#### Otto-Friedrich-University of Bamberg

#### Professorship for Computer Science, Communication Services, Telecommunication Systems and Computer Networks



#### Foundation of Internet Communication

Assignment 2 Static Routing and DHCP

Submitted by:

Group X

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#### 1 The Netstat Command

# 1.1 Display the information on the TCP and UDP ports that are currently in use

Information regarding currently used TCP and UDP ports is shown using command: netstat -tu

Figure 1: Active TCP and UDP ports

#### 1.2 Display the statistics of the various networking protocols

Display the statistics of the various networking protocols using command: netstat -s

```
thintegruin netstat -s

Foundflag.

Foundflag.

Foundflag.

Foundflag.

I with invalid addresses

6 formarded sackets filtereded

938271 controlog packets delivered

938272 requests sent Sentered

938272 requests sent of the sacket of the s
```

Figure 2: The statistics of the various networking protocols

1.3 Suppose you want to write a small application that needs the process id (PID) of a given application. In order to achieve this, use a command of your choice, e.g. grep, sed or awk, to filter the output of netstat. Your application should only deliver the port number of a particular application (e.g. inetd or sshd), identified by the PID, as parameter

Process id (PID) filter with grep command along with netstat

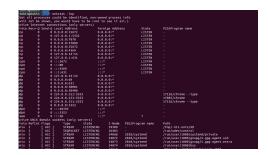


Figure 3: Check PID with netstat command



Figure 4: Filter process ID with grep

### 2 Static Routing

1. Following is the screenshot of kathara *lab.conf* file:

```
> lab.conf
pc1[0]=A
pc1[image]="unibaktr/alpine:busybox"

pc2[0]=A
pc2[image]="unibaktr/alpine:busybox"

r1[0]=A
r1[1]=B
r1[2]=C
r1[image]="unibaktr/vyos"

r2[0]=B
r2[1]=D
r2[image]="unibaktr/vyos"

r3[0]=C
r3[1]=E
r3[image]="alpine"

web1[0]=D
web1[image]="alpine"

web2[0]=E
web2[image]="alpine"
```

Figure 5: katharaLabConfig

2. Following is the screenshot of docker images:

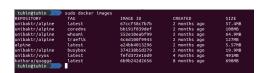


Figure 6: dockerImages

3. Following is the screenshot of diffierent startup files:

```
2 > ≦ pc1.startup
ifconfig eth0 10.10.0.10 netmask 255.255.255.0 up
ip route add default via 10.10.0.1
```

Figure 7: pc1Startup

```
> Epc2.startup
ifconfig eth0 10.10.0.11 netmask 255.255.255.0 up
ip route add default via 10.10.0.1
```

Figure 8: pc2Startup

```
> Er1.startup
ifconfig eth0 10.10.0.1 netmask 255.255.255.0 up
ifconfig eth1 30.30.0.1 netmask 255.255.0.0 up
ifconfig eth2 20.20.0.1 netmask 255.255.240.0 up
ip route add 40.40.0.0/24 via 30.30.0.2
ip route add 50.50.0.0/25 via 20.20.0.3
```

Figure 9: r1Startup

```
> Er2.startup
ifconfig eth0 30.30.0.2 netmask 255.255.0.0 up
ifconfig eth1 40.40.0.2 netmask 255.255.255.0 up
ip route add 10.10.0.0/24 via 30.30.0.1
ip route add 50.50.0.0/25 via 30.30.0.1
```

Figure 10: r2Startup

```
> F r3.startup
ifconfig eth0 20.20.0.3 netmask 255.255.240.0 up
ifconfig eth1 50.50.0.3 netmask 255.255.255.128 up
ifconfig eth2 2.0.0.3 netmask 255.0.0.0 up
ip route add 10.10.0.0/24 via 20.20.0.1
ip route add 40.40.0.0/24 via 20.20.0.1
```

Figure 11: r3Startup

```
> ≣ web1.startup
ip address add 40.40.0.100/24 dev eth0
route add default gw 40.40.0.2
```

Figure 12: web1Startup

```
> ≦ web2.startup
ip address add 50.50.0.100/25 dev eth0
route add default gw 50.50.0.3
```

Figure 13: web2startup

4. Collision domain ID from docker ls command

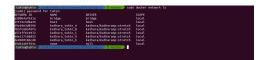


Figure 14: Collison domain id

5. Connection tests between hosts

```
# ping 40.40.0.100
ING 40.40.0.100 (40.40.0.100): 56 data bytes
4 bytes from 40.40.0.100: seq=0 ttl=62 ttme=0.462 ms
4 bytes from 40.40.0.100: seq=1 ttl=62 ttme=0.473 ms
4 bytes from 40.40.0.100: seq=2 ttl=62 ttme=0.434 ms
4 bytes from 40.40.0.100: seq=3 ttl=62 ttme=0.385 ms
4 bytes from 40.40.0.100: seq=4 ttl=62 ttme=0.365 ms
4 bytes from 40.40.0.100: seq=5 ttl=62 ttme=0.371 ms
4 bytes from 40.40.0.100: seq=6 ttl=62 ttme=0.124 ms
4 bytes from 40.40.0.100: seq=6 ttl=62 ttme=0.124 ms
4 bytes from 40.40.0.100: seq=7 ttl=62 ttme=0.124 ms
4 bytes from 40.40.0.100: seq=6 ttl=62 ttme=0.417 ms
4 bytes from 40.40.0.100: seq=0 ttl=62 ttme=0.417 ms
4 bytes from 40.40.0.100: seq=0 ttl=62 ttme=0.598 ms
4 bytes from 40.40.0.100: seq=0 ttl=62 ttme=0.599 ms
C
- 40.40.0.100 ping statistics --
1 packets transmitted, 11 packets received, 0% packet loss
ound-trip min/avg/max = 0.124/0.393/0.599 ms
# ping 50.50.0.100
ING 50.50.0.100
Seq=0 ttl=62 ttme=0.617 ms
4 bytes from 50.50.0.100: seq=0 ttl=62 ttme=0.375 ms
4 bytes from 50.50.0.100: seq=1 ttl=62 ttme=0.340 ms
4 bytes from 50.50.0.100: seq=2 ttl=62 ttme=0.564 ms
C
- 50.50.0.100 ping statistics --
packets transmitted, 5 packets received, 0% packet loss
ound-trip min/avg/max = 0.340/0.480/0.617 ms
# 50.50.0.100 ping statistics --
packets transmitted, 5 packets received, 0% packet loss
ound-trip min/avg/max = 0.340/0.480/0.617 ms
```

Figure 15: From pc1

Figure 16: From pc2

```
tuningtwhin and the connect values of the connect webl

## 81 to 1.0 to
```

Figure 17: From web1

```
tuhnequality (# print | 1.0 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 | 0.10 |
```

Figure 18: From web2

- 6. Manually adding entries for route

  The answer for this lies in the startup files of route configuration
- 7. Ping web1 from pc1 and observe what happens when packets transferred through r1  $\,$

```
# ptng 40.40.0.100
ING 40.40.0.100 (40.40.0.100): 56 data bytes
4 bytes from 40.40.0.100: seq=0 ttl=02 ttme=0.462 ms
4 bytes from 40.40.0.100: seq=0 ttl=02 ttme=0.473 ms
4 bytes from 40.40.0.100: seq=2 ttl=02 ttme=0.473 ms
4 bytes from 40.40.0.100: seq=2 ttl=02 ttme=0.385 ms
4 bytes from 40.40.0.100: seq=3 ttl=02 ttme=0.385 ms
4 bytes from 40.40.0.100: seq=4 ttl=02 ttme=0.371 ms
4 bytes from 40.40.0.100: seq=6 ttl=02 ttme=0.371 ms
4 bytes from 40.40.0.100: seq=6 ttl=02 ttme=0.171 ms
4 bytes from 40.40.0.100: seq=6 ttl=02 ttme=0.417 ms
4 bytes from 40.40.0.100: seq=0 ttl=02 ttme=0.417 ms
5 bytes from 40.40.0.100: seq=0 ttl=02 ttme=0.398 ms
5 bytes from 40.40.0.100: seq=0 ttl=02 ttme=0.509 ms
6 c
7 c
7 c
7 c
7 packets transmitted, 11 packets received, 6% packet loss
8 ound-trip min/avg/max = 0.124/0.393/0.509 ms
9 ping 50.50.0.100
ING 50.50.0.100 (50.50.6.100): seq=1 ttl=02 ttme=0.377 ms
8 bytes from 50.50.0.100: seq=0 ttl=02 ttme=0.377 ms
9 bytes from 50.50.0.100: seq=1 ttl=02 ttme=0.378 ms
9 bytes from 50.50.0.100: seq=1 ttl=02 ttme=0.380 ms
9 bytes from 50.50.0.100: seq=2 ttl=02 ttme=0.564 ms
10 ttl=0
```

Figure 19: Ping web1 from pc1

## 3 DHCP - Dynamic Host Control Protocol

1. DHCP configuration on router1:

```
this is configure (contend not found configure (contend not configure) (configure) (config
```

Figure 20: DHCP configuration on r1

2. Wireshark capture on collision domain A

```
The control of the co
```

Figure 21: Wireshark capture on CD A

3. udhcp client on emulated pc

```
# udhcpc
dhcpc: started, v1.31.1
dhcpc: sending discover
dhcpc: sending select for 10.10.0.101
dhcpc: lease of 10.10.0.101 obtained, lease time 86400
v: can't rename '/etc/resolv.conf.28': Resource busy
# nion 50, 50, 0.108
```

Figure 22: udhcp client to gather IP address

4. Connectivity check from pc2

Figure 23: Connectivity check from pc2 to web2

5. How DHCP works