

PERSONAL REPORT

VASILE MIHAI GLODICI

Class: CB 13

Student Number: 4538528

Date: October - November 2021

Version: 1.4



Revision Table

Version 1	Finished Week 7 exercises. Added Info about myself.
Version 1.1	Finished Week 8 exercises.
Version 1.2	Finished Week 9 exercises. Added Network Diagram
Version 1.3	Finished Week 10 exercises. Fixed wrong answer from Week 8 and modified the Network Diagram.
Version 1.4	Added cover page and changed the Information about myself. Added conclusion and personal refraction.
Version 1.5	Improved Design and added changes to "Info about myself" and "Conclusion".

Introduction About Student

As an aspiring Cyber Security or Infrastructure specialist, I have applied to Fontys University of Applied Sciences because my research indicates that the Information & Communication Technology programme will provide me with the best preparation to enter this field.

Since I have built, troubleshot, and overclocked my first Computer Setup at the age of 15, my passion for research in this field has grown immensely. I am a fast learner always trying to explore new aspects of computer science, putting them into practice while guiding or helping others.

Solving other people's technical problems is what I enjoy doing the most, for instance: fixing performance issues, hardware compatibility, common errors and difficulties, but also learning about complex subjects such as how computers handle instructions, virtualization, data privacy, software development, web security (Tor, VPNs, Footprinting) and many more fascinating topics, making me a suitable candidate in the ICT field of study.

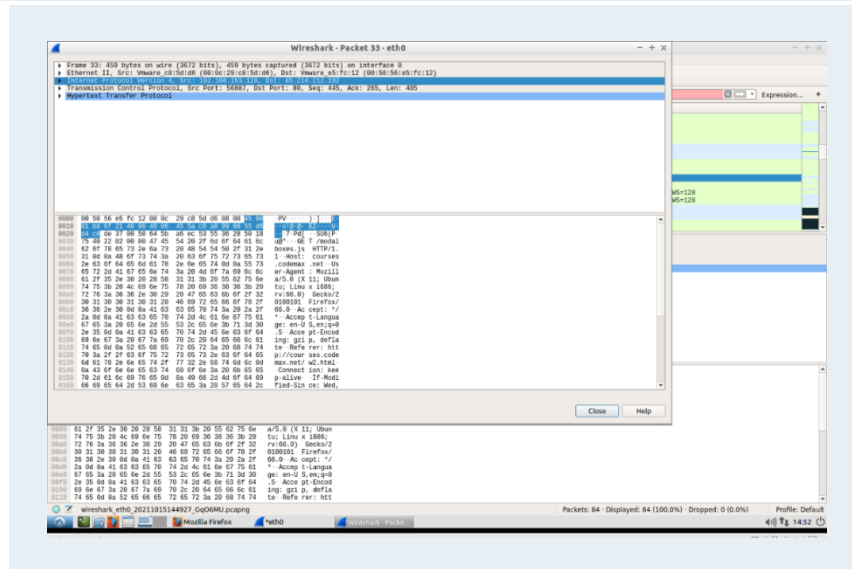
I also enjoy playing videogames with my friends, either competitively or casually, in both the virtual reality and desktop environments.

Early exposure to videogames influenced my decision to pursue a career in the technological field.

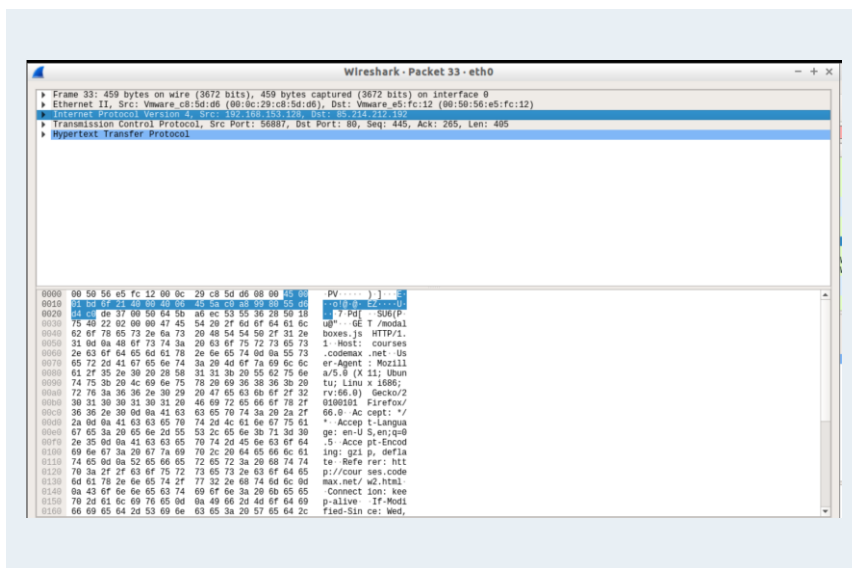
I feel that my enthusiasm for research in the ICT field will balance out the work required to become an expert, despite the fact that I don't have much prior professional understanding of mathematics and programming from school.

Assignment Week 7

- What is the source and destination MAC address of this HTTP packet?
 - Source MAC address: 00:0c:29:c8:5d:fc:12
 - Destination MAC address: 00:50:56:e5:fc:12

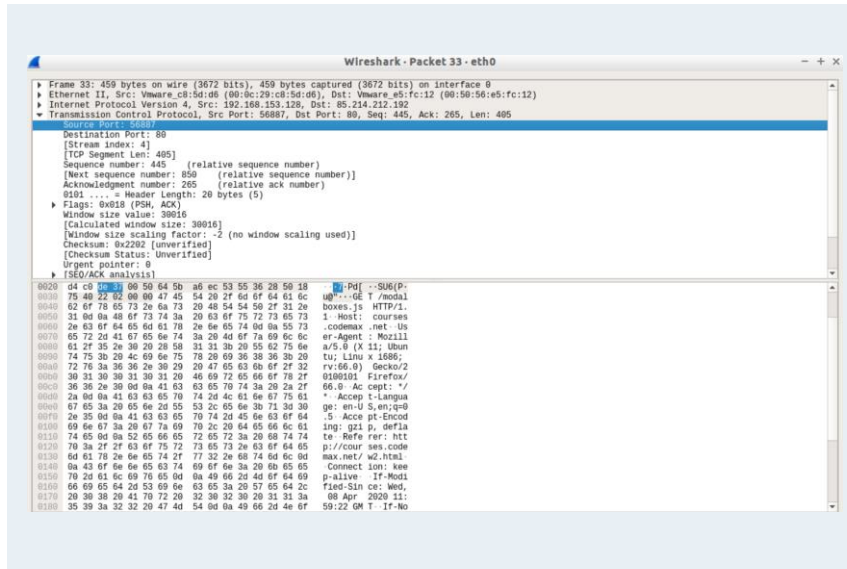


- What is the source and destination IP address of this HTTP packet?
 - Source IP address: 192.168.153.128
 - Destination IP address: 85.214.212.192

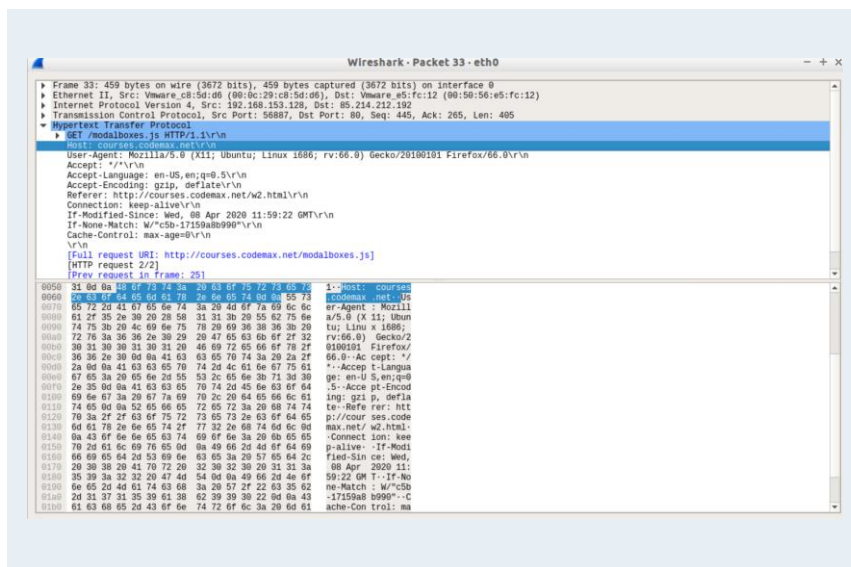


Assignment Week 7

- What is the source and destination port of this HTTP packet?
 - Provide a screenshot to prove it.
- Source port: 56887
- Destination port: 80

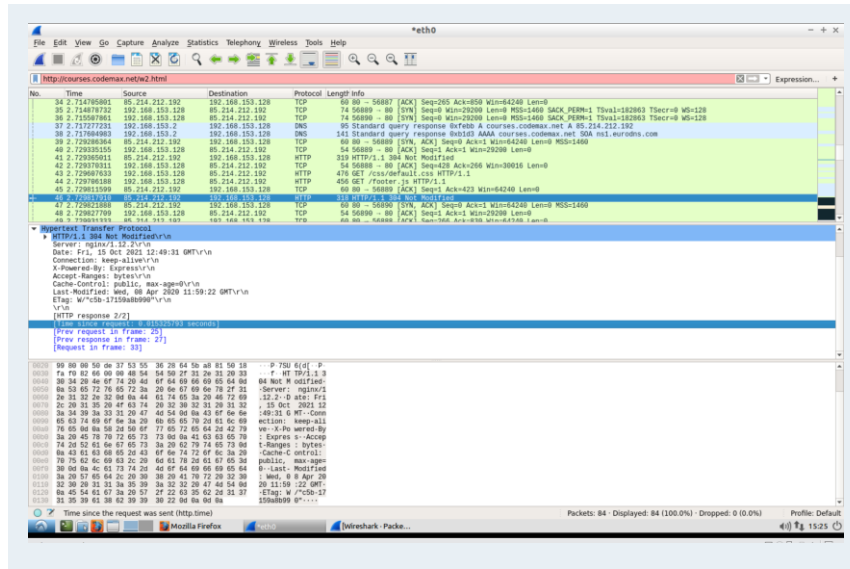


- What is the host name of this HTTP Get packet?
 - Provide a screenshot below with the Wireshark snapshot and highlight the host.
- Host name: courses.codemax.net\r\n

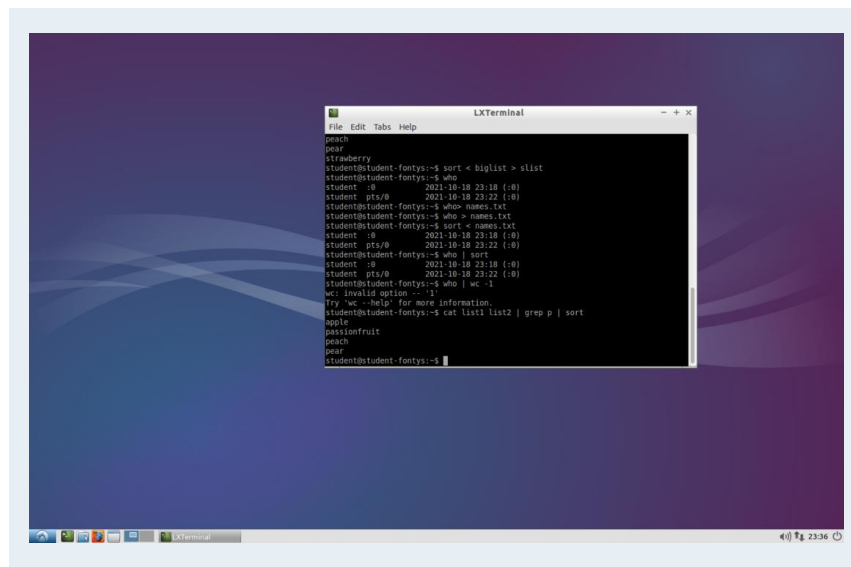


Assignment Week 7

- Find the HTTP Response belonging to the HTTP Get packet.
 - How much time elapsed between the HTTP Get and HTTP response?
- Time elapsed: 0.015325793

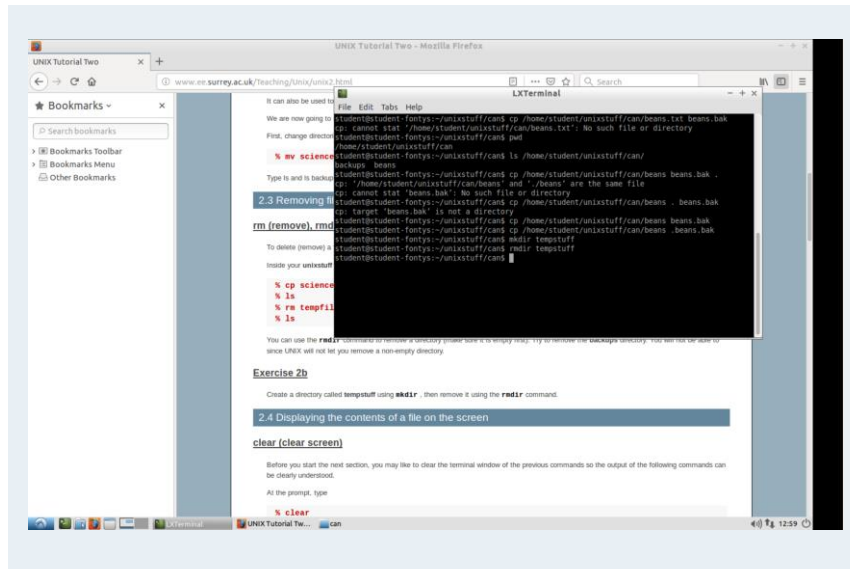


Linux tutorial 3.4:

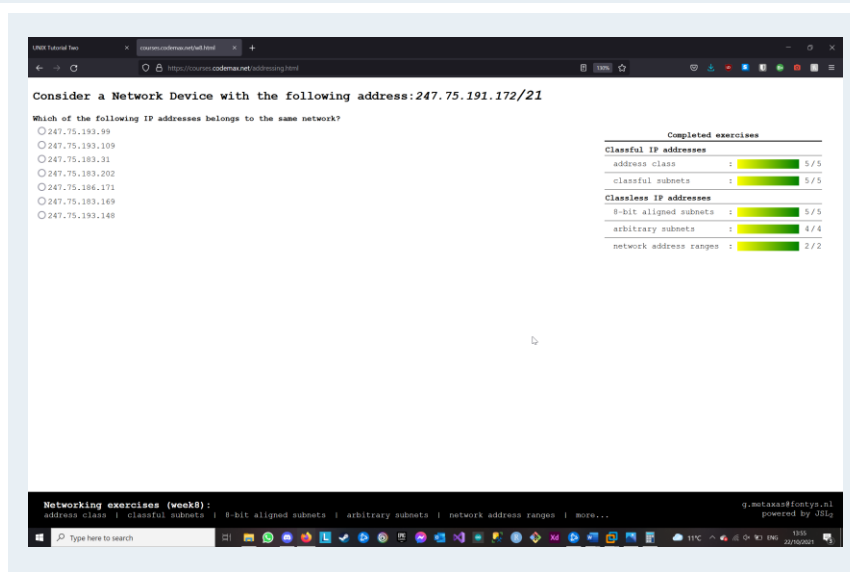


Assignment Week 8

2a and 2b UNIX Tutorial Two

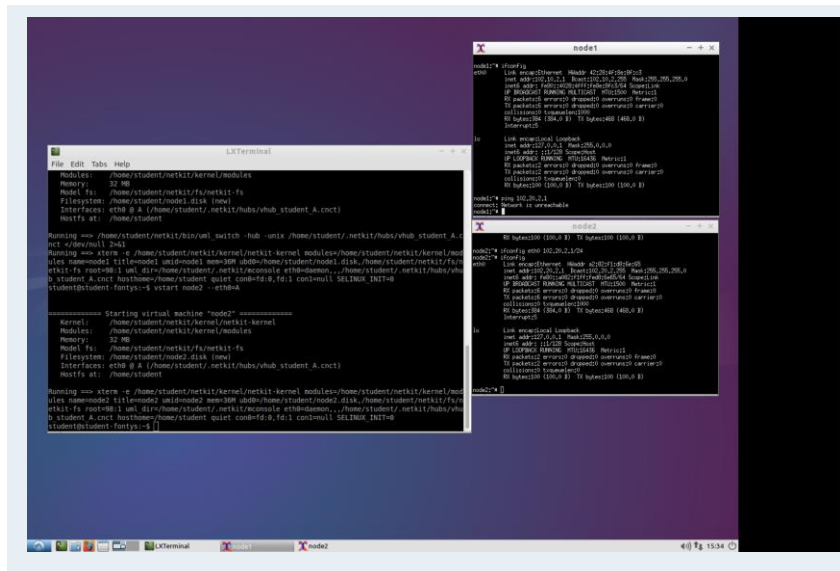


Codemax Week 8



Assignment Week 8

- Task 2: Build A Simple Netkit Network
1. What is the result of the ping? Can you explain it? Provide a screenshot.
- The Ping command results in an error because both networks are class C (first 3 bytes determine the network), but the addresses are different (10 and 20) and can't reach each other without a direct link.



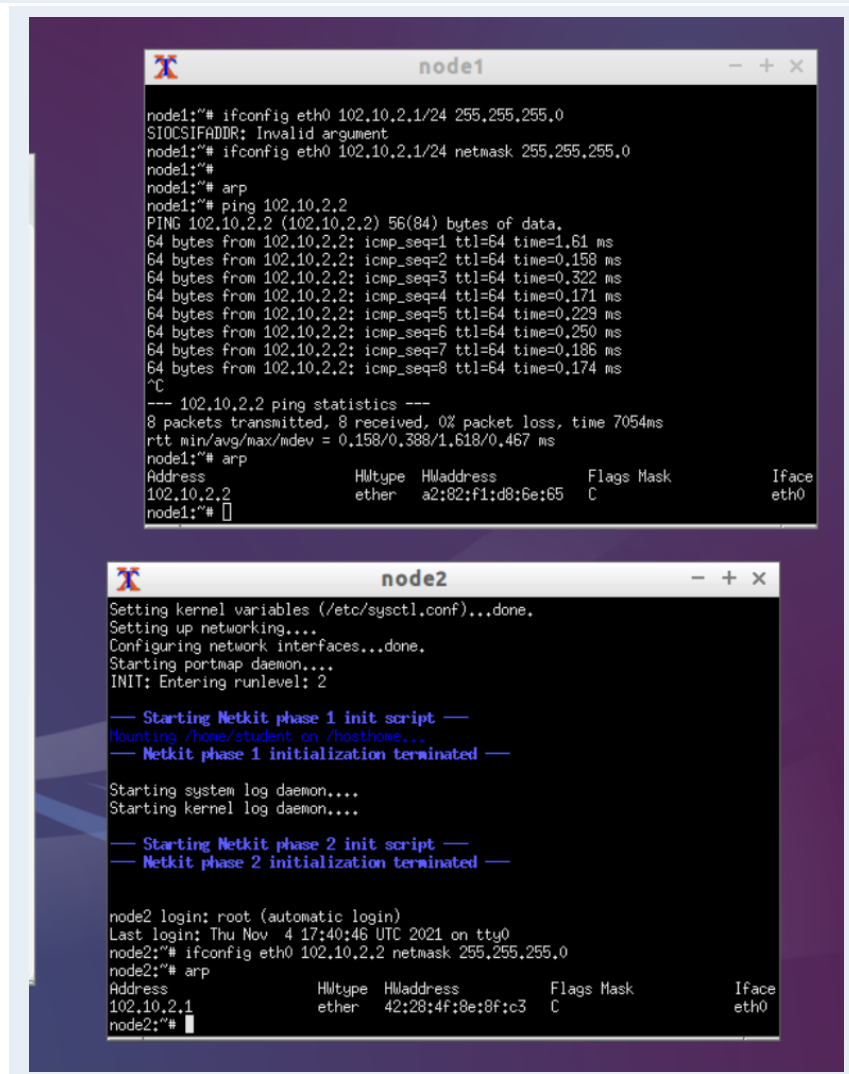
2. Look at the ARP entries of your Node1 and Node2. Which ARP entries are there?

- ARP command shows the connections of node1 and node2 now.

Assignment Week 8

C)

1. Provide a screenshot of your configuration and successful ping.



The screenshot displays two terminal windows. The top window, titled 'node1', shows the configuration of the eth0 interface with IP 102.10.2.1/24 and netmask 255.255.255.0, followed by a successful ping to 102.10.2.2. The bottom window, titled 'node2', shows system boot logs, including Netkit initialization, and then the configuration of the eth0 interface with IP 102.10.2.2 and netmask 255.255.255.0.

```
node1:~# ifconfig eth0 102.10.2.1/24 255.255.255.0
SIOCSIFADDR: Invalid argument
node1:~# ifconfig eth0 102.10.2.1/24 netmask 255.255.255.0
node1:~#
node1:~# arp
node1:~# ping 102.10.2.2
PING 102.10.2.2 (102.10.2.2) 56(84) bytes of data:
64 bytes from 102.10.2.2: icmp_seq=1 ttl=64 time=1.61 ms
64 bytes from 102.10.2.2: icmp_seq=2 ttl=64 time=0.158 ms
64 bytes from 102.10.2.2: icmp_seq=3 ttl=64 time=0.322 ms
64 bytes from 102.10.2.2: icmp_seq=4 ttl=64 time=0.171 ms
64 bytes from 102.10.2.2: icmp_seq=5 ttl=64 time=0.229 ms
64 bytes from 102.10.2.2: icmp_seq=6 ttl=64 time=0.250 ms
64 bytes from 102.10.2.2: icmp_seq=7 ttl=64 time=0.186 ms
64 bytes from 102.10.2.2: icmp_seq=8 ttl=64 time=0.174 ms
^C
--- 102.10.2.2 ping statistics ---
8 packets transmitted, 8 received, 0% packet loss, time 7054ms
rtt min/avg/max/mdev = 0.158/0.388/1.618/0.467 ms
node1:~# arp
node1:~#
```

```
node2:~#
Setting kernel variables (/etc/sysctl.conf)...done.
Setting up networking...
Configuring network interfaces...done.
Starting portmap daemon...
INIT: Entering runlevel: 2

-- Starting Netkit phase 1 init script --
Mounting /home/student on /hosthome...
-- Netkit phase 1 initialization terminated --

Starting system log daemon...
Starting kernel log daemon...

-- Starting Netkit phase 2 init script --
-- Netkit phase 2 initialization terminated --

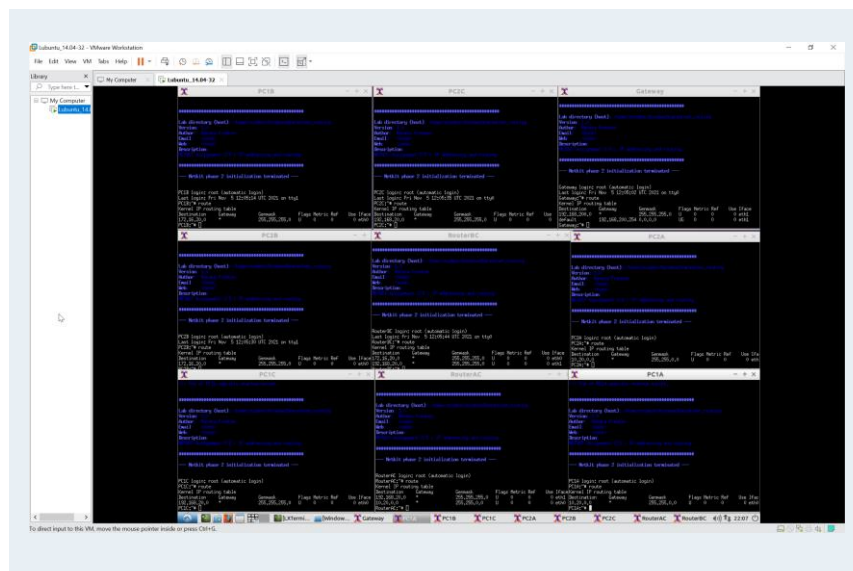
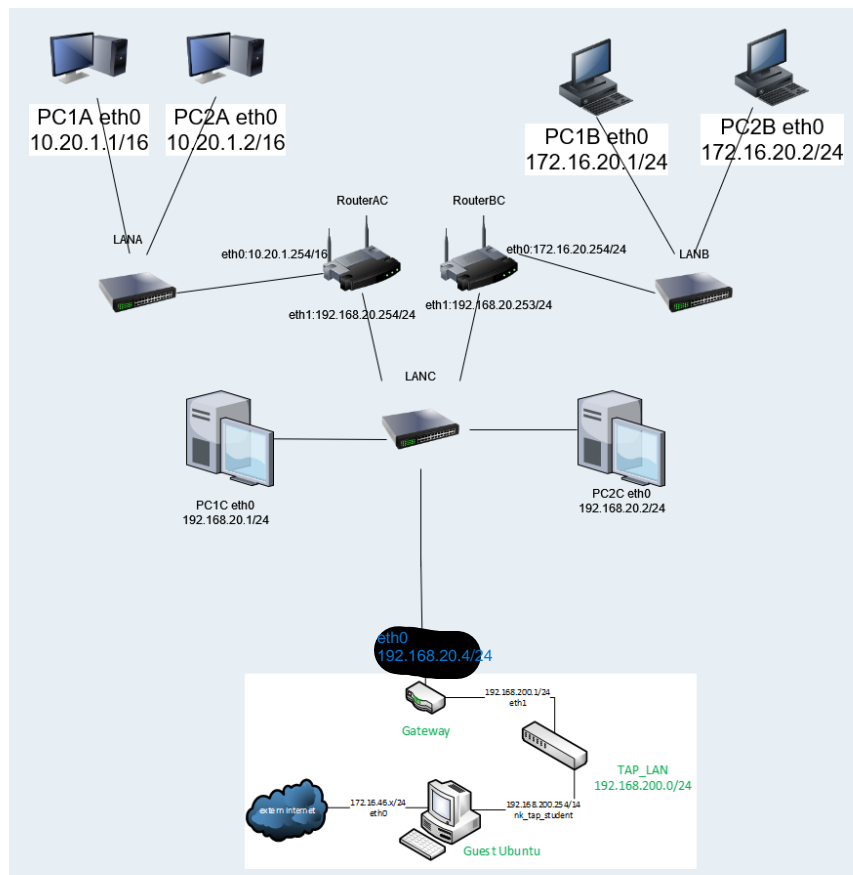
node2 login: root (automatic login)
Last login: Thu Nov 4 17:40:46 UTC 2021 on tty0
node2:~# ifconfig eth0 102.10.2.2 netmask 255.255.255.0
node2:~# arp
node2:~#
```

2. After successful ping ARP entries of both nodes should be changed. Provide a screenshot of the new ARP situation and explain it. What is the command to clear the ARP cache again?

- The only difference is that there is a new IP address stored in ARP Cache. Command to clear is `arp -d <ipaddress>`.

Assignment Week 8

Task 3: Configuring Network



- Every node can ping any device that is on the same network route (network IP).
E.g.: PC1A can ping PC2A and RouterAC but it can't ping PC1B without a route.

Assignment Week 8

Task 4: CIDR IP Addressing Exercises

1. Suppose we have IP address 122.33.196.145/24

- Network Address 122.33.196.0
- Broadcast Address 122.33.196.255
- Subnet Mask 255.255.255.0

2. Suppose we have IP address 163.249.223.229/25

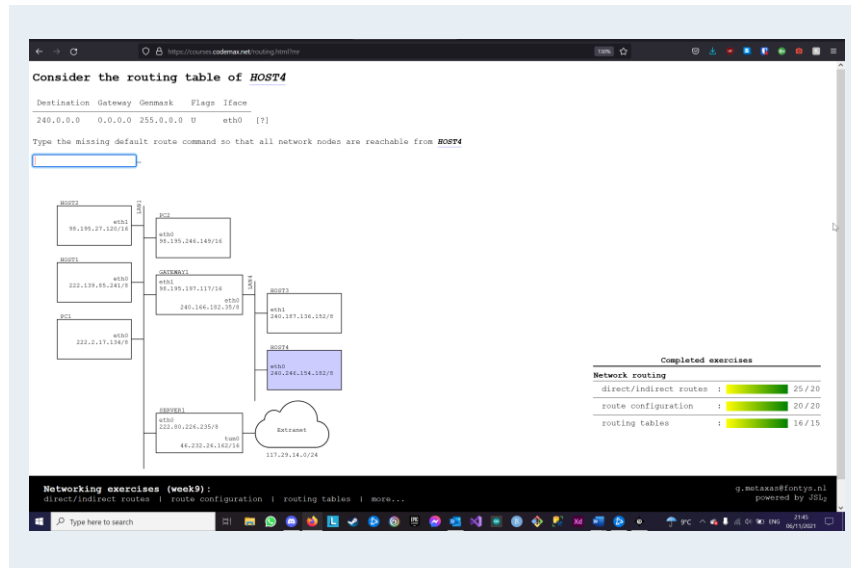
- Network Address 163.249.223.128
- First Host 163.249.223.129
- Last Host 163.249.223.254
- Broadcast Address 163.249.223.255

Assignment Week 9

IP Routing

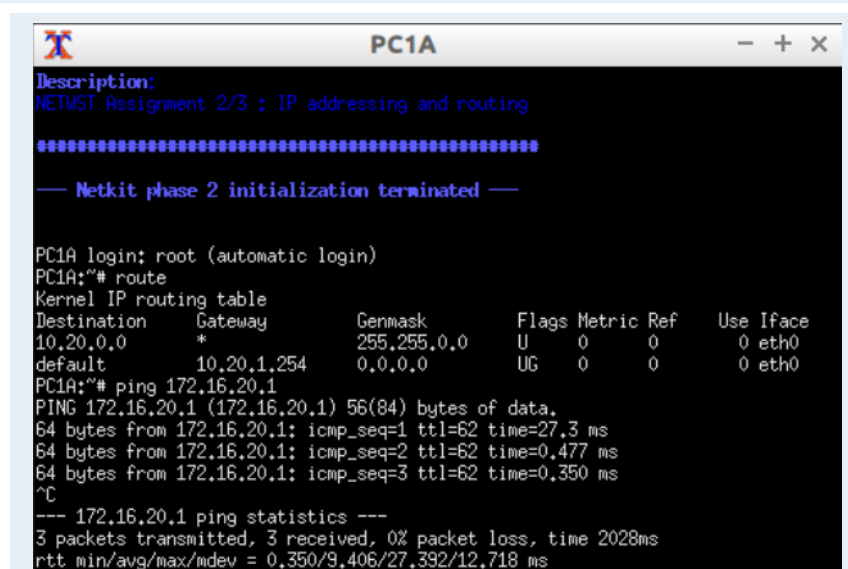
Task 1A: Online exercises

- Complete all the online exercises in the following URL and provide a screenshot as evidence: <https://courses.codemax.net/w9.html>



Task 1B: A bit more complex network: Part 2

- Provide screenshots of the following pings:
- PC1A to PC1B



Assignment Week 9

2. PC2B to PC2A

```
PC2B
Description:
NETWST Assignment 2/3 : IP addressing and routing
*****
--- Netkit phase 2 initialization terminated ---

PC2B login: root (automatic login)
PC2B:~# route
Kernel IP routing table
Destination    Gateway         Genmask         Flags Metric Ref    Use Iface
172.16.20.0    *               255.255.255.0   U      0      0      0 eth0
default        172.16.20.254  0.0.0.0         UG     0      0      0 eth0
PC2B:~# ping 10.20.1.2
PING 10.20.1.2 (10.20.1.2) 56(84) bytes of data.
64 bytes from 10.20.1.2: icmp_seq=1 ttl=62 time=19.4 ms
64 bytes from 10.20.1.2: icmp_seq=2 ttl=62 time=0.453 ms
64 bytes from 10.20.1.2: icmp_seq=3 ttl=62 time=0.470 ms
^C
--- 10.20.1.2 ping statistics ---
3 packets transmitted, 3 received, 0% packet loss, time 2022ms
rtt min/avg/max/mdev = 0.453/6.787/19.439/8.946 ms
PC2B:~#
```

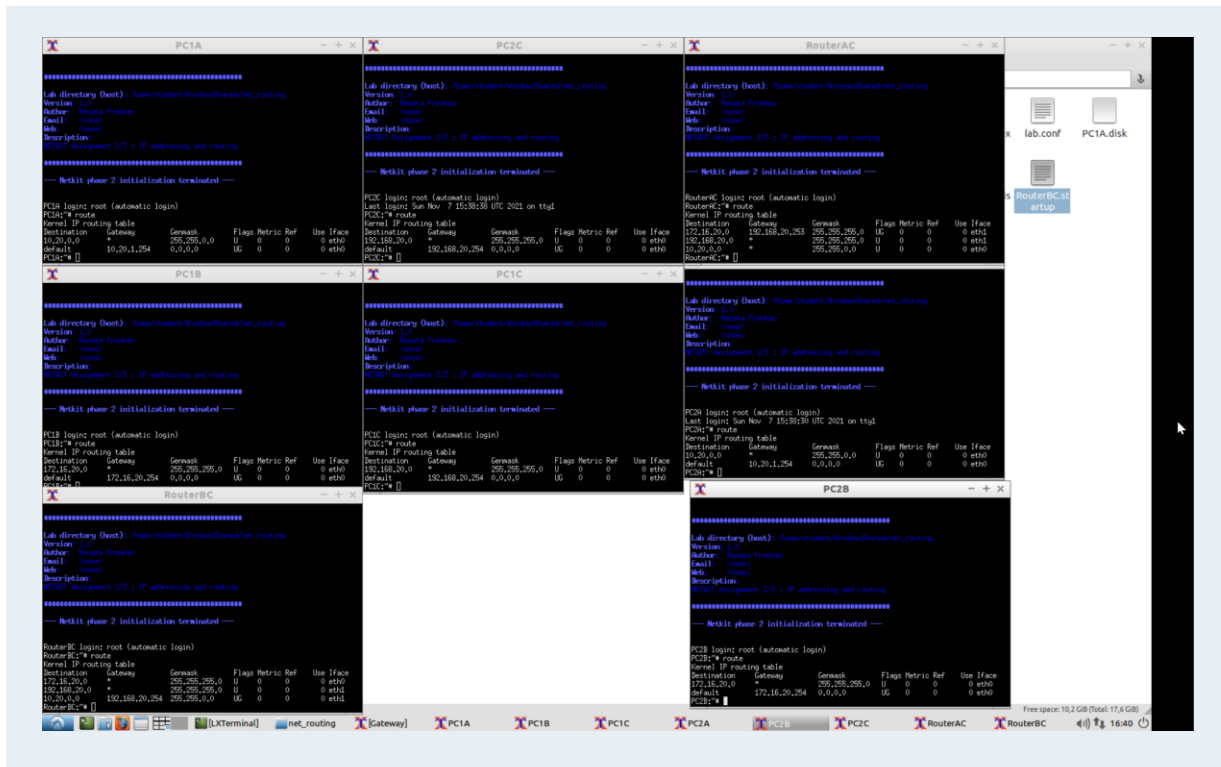
3. PC2A to PC1C

```
PC2A
NETWST Assignment 2/3 : IP addressing and routing
*****
--- Netkit phase 2 initialization terminated ---

PC2A login: root (automatic login)
Last login: Sun Nov  7 15:38:30 UTC 2021 on tty1
PC2A:~# route
Kernel IP routing table
Destination    Gateway         Genmask         Flags Metric Ref    Use Iface
10.20.0.0      *               255.255.0.0     U      0      0      0 eth0
default        10.20.1.254    0.0.0.0         UG     0      0      0 eth0
PC2A:~# ping 192.168.20.1
PING 192.168.20.1 (192.168.20.1) 56(84) bytes of data.
64 bytes from 192.168.20.1: icmp_seq=1 ttl=63 time=10.9 ms
64 bytes from 192.168.20.1: icmp_seq=2 ttl=63 time=0.688 ms
64 bytes from 192.168.20.1: icmp_seq=3 ttl=63 time=0.301 ms
^C
--- 192.168.20.1 ping statistics ---
3 packets transmitted, 3 received, 0% packet loss, time 2016ms
rtt min/avg/max/mdev = 0.301/3.979/10.948/4.930 ms
PC2A:~#
```

Assignment Week 9

- Give a list of all nodes where you had to adjust the routing tables and the screenshots of their configured routing tables.
- Every node was adjusted (except the gateway). We gave each pc the router in their network as a default gateway. Router AC was also given a network route with the B nodes and vice versa (routerBC to PC1/2A with the router AC as a gateway).



Assignment Week 9

Task 2 (Optional): Access the outside world

- Configure your network in such a way that you can reach a node on Internet.
- To prove your correct configuration, you should be able to ping a host like 8.8.8.8 (Google DNS server) from any node on your network.
- Provide screenshots of the following ping:

➤ PC1A to 8.8.8.8:

Failed to finish it and explanation is in the personal refraction.

➤ PC1B to 8.8.8.8:

Assignment Week 10

Task 1: TCP in Netcat

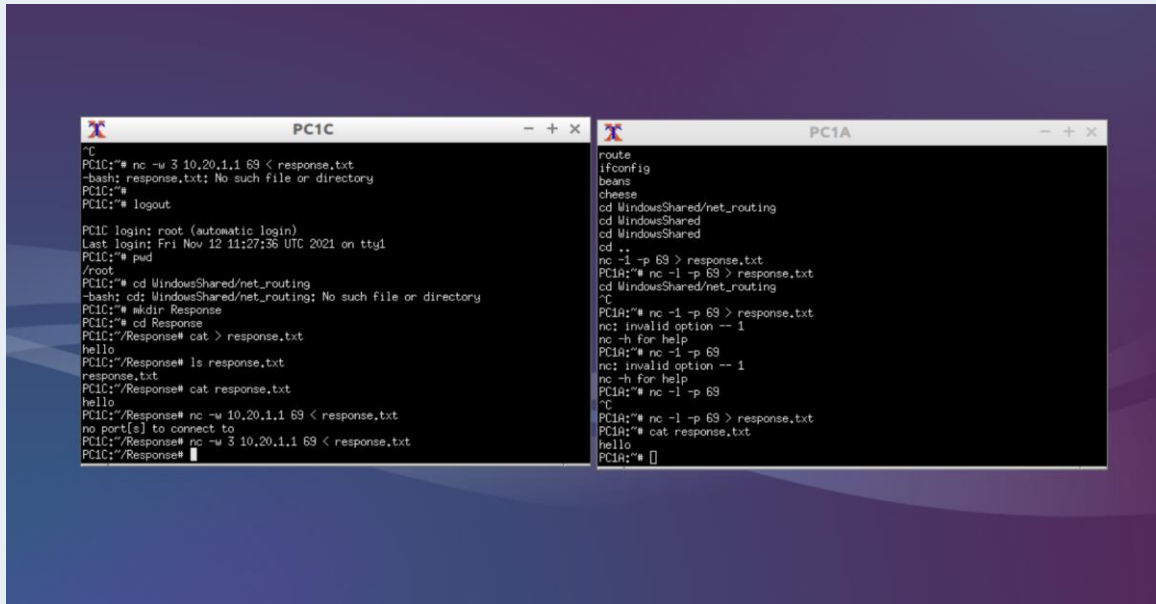
- To listen to the TCP connections, go to one of your simulated nodes (e.g. PC1A) and issue the following command: `nc -l -p <port_nr>` This will make netcat listen to port number that you have specified in `port_nr` and accept connections.

Note: Any port number would be ok, as long as it is not used by another application.

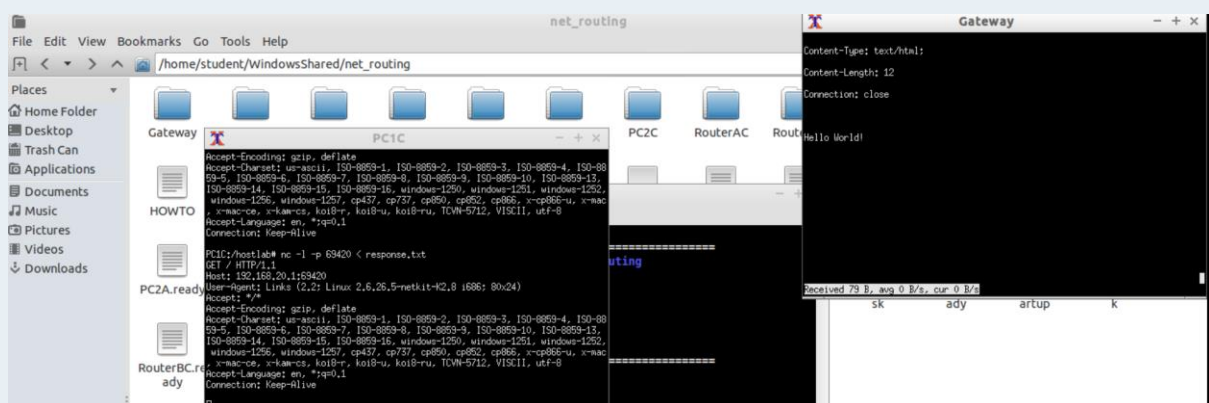
- To establish a TCP connection, you can issue the following command from another simulated node (e.g. PC1C)
`nc <IP address of the "listening" node> <port_nr of the "listening node">` This will make a TCP connection with the listening netcat instance. Now you can chat from one netcat instance to the another. Try it out! Your task:
- Netcat can also be used to copy the contents of a file from one place (file, folder, computer) to another. Find out how and try it out. Provide screenshots of the sending and receiving command
- Provide screenshots of the sending and receiving command:

Assignment Week 10

- Provide screenshots of the sending and receiving command:



- Netcat can also be used to copy the contents of a file from one place (file, folder, computer) to another. Find out how and try it out.
- Provide screenshots of the sending and receiving command.

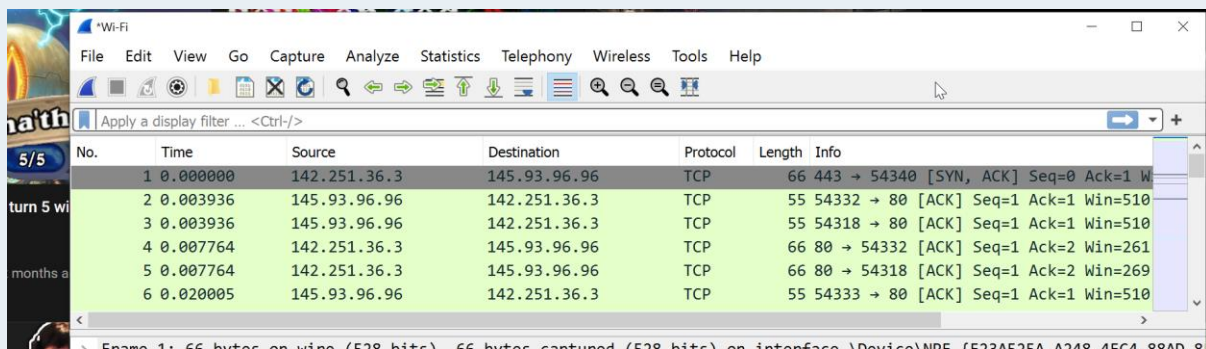


Assignment Week 10

Task 2 TCP

- TCP is slower than UDP, but it ensures that no packages are lost, it does this by creating a handshake between the source and the receiver, both updating each other constantly of the packages sent and received.

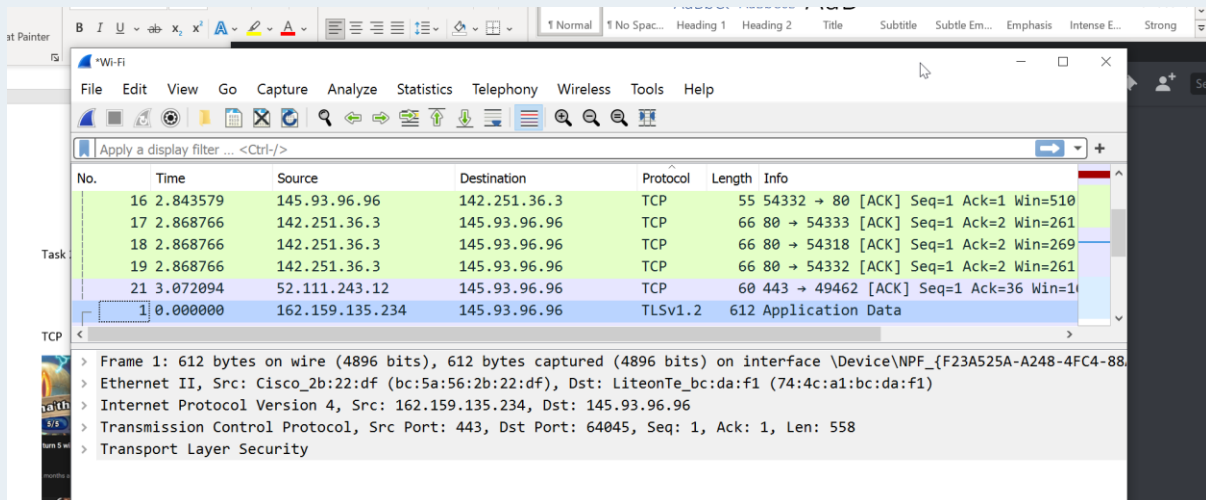
➤ 1st ss represents sniffing of a website.



The screenshot shows a Wireshark capture of a TCP handshake. The packet list table is as follows:

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000	142.251.36.3	145.93.96.96	TCP	66	443 → 54340 [SYN, ACK] Seq=0 Ack=1 Win=0 Len=0
2	0.003936	145.93.96.96	142.251.36.3	TCP	55	54332 → 80 [ACK] Seq=1 Ack=1 Win=510 Len=0
3	0.003936	145.93.96.96	142.251.36.3	TCP	55	54318 → 80 [ACK] Seq=1 Ack=1 Win=510 Len=0
4	0.007764	142.251.36.3	145.93.96.96	TCP	66	80 → 54332 [ACK] Seq=1 Ack=2 Win=261 Len=0
5	0.007764	142.251.36.3	145.93.96.96	TCP	66	80 → 54318 [ACK] Seq=1 Ack=2 Win=269 Len=0
6	0.020005	145.93.96.96	142.251.36.3	TCP	55	54333 → 80 [ACK] Seq=1 Ack=1 Win=510 Len=0

➤ 2nd represents sending a message through Discord.



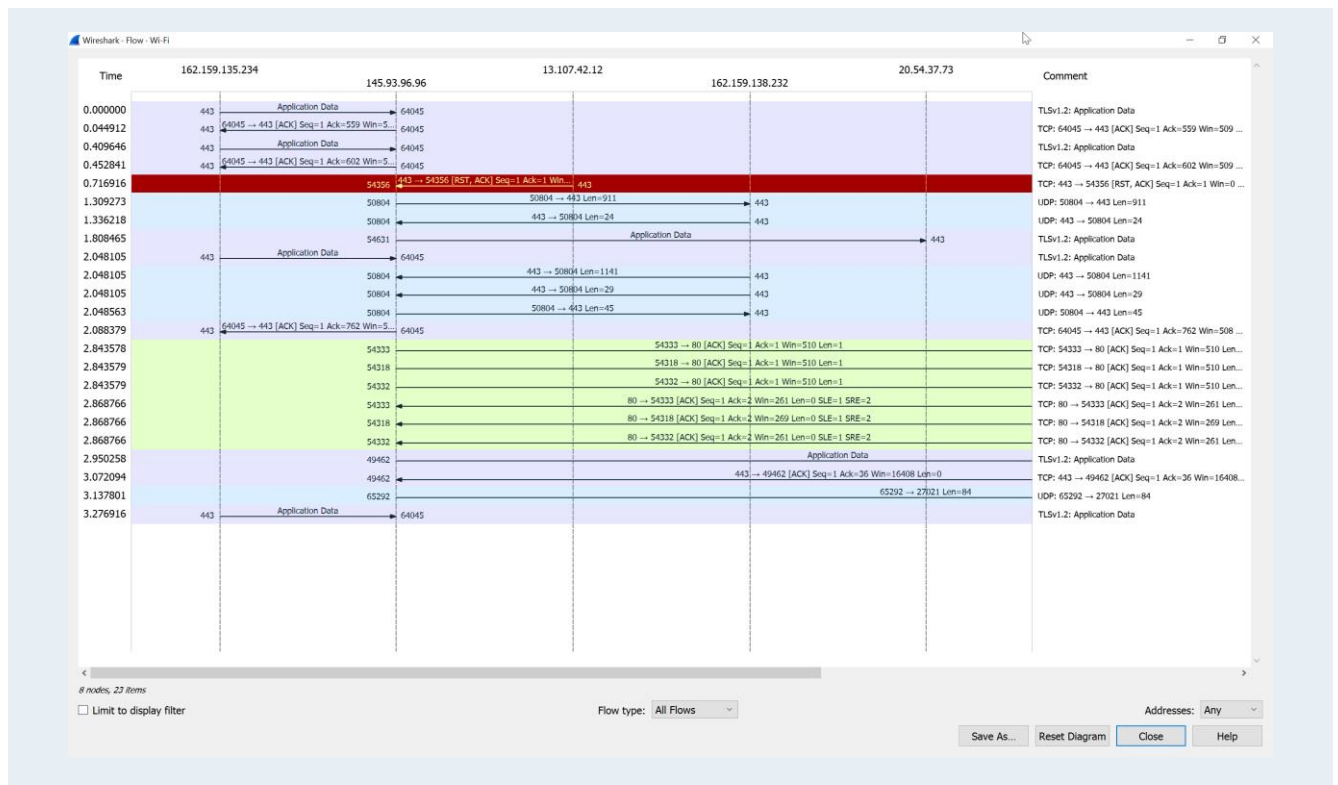
The screenshot shows a Wireshark capture of a TLSv1.2 connection. The packet list table is as follows:

No.	Time	Source	Destination	Protocol	Length	Info
16	2.843579	145.93.96.96	142.251.36.3	TCP	55	54332 → 80 [ACK] Seq=1 Ack=1 Win=510 Len=0
17	2.868766	142.251.36.3	145.93.96.96	TCP	66	80 → 54333 [ACK] Seq=1 Ack=2 Win=261 Len=0
18	2.868766	142.251.36.3	145.93.96.96	TCP	66	80 → 54318 [ACK] Seq=1 Ack=2 Win=269 Len=0
19	2.868766	142.251.36.3	145.93.96.96	TCP	66	80 → 54332 [ACK] Seq=1 Ack=2 Win=261 Len=0
21	3.072094	52.111.243.12	145.93.96.96	TCP	60	443 → 49462 [ACK] Seq=1 Ack=36 Win=1024 Len=0
1	0.000000	162.159.135.234	145.93.96.96	TLSv1.2	612	Application Data

The packet details for the selected TLSv1.2 packet (No. 1) are:

- Frame 1: 612 bytes on wire (4896 bits), 612 bytes captured (4896 bits) on interface \Device\NPF_{F23A525A-A248-4FC4-88...}
- Ethernet II, Src: Cisco_2b:22:df (bc:5a:56:2b:22:df), Dst: LiteonTe_bc:da:f1 (74:4c:a1:bc:da:f1)
- Internet Protocol Version 4, Src: 162.159.135.234, Dst: 145.93.96.96
- Transmission Control Protocol, Src Port: 443, Dst Port: 64045, Seq: 1, Ack: 1, Len: 558
- Transport Layer Security

Assignment Week 10

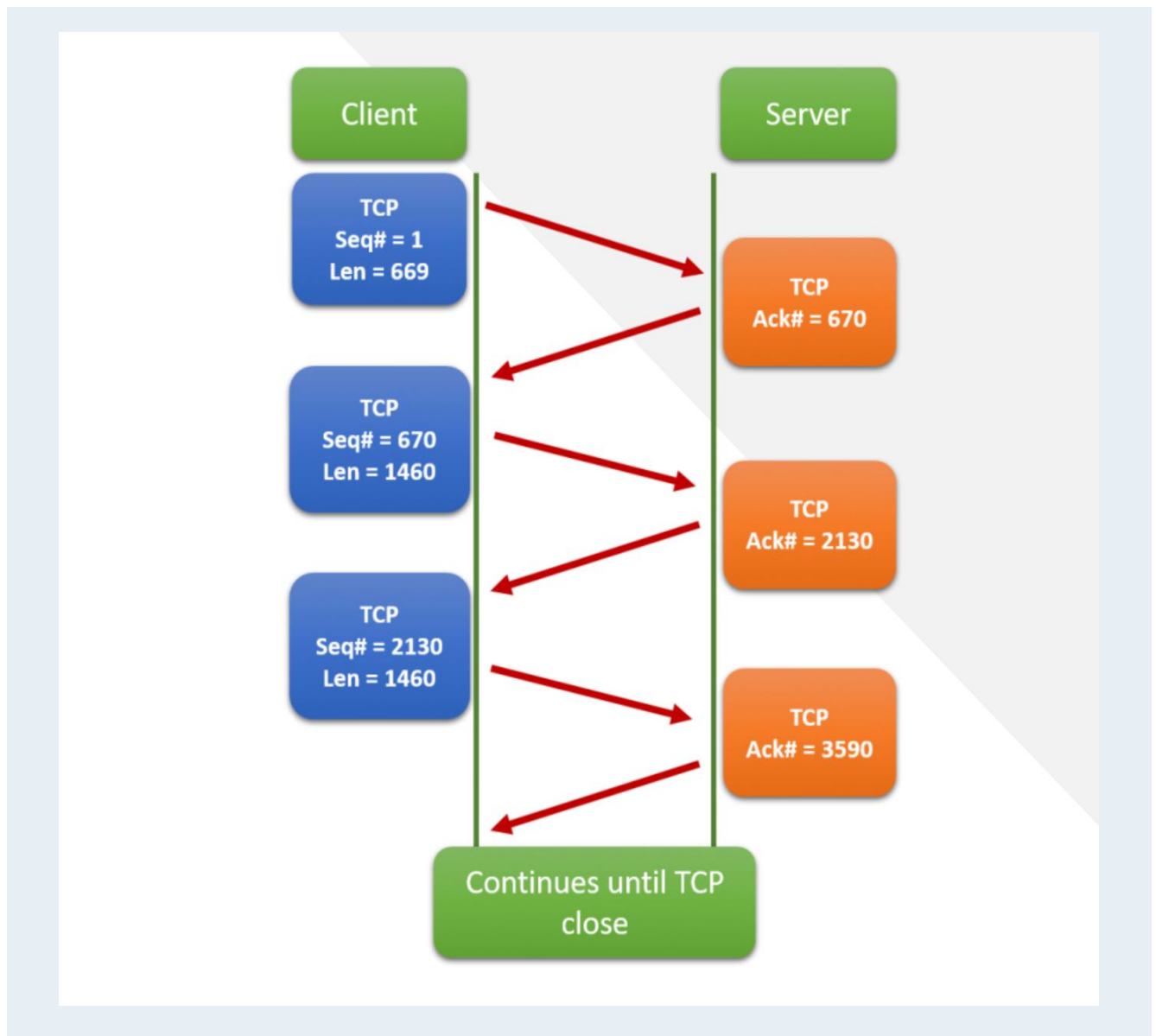


Flowgraph of the 2nd TCP screenshot

- Explain what is happening during various stages (begin, middle, end) of the communication.
 - Explain SYN, SYNACK and ACK.
 - Explain the Len, Seq and Ack numbers.
- Step 1 (SYN): the client wants to establish a connection with a server, so it sends a segment with SYN (Synchronize Sequence Number) which informs the server that the client is likely to start communication and with what sequence number it starts segments with.
- Step 2 (SYN + ACK): Server responds to the client request with SYN-ACK signal bits set. Acknowledgement (ACK) signifies the response of the segment it received and SYN signifies with what sequence number it is likely to start the segments with.
- Step 3 (ACK): In the final part client acknowledges the response of the server and they both establish a reliable connection with which they will start the actual data transfer.

Source: <https://www.geeksforgeeks.org/tcp-3-way-handshake-process/>

Assignment Week 10



- Seq#(sequence) refers to the current transfer package number.
- Len(length) is the size of the package.
- Ack#(acknowledge) confirms that data was received and adds the values of seq and Len, then sends them back.

Afterwards, the new received seq# is sent with a new length. This cycle repeats until all the packages were sent.

Source: <https://madpackets.com/2018/04/25/tcp-sequence-and-acknowledgement-numbers-explained/>

Conclusion

We learned how to use and sniff packets through Wireshark, but also how to start network nodes in Netkit during the week 7 assignment.

We then proceeded to configure our Netkit lab in week 8. Started by creating a flowchart, including IP configuration commands in all startup files, and practicing writing IP addresses on the online exercises (CodeMax).

Then, in week 9, we set up our full Netkit lab so that devices could connect with each other.

We practised writing routing commands using online exercises and learnt about the 5 sorts of routes and when to use them.

Personal Refraction

Despite the fact that we did not complete all of the optional tasks, I will return to them because they are intriguing, particularly the DDOS (denial of service) attack activity.

I now appreciate the value of teamwork more, after Quinn (teammate) and I worked together, pushing and encouraging each other to complete the tasks.

While the online activities were not always very challenging, the information on the slides was at times perplexing. Especially because I did not have prior knowledge of configuring networks.

Because NetCat is an older application, finding commands was more difficult than expected. I had to resort to asking for help and feedback from classmates and IT experts. I did this by joining Networking Communities on Discord.

To save time, we wrote the IP configurations in the startup files, but we experienced a lot of issues because we failed to give "Gateway" an IP address.

We struggled the first 2 weeks because there was so much new information, but after getting used to the Linux Terminal and NetKit, the following weeks became clearer.

I made the mistake of not uploading every change to Git, making loss of progress a possibility .

The exercises helped me prepare for my IEO study choice in the advanced period. Building the base for new information in this field.

Tried many solutions to get an internet connection to all networks, but failed in the end. Some of the things we tried are:

- tried adding a network route from Guest Lubuntu to the LAN and LAN network.
- added the Gateway as a default gateway from both routers.
- Furthermore, we tried adding a host route from guest to PC1A and vice versa.

The process was difficult at first, particularly Week 7 and 8, but it paid off in the end, making me more well versed in this sphere. The journey has also inspired me to try to use Linux as a daily driver.