

DFSC1316: Digital Forensic and Information Assurance I

Lab 1 (Due 9/29/2017 23:59:99)

Rules:

1. All you answers will be typed unless otherwise being advised.
 2. Submit you assignment in PDF version (Office word can be directly saved as PDF, or you can use virtual PDF printer to 'print' it as pdf).
-

This lab is to prepare you for monitoring and analyzing of network traffic that happened on your computer.

Getting Wireshark¹

In order to run Wireshark, you will need to have access to a computer that supports both Wireshark and the *libpcap* or *WinPCap* packet capture library. The *libpcap* software will be installed for you, if it is not installed within your operating system, when you install Wireshark. See <http://www.wireshark.org/download.html> for a list of supported operating systems and download sites

Download and install the Wireshark software:

- Go to <http://www.wireshark.org/download.html> and download and install the Wireshark binary for your computer.

The Wireshark FAQ has a number of helpful hints and interesting tidbits of information, particularly if you have trouble installing or running Wireshark.

Running Wireshark

When you run the Wireshark program, you'll get a startup screen that looks something like the screen below. Different versions of Wireshark will have different startup screens – so don't panic if yours doesn't look exactly like the screen below!

¹ This lab is created based on materials available at <http://www-net.cs.umass.edu/wireshark-labs/>

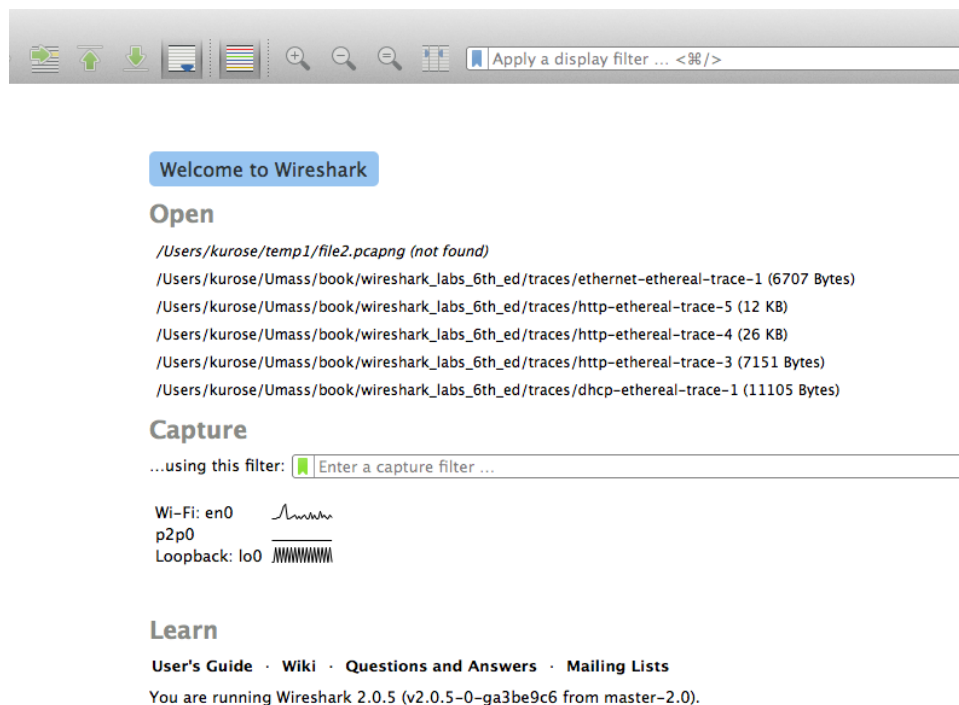


Figure 2: Initial Wireshark Screen

There's not much interesting on this screen. But note that under the Capture section, there is a list of so-called interfaces. The computer we're taking these screenshots from has just one real interface – "Wi-Fi en0," which is the interface for Wi-Fi access. All packets to/from this computer will pass through the Wi-Fi interface, so it's here where we want to capture packets. On a Mac/Windows, double click on this interface.

If you click on one of these interfaces to start packet capture (i.e., for Wireshark to begin capturing all packets being sent to/from that interface), a screen like the one below will be displayed, showing information about the packets being captured. Once you start packet capture, you can stop it by using the *Capture* pull down menu and selecting *Stop*.

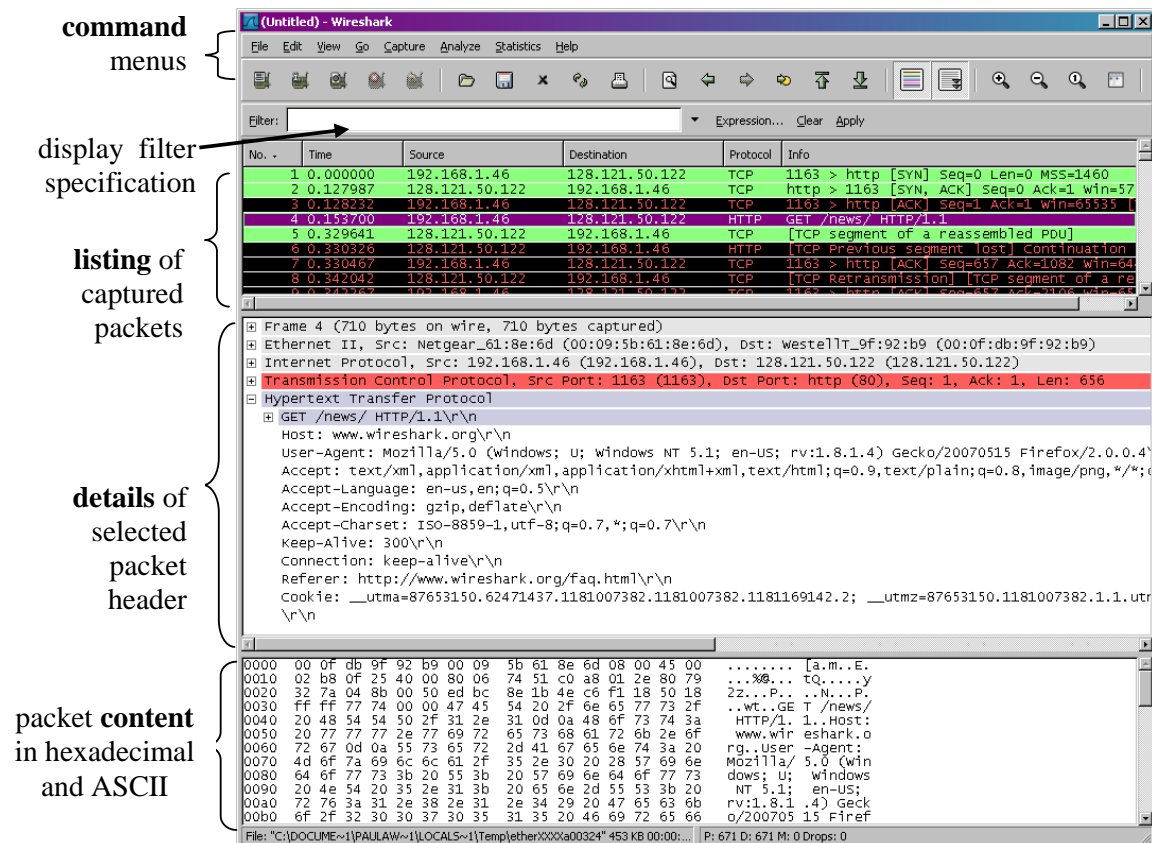


Figure 3: Wireshark Graphical User Interface, during packet capture and analysis

The Wireshark interface has five major components:

- The **command menus** are standard pulldown menus located at the top of the window. Of interest to us now are the File and Capture menus. The File menu allows you to save captured packet data or open a file containing previously captured packet data, and exit the Wireshark application. The Capture menu allows you to begin packet capture.

- The **packet-listing window** displays a one-line summary for each packet captured, including the packet number (assigned by Wireshark; this is *not* a packet number contained in any protocol's header), the time at which the packet was captured, the packet's source and destination addresses, the protocol type, and protocol-specific information contained in the packet. The packet listing can be sorted according to any of these categories by clicking on a column name. The protocol type field lists the highest-level protocol that sent or received this packet, i.e., the protocol that is the source or ultimate sink for this packet.
- The **packet-header details window** provides details about the packet selected (highlighted) in the packet-listing window. (To select a packet in the packet-listing window, place the cursor over the packet's one-line summary in the packet-listing window and click with the left mouse button.). These details include information about the Ethernet frame (assuming the packet was sent/received over an Ethernet interface) and IP datagram that contains this packet. The amount of Ethernet and IP-layer detail displayed can be expanded or minimized by clicking on the plus minus boxes to the left of the Ethernet frame or IP datagram line in the packet details window. If the packet has been carried over TCP or UDP, TCP or UDP details will also be displayed, which can similarly be expanded or minimized. Finally, details about the highest-level protocol that sent or received this packet are also provided.
- The **packet-contents window** displays the entire contents of the captured frame, in both ASCII and hexadecimal format.
- Towards the top of the Wireshark graphical user interface, is the **packet display filter field**, into which a protocol name or other information can be entered in order to filter the information displayed in the packet-listing window (and hence the packet-header and packet-contents windows). In the example below, we'll use the packet-display filter field to have Wireshark hide (not display) packets except those that correspond to HTTP messages.

Taking Wireshark for a Test Run

The best way to learn about any new piece of software is to try it out! We'll assume that your computer is connected to the Internet via a wireless connection. Do the following

1. Start up your favorite web browser, which will display your selected homepage.
2. Start up the Wireshark software. You will initially see a window similar to that shown in Figure 2. Wireshark has not yet begun capturing packets.
3. To begin packet capture, select the *Capture* pull down menu and select *Options*. This will cause the "Wireshark: Capture Interfaces" window to be displayed, as shown in Figure 4.

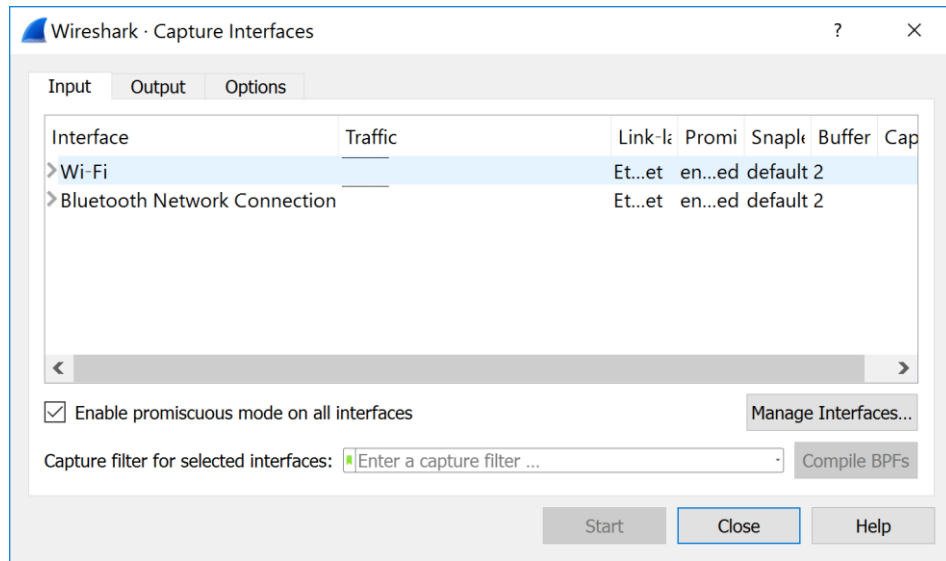


Figure 4: Wireshark Capture Interface Window

4. You'll see a list of the interfaces on your computer as well as a count of the packets that have been observed on that interface so far. Click on one interface, and then click on *Start* for the interface on which you want to begin packet capture (in the case, the Wi-Fi Connection). Packet capture will now begin - Wireshark is now capturing all packets being sent/received from/by your computer!
5. Once you begin packet capture, a window similar to that shown in Figure 3 will appear. This window shows the packets being captured. By selecting *Capture* pulldown menu and selecting *Stop*, you can stop packet capture. But don't stop packet capture yet. Let's capture some interesting packets first. To do so, we'll need to generate some network traffic, such as using the web browser to browse some webpages.
6. While Wireshark is running, enter the URL:
www.shsu.edu
and have that page displayed in your browser. In order to display this page, your browser will contact the HTTP server at www.shsu.edu and exchange HTTP messages with the server in order to download this page. The Internet frames containing these HTTP messages (as well as all other frames passing through your Wi-Fi adapter) will be captured by Wireshark.
7. Stop Wireshark packet capture by selecting stop in the Wireshark capture window. The main Wireshark window should now look similar to Figure 3. You now have live packet data that contains all protocol messages exchanged between your computer and other network entities! The HTTP message exchanges with the www.shsu.edu web server should appear somewhere in the listing of packets captured. But there will be many other types of packets displayed as well (see, e.g., the many different protocol types shown in the *Protocol* column in Figure 3). Even though the only action you took was to download a web page, there were evidently many other protocols running on your computer that are unseen by the user.

8. Type in “http” (without the quotes, and in lower case – all protocol names are in lower case in Wireshark) into the display filter specification window at the top of the main Wireshark window. Then select *Apply* (to the right of where you entered “http”), or simply press Enter. This will cause only HTTP message to be displayed in the packet-listing window.
9. Find the HTTP GET message that was sent from your computer to the www.shsu.edu HTTP server. (Look for an HTTP GET message in the “listing of captured packets” portion of the Wireshark window (see Figure 3) that shows “GET” with the destination shows as some IP address. How to know what “GET” message is related to www.shsu.edu? Type the destination IP address into your web browser, if it is the correct IP, www.shsu.edu main page will be displayed. When you select the HTTP GET message, the Ethernet frame, IP datagram, TCP segment, and HTTP message header information will be displayed in the packet-header window. By clicking on the right-pointing and down-pointing arrowheads to the left side of the packet details window, Ethernet, Internet Protocol, and Transmission Control Protocol information will be displayed. Your Wireshark display should now look roughly as shown in Figure 5.
10. Exit Wireshark

Congratulations! You’ve now completed the lab.

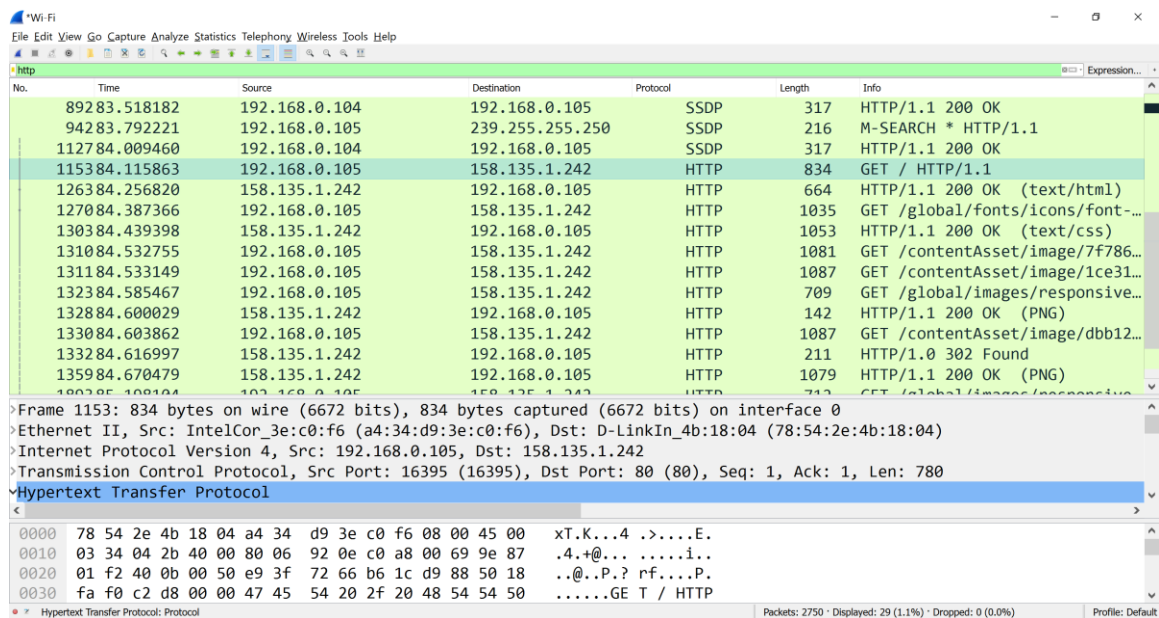


Figure 5: Wireshark window after step 9

What to hand in

The goal of this lab was primarily to introduce you to Wireshark. The following questions will demonstrate that you've been able to get Wireshark up and running, and have explored some of its capabilities. Answer the following questions with attached screenshots, based on your Wireshark experimentation:

1. (25pts) List 3 different protocols that appear in the protocol column in the unfiltered packet-listing window in step 7 above. Mark them in the screenshot.
2. (25pts) How long did it take from when the HTTP GET message was sent until the HTTP OK reply was received? Clearly mark the packets in the screenshot (By default, the value of the Time column in the packet-listing window is the amount of time, in seconds, since Wireshark tracing began.)
3. (25 pts) What is the Internet address of www.shsu.edu? What is the Internet address of your computer?
4. (25pts) Print the two HTTP messages (GET and OK) referred to in question 2 above. To do so, select *Print* from the Wireshark *File* command menu, and select the "*Selected Packet Only*" and "*Print as displayed*" radial buttons, and choose to print as a PDF file. If you do not have a PDF printer on your computer, you may need to install one, such as Foxit PDF reader/printer.
5. (Optional, no points) Find one message at your choice, other than a HTTP message, find out what is the source and/or destination, and try to explain why this message has been sent (e.g., what application may have sent it, where it was sent to, etc.)