

This lab session covers the usage of the Wireshark application to monitor and capture the outgoing and incoming packets from a network connection (WIFI, ethernet, etc.). Specifically, students should be able to analyze HTTP, HTTPS, TCP/IP, and UDP protocols using Wireshark, a network protocol analyzer, and draw conclusions.

Pre-lab Preparation:

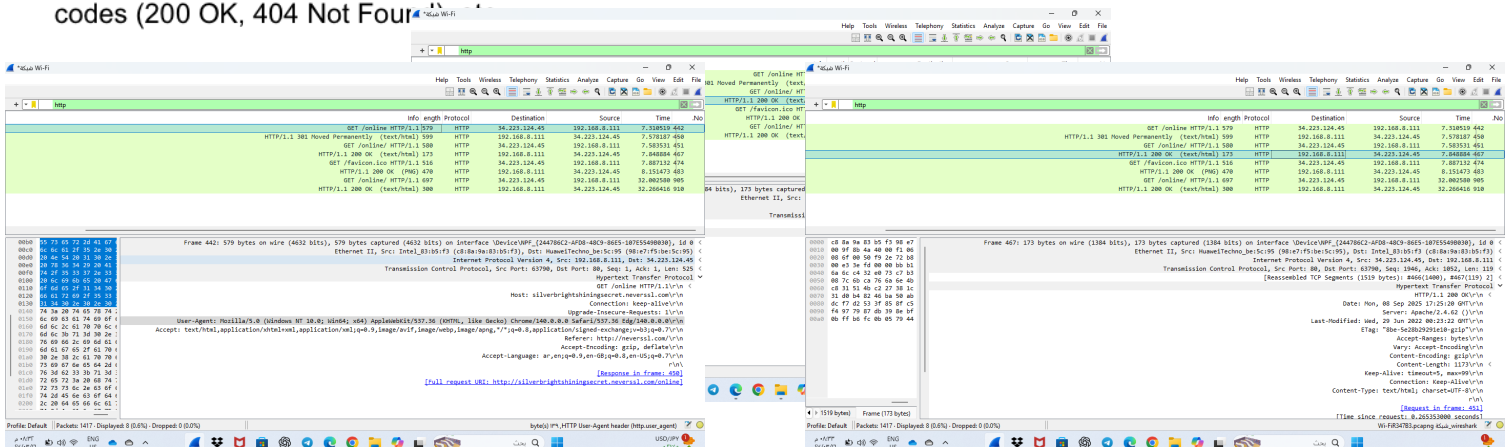
1. Review the basics and the structure of HTTP, TCP/IP, and UDP protocols,
2. Install Wireshark and ensure it is running on your computer,
3. Create an online, *publically accessible* Git repository to host and upload your work in the labs. We recommend you use GitHub or GitLab.

Task 2: Filter HTTP packets and analyze them.

Step 1: In the filter bar, type http and press Enter. This filters out only the HTTP packets from the capture.

Step 2: Select any HTTP packet to view its details.

Step 3: Observe the HTTP request and response messages. Note the method (GET, POST), URL, response codes (200 OK, 404 Not Found)



HTTP Request Packet

HTTP Response Packet

Part 2: Analyzing TCP/IP Traffic.

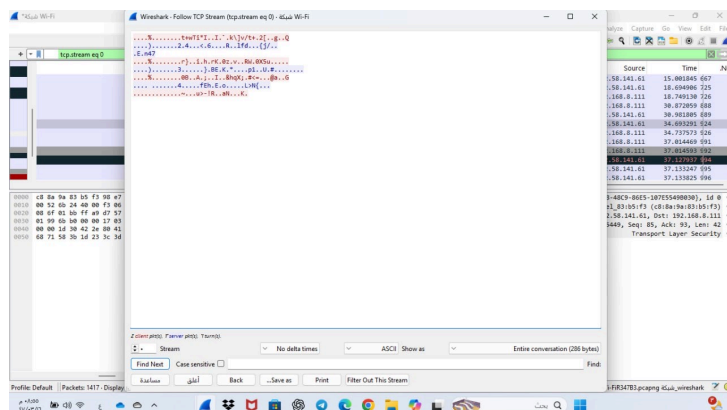
Task 1: Filter TCP packets

Step 1: Clear the previous filter and type TCP to focus on TCP packets.

Step 2: Select a TCP packet related to your HTTP request/response.

Step 3: Right-click on the packet and select "Follow" -> "TCP Stream".

Step 4: This shows the entire conversation between the client and server.



"TCP Stream for HTTPS traffic
(data is encrypted, not readable)."

Task 2: Analyze TCP handshake and investigate Data Transfer and Termination

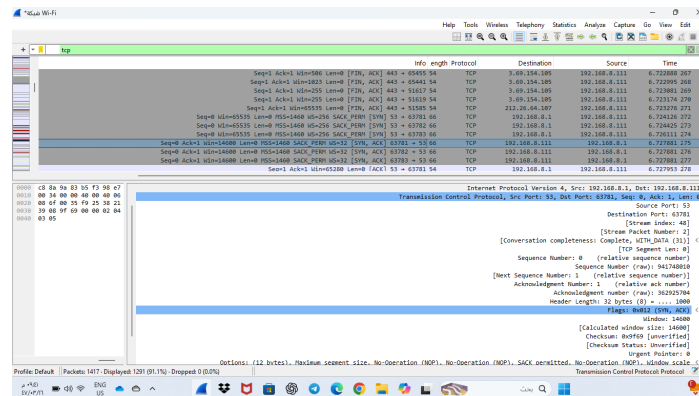
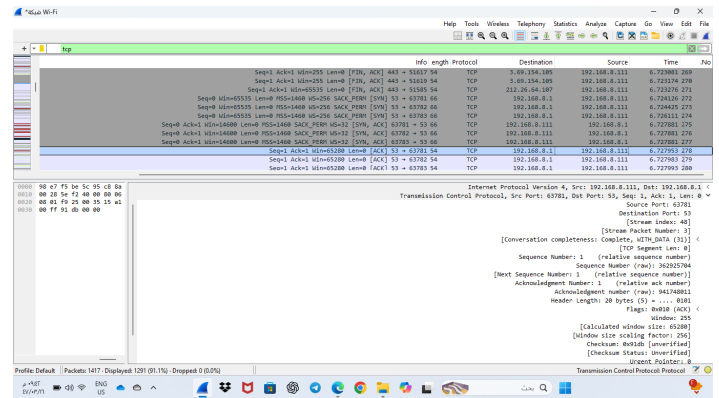
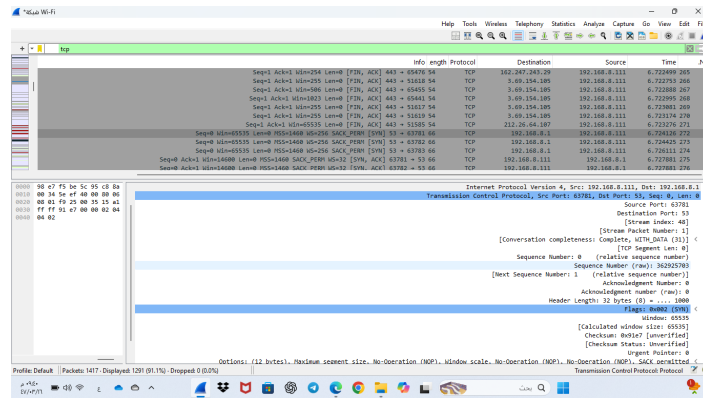
Step 1: Find and select packets related to the TCP three-way handshake:

- SYN: Initiates a connection.
- SYN-ACK: Acknowledges and responds to the SYN.
- ACK: Acknowledges the SYN-ACK and establishes the connection.

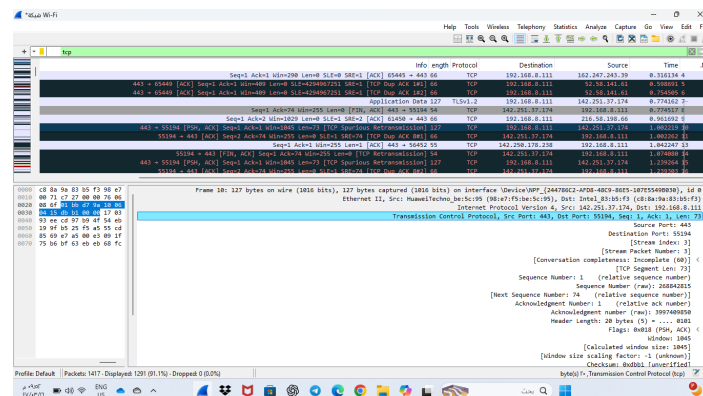
Step 2: Note the sequence and acknowledgment numbers. Screenshot and upload your image to your online git repository.

Step 3: Observe the data packets exchanged between the client and server. Take a screenshot and upload it to your online git repo.

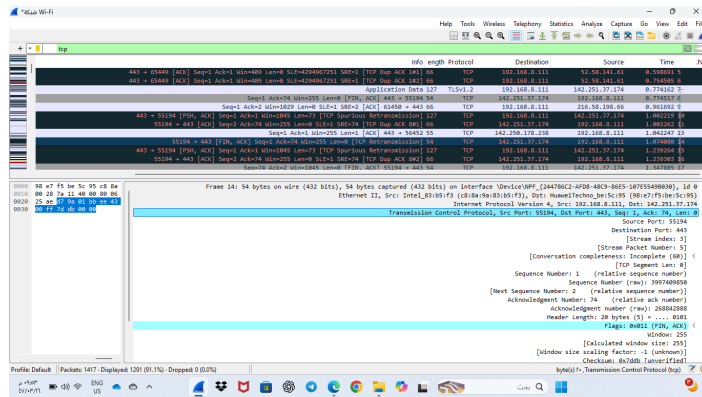
Step 4: Look at the TCP termination process (FIN, ACK packets).



“TCP three-way handshake: SYN, SYN-ACK, ACK establishing the connection.”



"TCP Data Transfer between client and server"



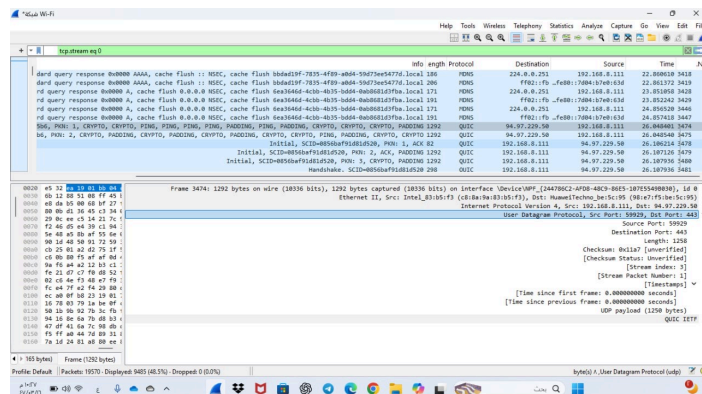
“TCP connection termination using FIN and ACK packets.”

Task 1: Generate UDP traffic and capture packets

- Step 1:** Open a network application that uses UDP (e.g., streaming video, VoIP software, or custom script).
- Step 2:** Start the application to generate UDP traffic.
- Step 3:** Start capturing packets in Wireshark while the UDP application is running.
- Step 4:** After sufficient traffic is generated, stop capturing packets.

Task 2: Filter and analysis UDP Packets

- Step 1:** In the filter bar, type UDP and press Enter.
- Step 2:** This filters out only the UDP packets from the capture.
- Step 3:** Select any UDP packet to view its details.
- Step 4:** Observe the source and destination ports, length, and data.
- Step 5:** Compare the simplicity of UDP headers with TCP headers.



“UDP packet captured showing Source Port, Destination Port, and Length. Payload data may be encrypted.”

- Step 4:** Observe the source and destination ports, length, and data.
- Step 5:** Compare the simplicity of UDP headers with TCP headers.

Comparison of UDP and TCP headers:

The captured UDP packet (QUIC) demonstrates the simplicity of UDP headers, which are only 8 bytes and contain the source port, destination port, length, and checksum. In contrast, TCP headers are larger (at least 20 bytes) and include additional fields such as sequence numbers, acknowledgment numbers, flags (SYN, ACK, FIN), window size, and options. This shows that UDP has a much simpler structure compared to TCP.

Part 4: Comparing TCP and UDP by filling in the following tables. Save your work (e.g., in an MS Word document), and upload it to your online git repo.

Task 1: Fill in the following table and provide reasons.

	TCP or UDP	Reasons
Reliability and Connection Establishment		
Data Integrity and Ordering		

	TCP or UDP	Reasons
Reliability and Connection Establishment	TCP	TCP is a reliable protocol that establishes connection using a three-way handshake (SYN, SYN-ACK, ACK). UDP is connectionless and doesn't guarantee reliability.
Data Integrity and Ordering	TCP	TCP ensures data integrity and correct ordering: all packets arrive and in order; lost packets are retransmitted. UDP does not guarantee order or integrity.

Task 2: Identify the use Cases and Performance of TCP and UDP.

	TCP	UDP
Use cases		
Performance		

	TCP	UDP
Use Cases	Web browsing (HTTP/HTTPS), email (SMTP, IMAP, POP3), file transfer (FTP), remote login (SSH, telnet)	Streaming video/audio, online gaming, VoIP calls, DNS queries
Performance	Slower than UDP due to connection setup, ACK, and retransmission, but reliable and ordered.	Faster than TCP because it has no connection setup or retransmission but less reliable; suitable for real-time applications.