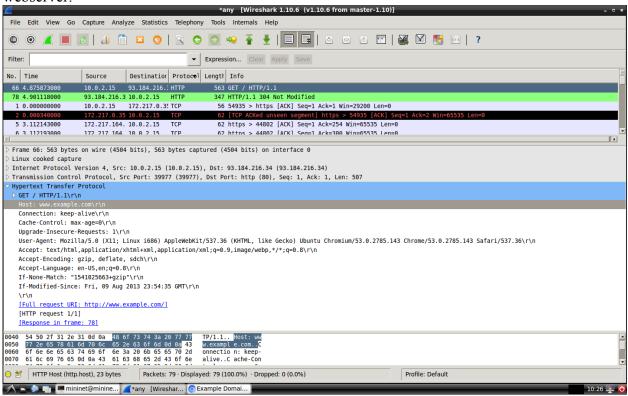
Lab 2

Part1: HTTP

In this section, we will observe how the HTTP protocol operates. We will do this by using the Mininet VM. Begin by opening Wireshark and listening on the 'any' interface. Open Chromium and navigate to http://www.example.com (not https!):

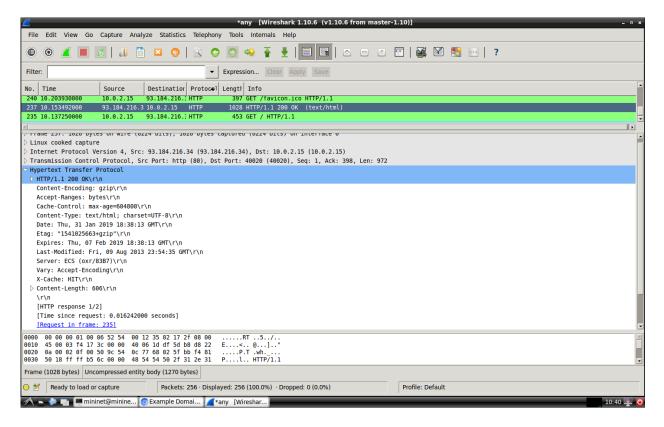
1. (5) Find the packet that corresponds to the initial HTTP request that your computer issued. Take a screenshot of this packet. What HTTP method did your computer use to make this request? What URI did your computer request from the server, as present in the HTTP request? (Note: NOT the URL). Explain.

The HTTP method used was GET, and http://www.example.com/ was the URI requested from the server. The GET method means that the computer is trying to get the webpage form the webserver.



2. (5) Find the packet that corresponds to the initial HTTP response the server issued in response to your request. Take a screenshot of this packet. What HTTP status code did the server return? What is the content type of the response the server is sending back? Explain.

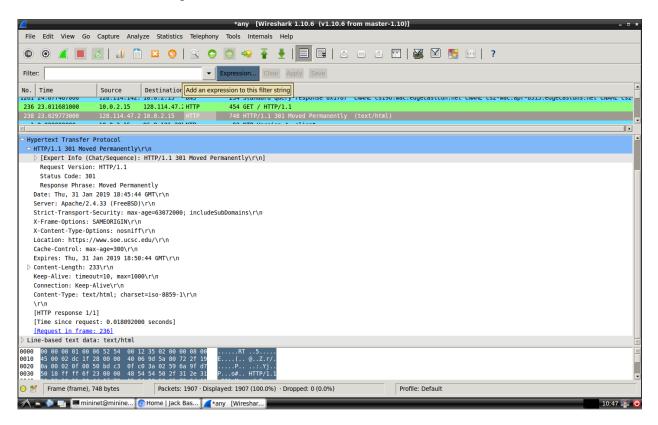
The initial HTTP response that the server issued in response to the GET request was a 200 OK response. The content type of the response that the server is sending back is text/html.

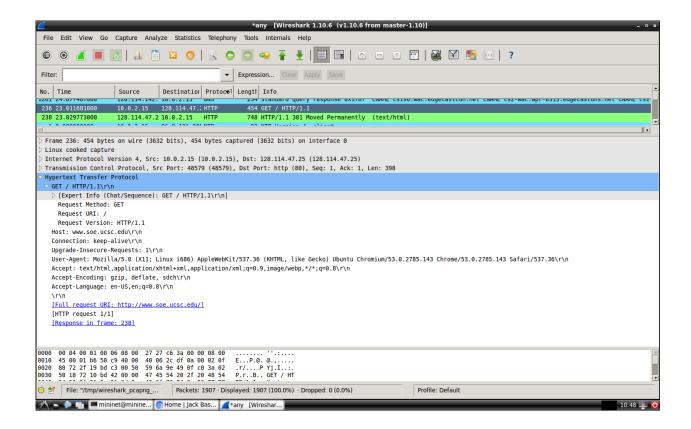


Using Chromium, navigate to http://www.soe.ucsc.edu (not https!):

3. (10) Find the packets that correspond to the initial HTTP request and response that your computer issued/received. Take a screenshot of these packets. What's different? Explain.

Instead of returning a status code of 200 OK, the response that was returned was a 301 Moved Permanently and the Request URI of the request was /. This is most likely due to the fact that the website was moved to https://soe.ucsc.edu to be more secure.



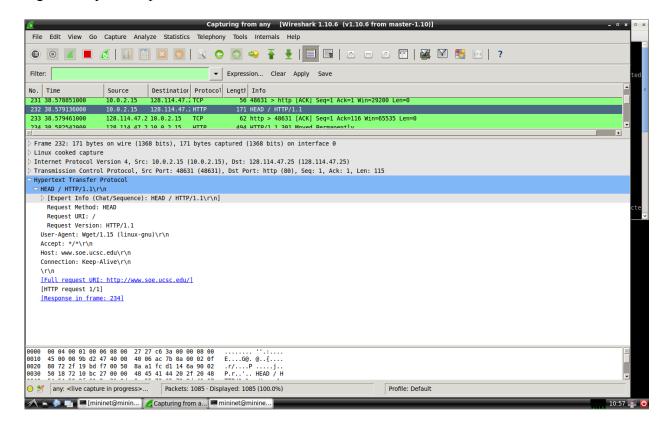


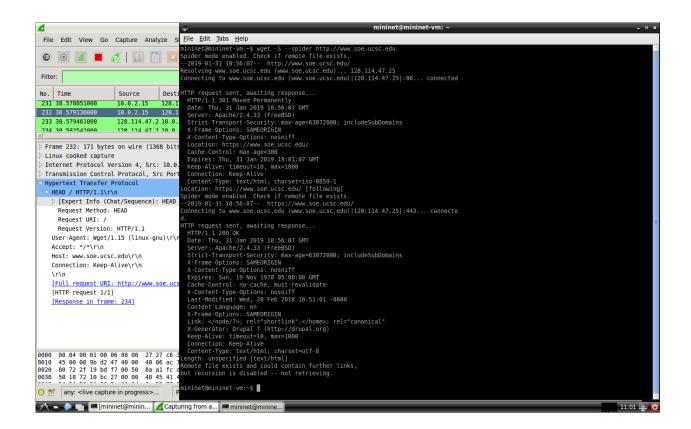
Using Chromium (or any other Linux utility you are comfortable with), find a way to create an HTTP message using a method other than GET.

4. (10) Take a screenshot of your packet and explain what you did to create it.

To create an HTTP message using the HEAD method, I simply opened up the Linux terminal and typed in the following command:

wget -S -spider http://soe.ucsc.edu



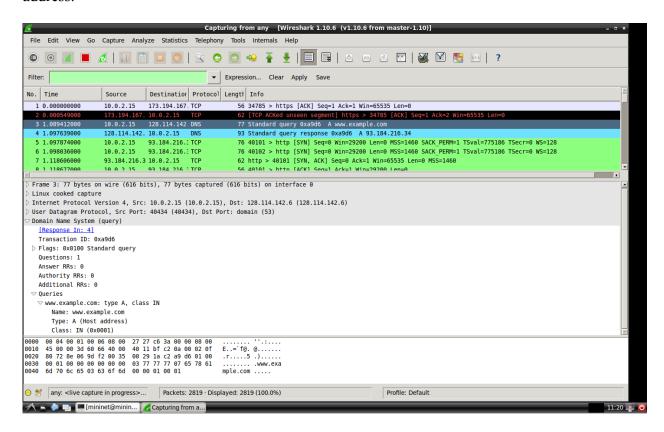


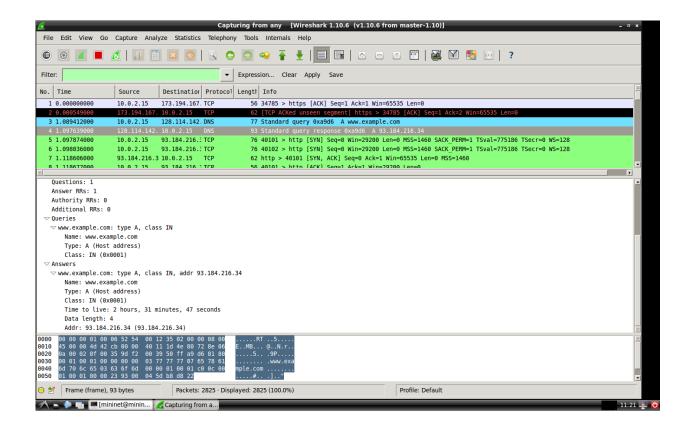
Part 2: DNS

In this section, we will observe how the DNS protocol operates. We will do this by using the Mininet VM. Begin by opening Wireshark and listening on the 'any' interface. Open Chromium and navigate to www.example.com.

5. (5) Were any steps taken by your computer before the web page was loaded? If so, using your captured packets in Wireshark, find the packets that allowed your computer to successfully load http://www.example.com. Take a screenshot of these packets, and explain why you think these are the correct packets. If not, explain why your computer did not need to take these steps.

There were some DNS steps taken before the web page was loaded. This included a DNS query and a DNS response. I believe that these are the correct packets because of the fact that Wireshark is showing that these packets were used to translate the domain name into an IP address.

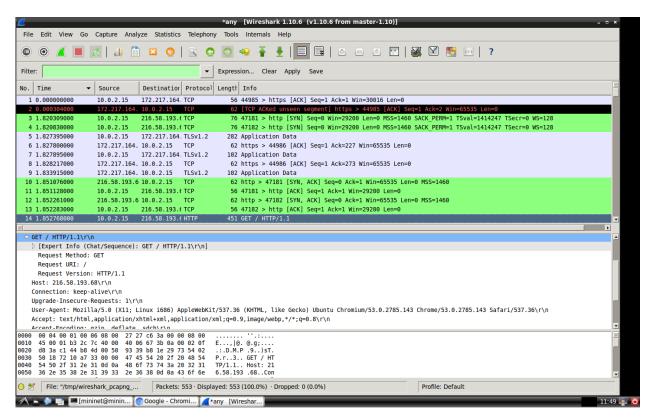




In Chromium, navigate to http://216.58.193.68.

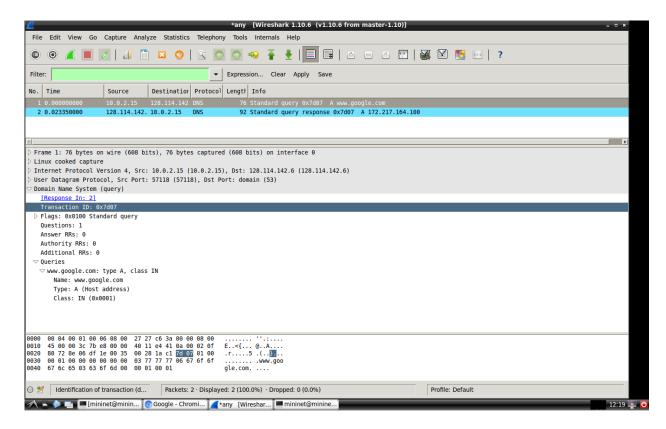
6. (5) Were any steps taken by your computer before the web page was loaded? If so, using your captured packets in Wireshark, find the packets that allowed your computer to successfully load http://216.58.193.68. Take a screenshot of these packets, and explain why you think these are the correct packets. If not, explain why your computer did not need to take these steps.

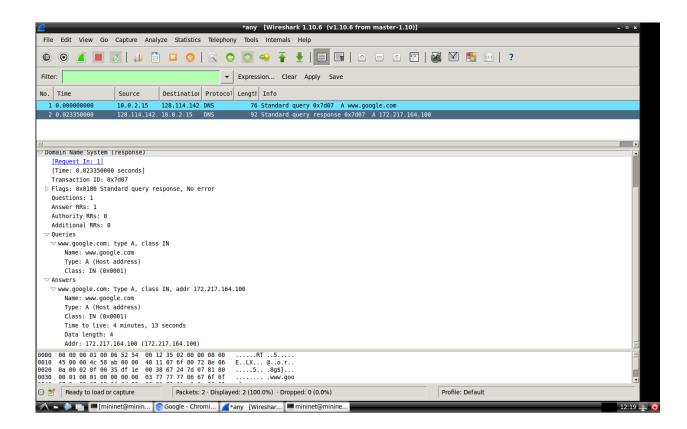
There were no steps taken before the webpage was loaded. The computer did not have to take any extra DNS steps, because we gave it the IP address, and as a result, there was no need for a DNS query to translate the domain name into an IP address.



Open a terminal window. Using nslookup, find the A records for www.google.com. 7. (5) Take a screenshot of the packets corresponding to your request, and the response from the server. If the request was resolved, what is the IP address you were given for www.google.com?

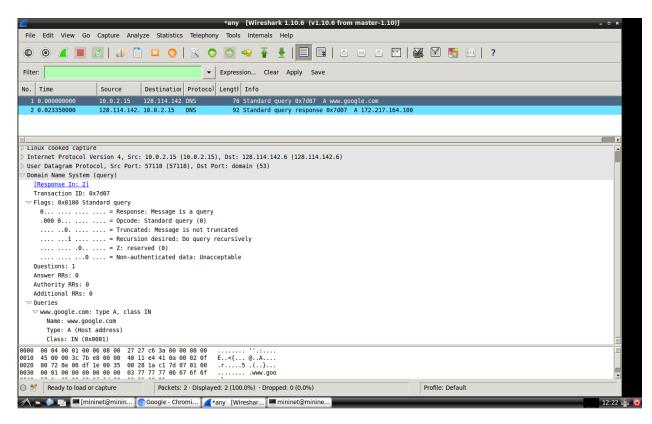
The request was resolved, and the IP address that I was given for www.google.com was 172.217.164.100.

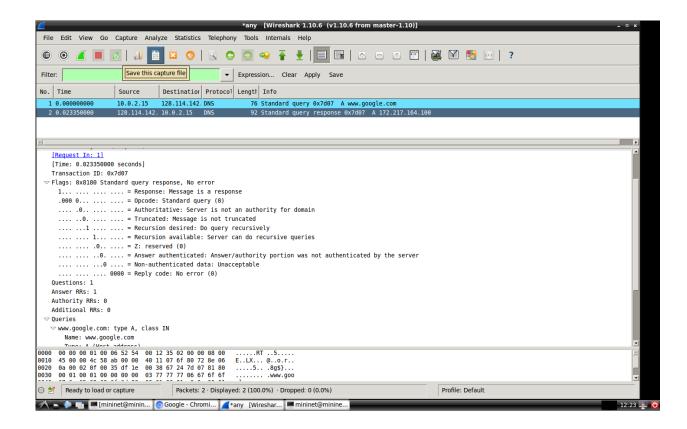




8. (5) Did your computer want to complete the request recursively? How do you know? Take a screenshot proving your answer.

The computer wanted to complete the request recursively. We know this by the flags that are set. Both the query and the response have the "Recursion desired" flag set to 1, which means that the computer wanted to complete the request recursively. The response even has the "Recursion available" flag also set to 1.

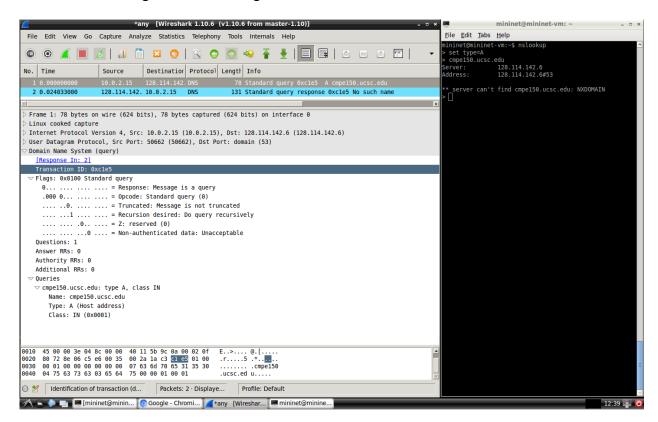


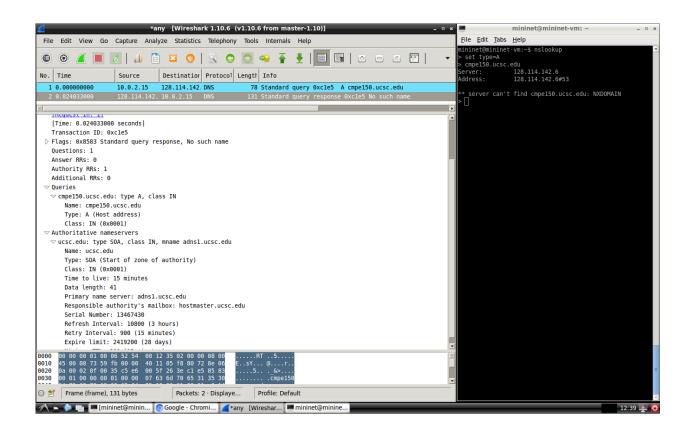


Using nslookup, find the A records for cmpe150.ucsc.edu.

9. (5) Take a screenshot of the packets corresponding to your request, and the response from the server. If the request was resolved, what is the IP address you were given for cmpe150.ucsc.edu?

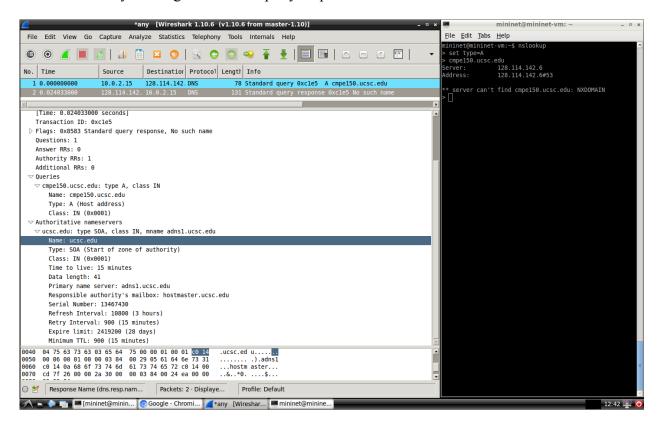
I was not given an IP address for cmpe150.ucsc.edu. After doing the nslookup command, there was an error message returned stating that we could not find the domain.





10. (5) What is the authoritative name server for the ucsc.edu domain? How do you know? Take a screenshot proving your answer.

An authoritative name server is a server in which we can be 100% certain that the objects we are receiving are from the desired source. In other words, we are getting whatever we need directly from the source. The authoritative name servers for the ucsc.edu domain is: ucsc.edu. We know this by looking at the DNS query response information.



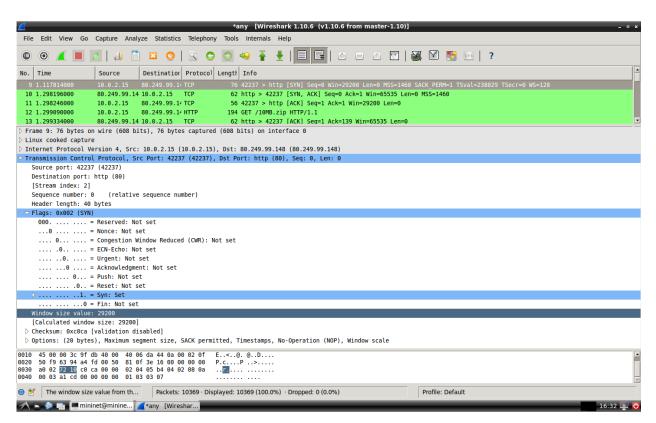
Part 3: TCP

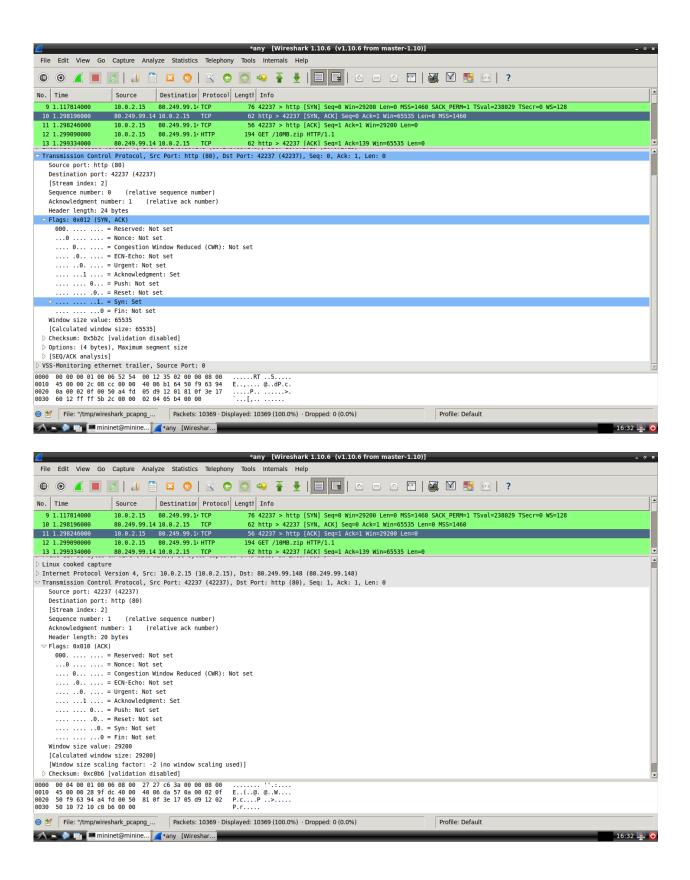
In this section, we will observe how the TCP protocol operates. We will do this by using the Mininet VM. Begin by opening Wireshark and listening on the 'any' interface.

Open a terminal window. Using wget, download the file http://ipv4.download.thinkbroadband.com/10MB.zip

11. (15) Find the packets corresponding to the SYN, SYN-ACK, and ACK that initiated the TCP connection for this file transfer. Take a screenshot of these packets. What was the initial window size that your computer advertised to the server? What was the initial window size that the server advertised to you?

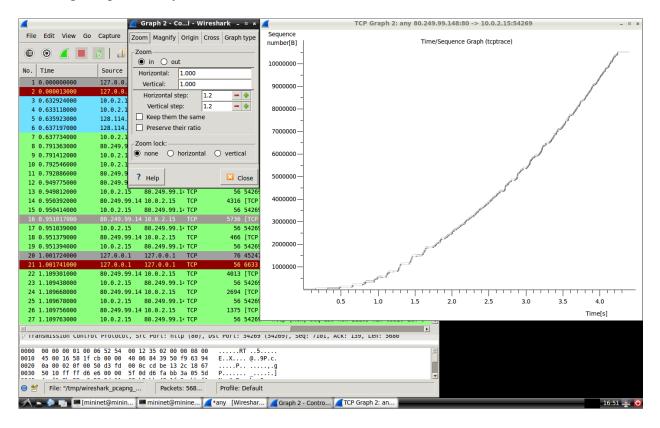
According to the screenshots below, the initial window size that my computer advertised to the server was 29200 bits. The initial window size that the server advertised to my computer was 65535 bits. Since my window size is less than the server's window size, my window size is the bottleneck in the connection.





12. (10) Find a packet from the download whose source address is the server's address and the destination address is your computer's address. Using Wireshark, create a tcptrace graph with this packet selected. Take a screenshot of the graph and explain what it is showing. Look into the Wireshark documentation if you need assistance making this graph.

The graph shows that as time increases, we get more and more packets. The amount of packets that we get exponentially increases.



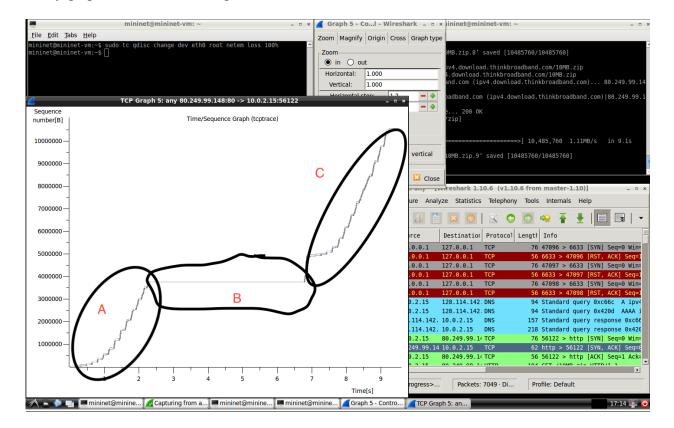
13. (15) Find a packet from the download whose source address is the address of the server and destination address is your computer's address. Create a teptrace graph with this packet selected. Take a screenshot of the graph and explain what it is showing. Using an image-editing program, circle the areas where the 0% loss is shown, as well as where TCP is in slow-start and congestion-avoidance.

Section A: This is the slow start and it is also where there is 0% loss.

Section B: This is where we get 100% loss and where there are no packets transmitted/received.

Section C: This is where we get back to 0% loss and we begin receiving packets again.

In my graph, I do not have congestion avoidance shown.



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