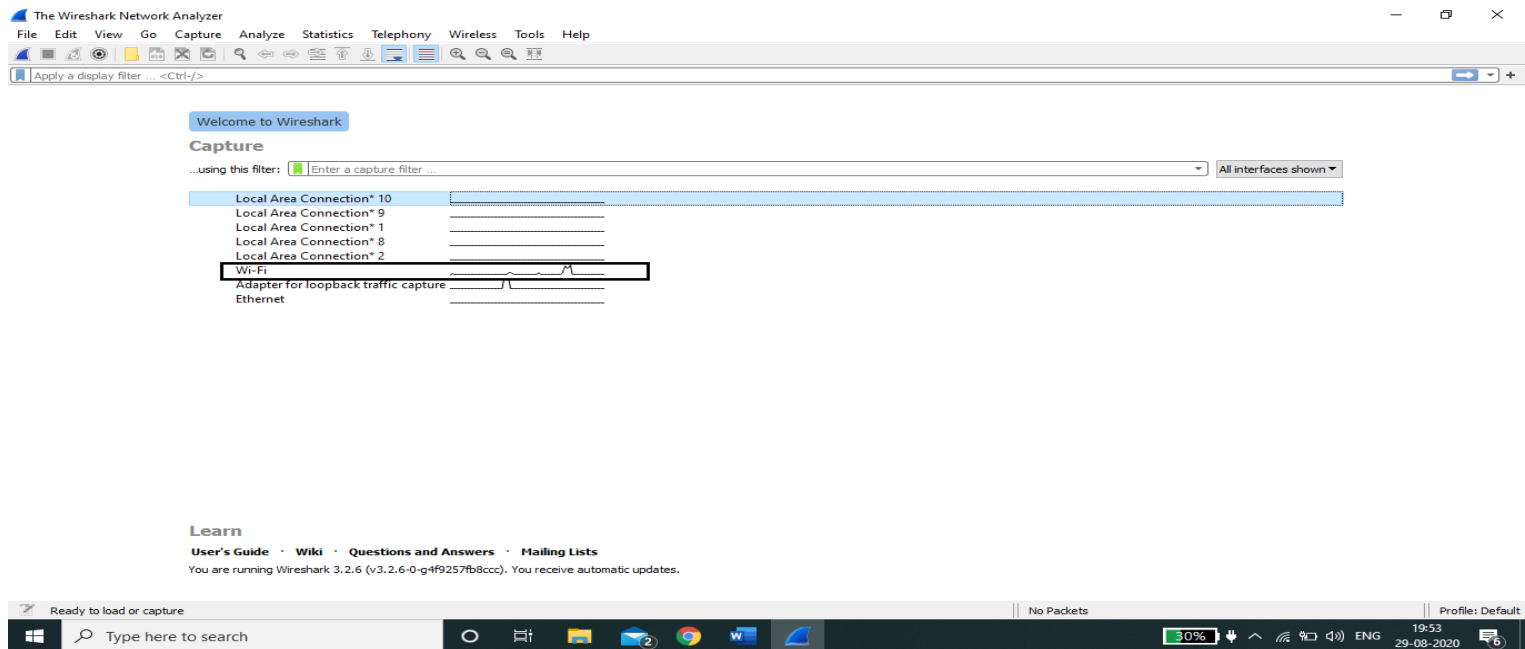


Fig. 5.2

For capturing packets, first select one or more of these networks by clicking on your choice(s) and using the *Shift* or *Ctrl* keys if you'd like to record data from multiple networks simultaneously. Once a connection type is selected for capturing purposes, its background will be shaded in either blue or grey. Click on *Capture* from the main menu, located towards the top of the Wireshark interface. When the dropdown menu appears, select the *Start* option.

You can also initiate packet capturing via one of the following shortcuts.

- **Keyboard:** Press *Ctrl + E*
- **Mouse:** To begin capturing packets from one particular network, simply double-click on its name
- **Toolbar:** Click on the blue shark fin button, located on the far left-hand side of the Wireshark toolbar

The live capture process will now begin, with packet details displayed in the Wireshark window as they are recorded. Perform one of the actions below to stop capturing.

- **Keyboard:** Press *Ctrl + E*

- **Toolbar:** Click on the red stop button, located next to the shark fin on the Wireshark toolbar.

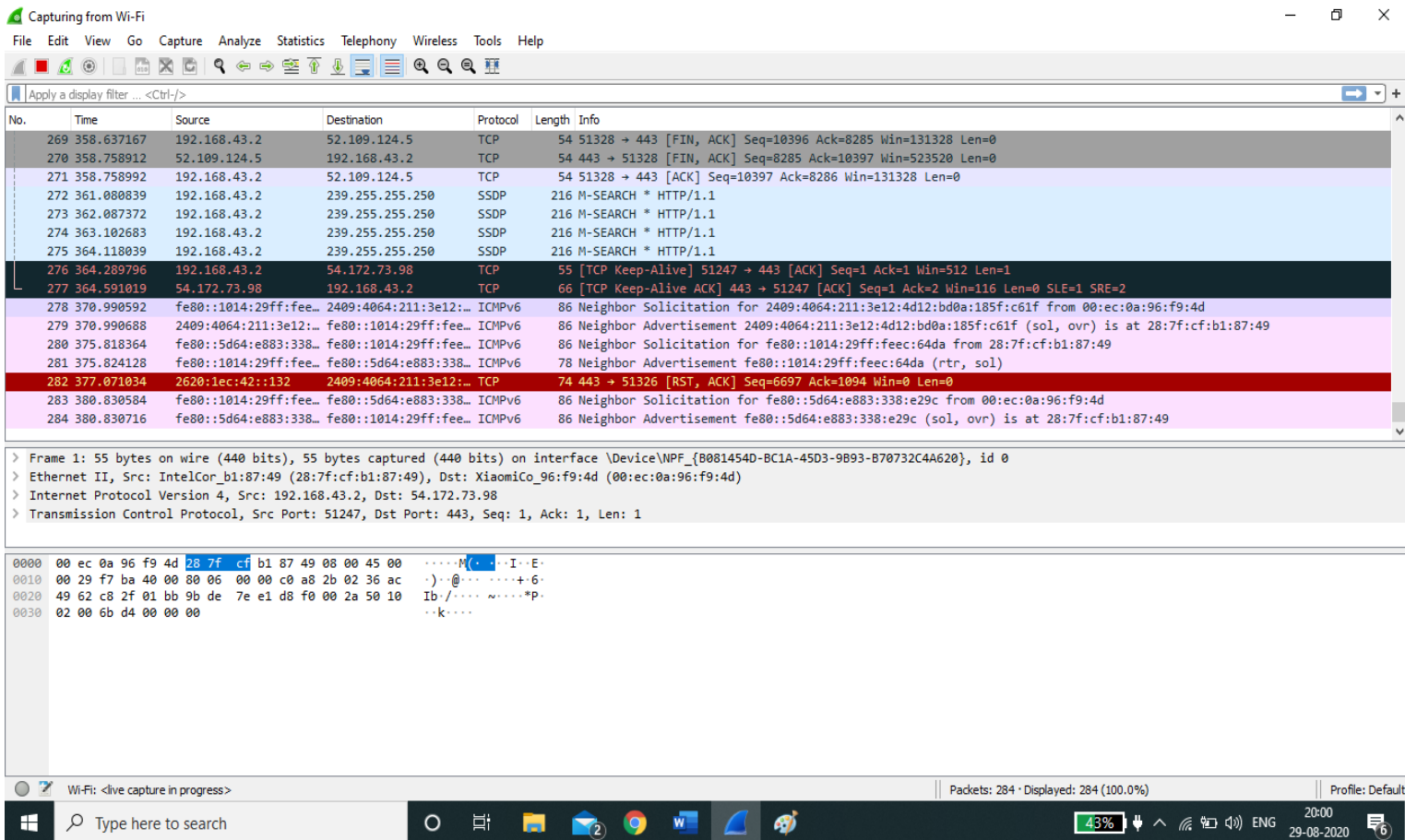


Fig:5.3

Now that you've recorded some network data it's time to take a look at the captured packets. As shown in the screenshot above, the captured data interface contains three main sections: The packet list pane, the packet details pane, and the packet bytes pane. Packet List

The packet list pane, located at the top of the window, shows all packets found in the active capture file. Each packet has its own row and corresponding number assigned to it, along with each of these data points.

- **Time:** The timestamp of when the packet was captured is displayed in this column, with the default format being the number of seconds (or partial seconds) since this specific capture file was first created. To modify this format to something that may be a bit more

useful, such as the actual time of day, select the *Time Display Format* option from Wireshark's *View* menu - located at the top of the main interface.

- **Source:** This column contains the address (IP or other) where the packet originated.
- **Destination:** This column contains the address that the packet is being sent to.
- **Protocol:** The packet's protocol name (i.e., TCP) can be found in this column.
- **Length:** The packet length, in bytes, is displayed in this column.
- **Info:** Additional details about the packet are presented here. The contents of this column can vary greatly depending on packet contents.

When a packet is selected in the top pane, you may notice one or more symbols appear in the first column. Open and/or closed brackets, as well as a straight horizontal line, can indicate whether or not a packet or group of packets are all part of the same back-and-forth conversation on the network. A broken horizontal line signifies that a packet is not part of said conversation.

Packets Details:

The details pane, found in the middle, presents the protocols and protocol fields of the selected packet in a collapsible format. In addition to expanding each selection, you can also apply individual Wireshark filters based on specific details as well as follow streams of data based on protocol type via the detail's context menu – accessible by right-clicking your mouse on the desired item within this pane.

Packet Byte: At the bottom is the packet bytes pane, which displays the raw data of the selected packet in a hexadecimal view. This hex dump contains 16 hexadecimal bytes and 16 ASCII bytes alongside the data offset.

Selecting a specific portion of this data automatically highlights its corresponding section in the packet details pane and vice versa. Any bytes that cannot be printed are instead represented by a period. You can choose to show this data in bit format as opposed to hexadecimal by right-clicking anywhere within the pane and selecting the appropriate option from the context menu.

Fig:5.4

Fig:5.4

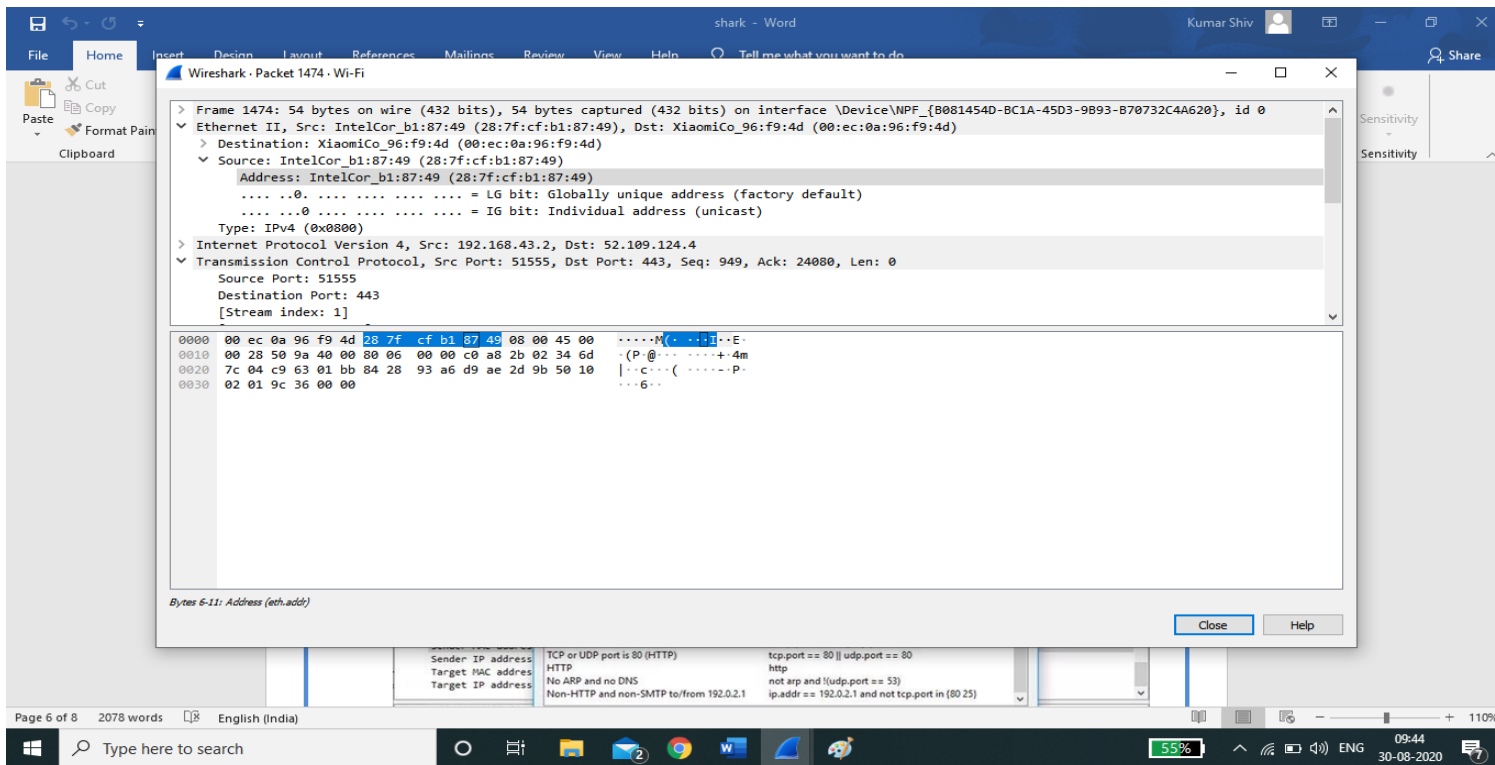


Fig:5.4

Using Wireshark Filters

One of the most important feature sets in Wireshark is its filter capabilities, especially when you're dealing with files that are significant in size. Capture filters can be set before the fact, instructing Wireshark to only record those packets that meet your specified criteria.

Filters can also be applied to a capture file that has already been created so that only certain packets are shown. These are referred to as display filters.

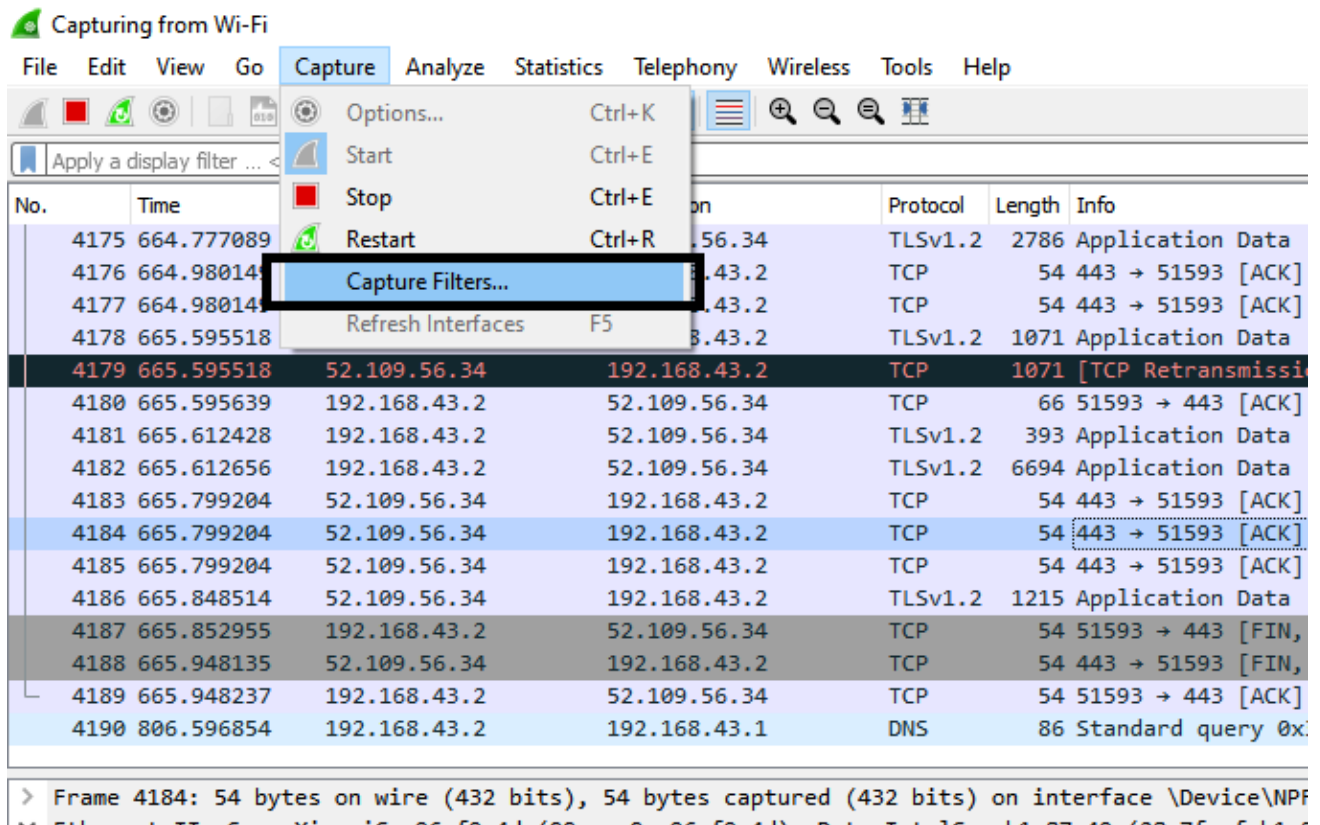


Fig. 5.6

Wireshark provides a large number of predefined filters by default, letting you narrow down the number of visible packets with just a few keystrokes or mouse clicks. To use one of these existing filters, place its name in the *Apply a display filter* entry field (located directly below the Wireshark toolbar) or in the *Enter a capture filter* entry field (located in the centre of the welcome screen).

There are multiple ways to achieve this. If you already know the name of your filter, simply type it into the appropriate field. For example, if you only wanted to display TCP packets you would type *tcp*. Wireshark's autocompleting feature will show suggested names as you begin typing, making it easier to find the correct moniker for the filter you're seeking.

Another way to choose a filter is to click on the bookmark-like icon positioned on the left-hand side of the entry field. This will present a menu containing some of the most commonly-used filters as well as an option to *Manage Capture Filters* or *Manage Display Filters*. If you choose to manage either type an interface will appear allowing you to add, remove or edit filters. One can also access previously-used filters by selecting the down arrow, located on the right-hand side of the entry field, which displays a history drop-down list. Once set, capture filters will be applied as soon as you begin recording network traffic. To apply a display filter,

however, you'll need to click on the right arrow button found on the far-right hand side of the entry field.

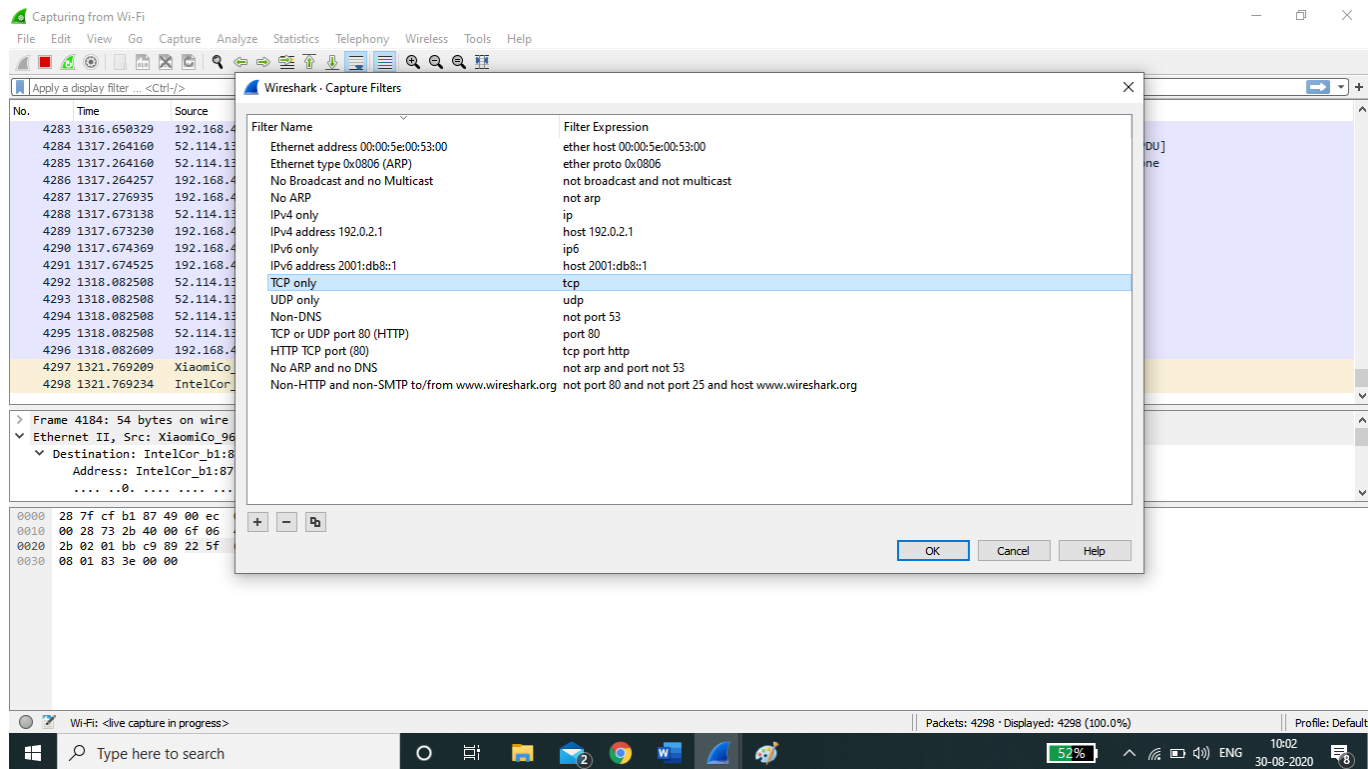


Fig.5.7

Colouring Rules:

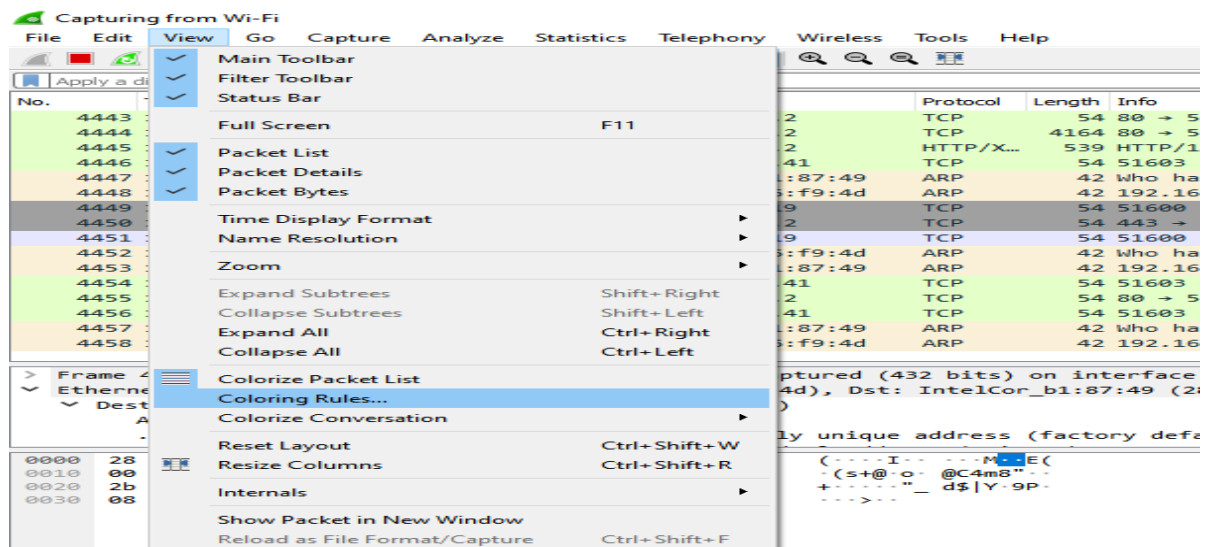
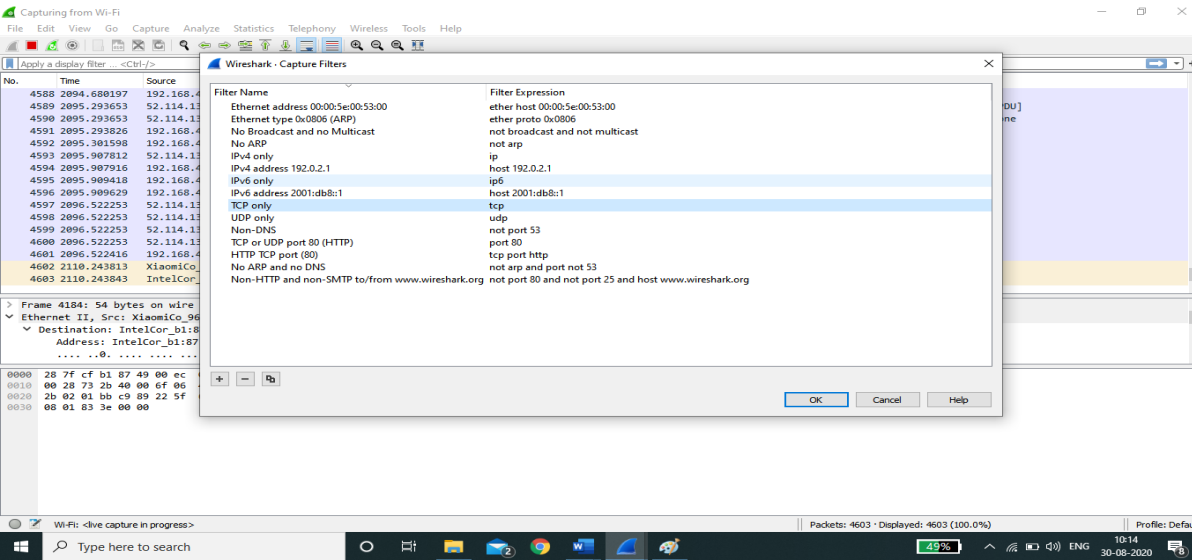


Fig. 5.8

While Wireshark's capture and display filters allow you to limit which packets are recorded or shown on the screen, its colorization functionality takes things a step further by making it easy to distinguish between different packet types based on their individual hue.

This handy feature lets you quickly locate certain packets within a saved set by their row's colour scheme in the packet list pane. Wireshark can colour packets based on rules that match particular fields in packets, to help the user identify the types of traffic at a glance.

Wireshark comes with about 20 default colouring rules built in; each which can be edited, disabled, or deleted if you wish. You can also add new shade-based filters through the colouring rules interface, accessible from the *View* menu. In addition to defining a name and filter criteria for each rule, you are also asked to associate both a background colour and a text



colour. Packet colorization can be toggled off and on via the *Colorize Packet List* option, also found within the *View* menu.

Fig. 5.9

Simulation Packet Capture:

Wireshark can also be used to capture packets from most network simulation tools such as ns, OPNET Modeler, GNS3 and NetSim.

Conclusion:

Post Lab Questions:

1. Enlist the other packet software tools you know.
2. What do we need to do packet capturing and its analysis?
3. If you capture TCP and UDP packets, what change you will observe in these packets.
4. What is the role of Filters in Wireshark?
5. How can one use Wireshark software in day to day life and in Industry?

exp S.pcapng

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help

Apply a display filter ... <Ctrl-F>

No.	Time	Source	Destination	Protocol	Length	Info
124	24.667627	116.119.93.35	192.168.68.203	TLSv1.3	85	Application Data
125	24.667693	192.168.68.203	116.119.93.35	TCP	54	49779 → 443 [ACK] Seq=636 Ack=3427 Win=261632 Len=0
126	24.674102	116.119.93.35	192.168.68.203	TLSv1.3	181	Application Data
127	24.674130	192.168.68.203	116.119.93.35	TCP	54	49779 → 443 [ACK] Seq=636 Ack=3554 Win=261632 Len=0
128	24.678533	192.168.68.203	192.168.68.222	DNS	91	Standard query 0x4d86 A media.fbom19-2.fna.whatsapp.net
129	24.686653	192.168.68.222	192.168.68.203	DNS	107	Standard query response 0x4d86 A media.fbom19-2.fna.whatsapp.net A 116.119.93.99
130	24.687455	192.168.68.203	116.119.93.99	TCP	66	49780 → 443 [SYN] Seq=0 Win=65535 Len=0 MSS=1460 WS=256 SACK_PERM
131	24.696803	116.119.93.99	192.168.68.203	TCP	66	443 → 49780 [SYN, ACK] Seq=0 Ack=1 Win=32016 Len=0 MSS=1250 SACK_PERM WS=256
132	24.696880	192.168.68.203	116.119.93.99	TCP	54	49780 → 443 [ACK] Seq=1 Ack=1 Win=262144 Len=0
133	24.697473	192.168.68.203	116.119.93.99	TLSv1.3	359	Client Hello
134	24.701581	116.119.93.99	192.168.68.203	TCP	54	443 → 49780 [ACK] Seq=1 Ack=306 Win=66048 Len=0
135	24.709503	116.119.93.99	192.168.68.203	TLSv1.3	1304	Server Hello, Change Cipher Spec, Application Data
136	24.709503	116.119.93.99	192.168.68.203	TCP	1304	443 → 49780 [PSH, ACK] Seq=1251 Ack=306 Win=31744 Len=1250 [TCP segment of a reassembled PDU]
137	24.709503	116.119.93.99	192.168.68.203	TLSv1.3	692	Application Data, Application Data
138	24.709621	192.168.68.203	116.119.93.99	TCP	54	49780 → 443 [ACK] Seq=306 Ack=3139 Win=262144 Len=0
139	24.712175	192.168.68.203	116.119.93.99	TLSv1.3	118	Change Cipher Spec, Application Data
140	24.712966	192.168.68.203	116.119.93.99	TLSv1.3	134	Application Data
141	24.713216	192.168.68.203	116.119.93.99	TLSv1.3	206	Application Data
142	24.721948	116.119.93.99	192.168.68.203	TCP	66	[TCP Dup ACK 13481] 443 → 49780 [ACK] Seq=3139 Ack=306 Win=31744 Len=0 SLE=370 SRE=450
143	24.721948	116.119.93.99	192.168.68.203	TCP	66	[TCP Dup ACK 13482] 443 → 49780 [ACK] Seq=3139 Ack=306 Win=31744 Len=0 SLE=370 SRE=602
144	24.722003	192.168.68.203	116.119.93.99	TLSv1.3	350	[TCP Fast Retransmission], Change Cipher Spec, Application Data, Application Data
145	24.797974	116.119.93.99	192.168.68.203	TCP	54	443 → 49780 [ACK] Seq=3139 Ack=602 Win=31488 Len=0
146	24.797974	116.119.93.99	192.168.68.203	TLSv1.3	238	Application Data
147	24.797974	116.119.93.99	192.168.68.203	TLSv1.3	128	Application Data

> Frame 1: 42 bytes on wire (336 bits), 42 captured (100.0%) on interface 0
> Ethernet II, Src: 86:b4:b5:c2:5d:67 (86:b4:b5:c2:5d:67), Dst: 08:00:00:00:00:00 (08:00:00:00:00:00)
> Address Resolution Protocol (request)

Start

exp S.pcapng

Packets: 1201 · Displayed: 1201 (100.0%)

Profile: Default

18°C Clear

Search

02:16 27-10-2023

exp S.pcapng

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help

Apply a display filter ... <Ctrl-F>

No.	Time	Source	Destination	Protocol	Length	Info
343	43.219152	157.240.242.61	192.168.68.203	TCP	54	80 → 49778 [ACK] Seq=8109 Ack=2536 Win=69888 Len=0
344	43.219152	157.240.242.61	192.168.68.203	TCP	54	80 → 49778 [ACK] Seq=8109 Ack=2537 Win=69888 Len=0
345	43.438770	157.240.242.61	192.168.68.203	TCP	54	80 → 49778 [FIN, ACK] Seq=8109 Ack=2537 Win=69888 Len=0
346	43.438849	192.168.68.203	157.240.242.61	TCP	54	49778 → 80 [ACK] Seq=2537 Ack=8110 Win=131072 Len=0
347	45.056952	86:b4:b5:c2:5d:67	76:4c:87:9f:11:d2	ARP	42	Who has 192.168.68.203? Tell 192.168.68.222
348	45.056985	76:4c:87:9f:11:d2	86:b4:b5:c2:5d:67	ARP	42	192.168.68.203 is at 76:4c:87:9f:11:d2
349	48.586473	192.168.68.203	192.168.68.222	DNS	80	Standard query 0x6c24 A activity.windows.com
350	48.596058	192.168.68.222	192.168.68.203	DNS	141	Standard query response 0x6c24 A activity.windows.com CNAME activity-geo.trafficmanager.net A 20.44.229.112
351	48.598978	192.168.68.203	20.44.229.112	TCP	66	49787 → 443 [SYN] Seq=0 Win=64240 Len=0 MSS=1460 WS=256 SACK_PERM
352	48.661837	20.44.229.112	192.168.68.203	TCP	66	443 → 49787 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=0 MSS=1250 WS=256 SACK_PERM
353	48.661966	192.168.68.203	20.44.229.112	TCP	54	49787 → 443 [ACK] Seq=1 Ack=1 Win=131072 Len=0
354	48.664108	192.168.68.203	20.44.229.112	TLSv1	330	Client Hello
355	48.670143	20.44.229.112	192.168.68.203	TCP	54	443 → 49787 [ACK] Seq=1 Ack=277 Win=66048 Len=0
356	48.726556	20.44.229.112	192.168.68.203	TCP	54	443 → 49787 [RST, ACK] Seq=1 Ack=277 Win=66048 Len=0
357	48.729507	192.168.68.203	20.44.229.112	TCP	66	49788 → 443 [SYN] Seq=0 Win=64240 Len=0 MSS=1460 WS=256 SACK_PERM
358	48.791019	20.44.229.112	192.168.68.203	TCP	66	443 → 49788 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=0 MSS=1250 WS=256 SACK_PERM
359	48.791183	192.168.68.203	20.44.229.112	TCP	54	49788 → 443 [ACK] Seq=1 Ack=1 Win=131072 Len=0
360	48.792592	192.168.68.203	20.44.229.112	TLSv1.2	239	Client Hello
361	48.797067	20.44.229.112	192.168.68.203	TCP	54	443 → 49788 [ACK] Seq=1 Ack=186 Win=66048 Len=0
362	48.857399	20.44.229.112	192.168.68.203	TCP	1304	443 → 49788 [ACK] Seq=1 Ack=186 Win=66048 Len=1250 [TCP segment of a reassembled PDU]
363	48.857399	20.44.229.112	192.168.68.203	TCP	1304	443 → 49788 [ACK] Seq=1251 Ack=186 Win=66048 Len=1250 [TCP segment of a reassembled PDU]
364	48.857399	20.44.229.112	192.168.68.203	TCP	1304	443 → 49788 [ACK] Seq=2501 Ack=186 Win=66048 Len=1250 [TCP segment of a reassembled PDU]
365	48.857399	20.44.229.112	192.168.68.203	TCP	1304	443 → 49788 [ACK] Seq=3751 Ack=186 Win=66048 Len=1250 [TCP segment of a reassembled PDU]
366	48.857399	20.44.229.112	192.168.68.203	TCP	1304	443 → 49788 [ACK] Seq=5001 Ack=186 Win=66048 Len=1250 [TCP segment of a reassembled PDU]

> Frame 1: 42 bytes on wire (336 bits), 42 captured (100.0%) on interface 0
> Ethernet II, Src: 86:b4:b5:c2:5d:67 (86:b4:b5:c2:5d:67), Dst: 08:00:00:00:00:00 (08:00:00:00:00:00)
> Address Resolution Protocol (request)

exp S.pcapng

Packets: 1201 · Displayed: 1201 (100.0%)

Profile: Default

18°C Clear

Search

02:16 27-10-2023

Exp - 5

Name: Shreerang Mahtre

Rollno: 52

Batch: A3

class: TY

date: 25/09/2023

* Post-Lab Question

Q1) Enlist other packet software tools you know

→ Packet Software tools-

- ① tcpdump
- ② tshark
- ③ Ethereal
- ④ Packet Tracer
- ⑤ C#asoft Capsa
- ⑥ NetMon
- ⑦ Snort
- ⑧ ngrep
- ⑨ ettercap
- ⑩ omni peek
- ⑪ PacketTotal



Q2) what do we need to do packet capturing and its analysis?

→ ~~A network interface~~

To perform packet capturing & analysis, we need to follow -

- i) A network interface card that support promiscuous mode, This allows the NIC to capture all traffic on the network even if it is not addressed to the MC itself
- ii) A packet capture tool, such as tcp dump or wire shark
- iii) A computer to run the packet capture tool on.

Q3) If you capture TCP and UDP packets, what change you will observe in these packets.

→ ① when capturing both TCP & UDP packets, differences become apparent in various aspects.

② TCP, a connection-oriented protocol, ensures reliable and ordered data transfer with features like connection establishment, retransmission, and

- ③ UDP, a connectionless protocol, lacks these features, making it faster but less reliable
- ④ Key differences include header information, reliability mechanisms, data transfer, efficiency etc.
- ⑤ TCP is commonly used for applications requiring data integrity, while UDP excels in real-time applications where low latency is crucial but data integrity is less critical.

Q4) what is the role of Filters in Wireshark?

→ Filters in Wireshark play a crucial role in packet analysis by allowing you to focus on specific packets that meet certain criteria while ignoring others. These filters help you efficiently search for and examine packets of interest, making the packet analysis process more manageable and insightful.

Q5) How can one use Wireshark software in day to day life and in Industry?

→ In Day-to-Day Life -

- ① Network Troubleshooting
- ② Security Awareness
- ③ Optimizing Bandwidth
- ④ Parental Controls
- ⑤ Home Lab & Learning

In the Industry

- ① Network Monitoring & Troubleshooting
- ② Security Analysis
- ③ Compliance & Auditing
- ④ Quality of Service (QoS) Analysis
- ⑤ Performance Monitoring
- ⑥ Debugging Protocols & Services
- ⑦ Capacity Planning
- ⑧ Training & Education

