College of Engineering,Trivandrum

Experiment 13

Network Programming Lab

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1 UDP in wireshark

1.1 Aim

Observing data transferred in client server communication using UDP using Wireshark and identifing the UDP datagram .

1.2 Theory

1.2.1 Wireshark

Wireshark is a free and open-source packet analyzer. It is used for network troubleshooting, analysis, software and communications protocol development, and education. Originally named Ethereal, the project was renamed Wireshark in May 2006 due to trademark issues.

Wireshark is cross-platform, using the Qt widget toolkit in current releases to implement its user interface, and using pcap to capture packets; it runs on Linux, macOS, BSD, Solaris, some other Unix-like operating systems, and Microsoft Windows. There is also a terminal-based (non-GUI) version called TShark. Wireshark, and the other programs distributed with it such as TShark, are free software, released under the terms of the GNU General Public License.Wireshark is very similar to tcpdump, but has a graphical front-end, plus some integrated sorting and filtering options.

1.2.2 Getting Wireshark

You can download Wireshark for Windows or macOS from its official website. If you're using Linux or another UNIX-like system, you'll probably find Wireshark in its package repositories. For example, if you're using Ubuntu, you'll find Wireshark in the Ubuntu Software Center.

1.2.3 UDP Protocol

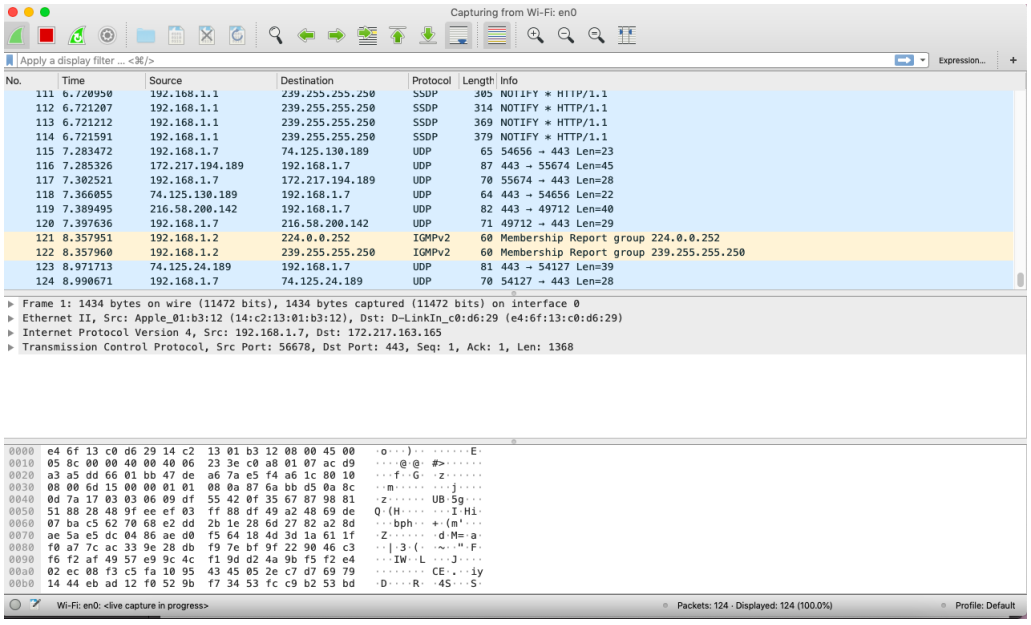
UDP stands for User Datagram Protocol. The UDP protocol works similarly to TCP, but it throws all the error-checking stuff out.When using UDP, packets are just sent to the recipient. The sender will not wait to make sure the recipient received the packet, it will just continue sending the next packets.There is no guarantee that all

the packets are delivered and there is no way to ask for a packet again if it misses out, but losing all this overhead means the computers can communicate more quickly.

In UDP, the client does not form a connection with the server like in TCP and instead just sends a datagram. Similarly, the server need not accept a connection and just waits for datagrams to arrive. Datagrams upon arrival contain the address of sender which the server uses to send data to the correct client.

1.2.4 Capturing packets

After downloading and installing Wireshark, you can launch it and double-click the name of a network interface under Capture to start capturing packets on that interface. For example, if you want to capture traffic on your wireless network, click your wireless interface.

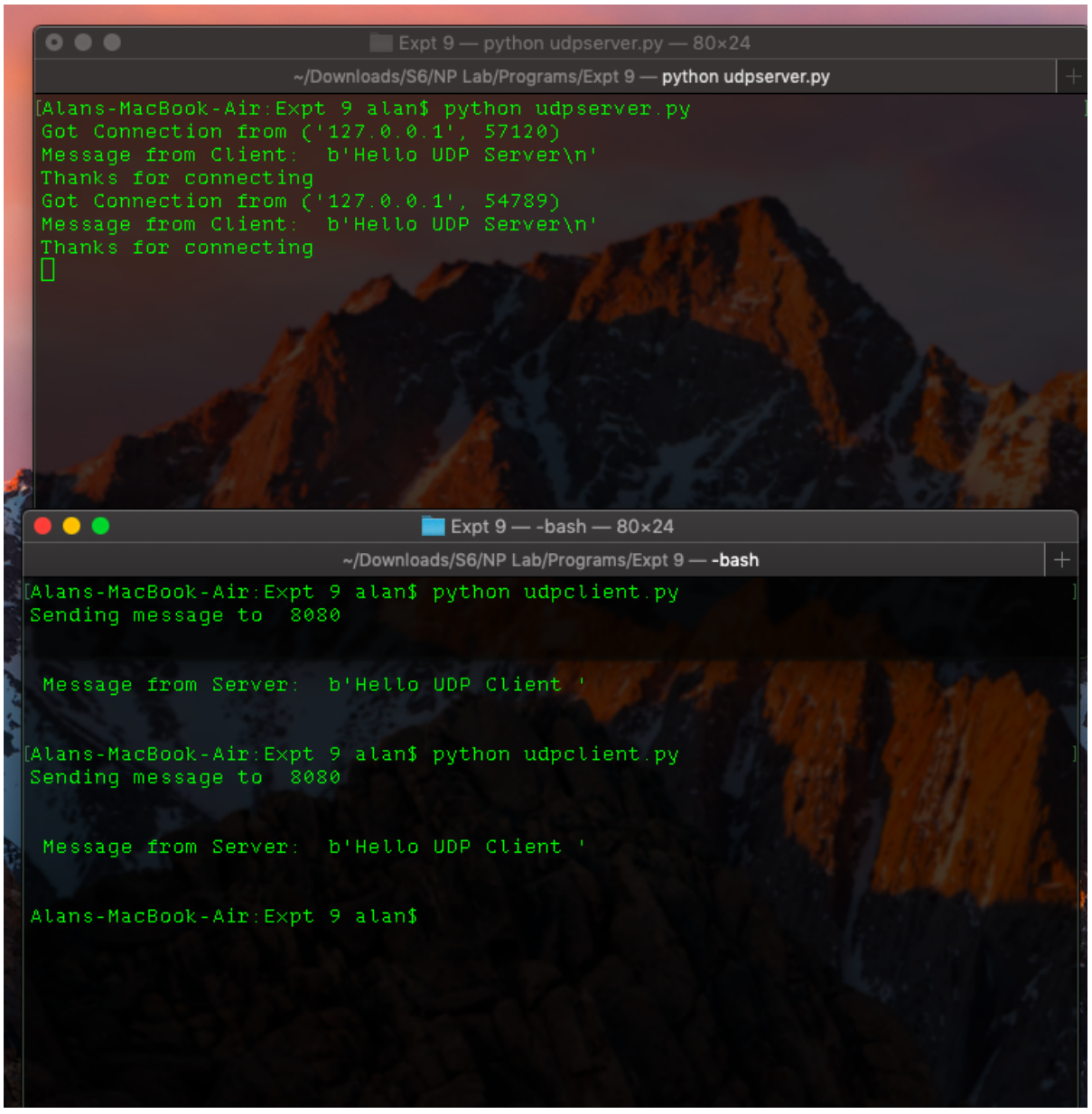


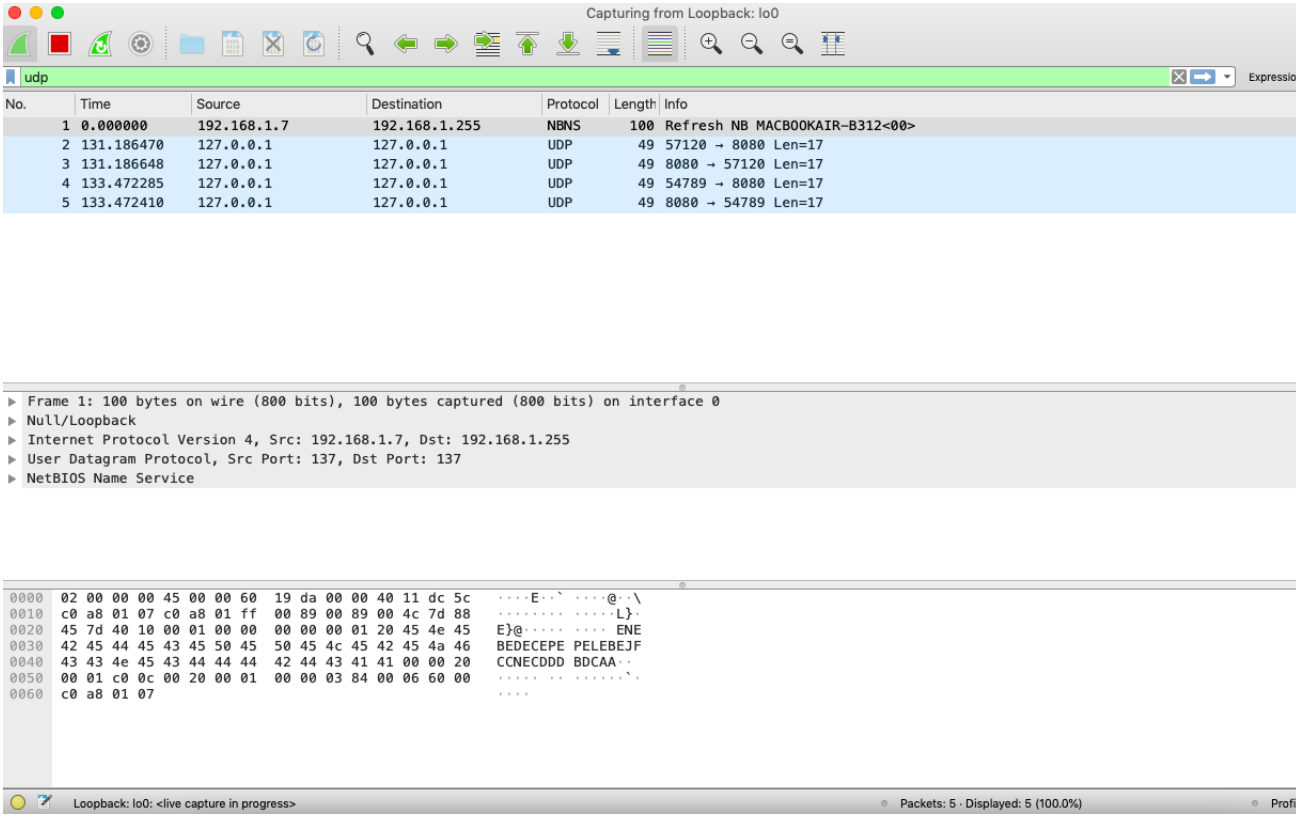
1.2.5 Filtering Packets

The most basic way to apply a filter is by typing it into the filter box at the top of the window and clicking Apply (or pressing Enter). For example, type “dns” and you’ll see only DNS packets. When you start typing, Wireshark will help you autocomplete your filter.

Here we apply UDP to the filter and run a UDP server and client. Communication done between the server and client is captured by wireshark.

2 Output





3 Result

Wireshark was installed and Packet transfer using UDP was observed .