

# Lab 2 (Week 2)

# Wireshark and Tcpdump

CAN201

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# Outline

- Wireshark
  - Packet sniffer
  - Getting Wireshark
  - Running Wireshark
  - Wireshark GUI
  - Taking Wireshark for a test run
- Tcpdump
- Hands-on Practice

# Introduction

- One's understanding of network protocols can often be greatly deepened by
  - “seeing protocols in action”.
  - “playing around with protocols”.
- Wireshark (Packet Sniffer) can help us in
  - observing the sequence of messages exchanged between two protocol entities.
  - delving down into the details of protocol operation.

Network testbed facilitating certain scenario can help us in

- causing protocols to perform certain actions.
- observing these actions and their consequences.

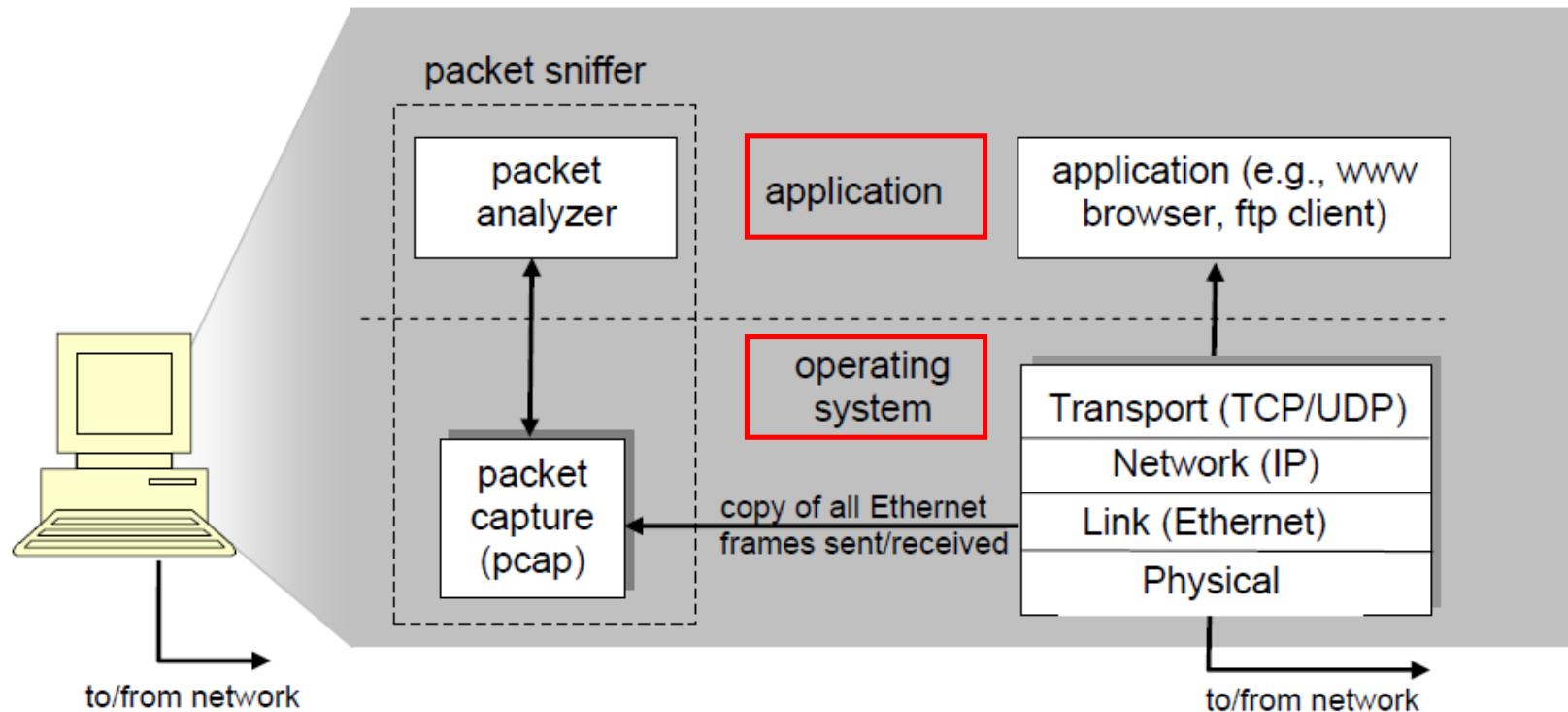
# Packet Sniffer

- Packet sniffer: captures (“sniffs”) messages being sent/received from/by the sniffing target (e.g., your computer); also, it typically stores and displays the contents of the various protocol fields.
  - Wireshark
  - Tshark
  - Tcpdump
- Traffic control framework: control (or even manipulate) the original messages instead of a copy
  - NetfilterQueue
- Network scanner: scan the target (system or network) via sending probing packets
  - Nmap

# Tools' Links

- Wirshark: <https://www.wireshark.org/>
- Tshark: <https://www.wireshark.org/docs/man-pages/tshark.html>
- Tcpdump: <https://www.tcpdump.org/>
- NetfilterQueue: <https://pypi.org/project/NetfilterQueue/>
- Nmap: <https://nmap.org/>

# Packet Sniffer Structure



# Wireshark

Wireshark is a free network protocol analyzer and so an ideal packet analyzer for our labs:

- runs on Windows, Mac, and Linux/Unix computers.
- includes the capability to analyze hundreds of protocols
- has a well-designed user interface
- operates in computers using Ethernet, serial (PPP and SLIP), 802.11 wireless LANs, and many other link-layer technologies.
- it is stable, has a large user base and well-documented support:
  - User guide ([http://www.wireshark.org/docs/wsug\\_html\\_chunked/](http://www.wireshark.org/docs/wsug_html_chunked/))
  - Man pages (<http://www.wireshark.org/docs/man-pages/>)
  - Detailed FAQ (<http://www.wireshark.org/faq.html>)

# Getting Wireshark

Download and install the Wireshark software:

- Go to (<http://www.wireshark.org/download.html>) and download and install the Wireshark binary for your computer.
- For Ubuntu (Linux), look at this:
  - <https://cloudcone.com/docs/article/how-to-install-wireshark-on-ubuntu-18-04-lts/>

## Download Wireshark

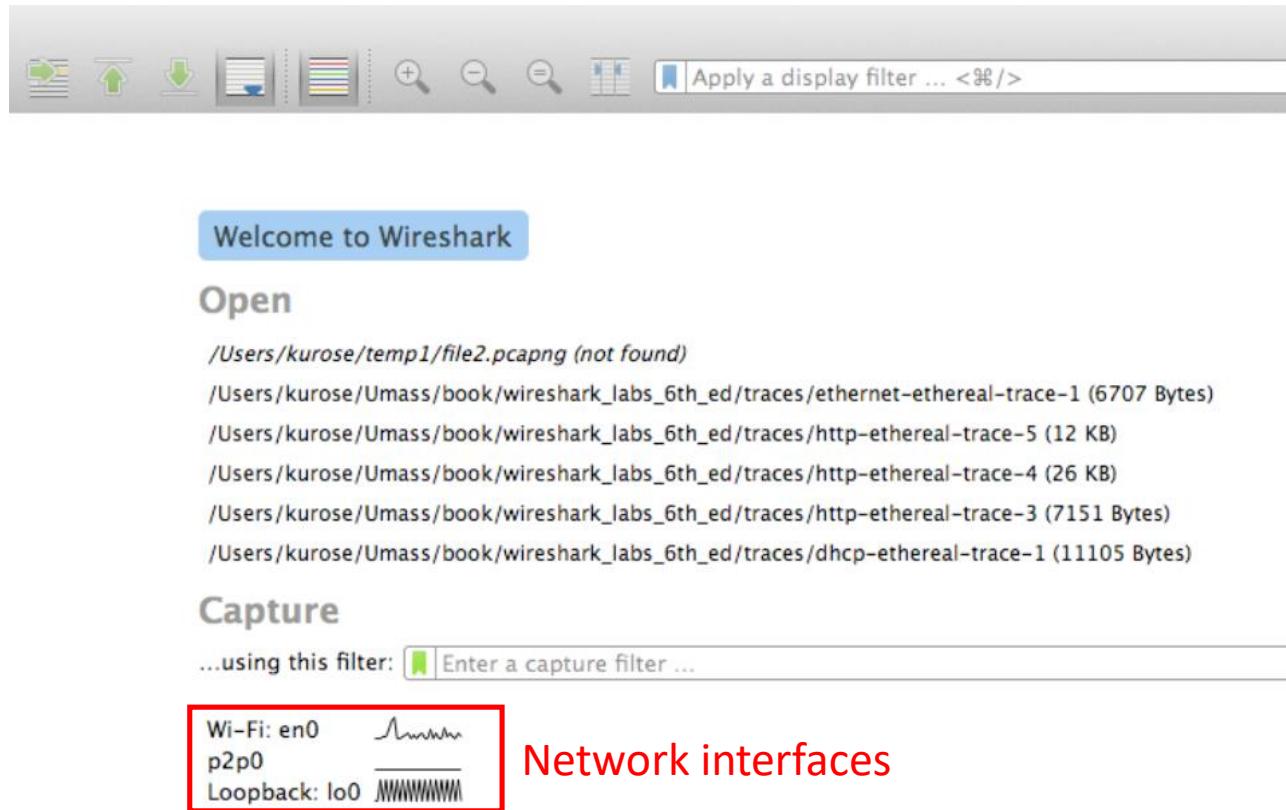
The current stable release of Wireshark is 3.4.9. It supersedes all previous releases. You can also download the latest development release (3.6.0rc1) and documentation.

### Stable Release (3.4.9)

- ⬇ Windows Installer (64-bit)  
Windows Installer (32-bit)  
Windows PortableApps® (32-bit)  
macOS Intel 64-bit .dmg  
Source Code

### Old Stable Release (3.2.17)

# Running Wireshark

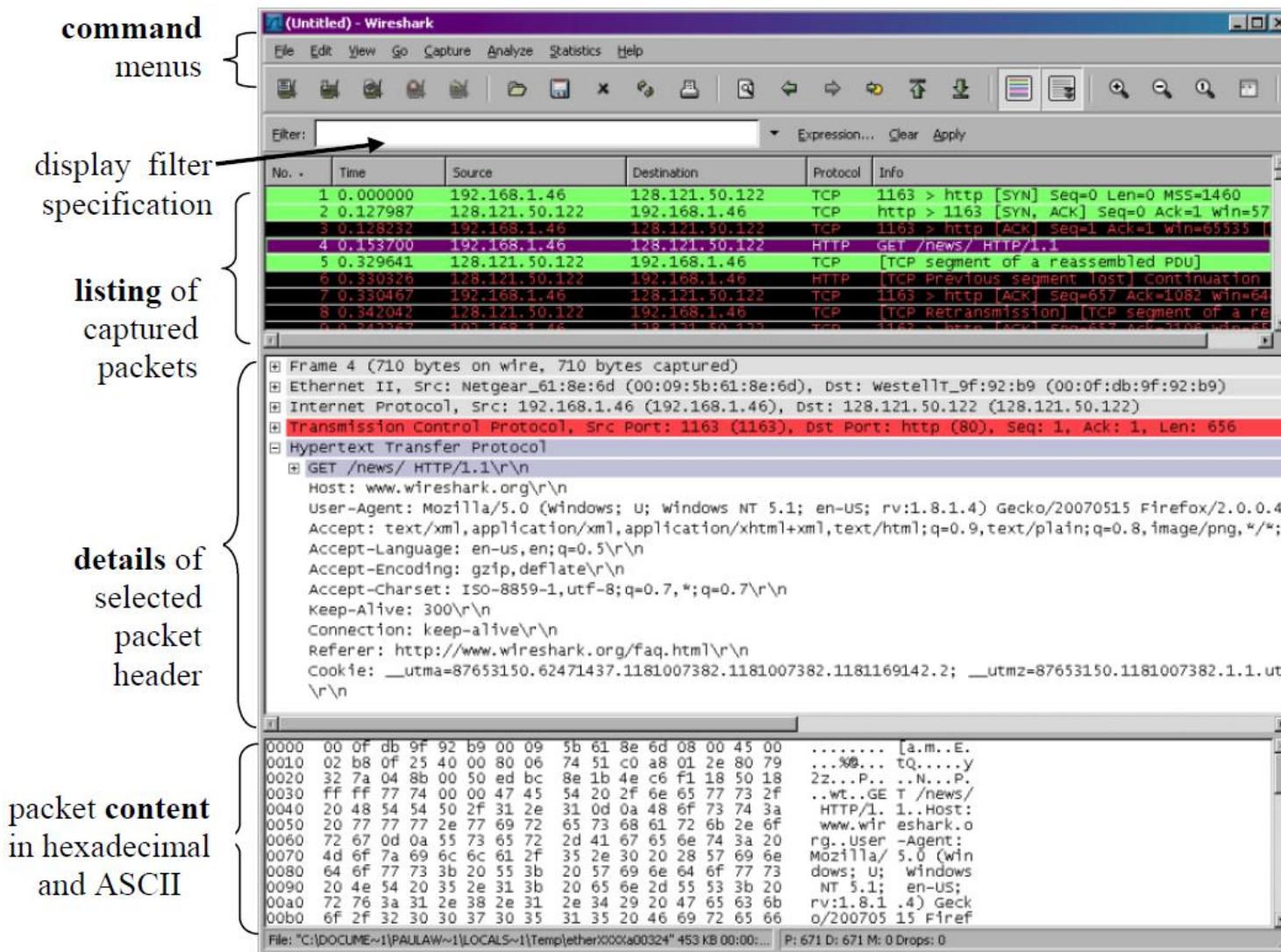


## Learn

[User's Guide](#) · [Wiki](#) · [Questions and Answers](#) · [Mailing Lists](#)

You are running Wireshark 2.0.5 (v2.0.5-0-ga3be9c6 from master-2.0).

# Wireshark Graphical User Interface

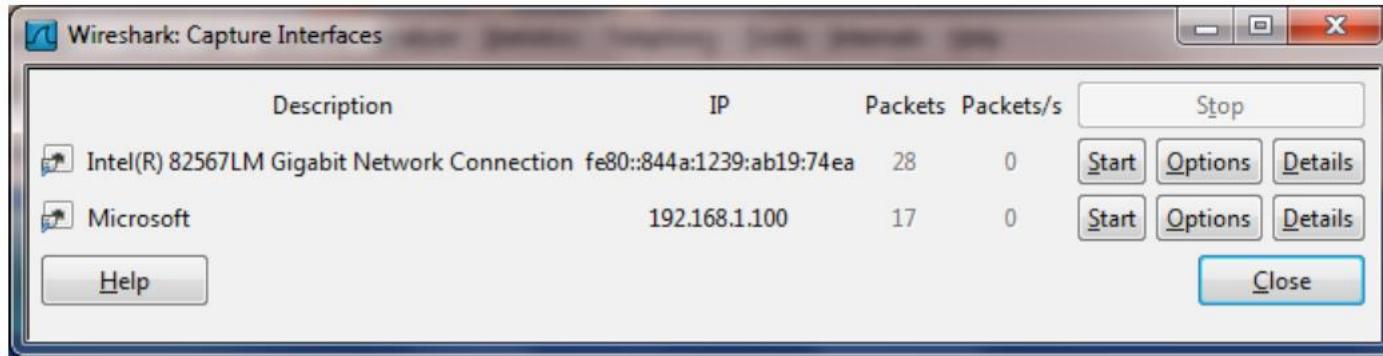


# Taking Wireshark for a Test Run (1/4)

1. Start up your favourite web browser, which will display your selected homepage.
2. Start up the Wireshark software. You will initially see a window. Wireshark has not yet begun capturing packets.
3. To begin packet capture, select the Capture pull down menu and select *Interfaces*. This will cause the “Wireshark: Capture Interfaces” window to be displayed.
  - ❖ Notice that if you are running Wireshark on Windows OS, you should “run as administrator”, otherwise you may encounter “no interfaces found” error.

# Taking Wireshark for a Test Run (2/4)

4. You'll see a list of the interfaces on your computer and a count of the packets that have been observed on that interface so far. Click on *Start* for the interface on which you want to begin packet capture.



5. 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 - using a web browser to generate HTTP protocol based network traffic.

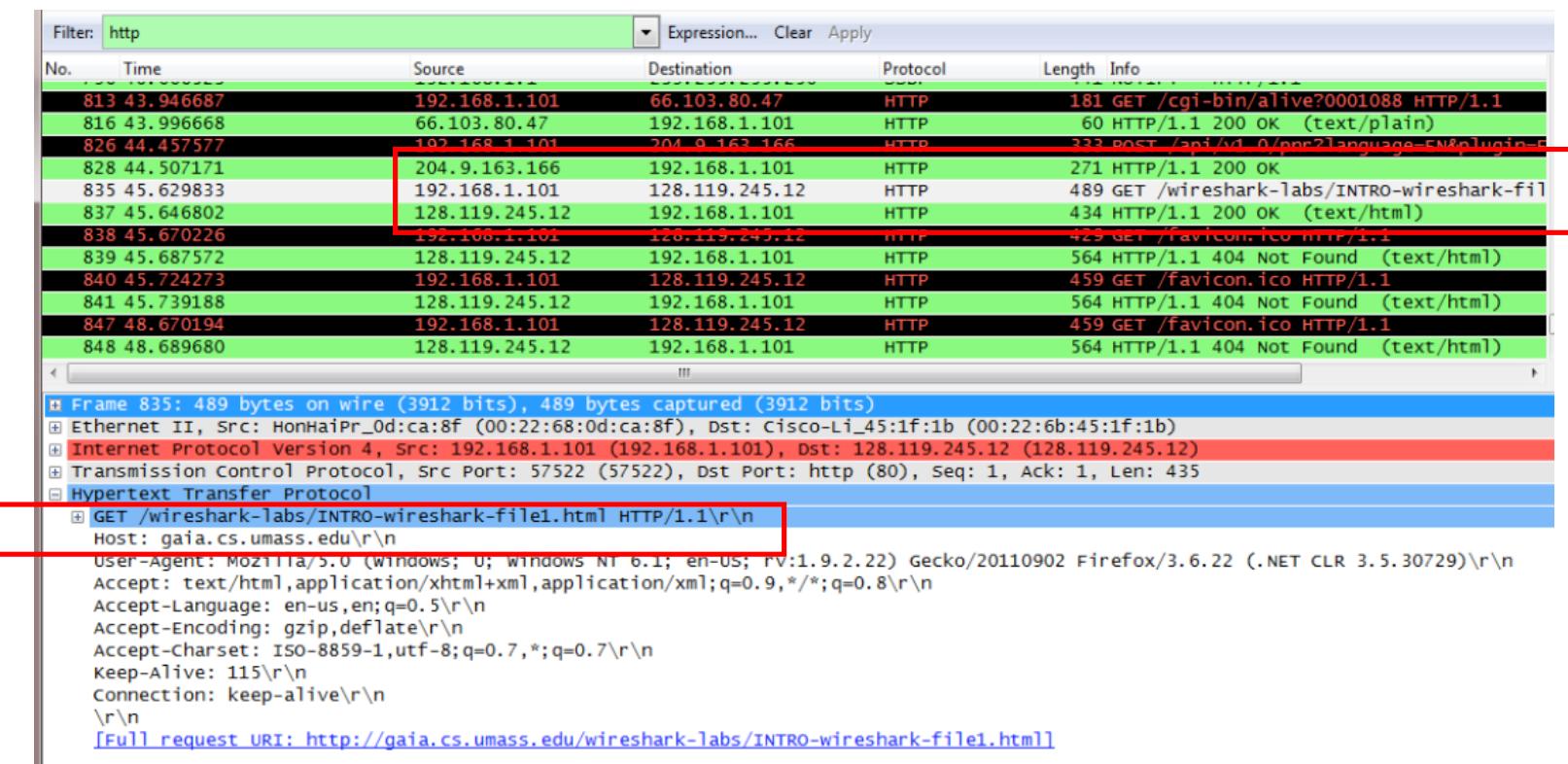
# Taking Wireshark for a Test Run (3/4)

6. While Wireshark is running, enter the URL:  
<http://gaia.cs.umass.edu/wireshark-labs/INTRO-wireshark-file1.html>  
and have that page displayed in your browser.
7. After your browser has displayed the INTRO-wireshark-file1.html page (it is a simple one line of congratulations), stop Wireshark packet capture by selecting stop in the Wireshark capture window.
8. Type in “http” (without the quotes, and in lower case) 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”).



# Taking Wireshark for a Test Run (4/4)

9. Find and 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.



# Tcpdump

Refer to <https://opensource.com/article/18/10/introduction-tcpdump>

Command-line:

```
tcpdump -i enp0s3 -w data.pcap
```

# Hands-on Practice

Based on last week's two VMs, i.e., VM1 and VM2, do the following steps:

1. Run Tcpdump on VM2 for listening on the network interface and save the captured traffic into data.pcap file.
2. Use VM1 to ping VM2, no more than 10 ICMP packets (using 'Ctrl + C' to stop 'ping' command).
3. On VM2, use 'Ctrl + C' to stop 'tcpdump' command, and then use Wireshark to open the data.pcap file and display the captured ICMP packets.
4. In the display window of Wireshark, select and highlight one entry/line to indicate one of the captured ICMP ping packets.
5. Show the result to TA to manifest your understanding.

- Office hour (appointment required):

Monday: 12:00 – 13:00

Tuesday: 12:00 – 13:00