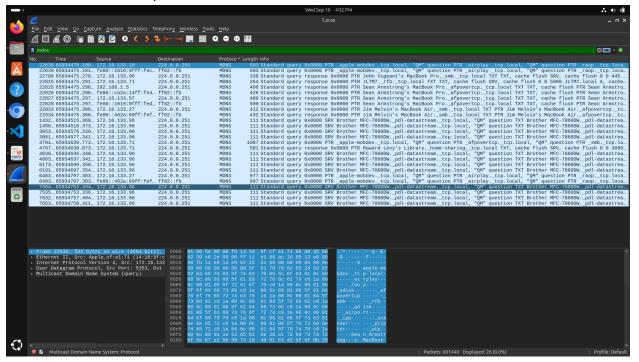
## **CS331: Computer Networks Assignment 1**

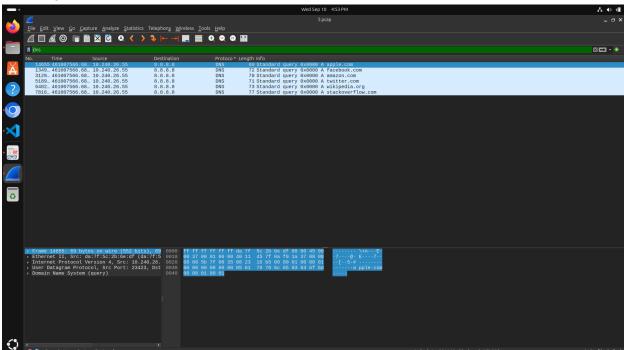
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#### Task - 1:

Filtered out the MDNS protocols with UDP



#### Checking for the number of DNS packets



Custom header value (HHMMSSID)	Domain name	Resolved IP address
18041600	apple.com	192.168.1.6
18041601	facebook.com	192.168.1.7
18041602	amazon.com	192.168.1.8
18041603	twitter.com	192.168.1.9
18041604	wikipedia.org	192.168.1.10
18041605	stackoverflow.com	192.168.1.6

#### Task-2: Traceroute Protocol Behaviour

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

By default, Windows tracert uses the ICMP Protocol. We can see from the figure that when we apply the ICMP filter and then run the command of tracert, then the packets are being captured, and whereas Linux uses the UDP protocol by default, as shown in the Wireshark packet captures.

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

- 1. Either the packets are blocked due to the Firewall or security settings.
- Overload at the intermediate routers can also cause the drop of packets
  Rate limiting intentionally enforces a cap on how many ICMP responses it will send per
  second.

This is a policy decision (to prevent ICMP floods from consuming resources).

- Router too busy / configured not to reply
   The router has higher-priority tasks (forwarding traffic) and may drop control-plane packets like traceroute probes if CPU or buffer resources are strained.
   This is due to resource constraints or configuration, not a fixed rate policy.
- 4. Here, since we have used VM for Linux os, an intermediate box like NAT may not translate or forward them correctly. This is due to resource constraints or configuration, not a fixed rate policy.

## 3. In Linux traceroute, which field in the probe packets changes between successive probes sent to the destination?

The IP header's TTL (Time To Live) field changes between successive probes. Each router that decrements the TTL to zero sends back an ICMP Time Exceeded, which allows traceroute to discover that hop.

#### 4. At the final hop, how is the response different compared to the intermediate hop?

Linux traceroute (default, UDP probes)
Intermediate hops → send ICMP Time Exceeded (when TTL = 0)

Final destination  $\rightarrow$  sends ICMP Port Unreachable (because the UDP probe was sent to a high, unused port).

Windows tracert (ICMP Echo probes)
Intermediate hops → send ICMP Time Exceeded (when TTL = 0).

Final destination  $\rightarrow$  sends ICMP Echo Reply (because the ICMP Echo Request actually reached it).

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

If UDP is blocked but ICMP is allowed, Linux traceroute fails (stars only), while Windows tracert still works correctly.

Linux traceroute (default = UDP probes)

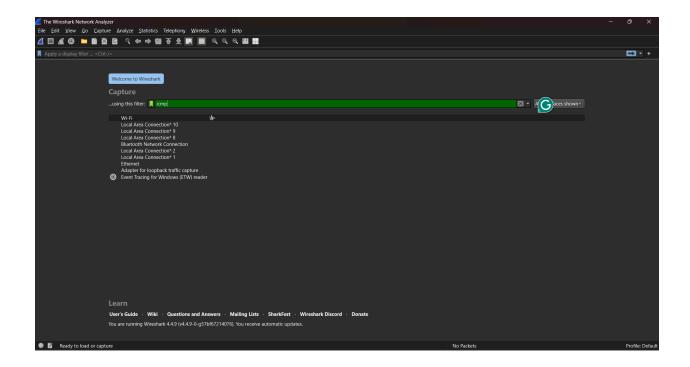
- Outbound UDP probes → Blocked by firewall
- That means the probes never reach the destination, and no ICMP replies come back.
- Result: traceroute output will mostly be \* \* \* (no responses), i.e. it fails to trace the path.

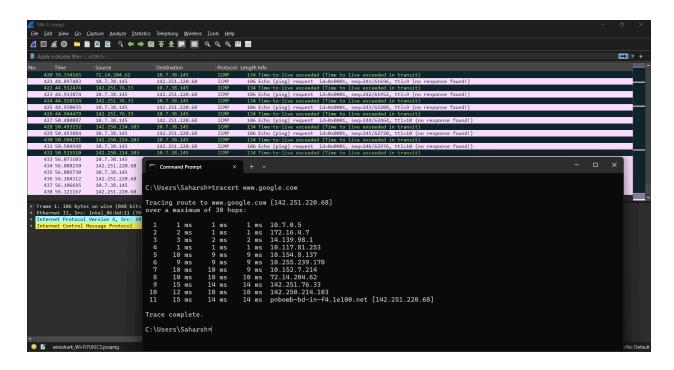
Windows tracert (default = ICMP Echo probes)

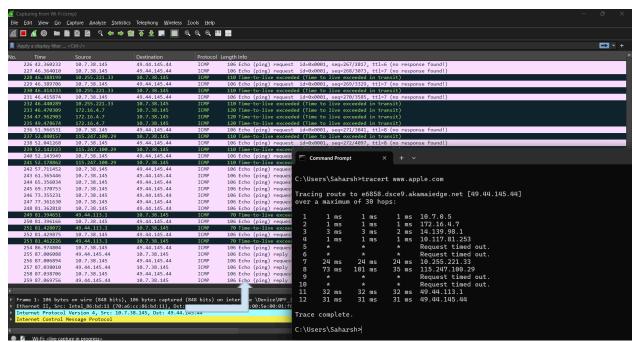
- Outbound ICMP Echo Requests → Allowed by firewall
- So probes go through, and intermediate routers send ICMP Time Exceeded as normal, and the destination sends ICMP Echo Reply

Result: tracert works normally and shows the route, while the Linux traceroute fails.

### Windows:

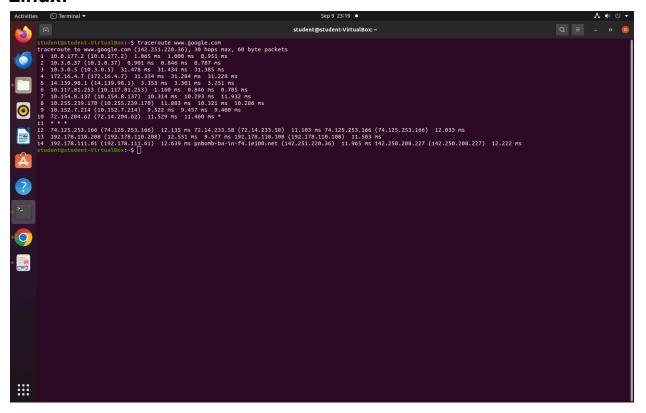


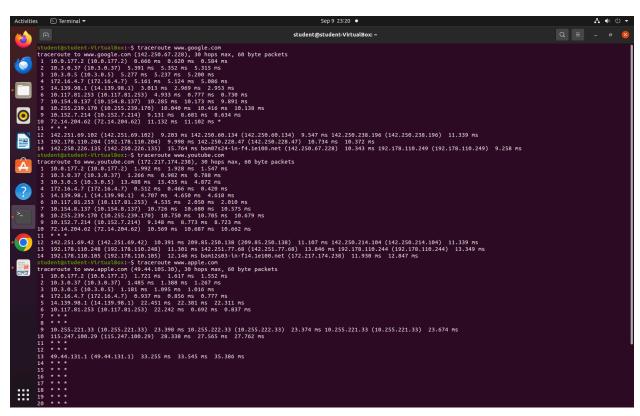


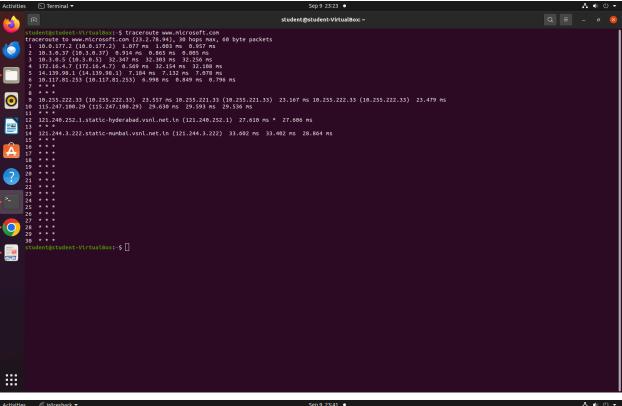


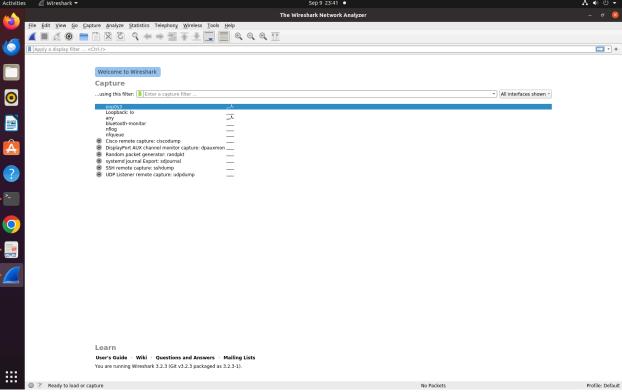
Here, we can see the final packet has an Echo reply in case of Windows

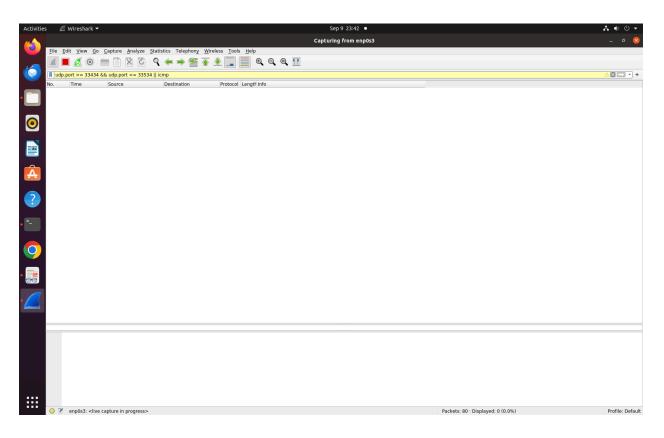
### Linux:

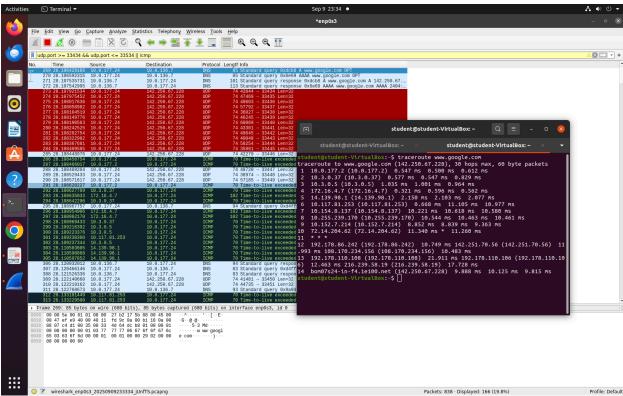


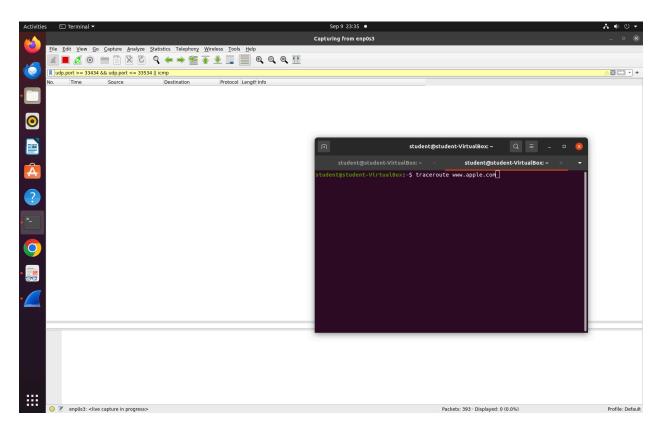


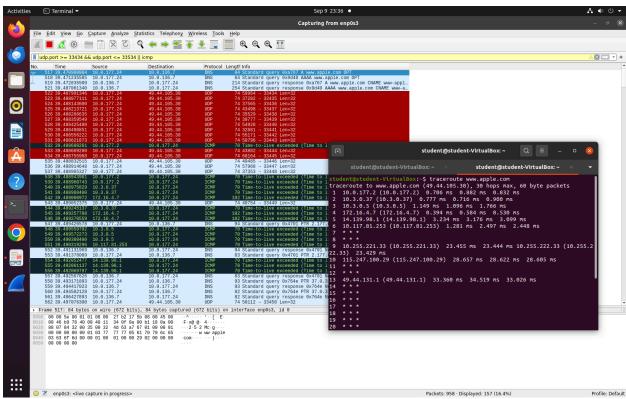


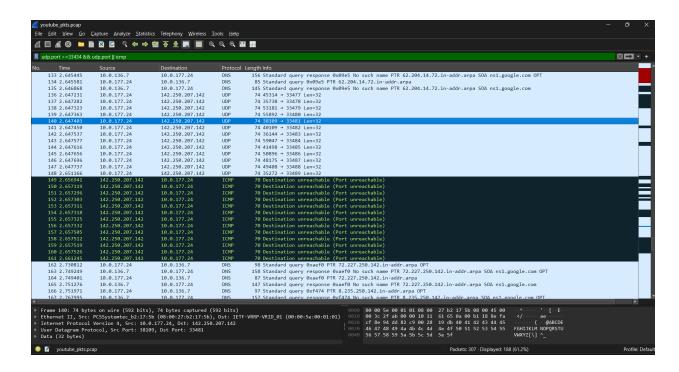












Here, for the Linux OS, we can see that Destination Unreachable (Port Unreachable)