

PRESIDENCY UNIVERSITY

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Network Programming Lab Manual (CSE 257)

III/IV B.Tech 6th Semester A.Y (2020-21)

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Course Credit Structure : 0-0-4 (2 Credits)

Module-1

DOS Commands

1.PING Command

How to check internet connection in CMD

To check whether your internet connection works, you can use Command Prompt to test your connection to a certain website or internet location. To do that, you can use the ping network command, followed by a web address or IP address. For instance, you can check the connectivity to GOOGLE without opening a web browser, by typing the command " ping www.google.com." Then press Enter on your keyboard.

Ping is used to check the connectivity with other devices on the network, for example computers, routers, switches etc. Select Start > Programs > Accessories > Command Prompt. This will give you a window like the one below.

Type *C:\>ping x.x.x.x*

By default, ping sends four ICMP Echo Request packets each of 32 bytes. The response packets are called ICMP Echo Reply Packets.



The screenshot shows a Microsoft Windows Command Prompt window. The title bar reads "C:\WINDOWS\system32\cmd.exe". The window displays the following text:

```
Microsoft Windows [Version 5.2.3790]
(C) Copyright 1985-2003 Microsoft Corp.

C:\Documents and Settings\Administrator>ping 155.0.0.24

Pinging 155.0.0.24 with 32 bytes of data:
Reply from 155.0.0.24: bytes=32 time<1ms TTL=128

Ping statistics for 155.0.0.24:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

Fig : The Ping Command

Now Type *C:\>ping x.x.x.x -t*

- The ping command also allows you to use the handy "-t" parameter, which enables you to ping the specified address forever until it's manually stopped. For instance, we typed "ping -t www.digitalcitizen.life." After some time, we wanted to see some connection statistics and we used the keyboard combination "CTRL + Break." This shows the averages of the ping commands run until then.
- “-t” switch will continue to send packets to the destination until user stops this by pressing *Ctrl + C*

```
C:\Users\Codrut Neagu>ping www.digitalcitizen.life -t
Pinging www.digitalcitizen.life [2606:4700:20::681a:cfc] with 32 bytes of data:
Reply from 2606:4700:20::681a:cfc: time=10ms
Reply from 2606:4700:20::681a:cfc: time=85ms
Reply from 2606:4700:20::681a:cfc: time=10ms
Reply from 2606:4700:20::681a:cfc: time=18ms
Reply from 2606:4700:20::681a:cfc: time=10ms
Reply from 2606:4700:20::681a:cfc: time=11ms
Reply from 2606:4700:20::681a:cfc: time=21ms
Reply from 2606:4700:20::681a:cfc: time=64ms
Reply from 2606:4700:20::681a:cfc: time=10ms
Reply from 2606:4700:20::681a:cfc: time=14ms

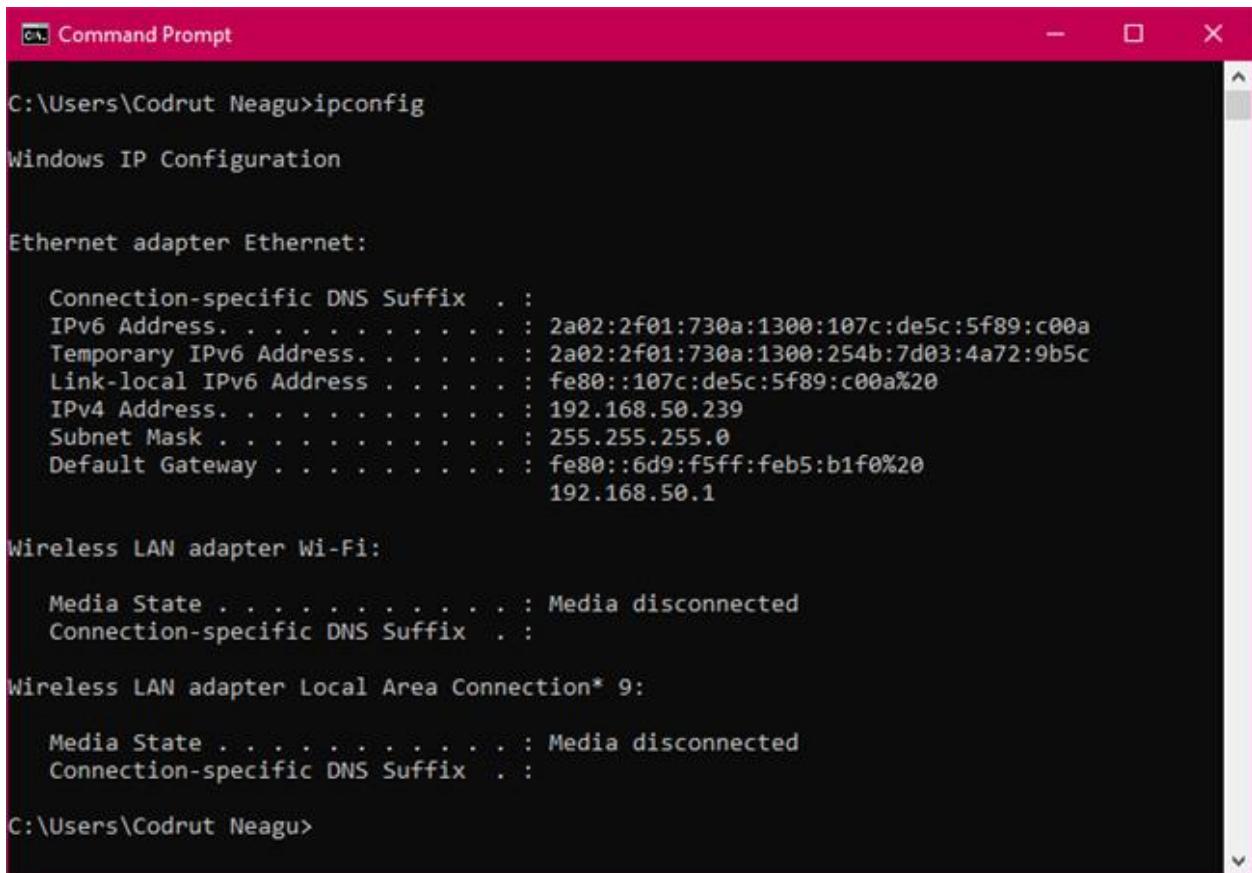
Ping statistics for 2606:4700:20::681a:cfc:
    Packets: Sent = 10, Received = 10, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 10ms, Maximum = 85ms, Average = 25ms
Control-Break
Reply from 2606:4700:20::681a:cfc: time=10ms

Ping statistics for 2606:4700:20::681a:cfc:
    Packets: Sent = 16, Received = 16, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 10ms, Maximum = 85ms, Average = 19ms
Control-C
^C
C:\Users\Codrut Neagu>
```

2. IPCONFIG Command

How can I see all the network adapters on my computer using CMD?

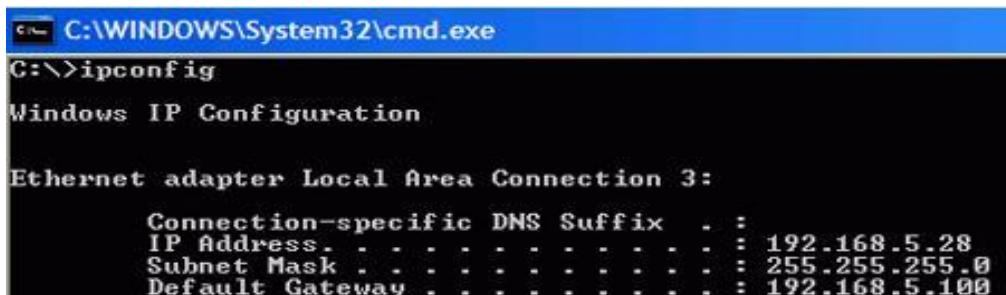
To obtain detailed information about your network adapters and connections, use the ipconfig command. Open Command Prompt, type ipconfig, and press Enter. As you can see in the screenshot below, when you run this command, Windows displays the list of all the active network devices, whether they're connected or disconnected, and their IP addresses. You also get details such as their default gateway IP addresses, subnet masks and the state of each network adapter.



```
Command Prompt  
C:\Users\Codrut Neagu>ipconfig  
Windows IP Configuration  
  
Ethernet adapter Ethernet:  
  
Connection-specific DNS Suffix . . . . .  
IPv6 Address . . . . . : 2a02:2f01:730a:1300:107c:de5c:5f89:c00a  
Temporary IPv6 Address . . . . . : 2a02:2f01:730a:1300:254b:7d03:4a72:9b5c  
Link-local IPv6 Address . . . . . : fe80::107c:de5c:5f89:c00a%20  
IPv4 Address . . . . . : 192.168.50.239  
Subnet Mask . . . . . : 255.255.255.0  
Default Gateway . . . . . : fe80::6d9:f5ff:feb5:b1f0%20  
192.168.50.1  
  
Wireless LAN adapter Wi-Fi:  
  
Media State . . . . . : Media disconnected  
Connection-specific DNS Suffix . . . . .  
  
Wireless LAN adapter Local Area Connection* 9:  
  
Media State . . . . . : Media disconnected  
Connection-specific DNS Suffix . . . . .  
C:\Users\Codrut Neagu>
```

Displays full TCP/IP configuration of all network adapters (Ethernet cards) installed in your system.
Type the following command in the command prompt.

C:\ipconfig



```
C:\WINDOWS\System32\cmd.exe  
C:\>ipconfig  
Windows IP Configuration  
  
Ethernet adapter Local Area Connection 3:  
  
Connection-specific DNS Suffix . . . . .  
IP Address . . . . . : 192.168.5.28  
Subnet Mask . . . . . : 255.255.255.0  
Default Gateway . . . . . : 192.168.5.100
```

Figure 2: The IPCONFIG Command

Now type C:\ipconfig /all

If you add the /all switch to the ipconfig command, you can get to a whole new level of detail: DNS information, the MAC (Media Access Control) (in the Physical Address field), and other information about each network component. Check out the picture below to see a sample of what you get from the "ipconfig /all" command.

```
Command Prompt  
C:\Users\Codrut Neagu>ipconfig /all  
  
Windows IP Configuration  
  
Host Name . . . . . : Codrut-PC  
Primary Dns Suffix . . . . . :  
Node Type . . . . . : Hybrid  
IP Routing Enabled. . . . . : No  
WINS Proxy Enabled. . . . . : No  
  
Ethernet adapter Ethernet:  
  
Connection-specific DNS Suffix . . . . . :  
Description . . . . . : Realtek PCIe 2.5GbE Family Controller  
Physical Address. . . . . : 04-D9-F5-34-B1-A3  
DHCP Enabled. . . . . : Yes  
Autoconfiguration Enabled . . . . . : Yes  
IPv6 Address. . . . . : 2a02:2f01:730a:1300:107c:de5c:5f89:c00a(PREFERRED)  
Temporary IPv6 Address. . . . . : 2a02:2f01:730a:1300:254b:7d03:4a72:9b5c(PREFERRED)  
Link-local IPv6 Address . . . . . : fe80::107c:de5c:5f89:c00a%20(PREFERRED)  
IPv4 Address. . . . . : 192.168.50.239(PREFERRED)  
Subnet Mask . . . . . : 255.255.255.0  
Lease Obtained. . . . . : Thursday, January 23, 2020 1:45:35 PM  
Lease Expires . . . . . : Friday, January 24, 2020 1:45:34 PM  
Default Gateway . . . . . : fe80::6d9:f5ff:feb5:b1f0%20  
                          192.168.50.1  
DHCP Server . . . . . : 192.168.50.1  
DHCIPv6 IAID . . . . . : 335862261  
DHCIPv6 Client DUID. . . . . : 00-01-00-01-25-21-90-1C-04-D9-F5-34-B1-A3  
DNS Servers . . . . . : 2a02:2f01:730a:1300::1  
                          192.168.50.1  
                          2a02:2f01:730a:1300::1  
NetBIOS over Tcpip. . . . . : Enabled  
  
Wireless LAN adapter Wi-Fi:  
  
Media State . . . . . . . . . : Media disconnected  
Connection-specific DNS Suffix . . . . . :  
Description . . . . . . . . . : Intel(R) Wi-Fi 6 AX200 160MHz  
Physical Address. . . . . . . . . : 38-00-25-41-C3-F5  
DHCP Enabled. . . . . . . . . : Yes  
Autoconfiguration Enabled . . . . . . . . . : Yes
```

Ip config has a number of switches the most common are:

ipconfig /all – displays more information about the network setup on your systems including the MAC address.

ipconfig /release – release the current IP address

ipconfig /renew – renew IP address

ipconfig /? -shows help

ipconfig/flushdns – flush the dns cache

How to check your network connection in CMD

If you want to check whether your network connection to the router is operating as it should, you can use a combination of the commands ipconfig and ping. First, get some cmd nic info about your adapter. In other words, open Command Prompt and run ipconfig. In the list of results, identify the

network adapter that's used for connecting to the network you want to test. Then, in its details, find the IP address of your router and note it down. For example, if we'd want to check our Ethernet network connection, we'd run ipconfig and see that our router's IP address is 192.168.50.1.

Figure :Running ipconfig to identify the IP address of the router

The next step is to check that the network connection between the router and the computer is OK. To do that, it's enough to run the ping command on the router's IP address. In our example, that would mean that we have to run this command in CMD: ping 192.168.50.1.

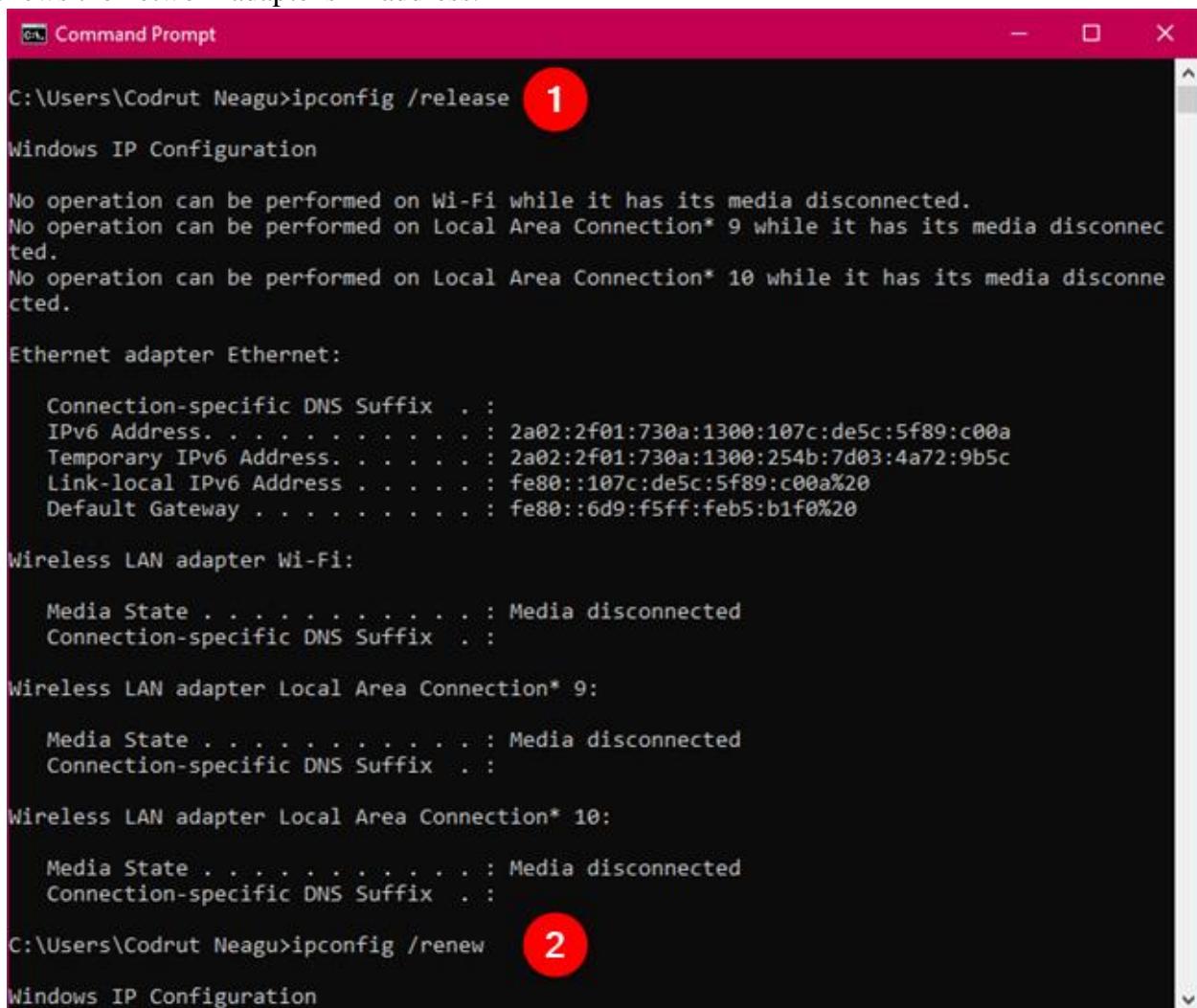
```
C:\Users\Codrut Neagu>ping 192.168.50.1 ←  
Ping statistics for 192.168.50.1:  
Reply from 192.168.50.1: bytes=32 time<1ms TTL=64  
  
Ping statistics for 192.168.50.1:  
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), ←  
Approximate round trip times in milli-seconds:  
    Minimum = 0ms, Maximum = 0ms, Average = 0ms  
  
C:\Users\Codrut Neagu>
```

Figure:Pinging the router to check the network connection

If there are no packets lost, then the network connection tested is running well. Otherwise, there's a problem somewhere between your computer and the router, in which case you should check that your PC's network adapter is configured correctly, that the Ethernet cable is OK (if you're using a wired connection), and that the router is configured properly.

How to renew the IP address of your network adapter

When your network connection doesn't work as it should, your network adapter might not have the right IP address assigned. A quick way of trying to solve this issue is to renew its IP address and, fortunately, you can do that quickly, straight from the Command Prompt. Open CMD and run the following commands: ipconfig /release and ipconfig /renew. The first one (ipconfig /release) forces your network adapter to drop its assigned IP address, and the second command (ipconfig /renew) renews the network adapter's IP address.



The screenshot shows a Windows Command Prompt window titled "Command Prompt". The window contains the following text:

```
C:\Users\Codrut Neagu>ipconfig /release 1
Windows IP Configuration

No operation can be performed on Wi-Fi while it has its media disconnected.
No operation can be performed on Local Area Connection* 9 while it has its media disconnected.
No operation can be performed on Local Area Connection* 10 while it has its media disconnected.

Ethernet adapter Ethernet:

Connection-specific DNS Suffix . . . .
IPv6 Address . . . . . : 2a02:2f01:730a:1300:107c:de5c:5f89:c00a
Temporary IPv6 Address . . . . . : 2a02:2f01:730a:1300:254b:7d03:4a72:9b5c
Link-local IPv6 Address . . . . . : fe80::107c:de5c:5f89:c00a%20
Default Gateway . . . . . : fe80::6d9:f5ff:feb5:b1f0%20

Wireless LAN adapter Wi-Fi:

Media State . . . . . : Media disconnected
Connection-specific DNS Suffix . . . .

Wireless LAN adapter Local Area Connection* 9:

Media State . . . . . : Media disconnected
Connection-specific DNS Suffix . . . .

Wireless LAN adapter Local Area Connection* 10:

Media State . . . . . : Media disconnected
Connection-specific DNS Suffix . . . .

C:\Users\Codrut Neagu>ipconfig /renew 2
Windows IP Configuration
```

Two red circles with numbers are overlaid on the screenshot: circle 1 is positioned over the command "ipconfig /release" and circle 2 is positioned over the command "ipconfig /renew".

Figure: Running ipconfig /release and ipconfig /renew to reset the IP address

3 TRACERT Command

Tracert command tells you the path a packet takes from your computer to the destination. It will list all the routers from which a packet passes until it reaches its destination.

C:\tracert google.com

```
C:\>tracert google.com
Tracing route to google.com [72.14.207.99]
over a maximum of 30 hops:
  1 <1 ms <1 ms <1 ms 150.0.0.1
  2  1 ms <1 ms <1 ms ntc.net.pk [202.83.160.129]
  3  28 ms 29 ms 29 ms ntc.net.pk [202.83.160.129]
  4  24 ms 26 ms 26 ms gwish.ntc.net.pk [202.83.160.61]
  5  72 ms 231 ms 268 ms s8-1-0.rwp44d1.pie.net.pk [202.125.155.65]
  6  49 ms 52 ms 49 ms rwp44.pie.net.pk [202.125.148.133]
  7  80 ms 52 ms 49 ms pos2-2.khi77gsrc1.pie.net.pk [202.125.159.45]
  8  51 ms 46 ms 49 ms g3-0.khi77gw1.pie.net.pk [202.125.128.62]
  9  180 ms 181 ms 182 ms t2c2-ge7-0.uk-lon2.eu.bt.net [166.49.176.44]
  10  180 ms 181 ms 185 ms t2c2-ge7-0.uk-lon2.eu.bt.net [166.49.176.44]
  11  181 ms 181 ms 182 ms t2c1-ge4-2.uk-lon1.eu.bt.net [166.49.208.6]
  12  185 ms 185 ms 185 ms t2a1-pc1.uk-lon1.eu.bt.net [166.49.135.98]
  13  183 ms 185 ms 221 ms 195.66.226.125
  14  179 ms 182 ms 185 ms 72.14.238.242
  15  271 ms 267 ms 268 ms 72.14.236.216
  16  281 ms 268 ms 268 ms 72.14.236.213
  17  326 ms 270 ms 270 ms 72.14.236.215
  18  222 ms 281 ms 304 ms 66.249.94.96
  19  222 ms 272 ms 274 ms 66.249.94.118
  20  275 ms 274 ms 274 ms 72.14.207.99

Trace complete.
```

4. NSLOOKUP Command

Displays the default DNS server information.

Type the following command

C:\>nslookup

What is your default DNS server's IP address?

5 . NETSTAT Command

You can get other useful cmd nic info from the netstat command, which lets you see the network connections that are active between your system and any other systems on your network or the internet.

Displays active TCP and UDP connections.

Practice the following commands

C:\>netstat

C:\>netstat -a

C:\>netstat -an

The screenshot shows a Windows Command Prompt window titled "Command Prompt - netstat". The title bar is red with white text. The window content is as follows:

```
Microsoft Windows [Version 10.0.18363.592]
(c) 2019 Microsoft Corporation. All rights reserved.

C:\Users\Codrut Neagu>netstat

Active Connections

Proto Local Address        Foreign Address        State
TCP   127.0.0.1:9012      Codrut-PC:49999      ESTABLISHED
TCP   127.0.0.1:9013      Codrut-PC:50162      ESTABLISHED
TCP   127.0.0.1:9487      Codrut-PC:49815      ESTABLISHED
TCP   127.0.0.1:49815     Codrut-PC:9487       ESTABLISHED
TCP   127.0.0.1:49856     Codrut-PC:49857      ESTABLISHED
TCP   127.0.0.1:49857     Codrut-PC:49856      ESTABLISHED
TCP   127.0.0.1:49860     Codrut-PC:49861      ESTABLISHED
TCP   127.0.0.1:49861     Codrut-PC:49860      ESTABLISHED
TCP   127.0.0.1:49870     Codrut-PC:49871      ESTABLISHED
TCP   127.0.0.1:49871     Codrut-PC:49870      ESTABLISHED
TCP   127.0.0.1:49872     Codrut-PC:49873      ESTABLISHED
TCP   127.0.0.1:49873     Codrut-PC:49872      ESTABLISHED
TCP   127.0.0.1:49876     Codrut-PC:49877      ESTABLISHED
TCP   127.0.0.1:49877     Codrut-PC:49876      ESTABLISHED
TCP   127.0.0.1:49999     Codrut-PC:9812       ESTABLISHED
TCP   127.0.0.1:50014     Codrut-PC:65001      ESTABLISHED
TCP   127.0.0.1:50030     Codrut-PC:50101      ESTABLISHED
TCP   127.0.0.1:50101     Codrut-PC:50030      ESTABLISHED
TCP   127.0.0.1:50162     Codrut-PC:9813       ESTABLISHED
TCP   127.0.0.1:56854     Codrut-PC:56855      ESTABLISHED
TCP   127.0.0.1:56855     Codrut-PC:56854      ESTABLISHED
TCP   127.0.0.1:56859     Codrut-PC:56860      ESTABLISHED
TCP   127.0.0.1:56860     Codrut-PC:56859      ESTABLISHED
TCP   127.0.0.1:57015     Codrut-PC:57016      ESTABLISHED
TCP   127.0.0.1:57016     Codrut-PC:57015      ESTABLISHED
TCP   127.0.0.1:57607     Codrut-PC:57608      ESTABLISHED
TCP   127.0.0.1:57608     Codrut-PC:57607      ESTABLISHED
TCP   127.0.0.1:57692     Codrut-PC:57693      ESTABLISHED
TCP   127.0.0.1:57693     Codrut-PC:57692      ESTABLISHED
TCP   127.0.0.1:65001     Codrut-PC:50014      ESTABLISHED
TCP   192.168.50.239:58685 51.105.249.228:https ESTABLISHED
TCP   192.168.50.239:58692 ec2-54-190-34-249:https ESTABLISHED
TCP   192.168.50.239:58696 136:http          ESTABLISHED
TCP   192.168.50.239:58706 51.105.249.228:https ESTABLISHED
TCP   192.168.50.239:58750 ec2-3-120-198-117:https ESTABLISHED
TCP   192.168.50.239:59957 53:https          ESTABLISHED
TCP   192.168.50.239:60094 do-1:https        ESTABLISHED
```

Netstat shows the active network connections and open ports

If you add the `-a` parameter to the netstat command, you can get a list with all the connections and listening ports, as seen in the image below.

```
C:\Users\Codrut Neagu>netstat -a

Active Connections

  Proto  Local Address          Foreign Address        State
  TCP    0.0.0.0:135            Codrut-PC:0           LISTENING
  TCP    0.0.0.0:445            Codrut-PC:0           LISTENING
  TCP    0.0.0.0:902            Codrut-PC:0           LISTENING
  TCP    0.0.0.0:912            Codrut-PC:0           LISTENING
  TCP    0.0.0.0:5040           Codrut-PC:0           LISTENING
  TCP    0.0.0.0:5357           Codrut-PC:0           LISTENING
  TCP    0.0.0.0:7680           Codrut-PC:0           LISTENING
  TCP    0.0.0.0:9012           Codrut-PC:0           LISTENING
  TCP    0.0.0.0:9813           Codrut-PC:0           LISTENING
  TCP    0.0.0.0:49664          Codrut-PC:0           LISTENING
  TCP    0.0.0.0:49665          Codrut-PC:0           LISTENING
  TCP    0.0.0.0:49666          Codrut-PC:0           LISTENING
  TCP    0.0.0.0:49667          Codrut-PC:0           LISTENING
  TCP    0.0.0.0:49670          Codrut-PC:0           LISTENING
  TCP    0.0.0.0:49844          Codrut-PC:0           LISTENING
  TCP    0.0.0.0:57621          Codrut-PC:0           LISTENING
  TCP    0.0.0.0:61688          Codrut-PC:0           LISTENING
  TCP    127.0.0.1:1042          Codrut-PC:0           LISTENING
  TCP    127.0.0.1:1043          Codrut-PC:0           LISTENING
  TCP    127.0.0.1:3213          Codrut-PC:0           LISTENING
  TCP    127.0.0.1:9012          Codrut-PC:49999         ESTABLISHED
  TCP    127.0.0.1:9013          Codrut-PC:50162         ESTABLISHED
  TCP    127.0.0.1:9487          Codrut-PC:0           LISTENING
  TCP    127.0.0.1:9487          Codrut-PC:49815         ESTABLISHED
  TCP    127.0.0.1:13010         Codrut-PC:0           LISTENING
  TCP    127.0.0.1:13030         Codrut-PC:0           LISTENING
  TCP    127.0.0.1:17945         Codrut-PC:0           LISTENING
  TCP    127.0.0.1:49815         Codrut-PC:9487          ESTABLISHED
  TCP    127.0.0.1:49856         Codrut-PC:49857         ESTABLISHED
  TCP    127.0.0.1:49857         Codrut-PC:49856         ESTABLISHED
  TCP    127.0.0.1:49860         Codrut-PC:49861         ESTABLISHED
  TCP    127.0.0.1:49861         Codrut-PC:49860         ESTABLISHED
  TCP    127.0.0.1:49870         Codrut-PC:49871         ESTABLISHED
  TCP    127.0.0.1:49871         Codrut-PC:49870         ESTABLISHED
  TCP    127.0.0.1:49872         Codrut-PC:49873         ESTABLISHED
  TCP    127.0.0.1:49873         Codrut-PC:49872         ESTABLISHED
  TCP    127.0.0.1:49876         Codrut-PC:49877         ESTABLISHED
  TCP    127.0.0.1:49877         Codrut-PC:49876         ESTABLISHED
  TCP    127.0.0.1:49999         Codrut-PC:9012          ESTABLISHED
  TCP    127.0.0.1:50014         Codrut-PC:65001          ESTABLISHED
  TCP    127.0.0.1:50030         Codrut-PC:0             LISTENING
  TCP    127.0.0.1:50030         Codrut-PC:50101          ESTABLISHED
  TCP    127.0.0.1:50101         Codrut-PC:50030          ESTABLISHED
  TCP    127.0.0.1:50162         Codrut-PC:9013          ESTABLISHED
  TCP    127.0.0.1:56854         Codrut-PC:56855          ESTABLISHED
  TCP    127.0.0.1:56855         Codrut-PC:56854          ESTABLISHED
  TCP    127.0.0.1:56859         Codrut-PC:56860          ESTABLISHED
  TCP    127.0.0.1:56860         Codrut-PC:56859          ESTABLISHED
  TCP    127.0.0.1:57015         Codrut-PC:57816          ESTABLISHED
  TCP    127.0.0.1:57816         Codrut-PC:57815          ESTABLISHED
  TCP    127.0.0.1:57607         Codrut-PC:57608          ESTABLISHED
  TCP    127.0.0.1:57608         Codrut-PC:57607          ESTABLISHED
  TCP    127.0.0.1:57692         Codrut-PC:57693          ESTABLISHED
  TCP    127.0.0.1:57693         Codrut-PC:57692          ESTABLISHED
  TCP    127.0.0.1:65001         Codrut-PC:0             LISTENING
  TCP    127.0.0.1:65001         Codrut-PC:50014          ESTABLISHED
  TCP    192.168.58.239:139      Codrut-PC:0             LISTENING
  TCP    192.168.58.239:58685     51.105.249.228:https   ESTABLISHED
```

Netstat -a displays the active network connections, open ports and listening ports

6. ARP Command

ARP command corresponds to the Address Resolution Protocol, it is easy to understand of network communications in terms of IP addressing, packet delivery is ultimately dependent on the Media Access Control (MAC) address of the device's network adapter. This is where the Address Resolution Protocol comes into play. Its job is to map IP addresses to MAC addresses.

Windows devices maintain an ARP cache, which contains the results of recent ARP queries. It shows the contents of this cache by using the ARP -A command. If any problems in communicating with one specific host, you can append the remote host's IP address to the ARP -A command.

```
Command Prompt  
C:\Users\Codrut Neagu>arp -a  
  
Interface: 192.168.50.239 --- 0x14  
Internet Address Physical Address Type  
192.168.50.1 04-d9-f5-b5-b1-f0 dynamic  
192.168.50.4 90-94-97-c6-42-62 dynamic  
192.168.50.60 ac-e4-b5-e0-5c-57 dynamic  
192.168.50.96 00-28-f8-3c-eb-5a dynamic  
192.168.50.169 54-25-ea-a0-0a-51 dynamic  
192.168.50.205 04-d9-f5-b5-dd-10 dynamic  
192.168.50.247 b0-6e-bf-10-d1-62 dynamic  
192.168.50.255 ff-ff-ff-ff-ff-ff static  
224.0.0.22 01-00-5e-00-00-16 static  
224.0.0.251 01-00-5e-00-00-fb static  
224.0.0.252 01-00-5e-00-00-fc static  
239.255.255.250 01-00-5e-7f-ff-fa static  
255.255.255.255 ff-ff-ff-ff-ff-ff static  
  
C:\Users\Codrut Neagu>
```

```
C:\WINDOWS\system32\cmd.exe  
  
C:\Users\Brien>arp -a 147.100.100.151  
  
Interface: 147.100.100.224 --- 0x2  
Internet Address Physical Address Type  
147.100.100.151 68-05-ca-19-1c-d2 dynamic  
  
C:\Users\Brien>
```

7.NbtStat-n Command

The NbtStat -n command for example, shows the NetBIOS names that are in use by a device. The NbtStat -r command shows how many NetBIOS names the device has been able to resolve recently.

8.Route Command

IP networks use routing tables to direct packets from one subnet to another. The Windows Route utility allows you to view the device's routing tables. The Route command is that it not only shows you the routing table, it lets you make changes. Commands such as Route Add, Route Delete, and Route Change allow you to make routing table modifications on an as needed basis.

```
Command Prompt
C:\Users\Admin>route
Manipulates network routing tables.

ROUTE [-f] [-p] [-4|-6] command [destination]
      [MASK netmask] [gateway] [METRIC metric] [IF interface]

-f           Clears the routing tables of all gateway entries. If this is
            used in conjunction with one of the commands, the tables are
            cleared prior to running the command.

-p           When used with the ADD command, makes a route persistent across
            boots of the system. By default, routes are not preserved
            when the system is restarted. Ignored for all other commands,
            which always affect the appropriate persistent routes.

-4           Force using IPv4.

-6           Force using IPv6.

command      One of these:
```

9. GETMAC Command

Getmac is a Windows command used to display the Media Access Control (MAC) addresses for each network adapter in the computer. One of the fastest and easiest ways to obtain the MAC addresses of your network adapters is to use the getmac command. In Command Prompt, type getmac and press Enter, as seen in the image below.

```
Command Prompt
C:\Users\Codrut Neagu>getmac

Physical Address      Transport Name
-----
04-D9-F5-34-B1-A3    \Device\Tcpip_{94EBAE5D-9C8B-40A3-90CF-7D806D1D0F4D}
04-D9-F5-34-B1-A2    Media disconnected
38-00-25-41-C3-F5    Media disconnected
00-50-56-C0-00-01    \Device\Tcpip_{1B88E222-B53F-42AF-9029-79400A0F750F}
00-50-56-C0-00-08    \Device\Tcpip_{7F80AD46-E70A-4A38-877E-02763783EB92}

C:\Users\Codrut Neagu>
```

10. SYSTEMINFO Command: System Information

If you need to know what brand of network card you have, processor details, or the exact version of your Windows OS, the SYSTEMINFO command can help. This command polls your system and pulls the most important information about your system. It lists the information in a clean format that's easy to read.

Module-2

Cisco Packet Tracer tool

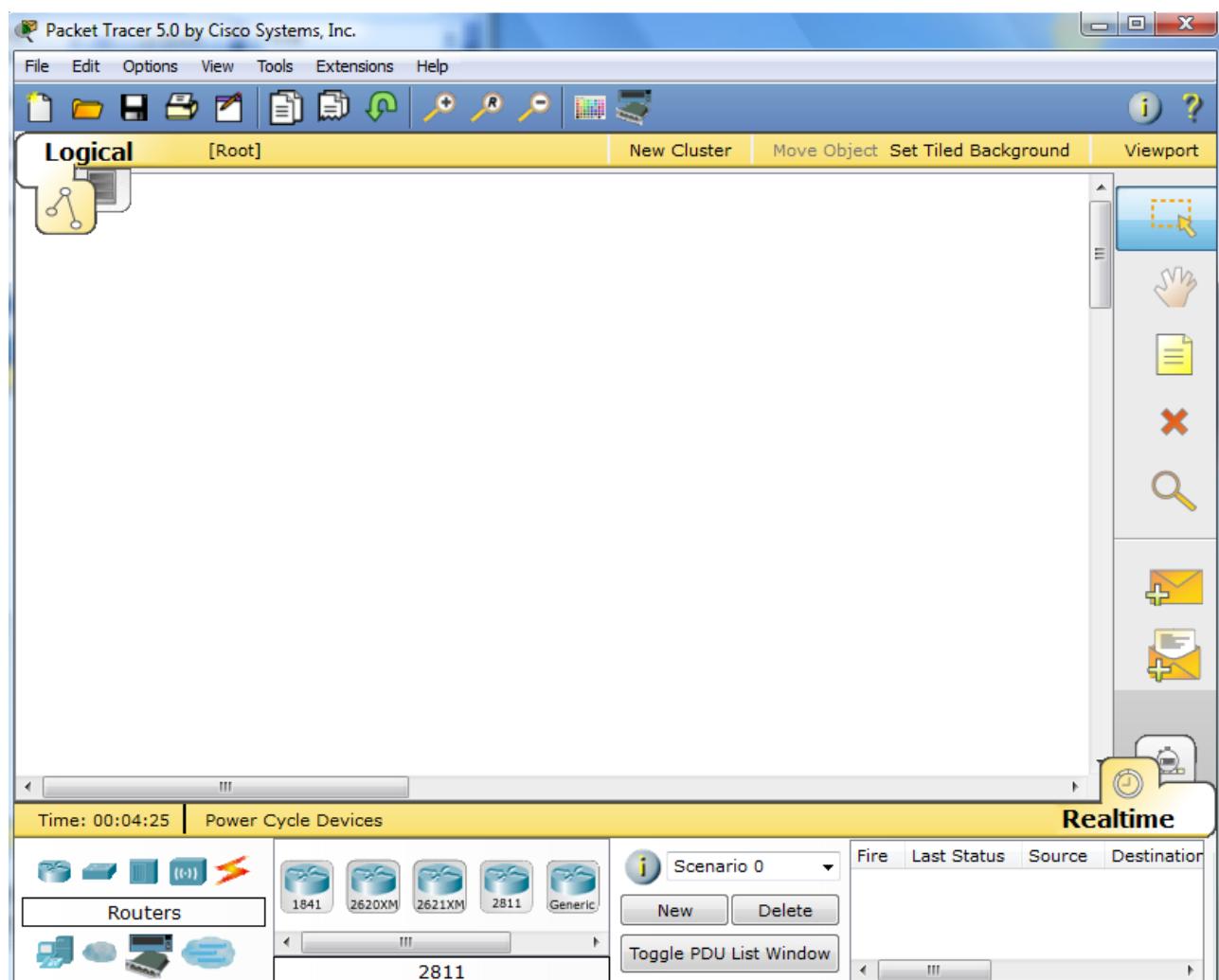
Packet Tracer – Creating a New Topology

What is Packet Tracer? Packet Tracer is a protocol simulator developed by Dennis Frezzo and his team at Cisco Systems. Packet Tracer (PT) is a powerful and dynamic tool that displays the various protocols used in networking, in either Real Time or Simulation mode. This includes layer 2 protocols such as Ethernet and PPP, layer 3 protocols such as IP, ICMP, and ARP, and layer 4 protocols such as TCP and UDP. Routing protocols can also be traced.

Purpose: The purpose of this lab is to become familiar with building topologies in Packet Tracer.

Version: This lab is based on Packet Tracer 5.0, 7.3.0

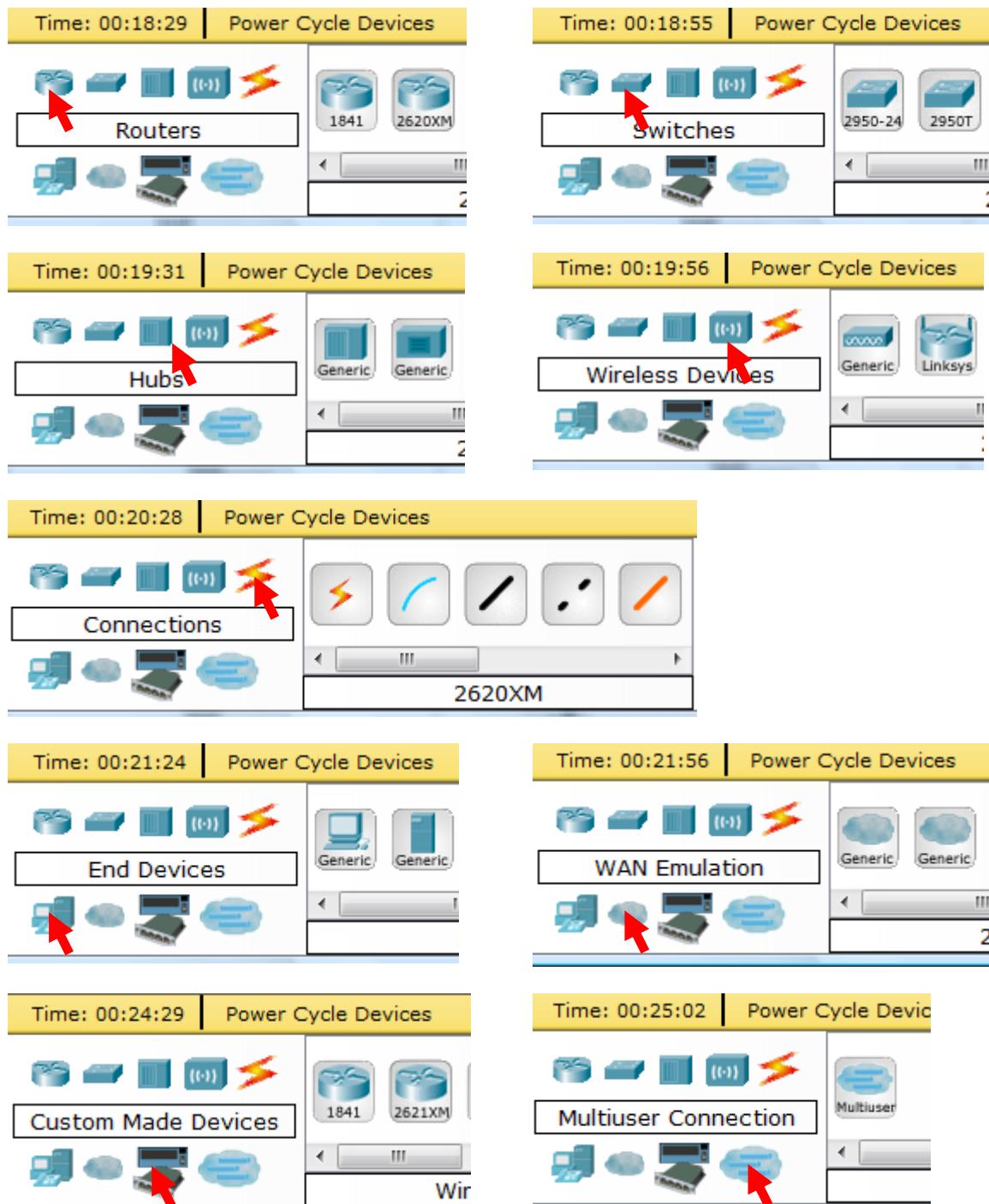
Step 1: Start Packet Tracer



Step 2: Choosing Devices and Connections

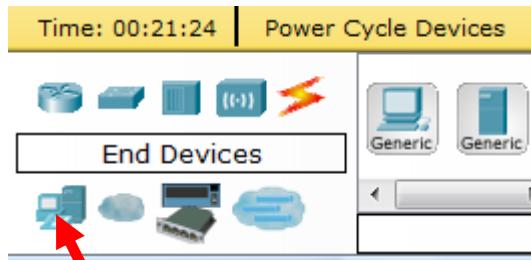
We will begin building our network topology by selecting devices and the media in which to connect them. Several types of devices and network connections can be used. For this lab we will keep it simple by using **End Devices**, **Switches**, **Hubs**, and **Connections**.

Single click on each group of devices and connections to display the various choices. The devices you see may differ slightly.

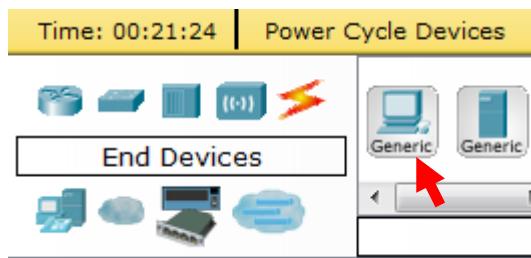


Step 3: Building the Topology – Adding Hosts

Single click on the **End Devices**.



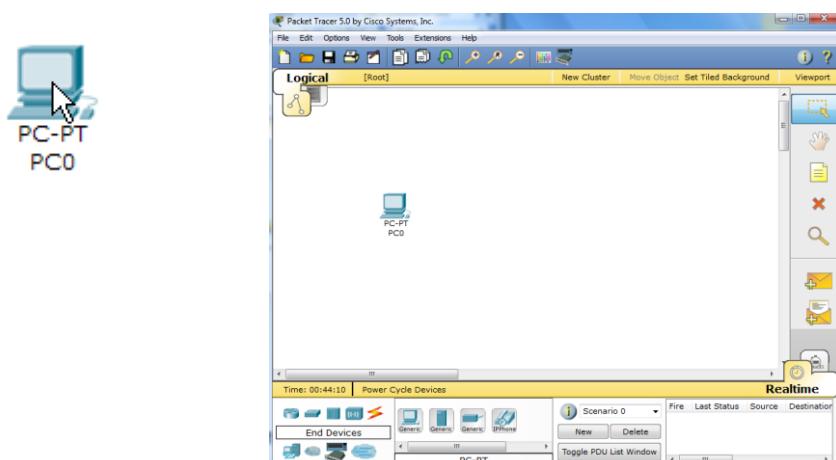
Single click on the **Generic** host.



Move the cursor into topology area. You will notice it turns into a plus “+” sign.



Single click in the topology area and it copies the device.



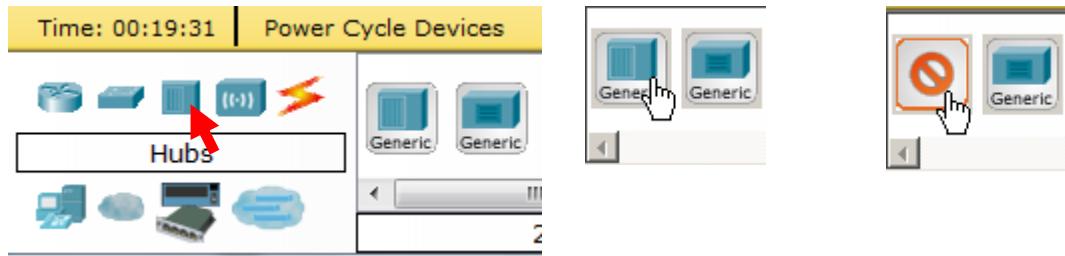
Add three more hosts.



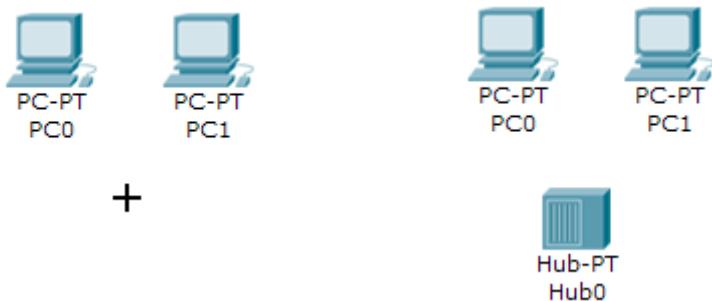
Step 4: Building the Topology – Connecting the Hosts to Hubs and Switches

Adding a Hub

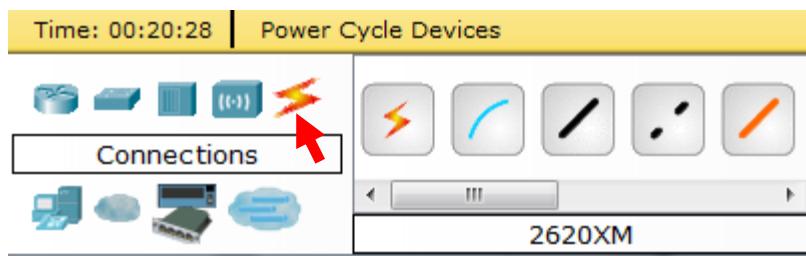
Select a hub, by clicking once on **Hubs** and once on a **Generic** hub.



Add the hub by moving the plus sign “+” below PC0 and PC1 and click once.



Connect PC0 to Hub0 by first choosing **Connections**.



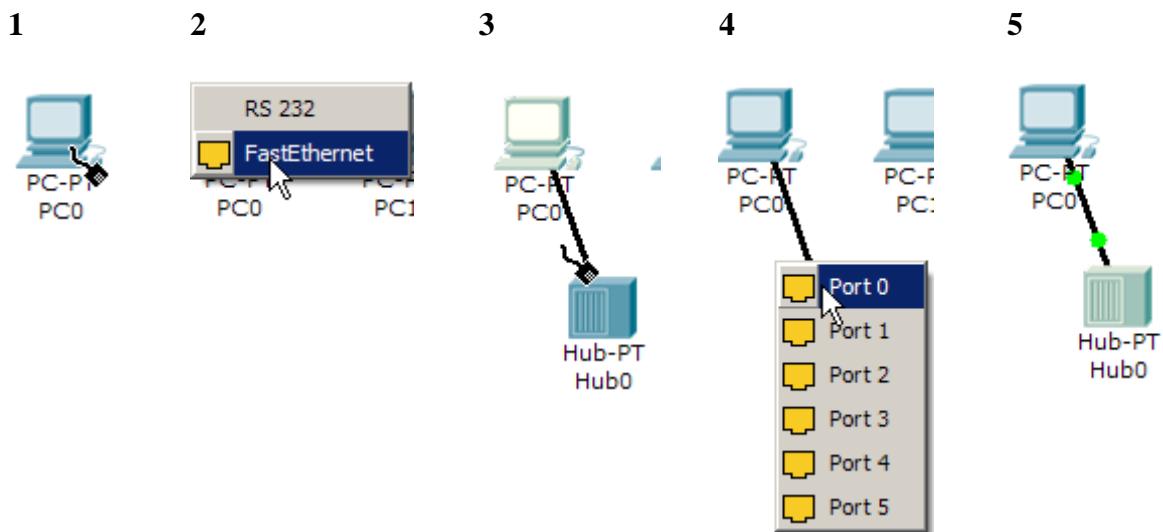
Click once on the **Copper Straight-through** cable.



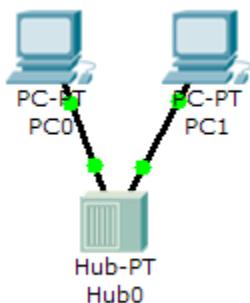
Perform the following steps to connect **PC0** to **Hub0**:

1. Click once on **PC0**
2. Choose **FastEthernet**
3. Drag the cursor to **Hub0**
4. Click once on **Hub0** and choose **Port 0**

5. Notice the green link lights on both the **PC0** Ethernet NIC and the **Hub0** Port 0 showing that the link is active.

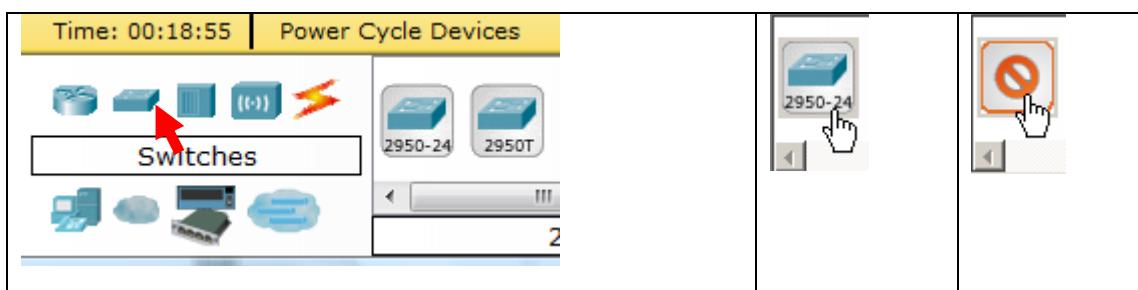


Repeat the steps above for **PC1** connecting it to **Port 1** on **Hub0**. (The actual hub port you choose does not matter.)

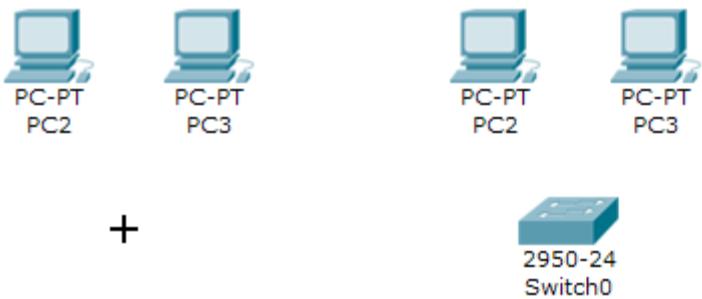


Adding a Switch

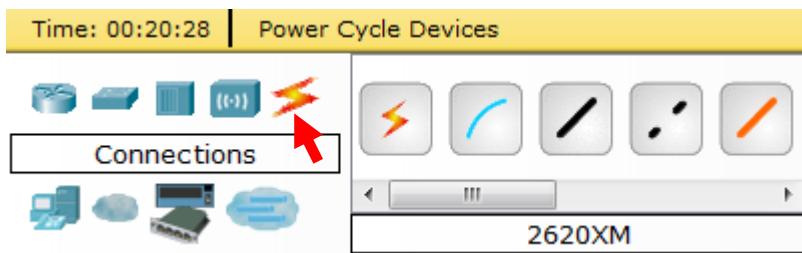
Select a switch, by clicking once on **Switches** and once on a **2950-24** switch.



Add the switch by moving the plus sign "+" below PC2 and PC3 and click once.



Connect PC2 to Hub0 by first choosing **Connections**.



Click once on the **Copper Straight-through** cable.



Perform the following steps to connect **PC2** to **Switch0**:

1. Click once on **PC2**
2. Choose **FastEthernet**
3. Drag the cursor to **Switch0**
4. Click once on **Switch0** and choose **FastEthernet0/1**
5. Notice the green link lights on **PC2** Ethernet NIC and amber light **Switch0 FastEthernet0/1 port**. The switch port is temporarily not forwarding frames, while it goes through the stages for the Spanning Tree Protocol (STP) process.
6. After about 30 seconds the amber light will change to green indicating that the port has entered the forwarding stage. Frames can now be forwarded out the switch port.

Note: Spanning Tree Protocol (STP) is discussed later.

1

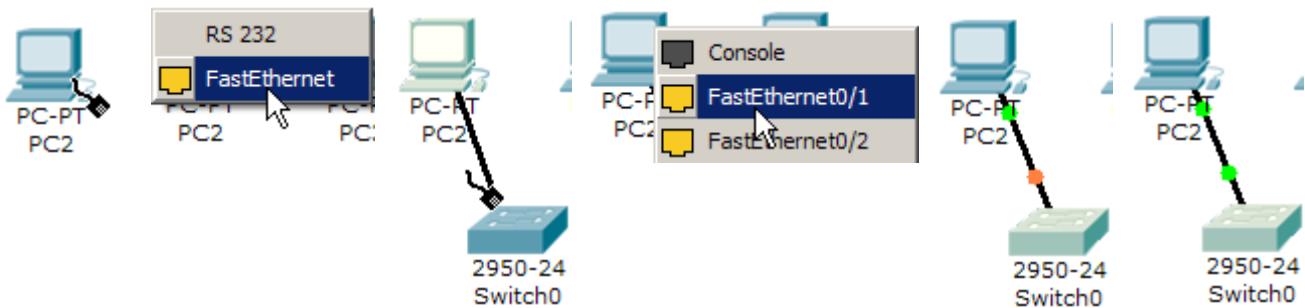
2

3

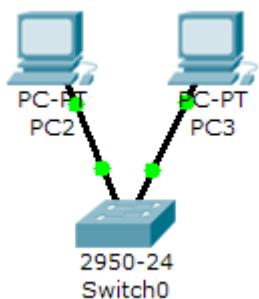
4

5

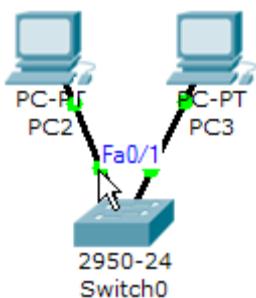
6



Repeat the steps above for **PC3** connecting it to **Port 3** on **Switch0** on port **FastEthernet0/2**. (The actual switch port you choose does not matter.)



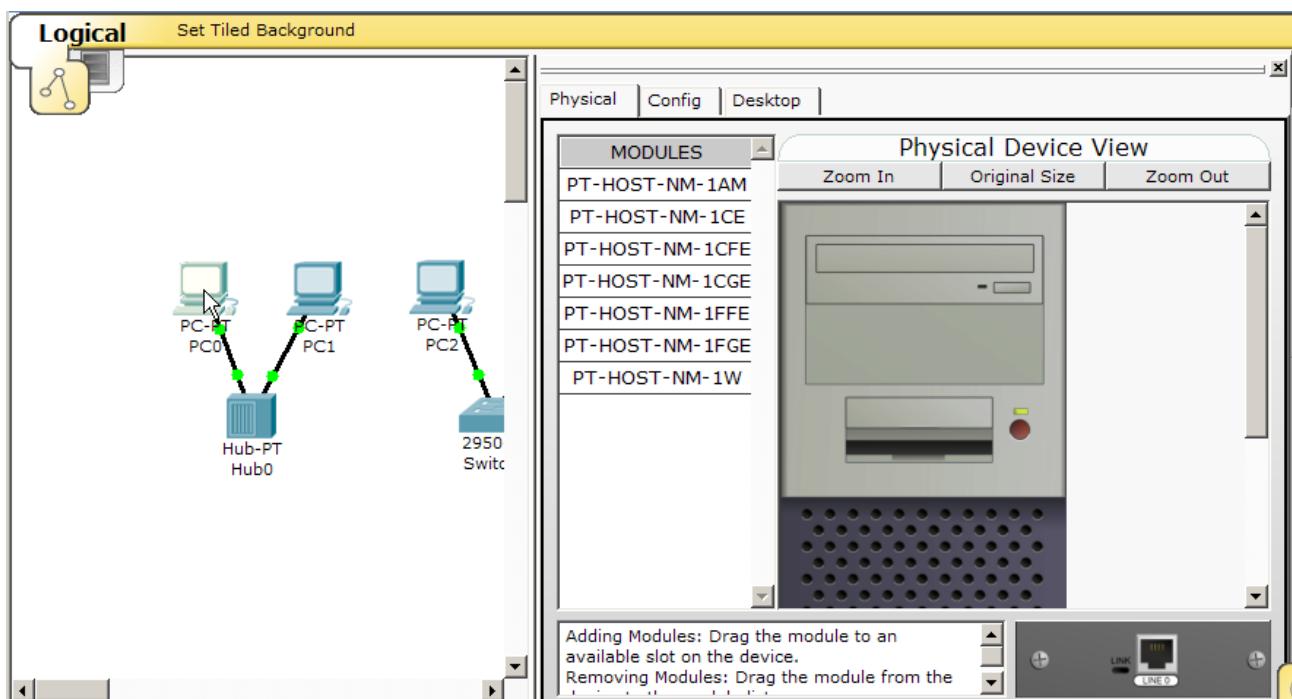
Move the cursor over the link light to view the port number. **Fa** means FastEthernet, 100 Mbps Ethernet.



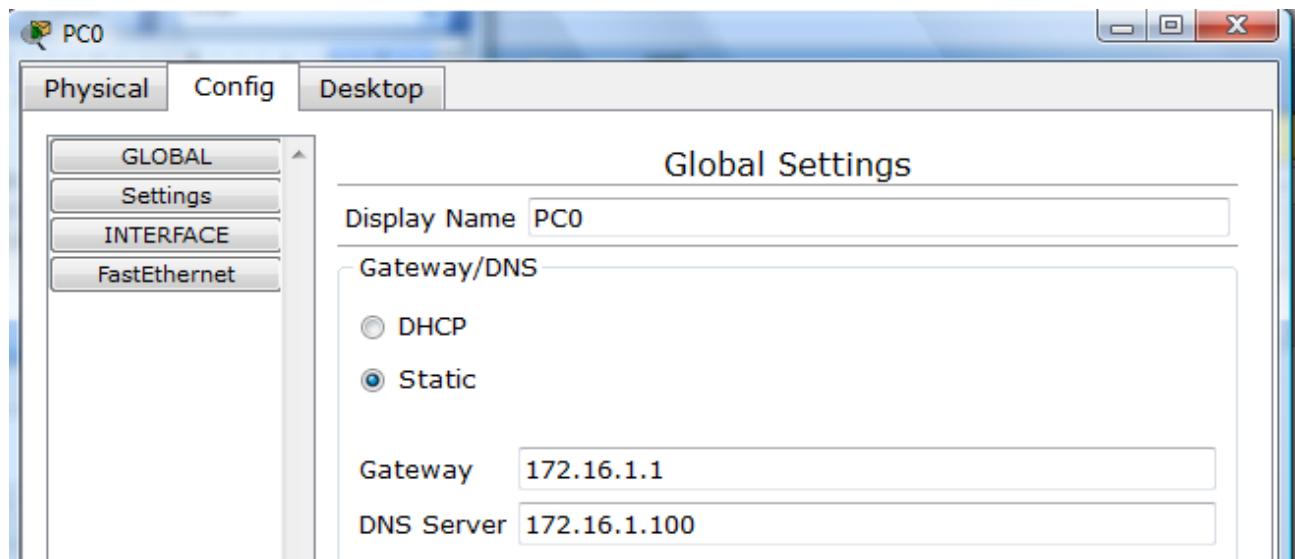
Step 5: Configuring IP Addresses and Subnet Masks on the Hosts

Before we can communicate between the hosts we need to configure IP Addresses and Subnet Masks on the devices.

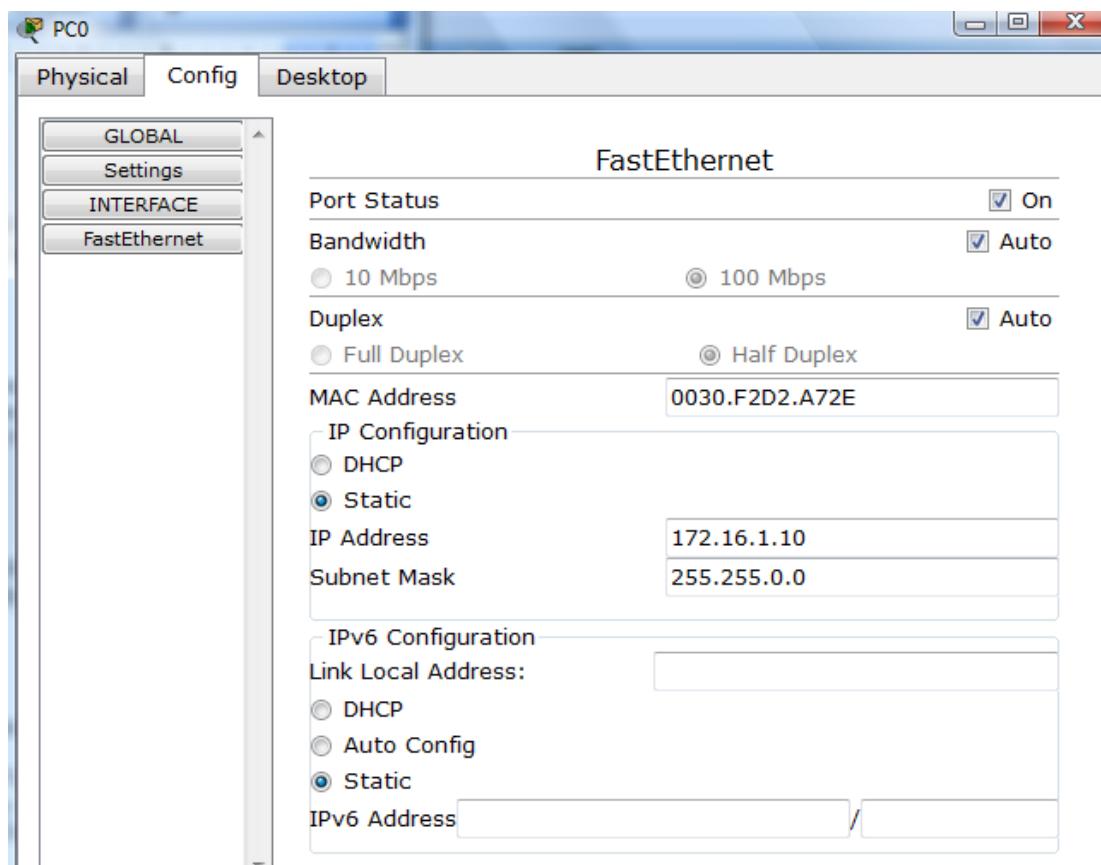
Click once on PC0.



Choose the **Config** tab and click on **Settings**. It is here that you can change the name of PC0. It is also here where you would enter a **Gateway IP Address**, also known as the default gateway and the **DNS Server IP Address**. We will discuss this later, but this would be the IP address of the local router. If you want, you can enter the Gateway IP Address 172.16.1.1 and DNS Server IP Address 172.16.1.100, although it will not be used in this lab.



Click on **Interface** and then **FastEthernet**. Although we have not yet discussed IP Addresses, add the IP Address to 172.16.1.10. Click once in the Subnet Mask field to enter the default Subnet Mask. You can leave this at 255.255.0.0. We will discuss this later.



Also, notice this is where you can change the Bandwidth (speed) and Duplex of the Ethernet NIC (Network Interface Card). The default is Auto (autonegotiation), which means the NIC will negotiate with the hub or switch. The bandwidth and/or duplex can be manually set by removing the check from the **Auto** box and choosing the specific option.

Bandwidth - Auto

If the host is connected to a hub or switch port which can do 100 Mbps, then the Ethernet NIC on the host will choose 100 Mbps (Fast Ethernet). Otherwise, if the hub or switch port can only do 10 Mbps, then the Ethernet NIC on the host will choose 10 Mbps (Ethernet).

Duplex - Auto

Hub: If the host is connected to a hub, then the Ethernet NIC on the host will choose Half Duplex.

Switch: If the host is connected to a switch, and the switch port is configured as Full Duplex (or Autonegotiation), then the Ethernet NIC on the host will choose Full Duplex. If the switch port is configured as Half Duplex, then the Ethernet NIC on the host will choose Half Duplex. (Full Duplex is a much more efficient option.)

The information is automatically saved when entered.

To close this dialog box, click the “X” in the upper right.

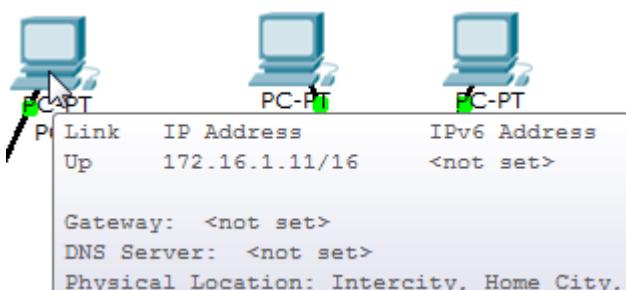


Repeat these steps for the other hosts. Use the information below for IP Addresses and Subnet Masks.

<u>Host</u>	<u>IP Address</u>	<u>Subnet Mask</u>
PC0	172.16.1.10	255.255.0.0
PC1	172.16.1.11	255.255.0.0
PC2	172.16.1.12	255.255.0.0
PC3	172.16.1.13	255.255.0.0

Verify the information

To verify the information that you entered, move the Select tool (arrow) over each host.



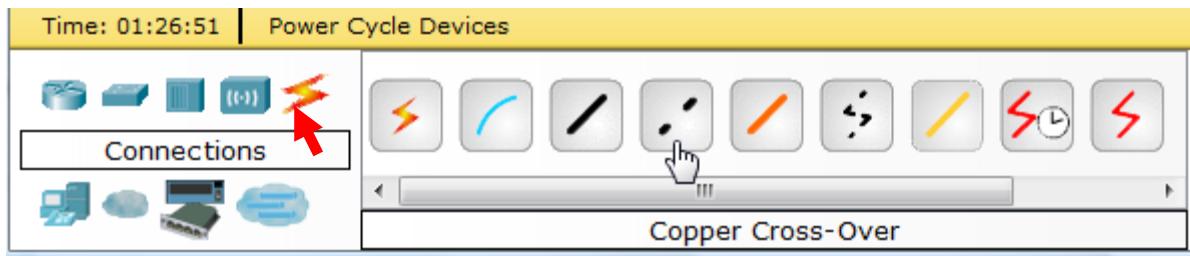
Deleting a Device or Link

To delete a device or link, choose the **Delete** tool and click on the item you wish to delete.

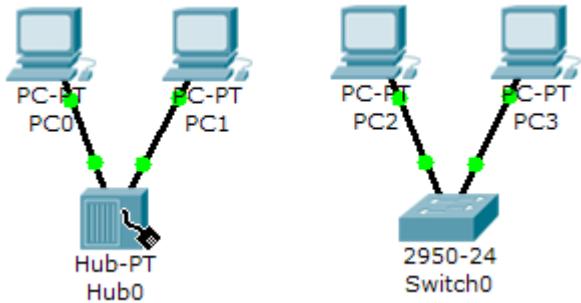


Step 6: Connecting Hub0 to Switch0

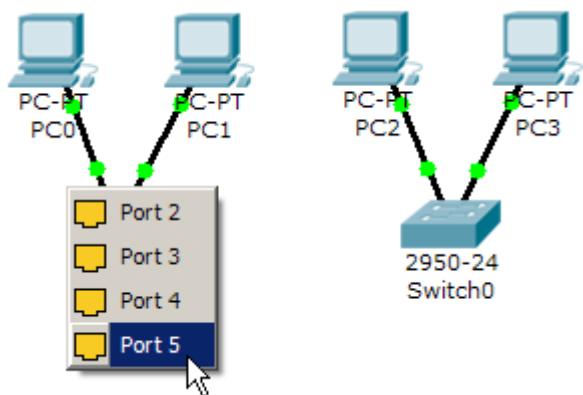
To connect like-devices, like a Hub and a Switch, we will use a Cross-over cable. Click once the **Cross-over** Cable from the **Connections** options.



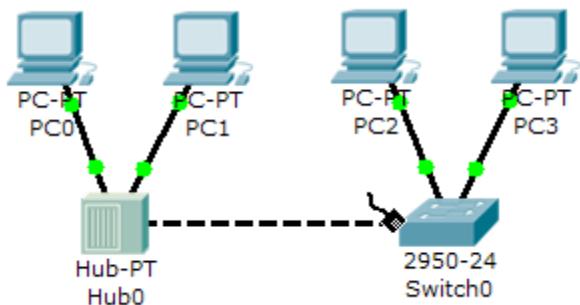
Move the Connections cursor over **Hub0** and click once.



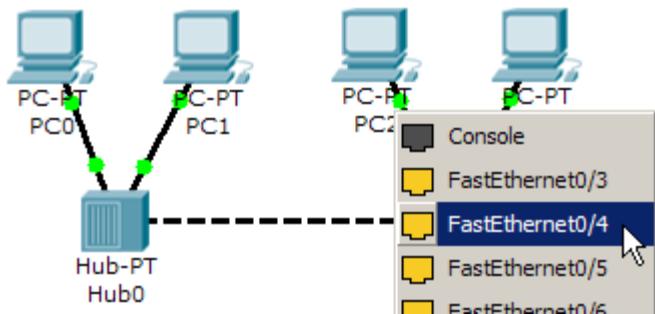
Select **Port 5** (actual port does not matter).



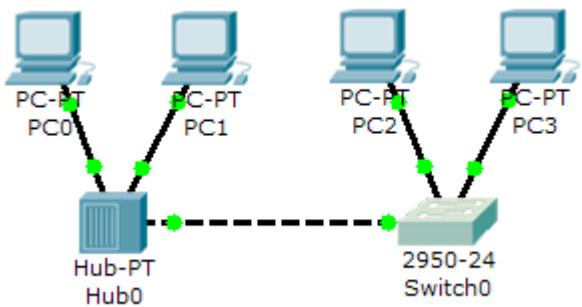
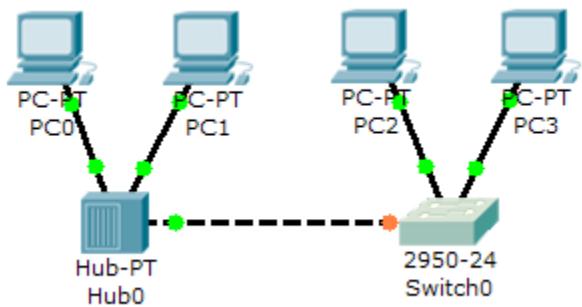
Move the Connections cursor to **Switch0**.



Click once on **Switch0** and choose **FastEthernet0/4** (actual port does not matter).



The link light for switch port **FastEthernet0/4** will begin as amber and eventually change to green as the Spanning Tree Protocol transitions the port to forwarding.



Step 7: Verifying Connectivity in Realtime Mode

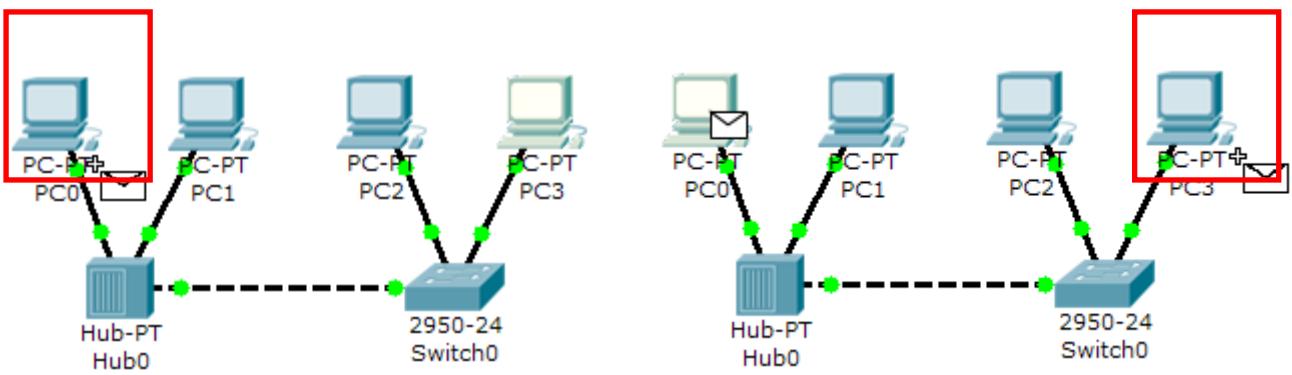
Be sure you are in **Realtime** mode.



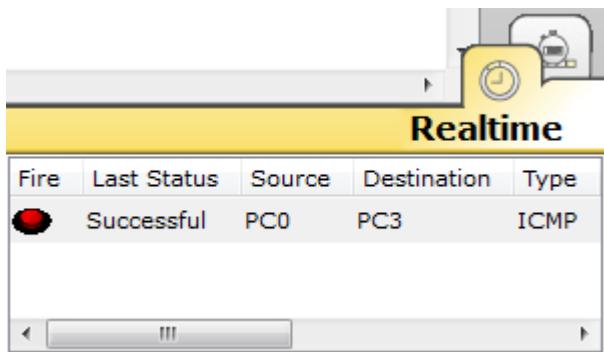
Select the **Add Simple PDU** tool used to ping devices..



Click once on PC0, then once on PC3.



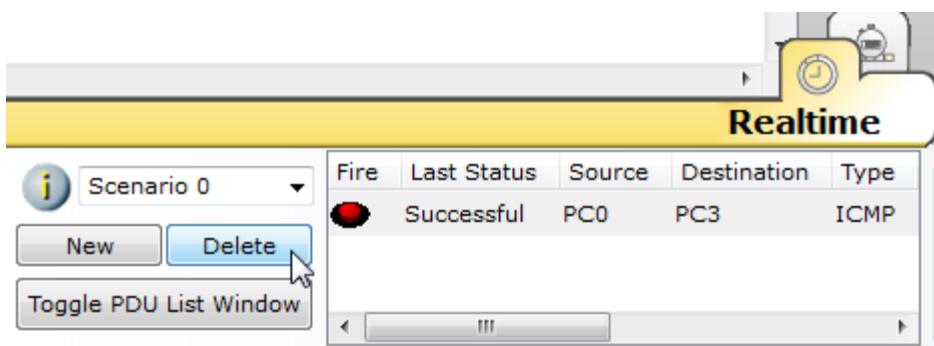
The PDU Last Status should show as **Successful**.



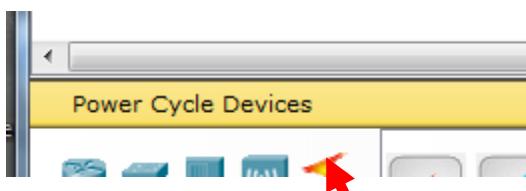
Resetting the Network

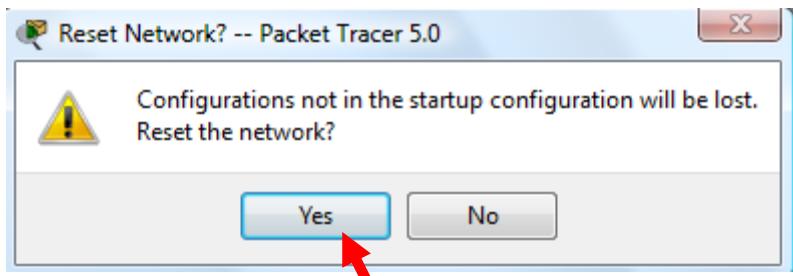
At this point we will want to reset the network. Whenever you want to reset the network and begin the simulation again, perform the following tasks:

Click **Delete** in the PDU area.



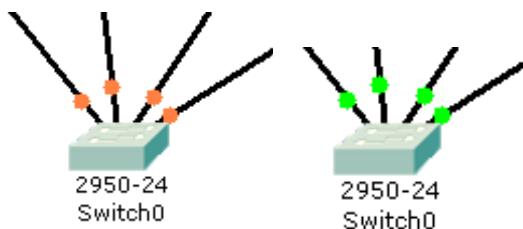
Now, Power Cycle Devices and confirm the action.





Waiting for Spanning Tree Protocol (STP)

Note: Because Packet Tracer also simulates the Spanning Tree Protocol (later), at times the switch may show amber lights on its interfaces. You will need to wait for the lights to turn green on the switches before they will forward any Ethernet frames.

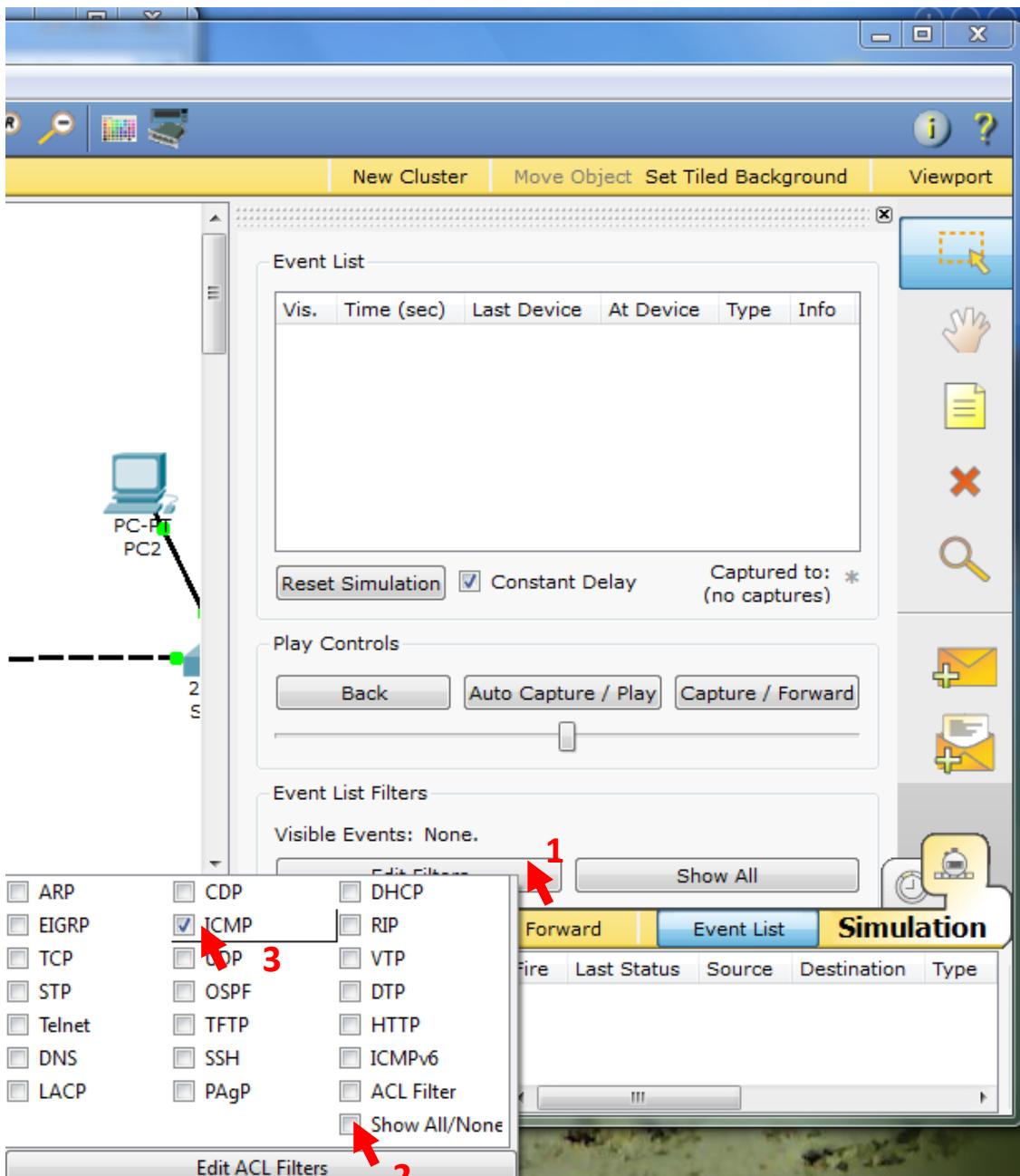


Step 8: Verifying Connectivity in Simulation Mode

Be sure you are in **Simulation** mode.



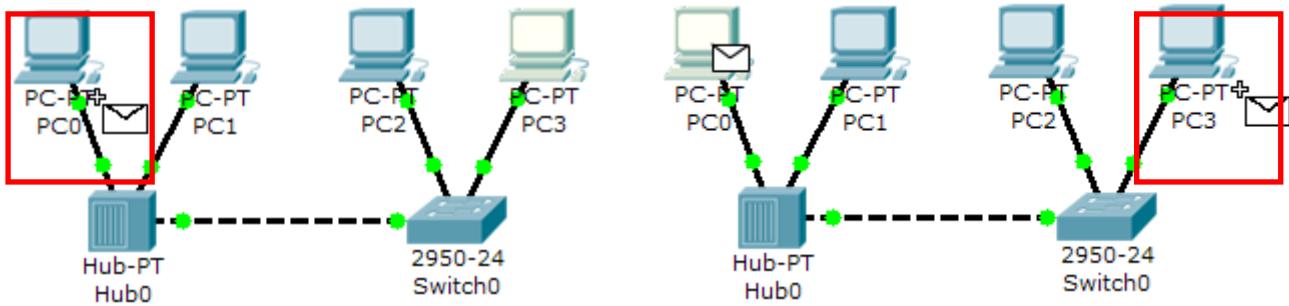
Deselect all filters (All/None) and select only **ICMP**.



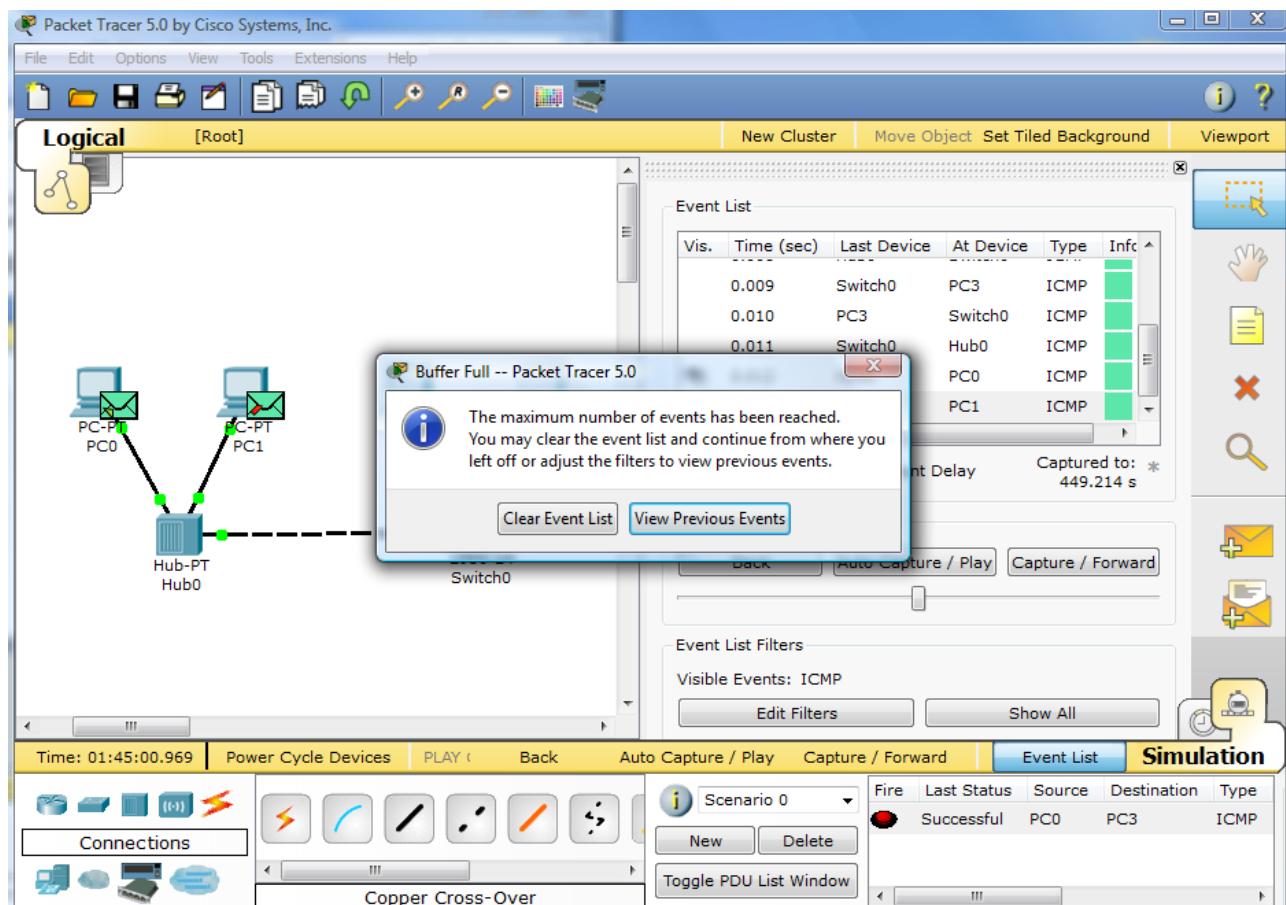
Select the **Add Simple PDU** tool used to ping devices..



Click once on PC0, then once on PC3.

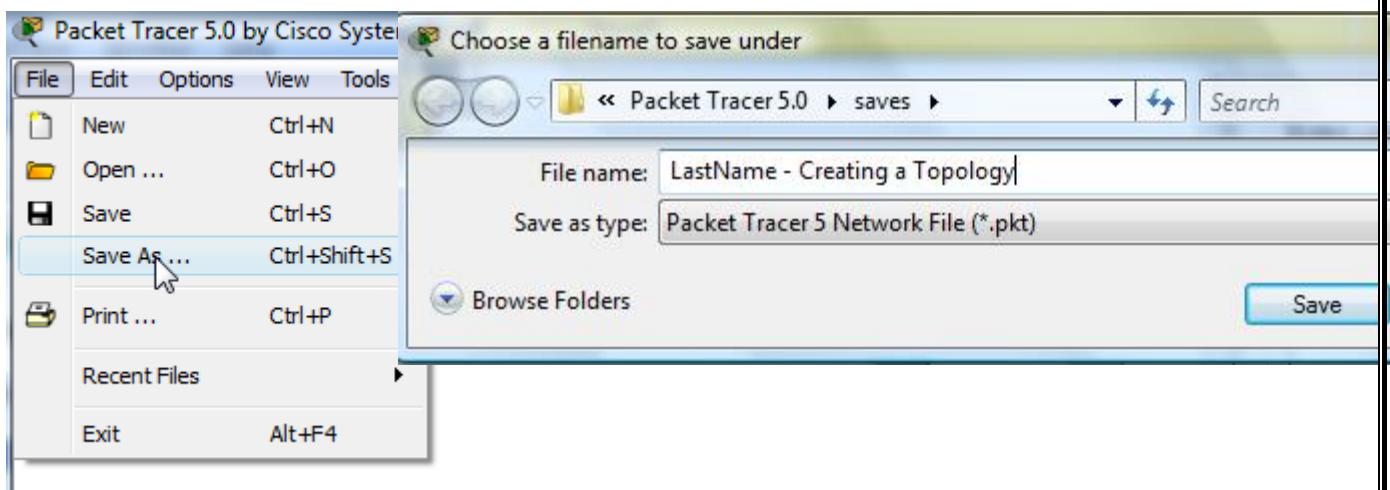


Continue clicking **Capture/Forward** button until the ICMP ping is completed. You should see the ICMP messages move between the hosts, hub and switch. The PDU **Last Status** should show as **Successful**. Click on **Clear Event List** if you do not want to look at the events or click **Preview Previous Events** if you do. For this exercise it does not matter.

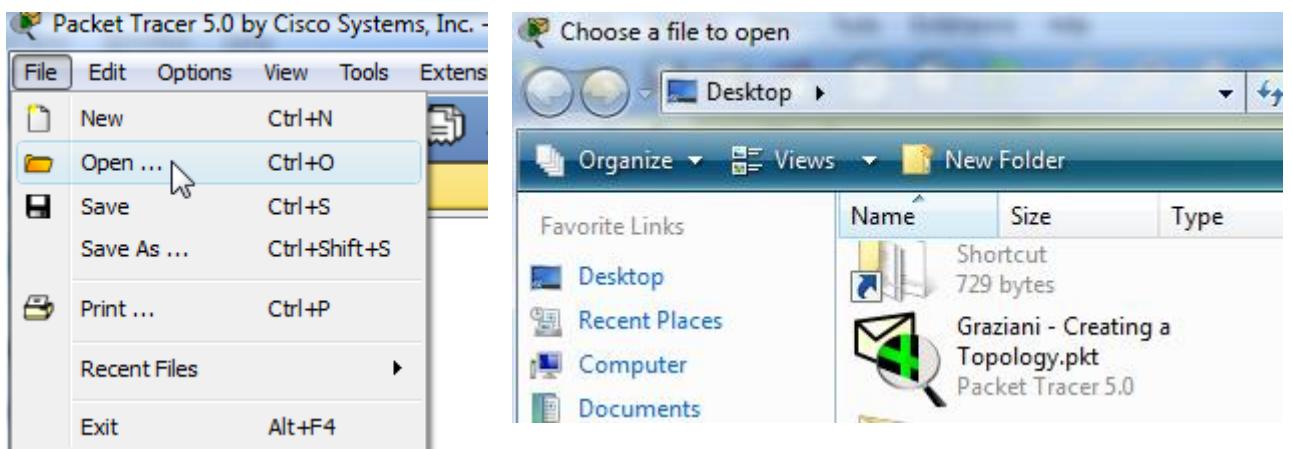


Step 9: Saving the Topology

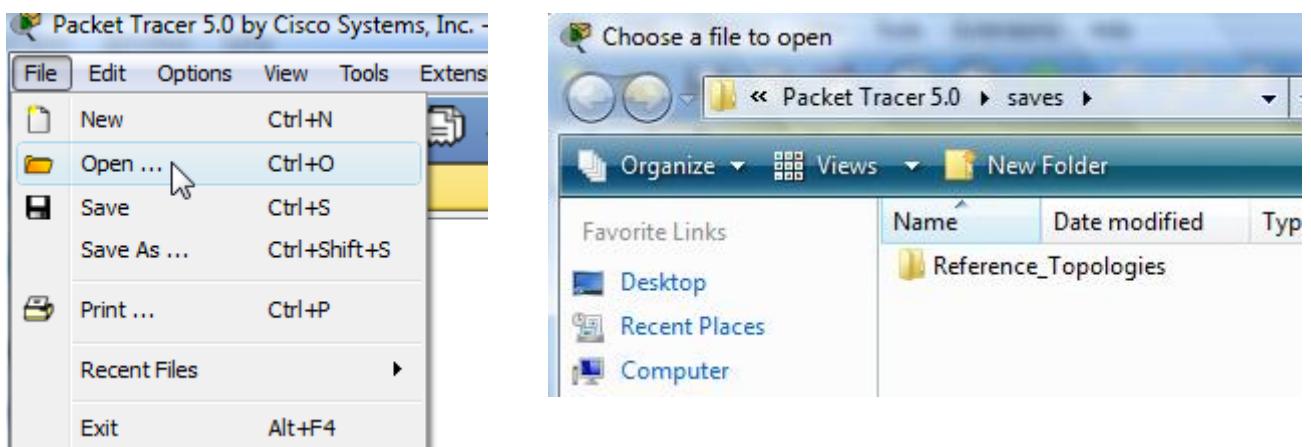
Perform the following steps to save the topology (uses .pkt file extension).

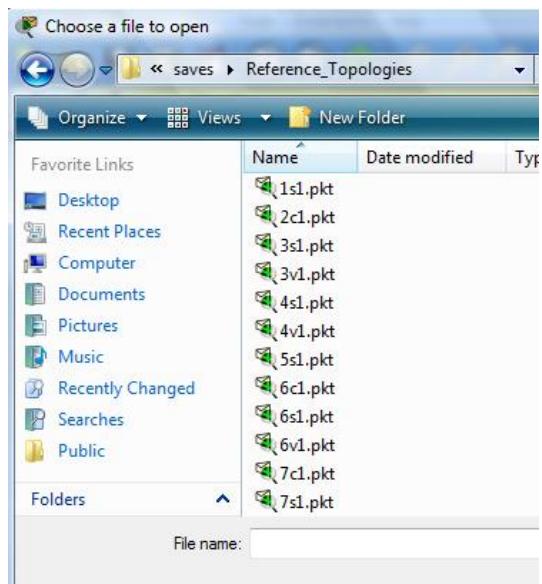


Opening Existing Topologies



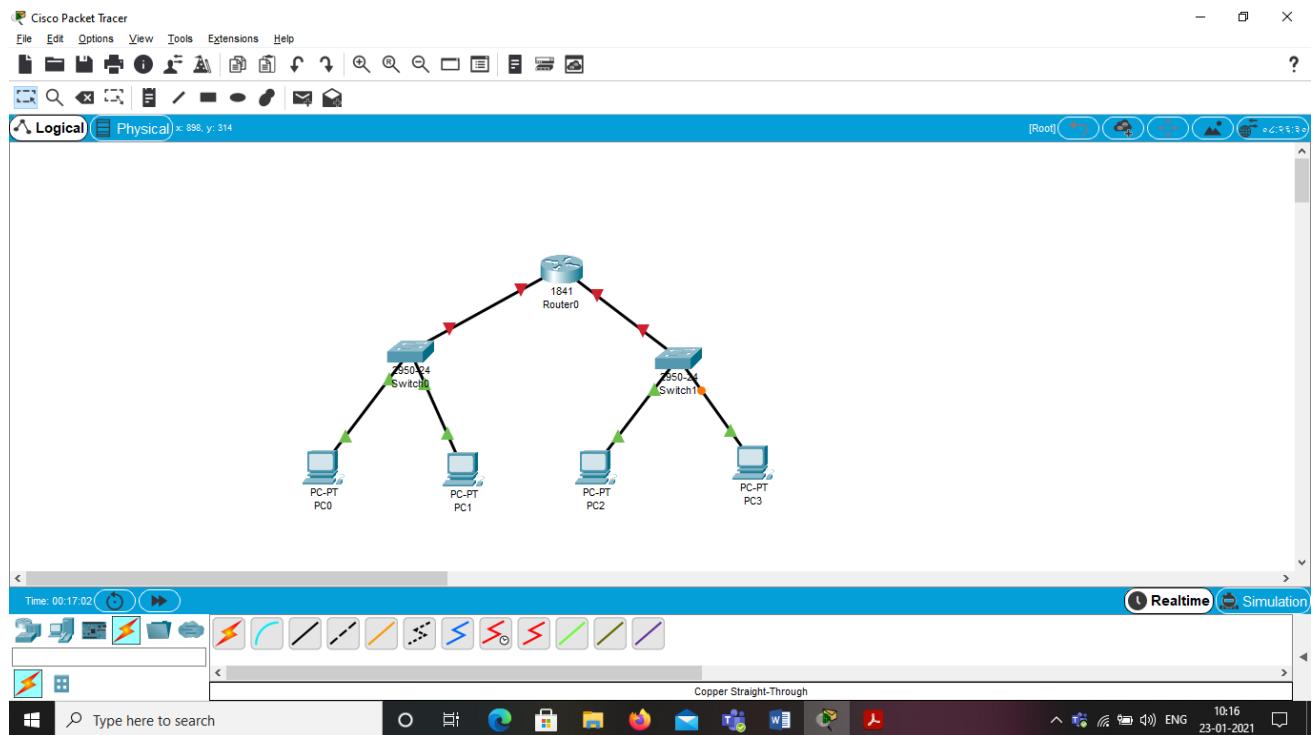
Opening Existing PT Topologies



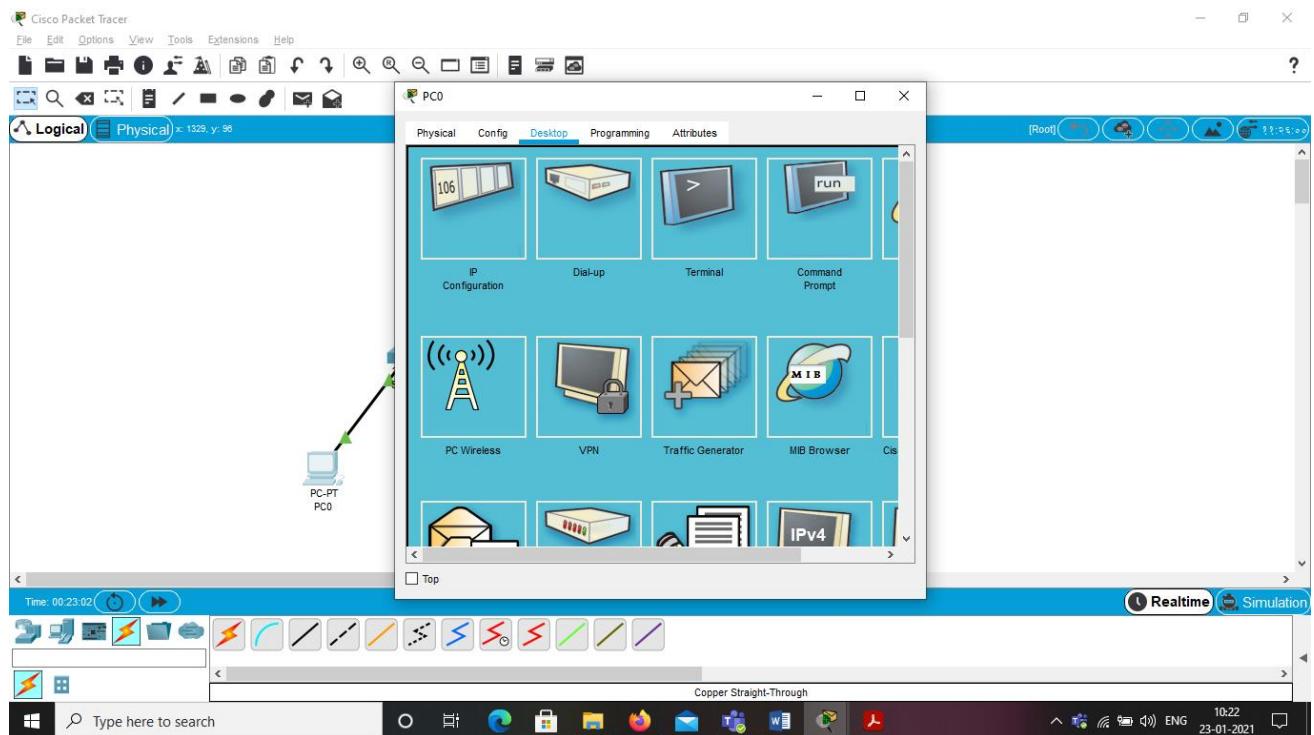


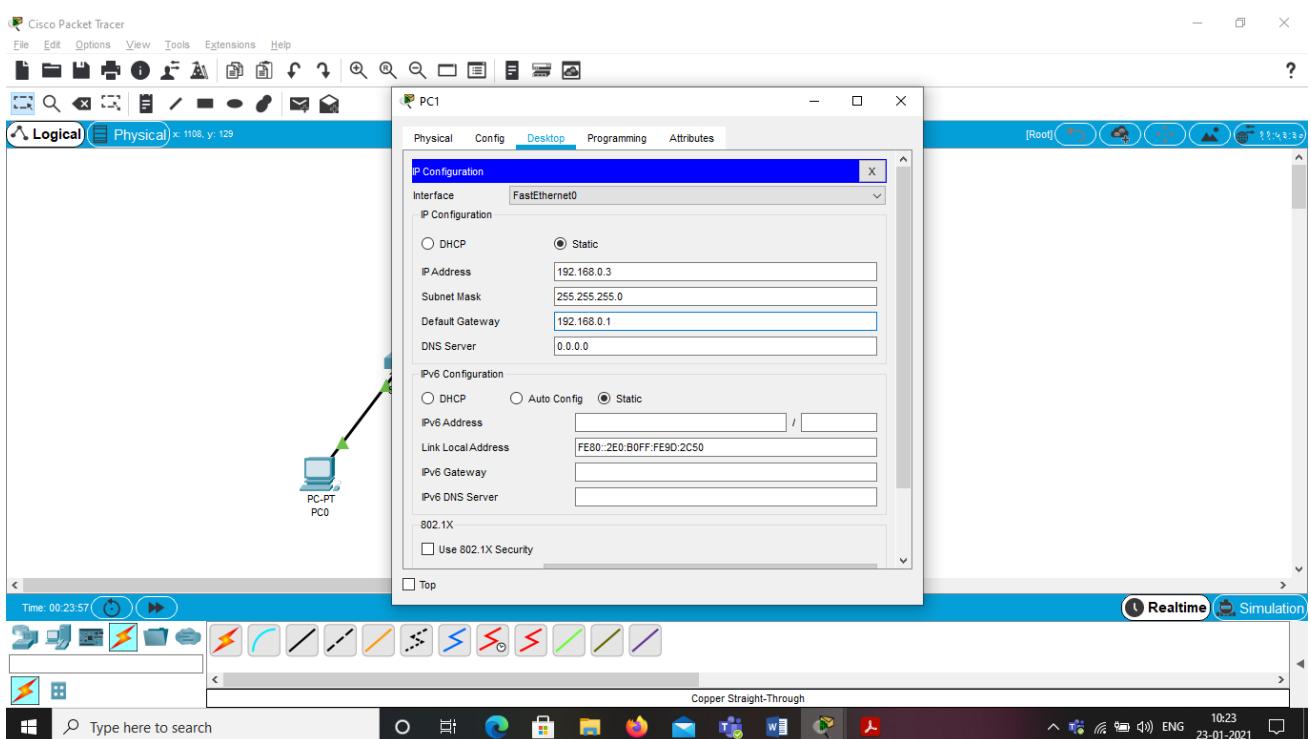
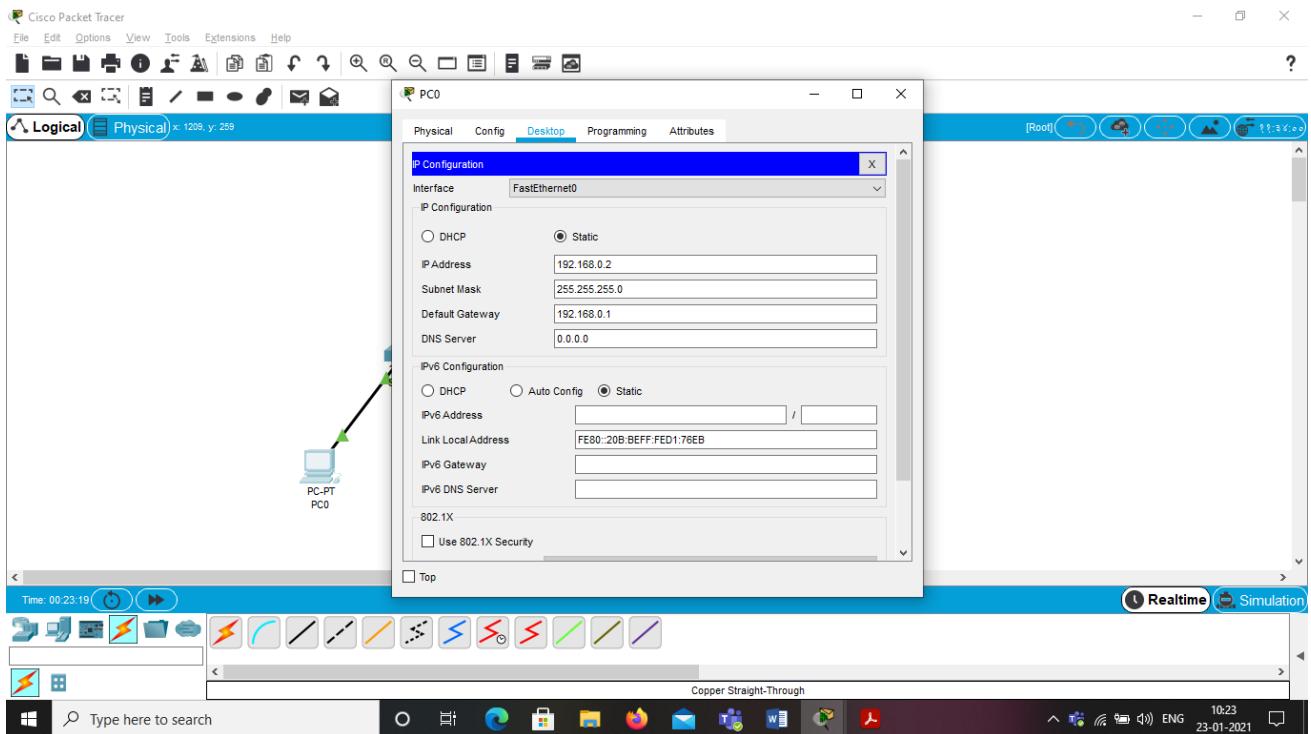
Exp 1: Configuration of Router using cisco packet tracer

Step 1: Construct the topology

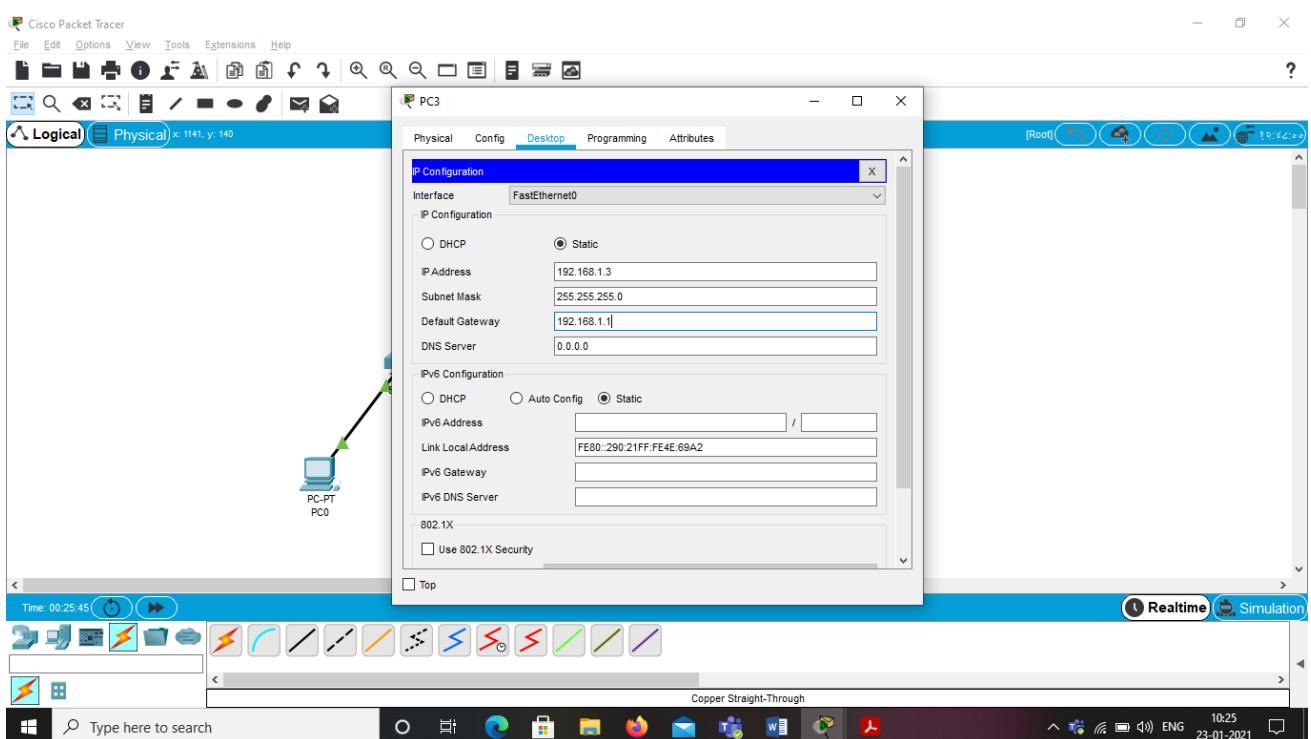
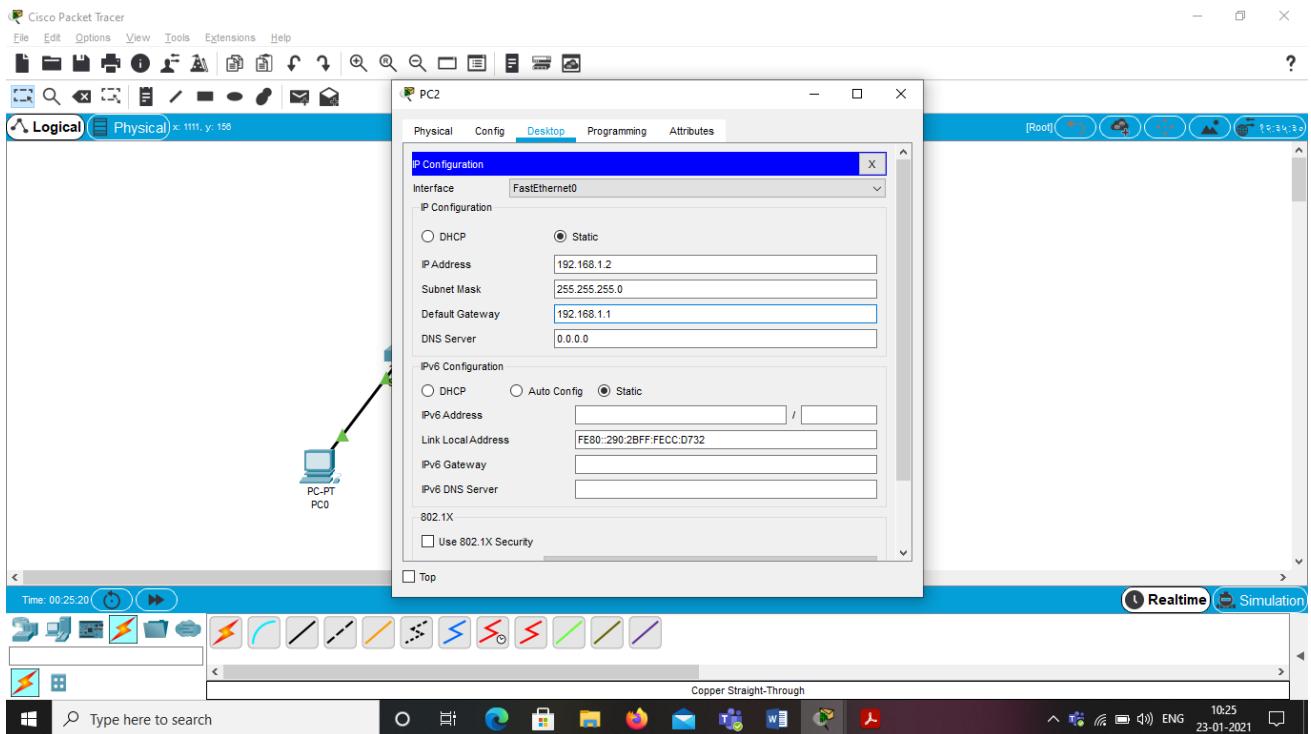


Step 2: Assign IP addresses to all PC's.



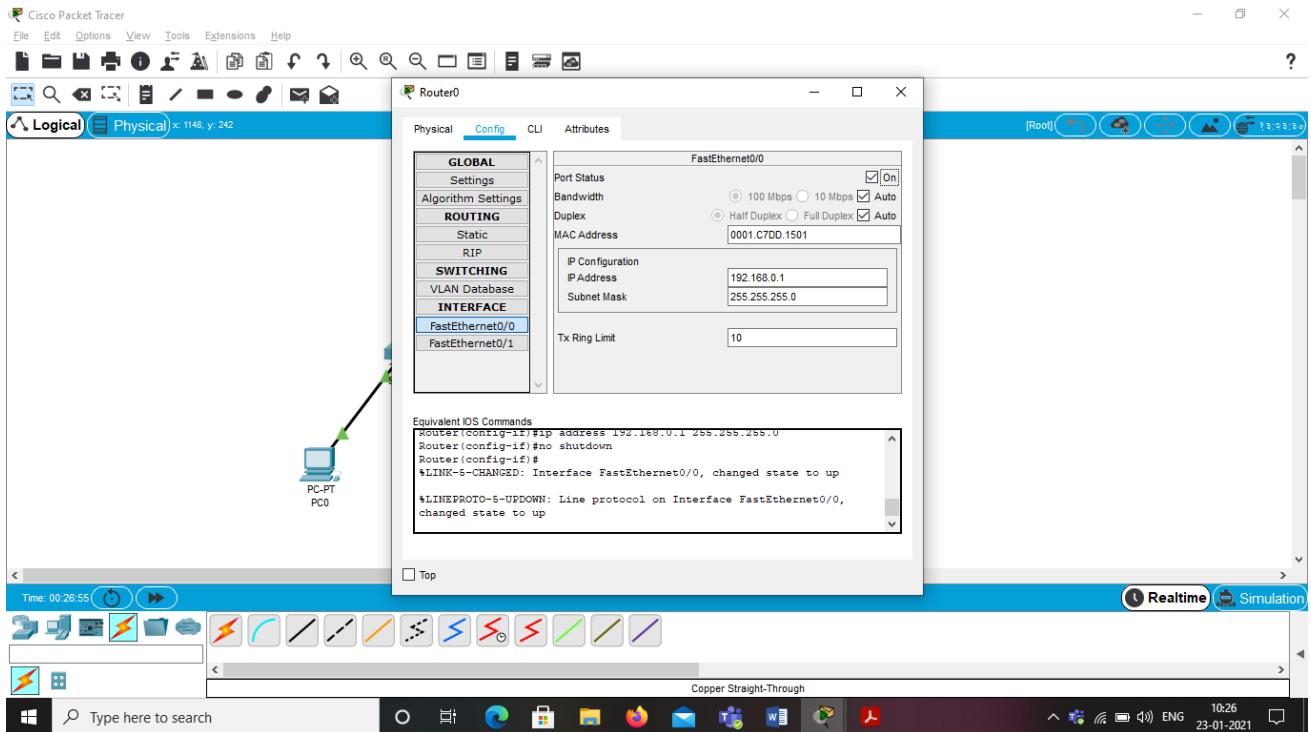


Use another network address for second network.

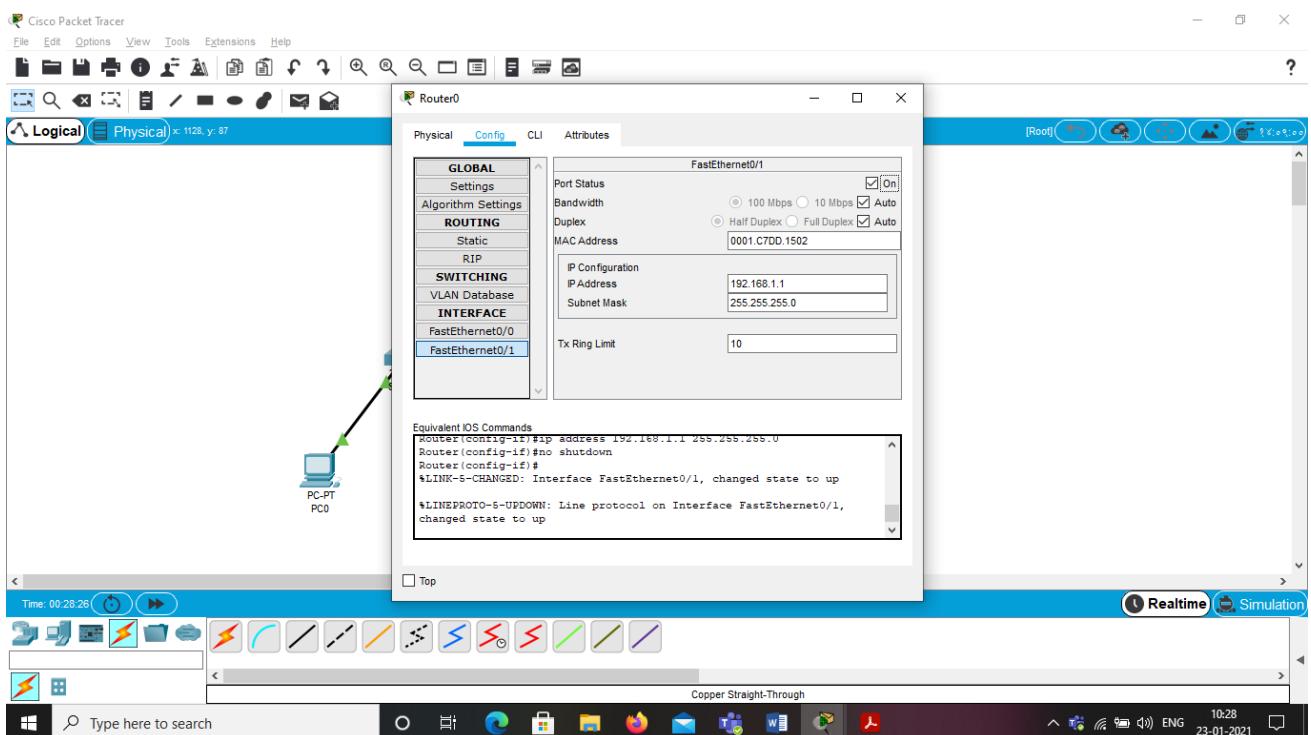


Step 3: Assign the IP address for router

Assign the gateway address of 1st network and don't forget to turn on the port status

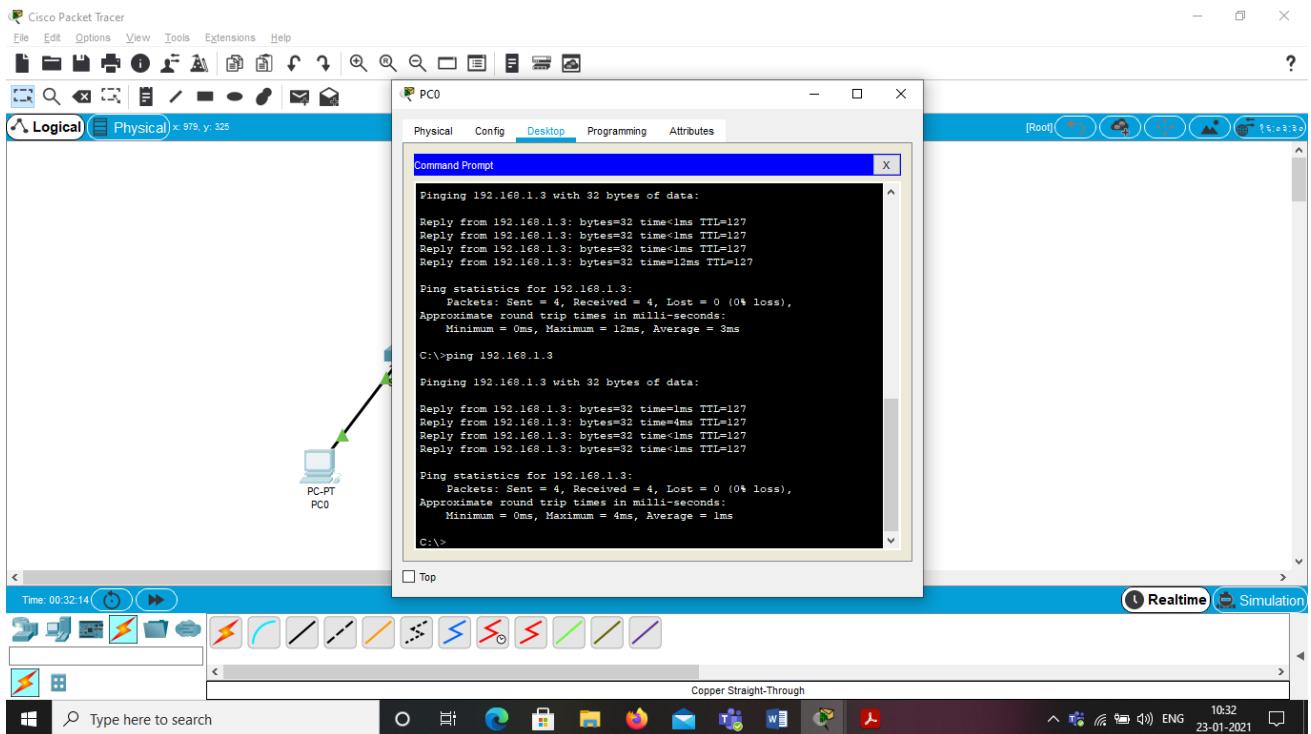


Assign the gateway address of 2nd network for FastEthernet0/1 interface

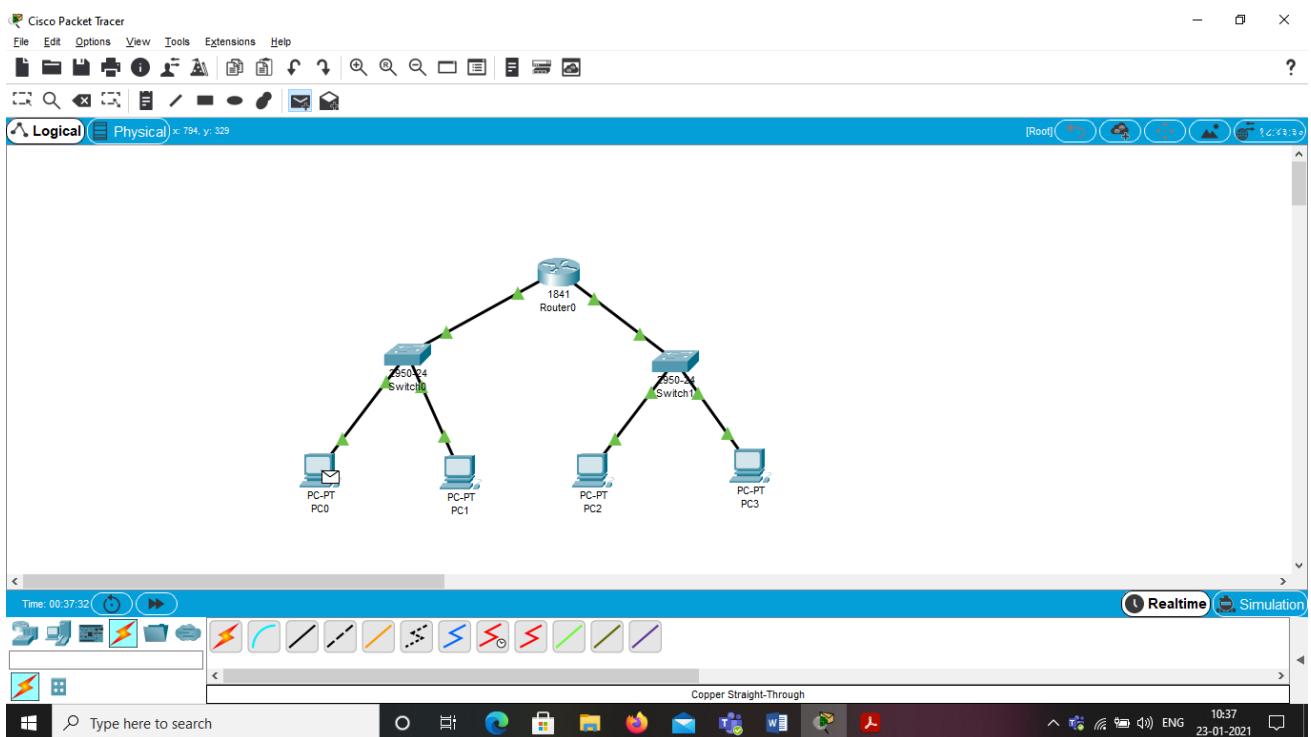


Step 3: Check the connectivity from one network to another network

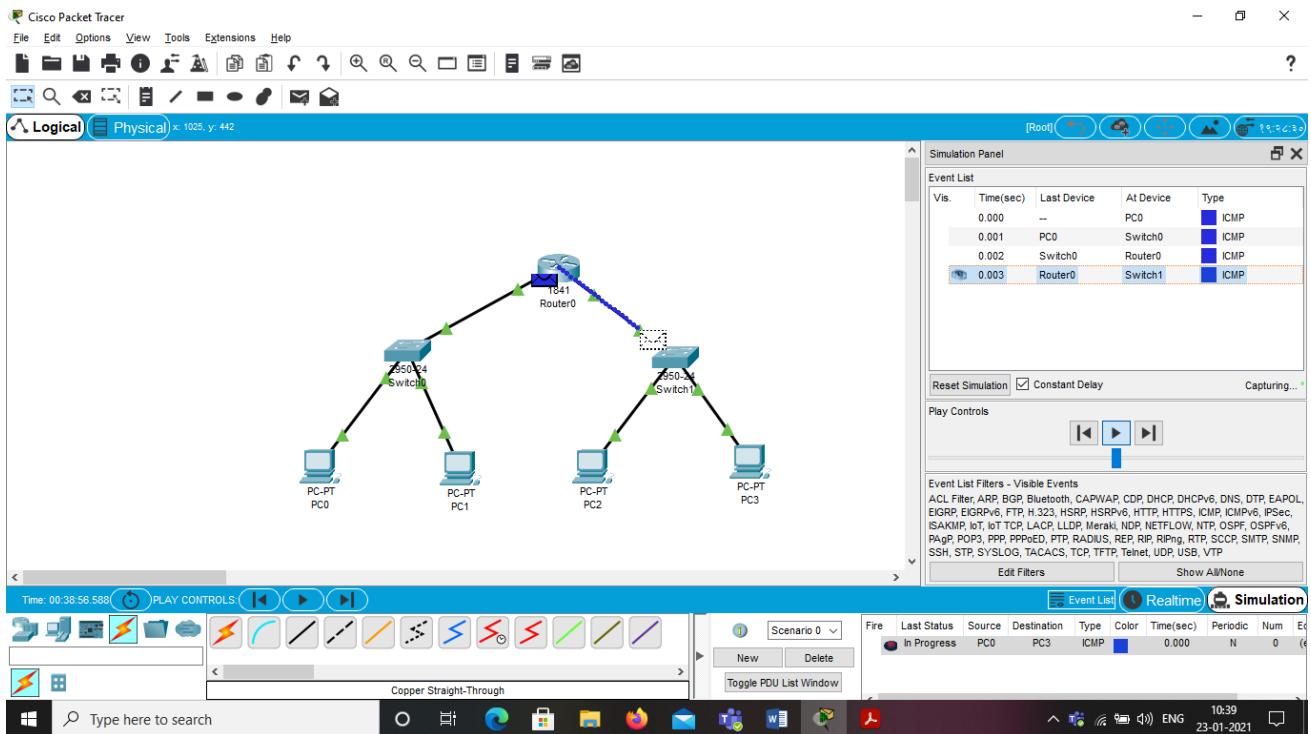
Select any PC from 1st network go to Desktop tab->Command Prompt->execute ping command for the 2nd network.



Step 4: Send Simple PDU.



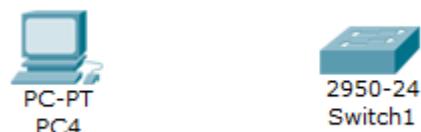
Step 5: Check in simulation mode



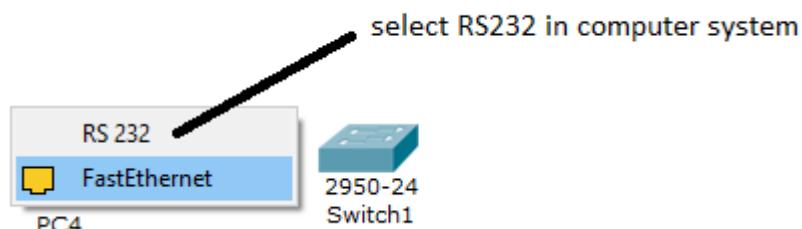
Exp 2: Configuration of Switch using cisco packet tracer



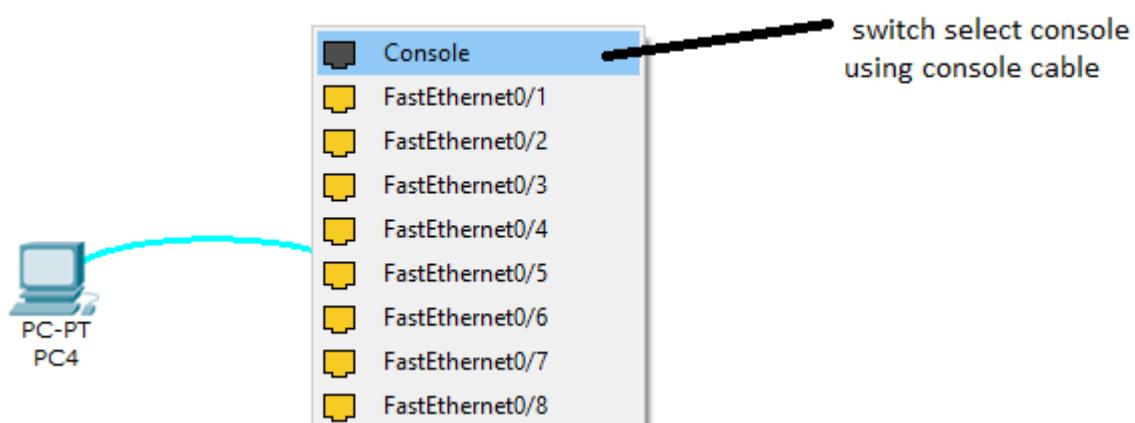
Step 1:



Step 2:



Step 3:





Step 4:

Physical Config Desktop Software/Services

double click PC and select terminal

Terminal Configuration

Port Configuration

Bits Per Second:	9600
Data Bits:	8
Parity:	None
Stop Bits:	1
Flow Control:	None

Command Prompt

Web Browser

MIB Browser

Cisco IP Communicator

OK

select ok

this screen display

```

Switch>
Switch>
Switch>
Switch>
Switch>
Switch>|
```

Basic commands:

switch> ---> User Mode

switch>enable --> Enters into the Privilege mode

switch# --> Privilege mode

switch# configure terminal (or) conf t --> Enable Configuration Mode

```
switch(config)# --> Configuration Mode
```

Helping commands

```
switch> ? --> Help to list the available commands in this mode
```

```
switch>te? --> Lists all the commands starts with "tel"
```

```
switch# ? --> Help
```

Step 1: Erase the startup configuration file from NVRAM.

Type the erase startup-config command to remove the startup configuration from nonvolatile random access memory (NVRAM).

```
Switch # erase startup-config
```

```
Erasing the nvram filesystem will remove all configuration files! Continue? [confirm]
```

```
[OK]
```

```
Erase of nvram: complete
```

```
Router#
```

Step 2: Reload the switch.

Issue the reload command to remove an old configuration from memory. When prompted to Proceed with reload, press Enter to confirm the reload. Pressing any other key will abort the reload.

```
switch# reload
```

```
Proceed with reload? [confirm]
```

```
*Nov 29 18:28:09.923: %SYS-5-RELOAD: Reload requested by console. Reload Reason: Reload Command.
```

Note: You may receive a prompt to save the running configuration prior to reloading the router. Respond by typing no and press Enter.

```
System configuration has been modified. Save? [yes/no]: no
```

Step 3:

Use the show flash command to determine if any VLANs have been created on the switch.

```
Switch# show flash
```

```
Directory of flash:/
```

```
2 -rwx 1919 Mar 1 1993 00:06:33 +00:00 private-config.text
```

```
3 -rwx 1632 Mar 1 1993 00:06:33 +00:00 config.text
```

```
4 -rwx 13336 Mar 1 1993 00:06:33 +00:00 multiple-fs
```

```
5 -rwx 11607161 Mar 1 1993 02:37:06 +00:00 c2960-lanbasek9-mz.150-2.SE.bin
```

6 -rwx 616 Mar 1 1993 00:07:13 +00:00 vlan.dat

32514048 bytes total (20886528 bytes free)

Switch#

Step 4

Switch#

Switch> show version

Cisco IOS Software, C2960 Software (C2960-LANBASEK9-M), Version 15.0(2)SE, RELEASE SOFTWARE (fc1)

Technical Support: <http://www.cisco.com/techsupport>

Copyright (c) 1986-2012 by Cisco Systems, Inc.

Compiled Sat 28-Jul-12 00:29 by prod_rel_team

ROM: Bootstrap program is C2960 boot loader

BOOTLDR: C2960 Boot Loader (C2960-HBOOT-M) Version 12.2(53r)SEY3, RELEASE SOFTWARE

(fc1)

Switch uptime is 2 minutes

System returned to ROM by power-on

System image file is "flash://c2960-lanbasek9-mz.150-2.SE.bin"

<output omitted>

Which IOS image version is currently in use by your switch?

Step 5 : Configure the clock.

As you learn more about networking, you will see that configuring the correct time on a Cisco switch can be helpful when you are troubleshooting problems. The following steps manually configure the internal clock of the switch.

a. Display the current clock settings.

Switch> **show clock**

*00:30:05.261 UTC Mon Mar 1 1993

b. Configure the clock setting. The question mark (?) provides help and allows you to determine the expected input for configuring the current time, date, and year. Press Enter to complete the clock configuration.

Switch# **clock set ?**

hh:mm:ss Current Time

```
Switch# clock set 15:08:00 ?
```

<1-31> Day of the month

MONTH Month of the year

```
Switch# clock set 15:08:00 Oct 26 ?
```

<1993-2035> Year

```
Switch# clock set 15:08:00 Oct 26 2012
```

```
Switch#
```

*Oct 26 15:08:00.000: %SYS-6-CLOCKUPDATE: System clock has been updated from 00:31:43

UTC Mon Mar 1 1993 to 15:08:00 UTC Fri Oct 26 2012, configured from console by
console.

c. Enter the show clock command to verify that the clock setting has updated.

```
Switch# show clock
```

15:08:07.205 UTC Fri Oct 26 2012

Step 6 : Give the switch a name.

Use the hostname command to change the switch name to S1.

```
Switch(config)# hostname S1
```

```
S1(config)#
```

Step 7:Enter a login MOTD banner.

A login banner, known as the message of the day (MOTD) banner, should be configured to warn anyone accessing the switch that unauthorized access will not be tolerated. The banner motd command requires the use of delimiters to identify the content of the banner message. The delimiting character can be any character as long as it does not occur in the message. For this reason, symbols, such as the #, are often used.

```
S1(config)# banner motd #
```

Enter TEXT message. End with the character '#'

Unauthorized access is strictly prohibited and prosecuted to the full extent
of the law. #

```
S1(config)# exit
```

```
S1#
```

Step 8: Save the configuration.

Use the copy command to save the running configuration to the startup file on non-volatile random access memory (NVRAM).

S1# copy running-config startup-config

Destination filename [startup-config]? [Enter]

Building configuration...

[OK]

S1#

Step 9 : Display the current configuration.

The show running-config command displays the entire running configuration, one page at a time. Use the spacebar to advance paging.

S1# show running-config

Building configuration...

Current configuration : 1409 bytes

!

! Last configuration change at 03:49:17 UTC Mon Mar 1 1993

Step 10 : Display the status of the connected interfaces on the switch.

To check the status of the connected interfaces, use the show ip interface brief command. Press the spacebar to advance to the end of the list.

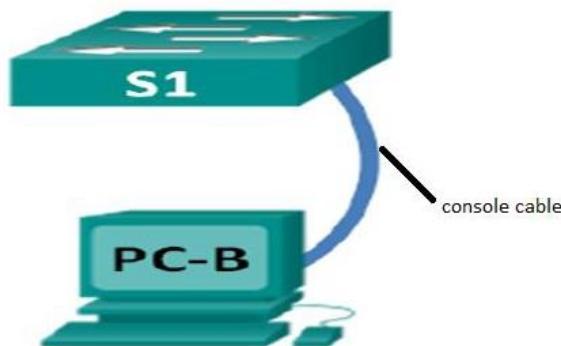
S1# show ip interface brief

Interface IP-Address OK? Method Status Protocol
Vlan1 unassigned YES unset up up
FastEthernet0/1 unassigned YES unset up up
FastEthernet0/2 unassigned YES unset down down
FastEthernet0/3 unassigned YES unset down down
FastEthernet0/4 unassigned YES unset down down
FastEthernet0/5 unassigned YES unset down down
FastEthernet0/6 unassigned YES unset up up
FastEthernet0/7 unassigned YES unset down down
FastEthernet0/8 unassigned YES unset down down
FastEthernet0/9 unassigned YES unset down down

Step 11: Show vlan:

Show vlan command will display the VLANs. For administrative purpose, switch automatically create VLAN 1 and assign all its interfaces to it. You can create custom VLANs from global configuration mode and then assign them to interfaces.

Exp 3: Configure the privilege level password and user authentication in switch.



I How to Set Hostname and Configure Console Password

1. To set the host name

```
Switch(config)# hostname CISCO
```

2. To set console password

```
CISCO( config)#
```

```
CISCO( config)#line console 0
```

```
CISCO( config-line)#password cisco123
```

```
CISCO( config-line)#login
```

```
CISCO( config-line)#exit
```

```
CISCO( config)#exit
```

```
CISCO(#exit
```

Check the Console Password

```
Press RETURN to get started!
User Access Verification
Password:
Password:
Switch>|
```

II How to Set Privilege level password

1)Set a privilege password

!!! Clear Text Password not encrypted(less priority)

```
CISCO(config)# enable password muscat
```

!!! Encrypted password (more Priority)

```
CISCO(config)# enable secret nizwa
```

2) Verify the privilege Password

```
CISCO(config)# exit
```

```
CISCO# exit
```

```
CISCO con0 is now available
```

```
Press RETURN to get started.
```

```
User Access Verification
```

```
!!! TYPE HERE LINE CONSOLE Password
```

```
Password:
```

```
CISCO>enable
```

```
!!! TYPE HERE Privilege Level Password
```

```
Password:
```

III How to Set User Authentication in Switch

1)Set user authentication

```
CISCO# conf t
```

```
CISCO(config)# line console 0
```

```
CISCO(config-line)# login local
```

```
CISCO(config-line)# exit
```

```
CISCO(config)#username network password pwd
```

2) Verify the Authentication

```
CISCO(config)# exit
```

```
CISCO# exit
```

```
User Access Verification
```

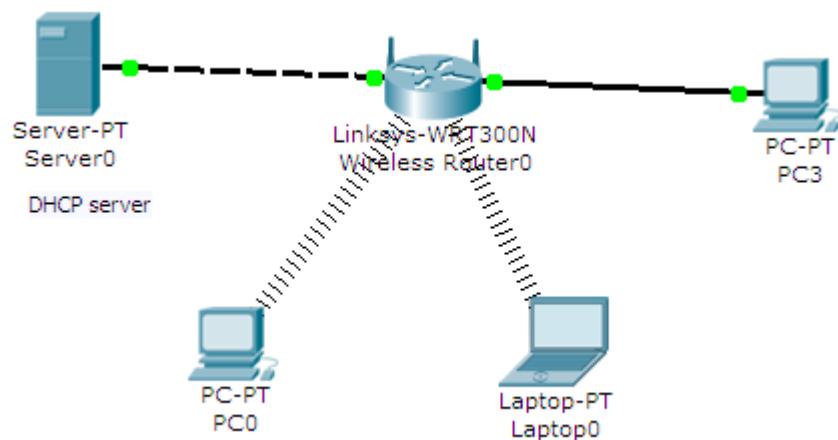
```
Username: network
```

```
Password:
```

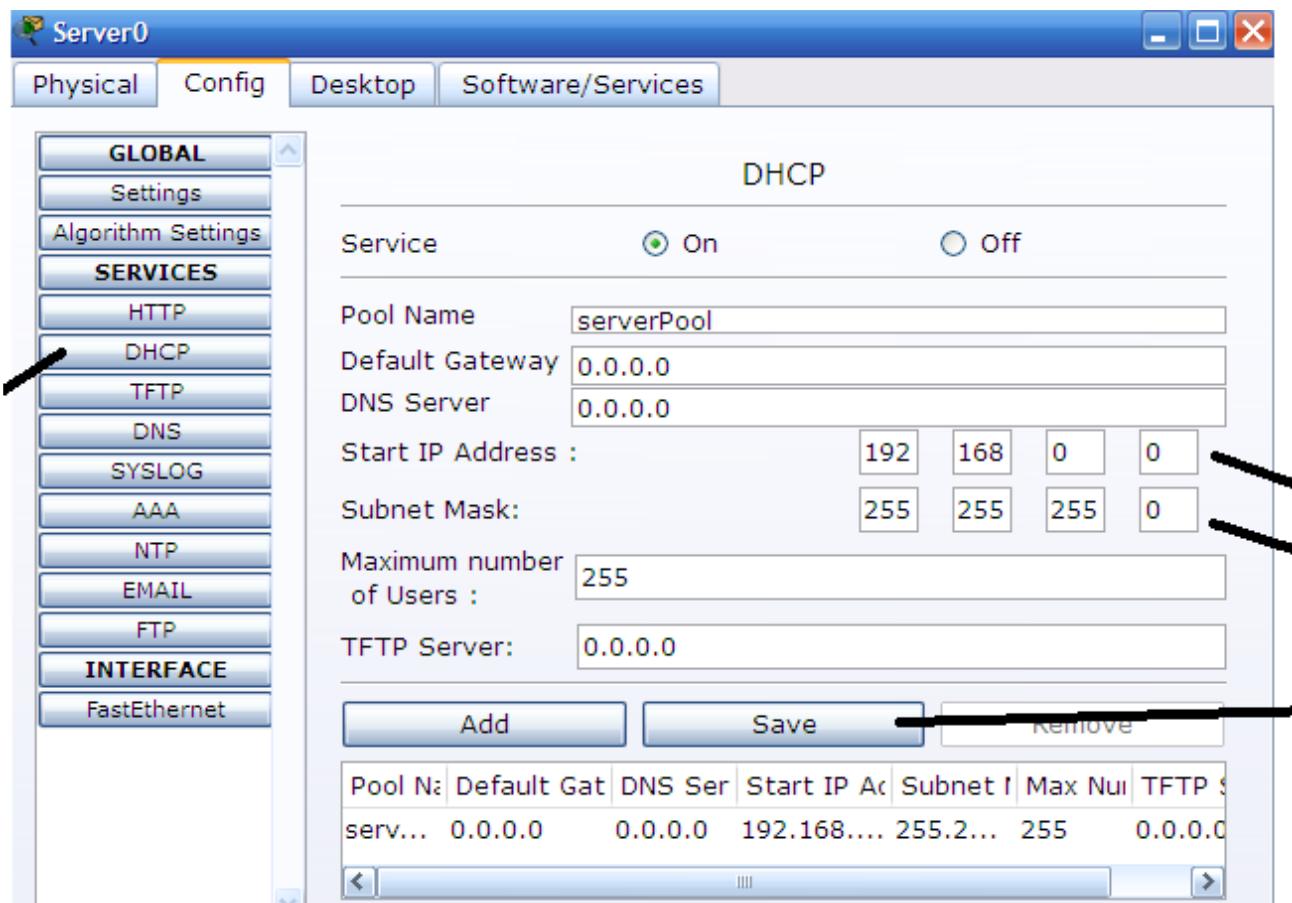
```
CISCO> enable
```

```
Password:
```

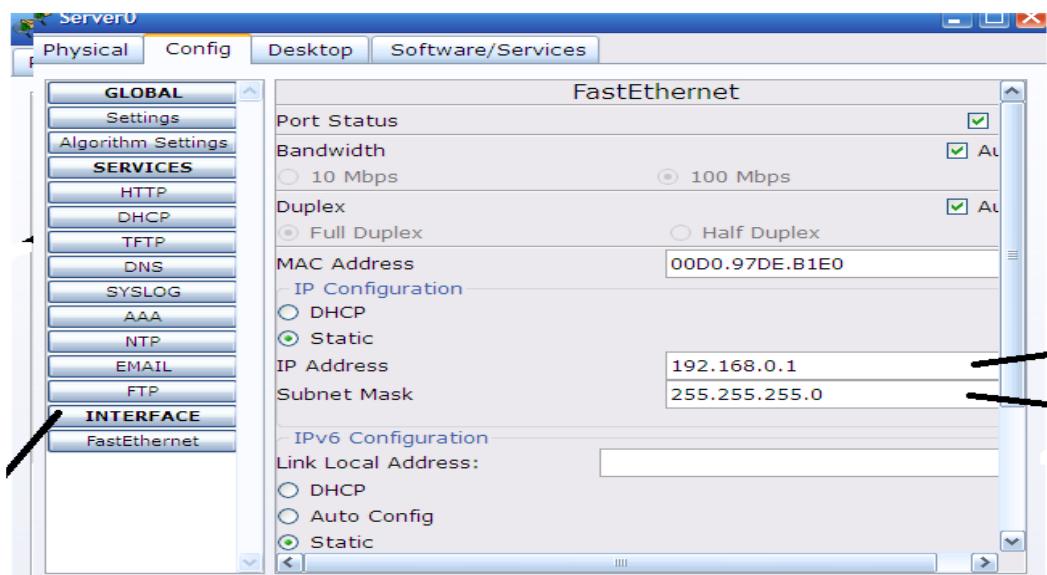
Exp 4: Configure the DHCP Server and wireless router and check the connectivity



Step1 :configure the DHCP server



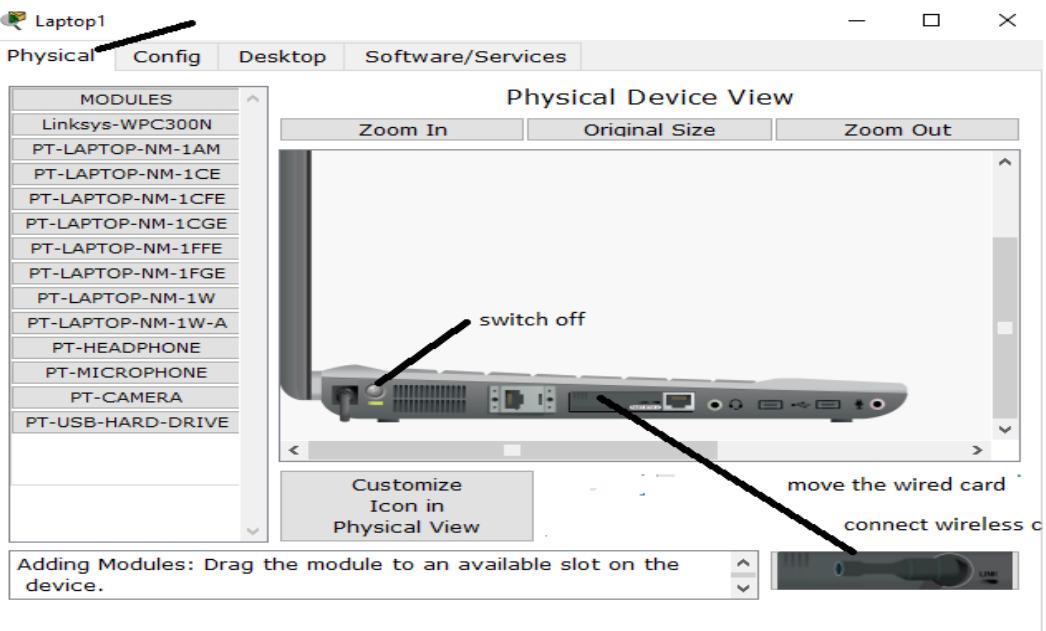
Step2: In server configure the fast Ethernet



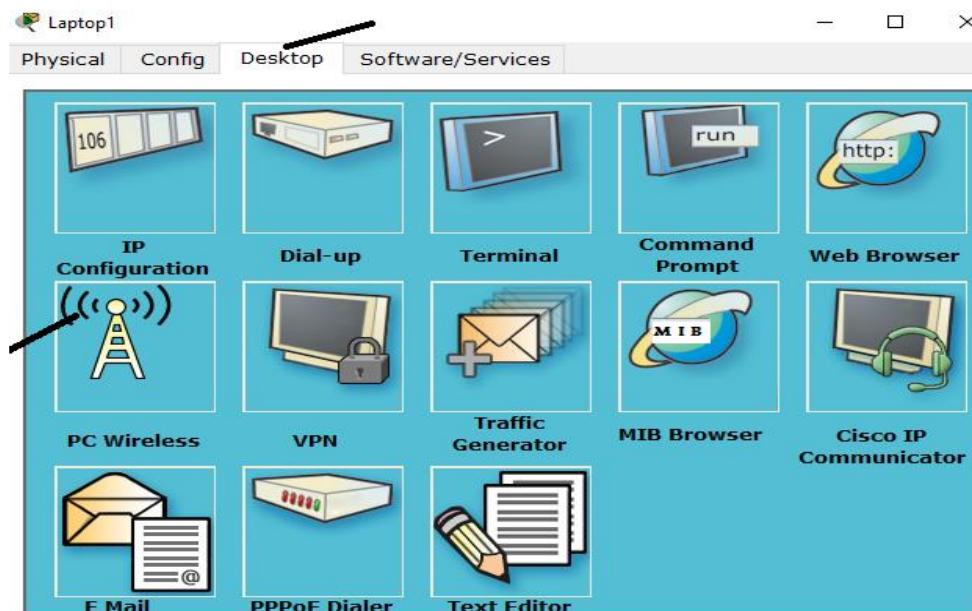
Step 3: configure the wireless router



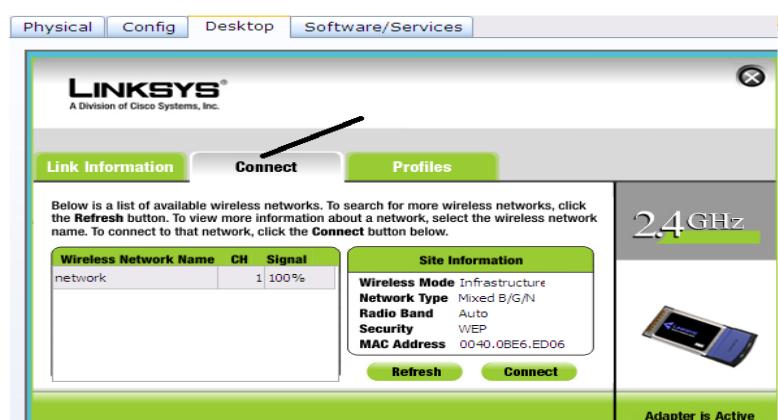
Step4 :Laptop remove the wired NIC card to wireless card



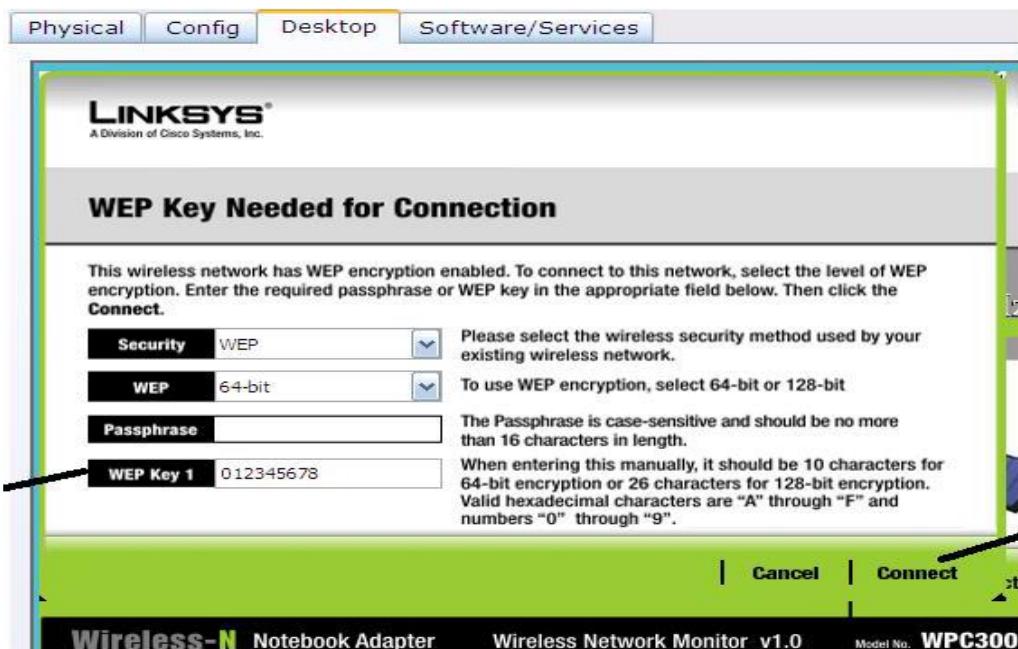
Step 5: Laptop connect the wireless



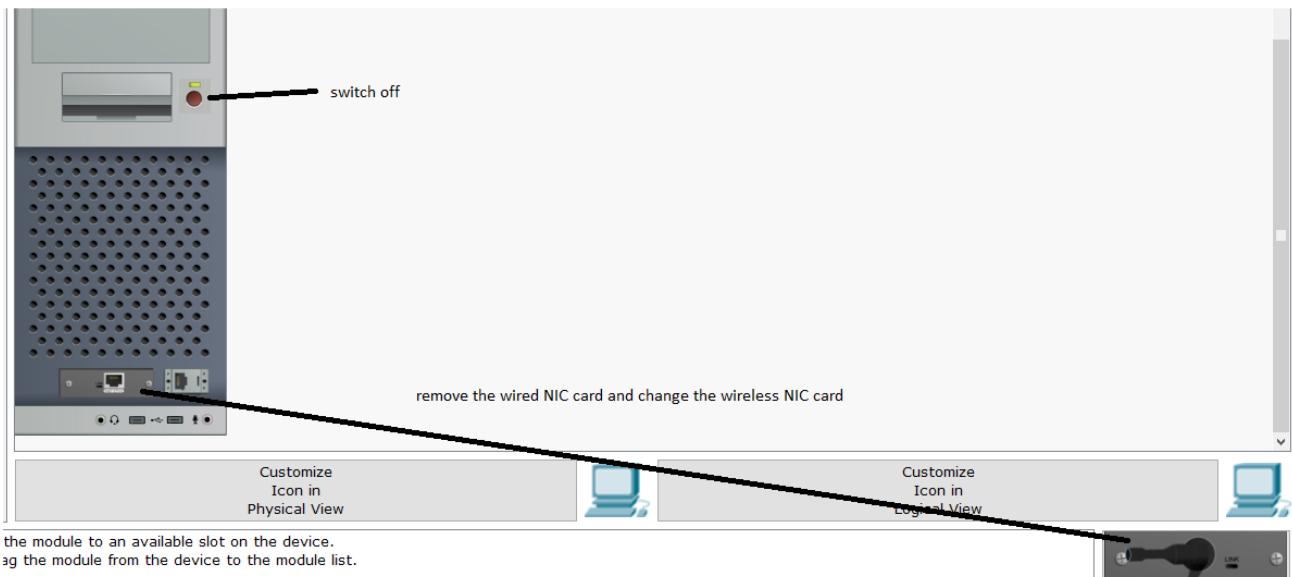
Step 6 : connect Laptop with wireless router



Step 7 :enter web key

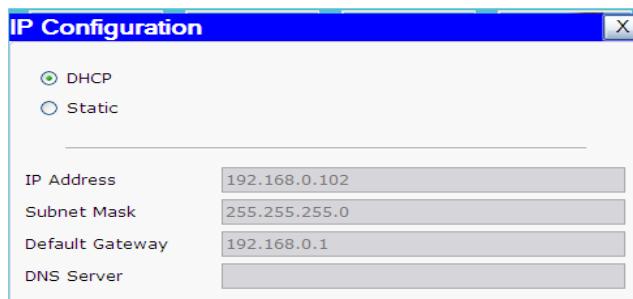


Step8 : PC remove the wired NIC card to wireless card

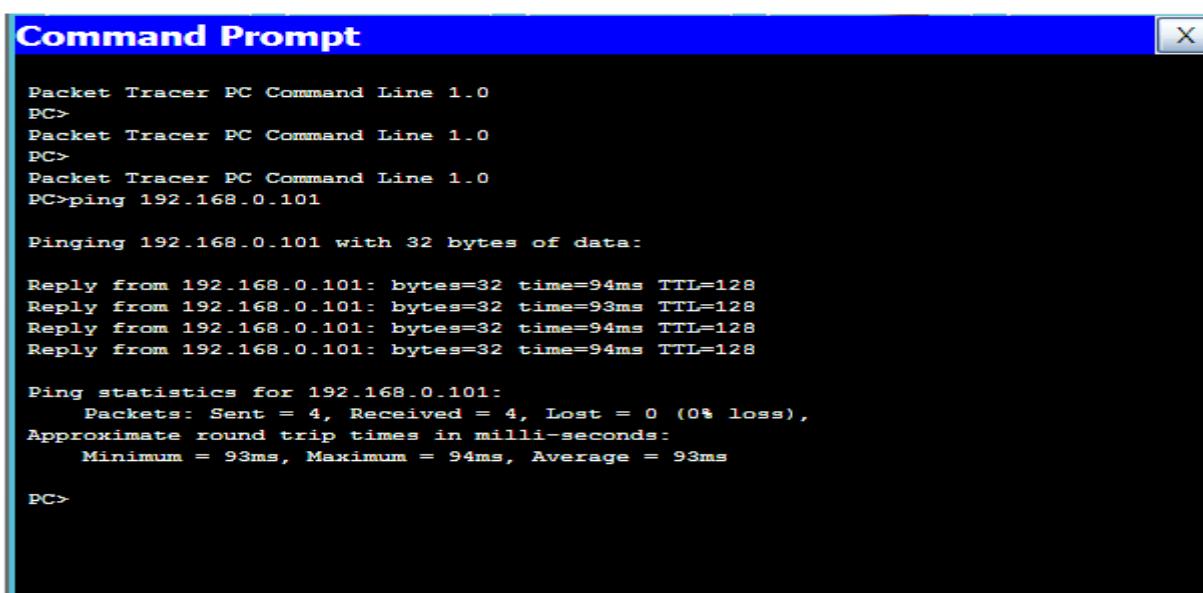


Note : Same steps 5,6,7

Step 9 : check the Pc and laptop for the DHCP ip address



Step10 check the connectivity



The screenshot shows a Windows-style Command Prompt window titled "Command Prompt". The window contains the following text output:

```
Packet Tracer PC Command Line 1.0
PC>
Packet Tracer PC Command Line 1.0
PC>
Packet Tracer PC Command Line 1.0
PC>ping 192.168.0.101

Pinging 192.168.0.101 with 32 bytes of data:

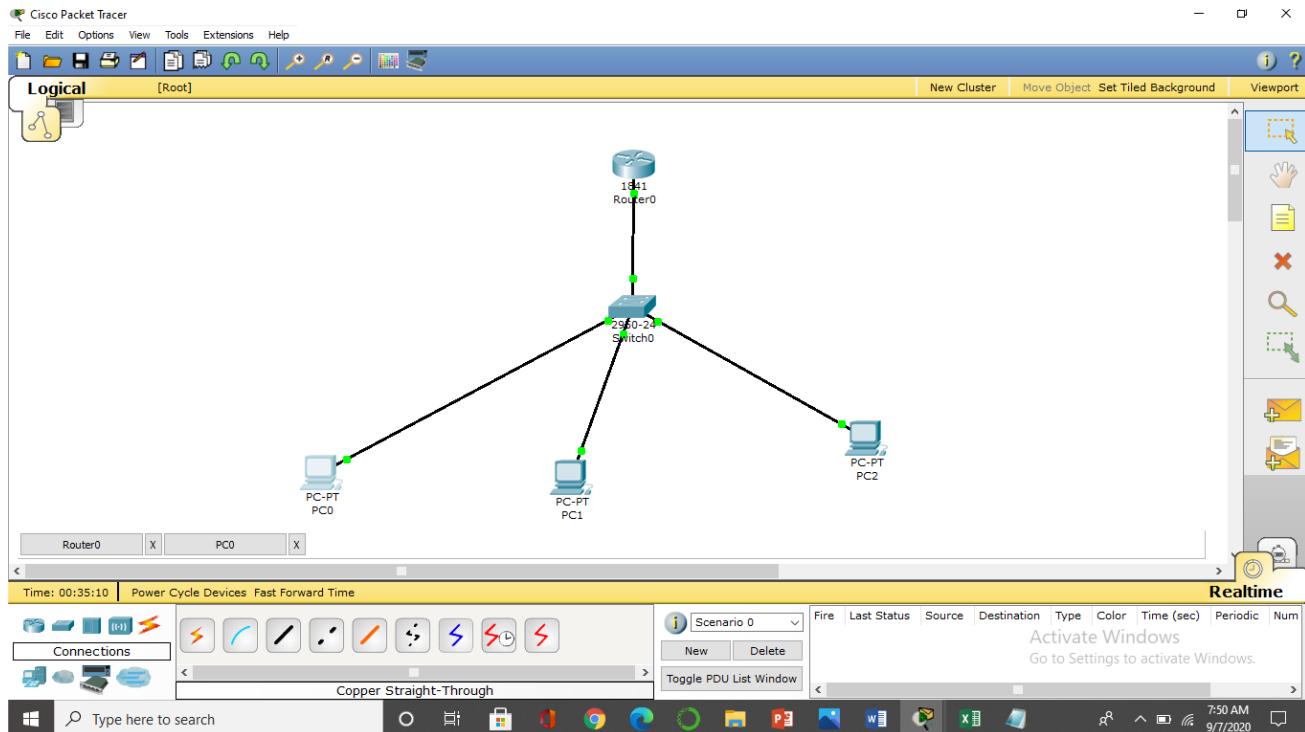
Reply from 192.168.0.101: bytes=32 time=94ms TTL=128
Reply from 192.168.0.101: bytes=32 time=93ms TTL=128
Reply from 192.168.0.101: bytes=32 time=94ms TTL=128
Reply from 192.168.0.101: bytes=32 time=94ms TTL=128

Ping statistics for 192.168.0.101:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 93ms, Maximum = 94ms, Average = 93ms

PC>
```

Exp 5: Configure the telnet protocol using cisco packet tracer

Step 1: Draw a topology as shown below and assign IP address to all PC's.



Step 2: Configure IP address to router.

```
Router(config)#interface FastEthernet0/0
Router(config-if)#ip address 10.0.0.1 255.0.0.0
Router(config-if)#no shutdown
Router(config-if)#exit
```

Step 3: To set privilege mode password

Click on Router and go to CLI tab and type below.

```
Router(config)#enable password 1234
Router(config)#exit
```

Step 4: To configure telnet.

```
Router#conf t
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#line vty 0 4
Router(config-line)#password cisco
Router(config-line)#login
```

```
Router(config-line)#exit
```

Step 5:To check telnet configuration.

```
Router#sh run
```

```
Building configuration...
```

```
Current configuration : 556 bytes
```

```
!
```

```
version 12.4
```

```
no service timestamps log datetime msec
```

```
no service timestamps debug datetime msec
```

```
no service password-encryption
```

```
!
```

```
hostname Router
```

```
!
```

```
!
```

```
!
```

```
enable password 1234
```

```
!
```

```
!
```

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```
!
```

```
!
```

```
!
```

```
!
```

```
!
```

```
!
```

```
!
```

```
!
```

```
!
```

```
!
```

```
spanning-tree mode pvst
!
!
!
!
interface FastEthernet0/0
ip address 10.0.0.1 255.0.0.0
duplex auto
speed auto
!
interface FastEthernet0/1
no ip address
duplex auto
speed auto
shutdown
!
interface Vlan1
no ip address
shutdown
!
ip classless
!
!
!
!
!
!
!
line con 0
```

```
line vty 0 4
password cisco
login
line vty 5 6
password cisco
login
!
!
!
```

End

Step 6:To access cisco router via telnet connection from any PC.

Click on any PC>click on desktop>select command prompt and then type below commands

PC>ping 10.0.0.1

Pinging 10.0.0.1 with 32 bytes of data:

Reply from 10.0.0.1: bytes=32 time=13ms TTL=255

Reply from 10.0.0.1: bytes=32 time=16ms TTL=255

Reply from 10.0.0.1: bytes=32 time=16ms TTL=255

Reply from 10.0.0.1: bytes=32 time=16ms TTL=255

Ping statistics for 10.0.0.1:

packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 13ms, Maximum = 16ms, Average = 15ms

PC>telnet 10.0.0.1

Trying 10.0.0.1 ...Open

User Access Verification

Password:

Router>en

Password:

Router#

We can change hostname of router in PC command prompt.

Router#conf t

Enter configuration commands, one per line. End with CNTL/Z.

Router(config)#host nslab

nslab(config)#

The screenshot shows a Windows desktop environment with a taskbar at the top. A window titled "Command Prompt" is open, displaying the following text:

```
Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.1

Pinging 10.0.0.1 with 32 bytes of data:
Request timed out.
Reply from 10.0.0.1: bytes=32 time=28ms TTL=255
Reply from 10.0.0.1: bytes=32 time=16ms TTL=255
Reply from 10.0.0.1: bytes=32 time=16ms TTL=255

Ping statistics for 10.0.0.1:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 16ms, Maximum = 28ms, Average = 20ms

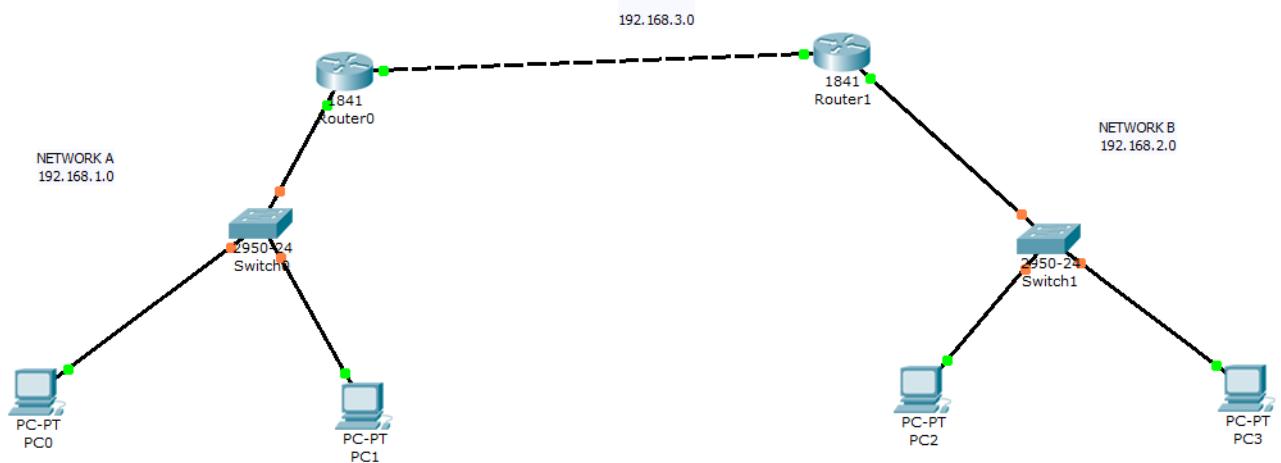
PC>telnet 10.0.0.1
Trying 10.0.0.1 ...Open

User Access Verification

Password:
router>en
Password:
router>conf t
Enter configuration commands, one per line.  End with CNTL/Z.
router(config)#host NSLAB
NSLAB(config)#
```

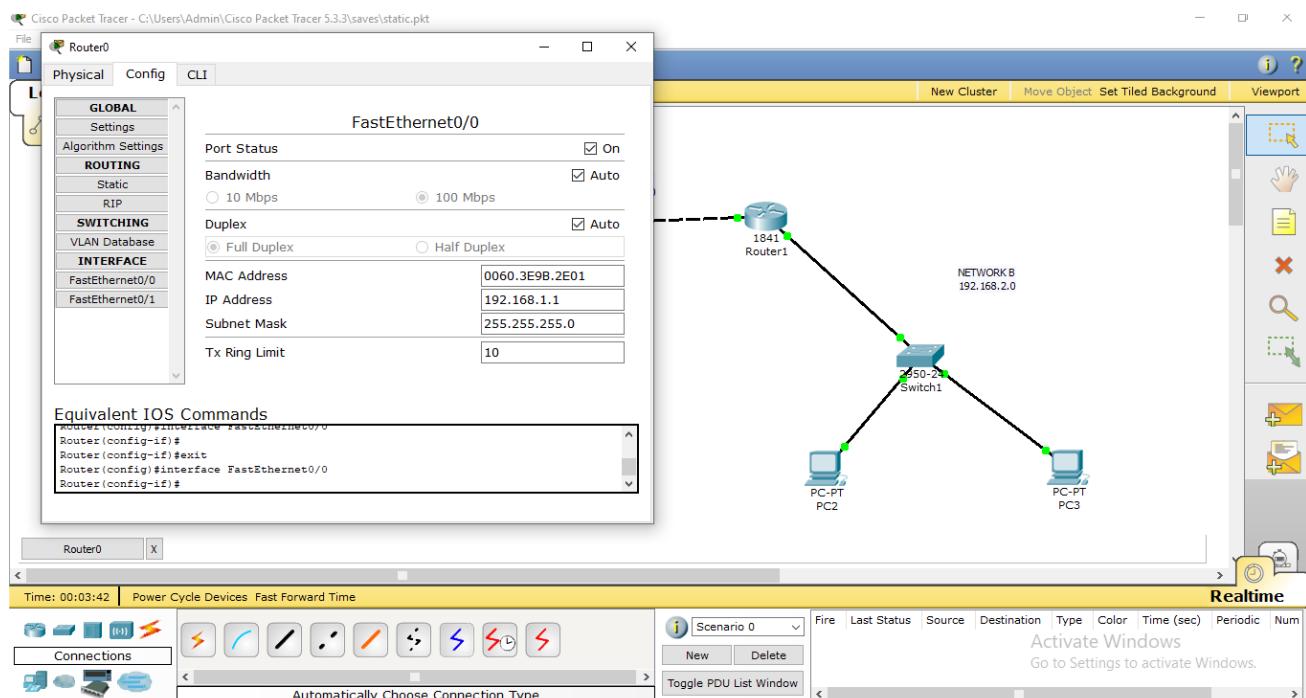
Exp 6: Configure the static routing using cisco packet tracer.

Step 1: Draw a topology as shown below and assign IP address to all PC's.

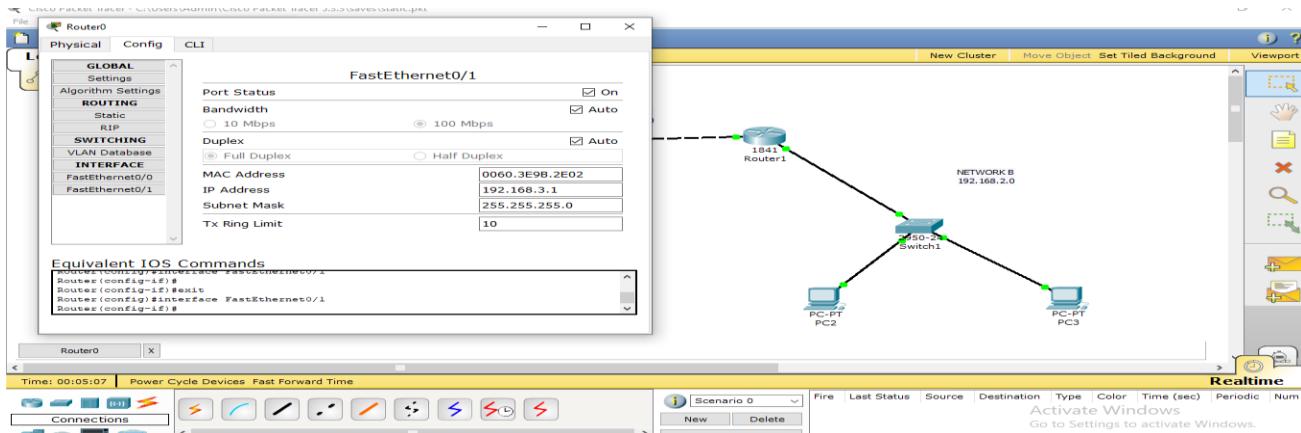


Step 2: Configure IP address to router1.

For Fastethernet 0/0

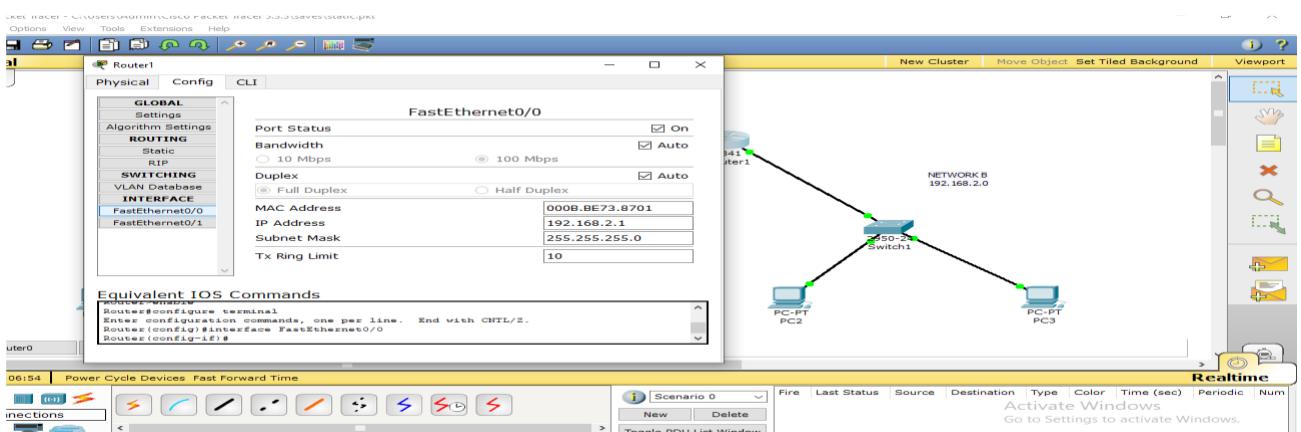


For Fastethernet 0/1

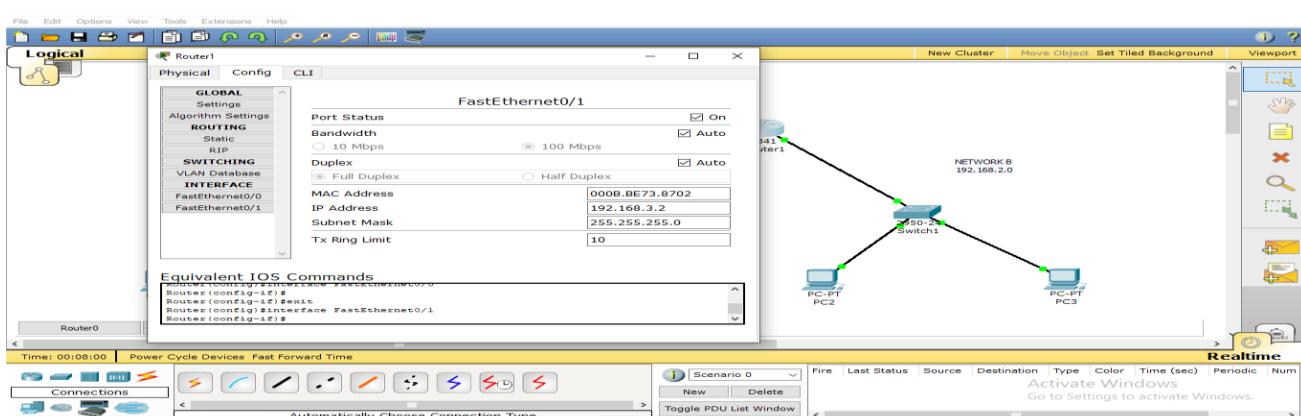


Step 3 :Configure IP address to router2

For Fastethernet 0/0



For FastEthernet 0/1



Step 4:To set up Static Routing

For Router 1:

In CLI:

Router(config)#

Router(config)#ip route 192.168.2.0 255.255.255.0 192.168.3.2

In Config Window:

Click on Static

Then Add Opposite Network Address 192.168.2.0 and Next Hop address 192.168.3.1 Along with Subnet Mask Address 255.255.255.0

For Router 2:

In CLI:

```
Router(config)#
```

```
Router(config)#ip route 192.168.1.0 255.255.255.0 192.168.3.1
```

In Config Window:

Click on Static

Then Add Opposite Network Address 192.168.1.0 and Next Hop address 192.168.3.2 Along with Subnet Mask Address 255.255.255.0

Step 5 :To Check Connectivity between two network using Static Routing

Click on any PC>click on desktop>select command prompt and then type below commands

```
PC>ping 192.168.2.1
```

Pinging 192.168.2.1 with 32 bytes of data:

```
Reply from 192.168.2.1: bytes=32 time=147ms TTL=254
```

```
Reply from 192.168.2.1: bytes=32 time=84ms TTL=254
```

```
Reply from 192.168.2.1: bytes=32 time=100ms TTL=254
```

```
Reply from 192.168.2.1: bytes=32 time=100ms TTL=254
```

```
Ping statistics for 192.168.2.1:
```

```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
```

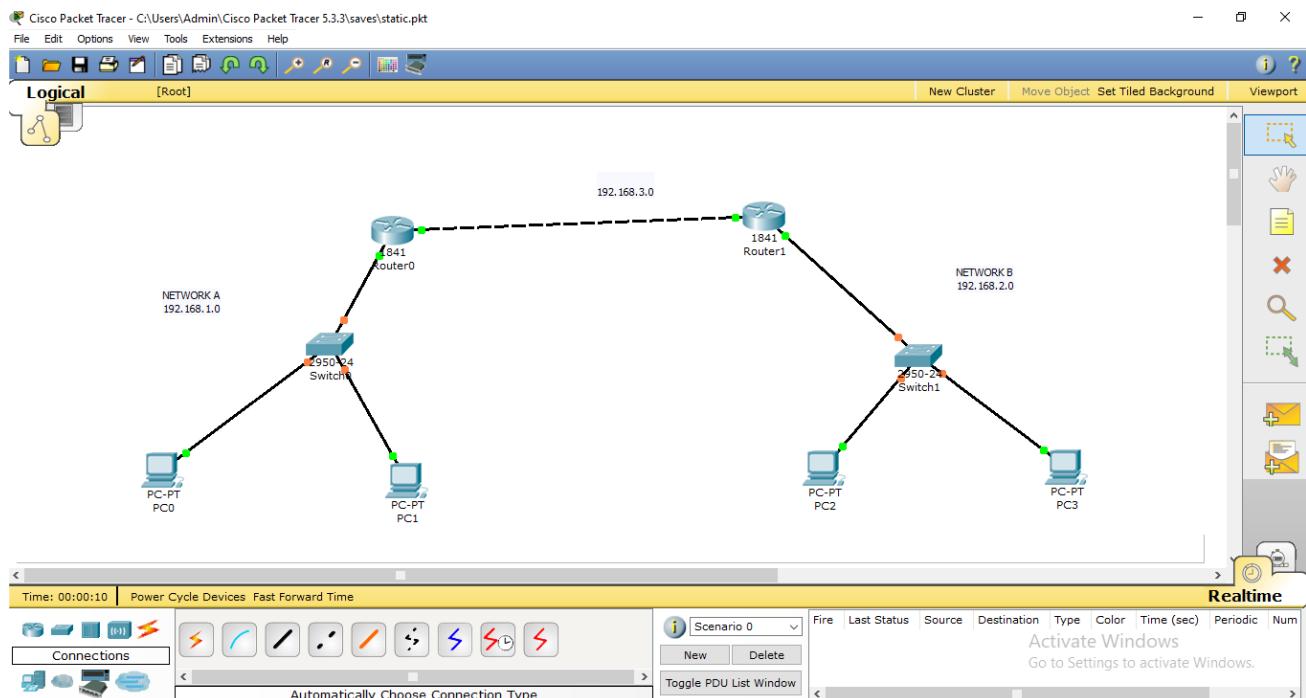
```
Approximate round trip times in milli-seconds:
```

```
        Minimum = 84ms, Maximum = 147ms, Average = 107ms
```



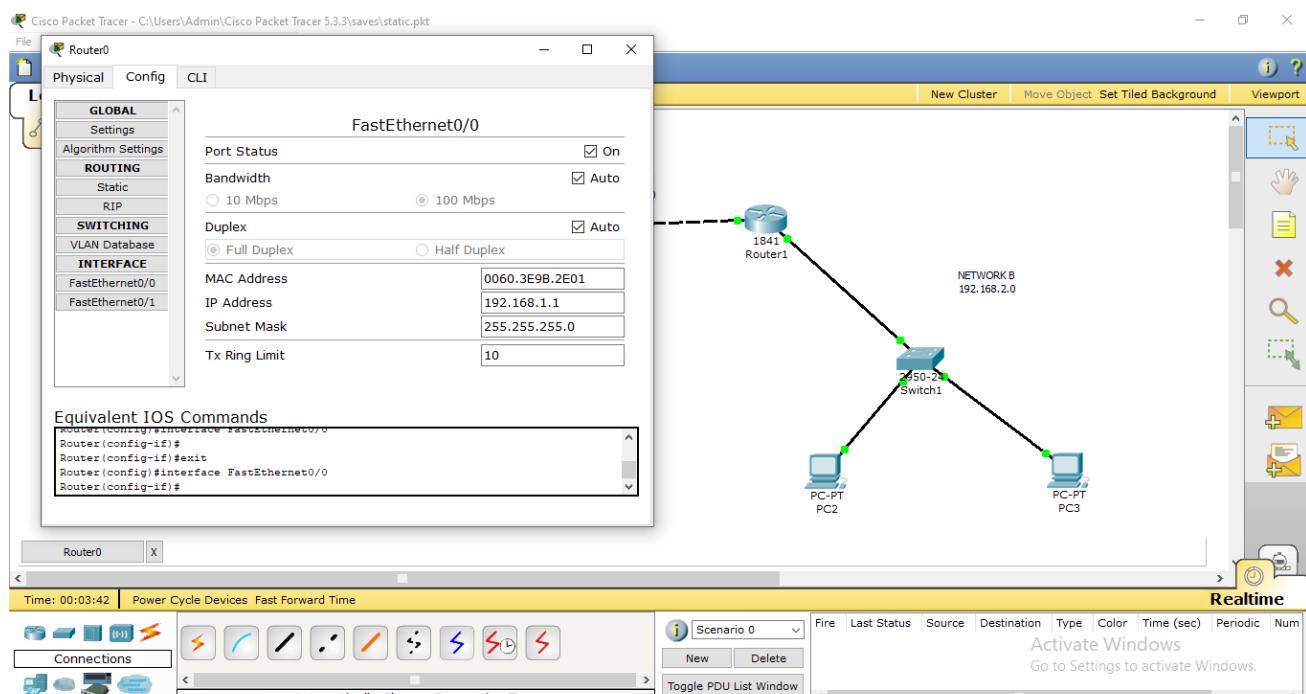
Exp 7: Configure the RIP routing using cisco packet tracer.

Step 1: Draw a topology as shown below and assign IP address to all PC's.

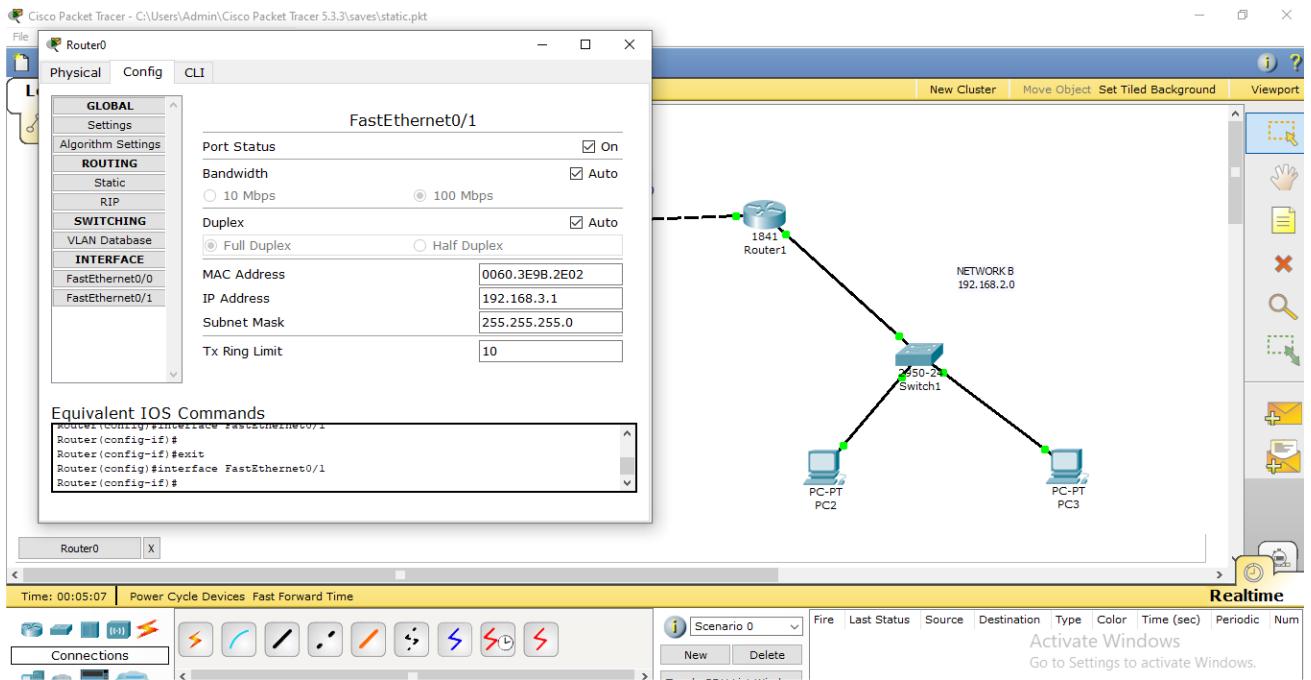


Step 2: Configure IP address to router1.

For Fastethernet 0/0

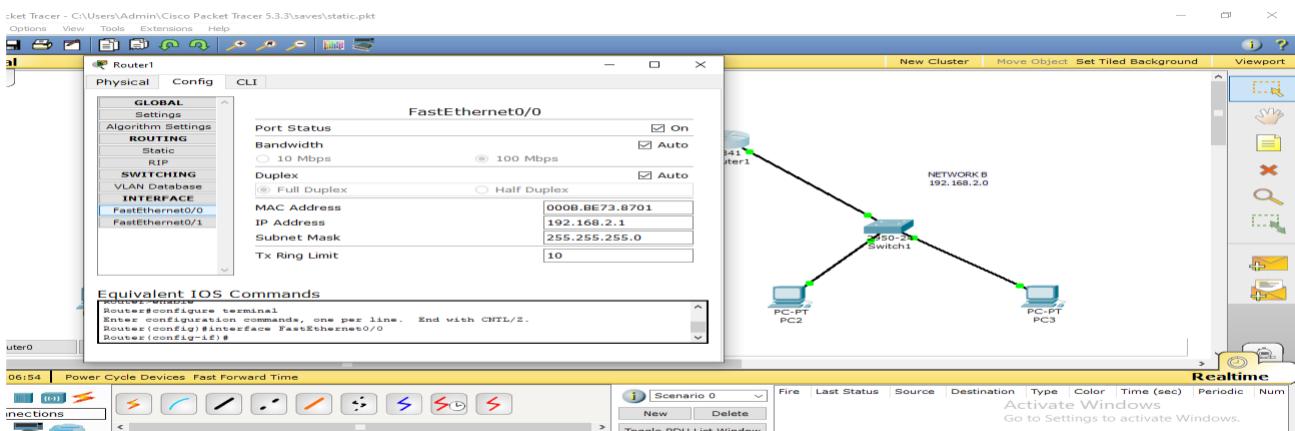


For Fastethernet 0/1

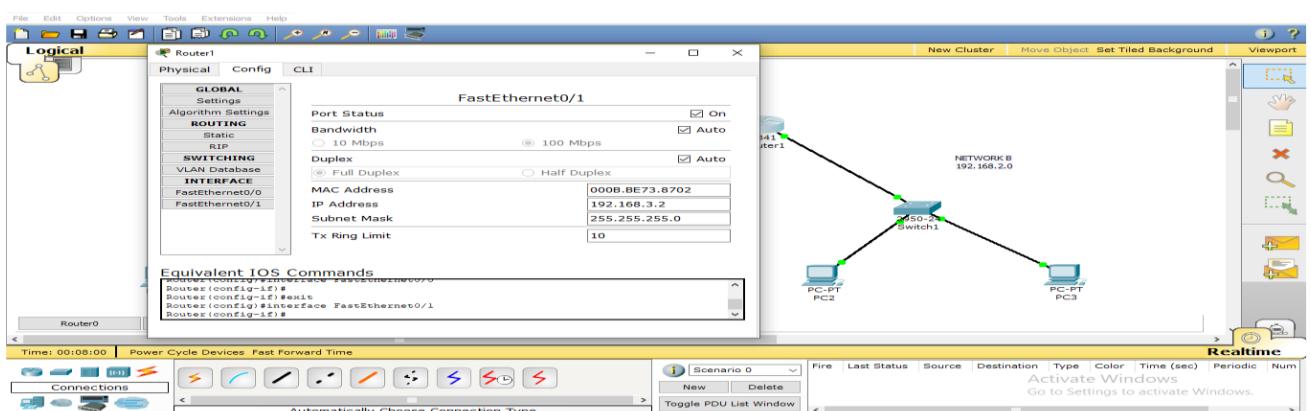


Step 3 :Configure IP address to router2

For Fastethernet 0/0



For FastEthernet 0/1



Step 4:To set up Dynamic Routing

For Router 1:

In CLI:

```
Router(config)#router rip  
Router(config-router)#network 192.168.3.0  
Router(config-router)#network 192.168.2.0
```

In Config Window:

Click on RIP

Then Add Opposite Network Address 192.168.2.0 and 192.168.3.0

For Router 2:

In CLI:

```
Router(config)#router rip  
Router(config-router)#network 192.168.3.0  
Router(config-router)#network 192.168.1.0
```

In Config Window:

Click on RIP

Then Add Opposite Network Address 192.168.1.0 and 192.168.3.0

Step 5 :To Check Connectivity between two network using RIP routing

Click on any PC>click on desktop>select command prompt and then type below commands

PC>ping 192.168.2.1

Pinging 192.168.2.1 with 32 bytes of data:

Reply from 192.168.2.1: bytes=32 time=147ms TTL=254

Reply from 192.168.2.1: bytes=32 time=84ms TTL=254

Reply from 192.168.2.1: bytes=32 time=100ms TTL=254

Reply from 192.168.2.1: bytes=32 time=100ms TTL=254

Ping statistics for 192.168.2.1:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 84ms, Maximum = 147ms, Average = 107ms

PC1

Physical Config Desktop Software/Services

Command Prompt

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.2.1
|
Pinging 192.168.2.1 with 32 bytes of data:

Reply from 192.168.2.1: bytes=32 time=147ms TTL=254
Reply from 192.168.2.1: bytes=32 time=84ms TTL=254
Reply from 192.168.2.1: bytes=32 time=100ms TTL=254
Reply from 192.168.2.1: bytes=32 time=100ms TTL=254

Ping statistics for 192.168.2.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 84ms, Maximum = 147ms, Average = 107ms

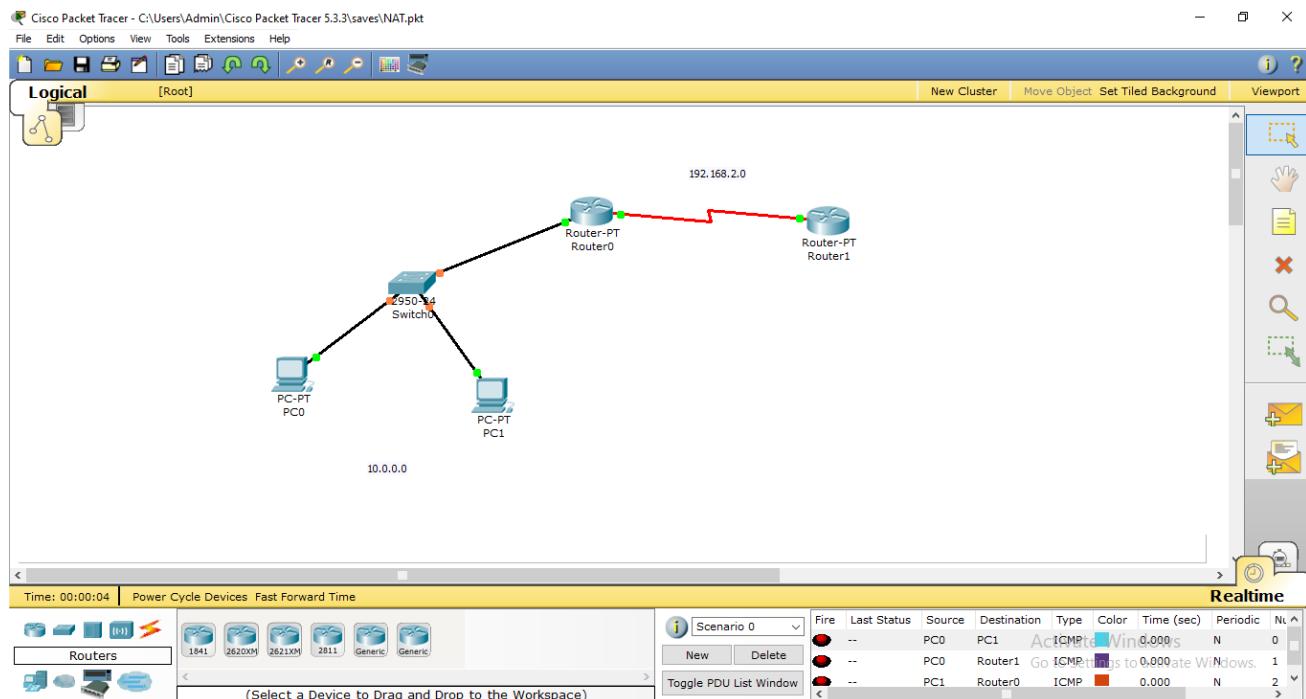
PC>
PC>
PC>
```

Exp 8: Configure the Static NAT using cisco packet tracer.

NAT(NETWORK ADDRESS TRANSLATION)

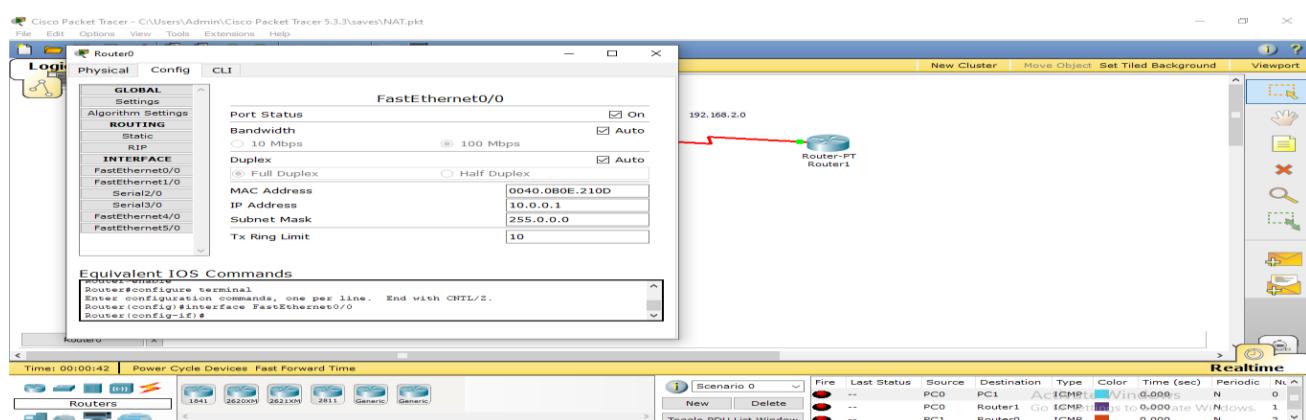
It is a Process in which one or more Local ip address is translated into global ip address or vice versa in order to provide internet access to the host. It Allows multiple devices to access internet through single public ip address.

Step 1: Draw a topology as shown below and assign IP address to all PC's.

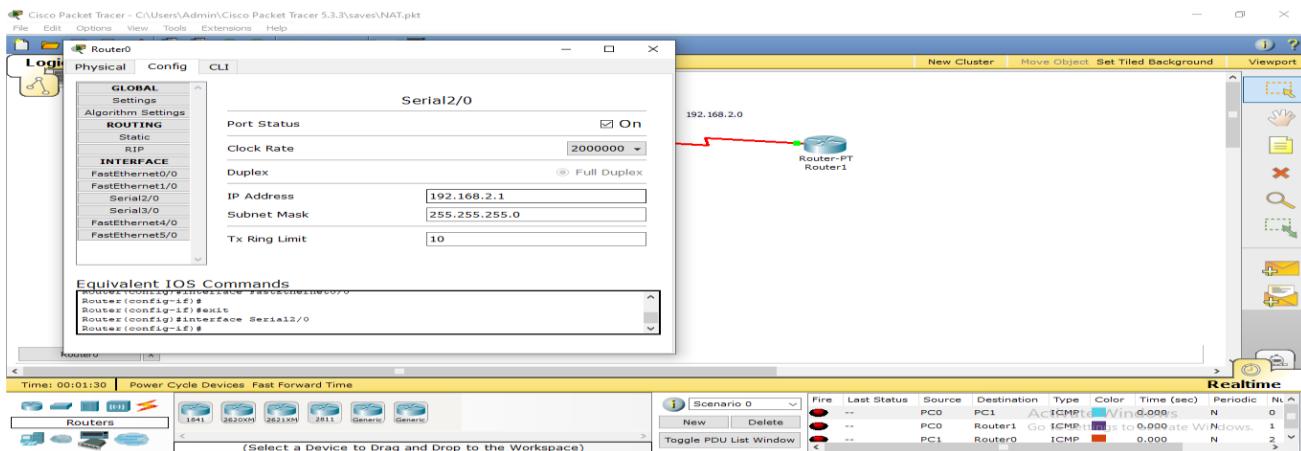


Step 2: Configure IP address to router1.

For Fastethernet 0/0

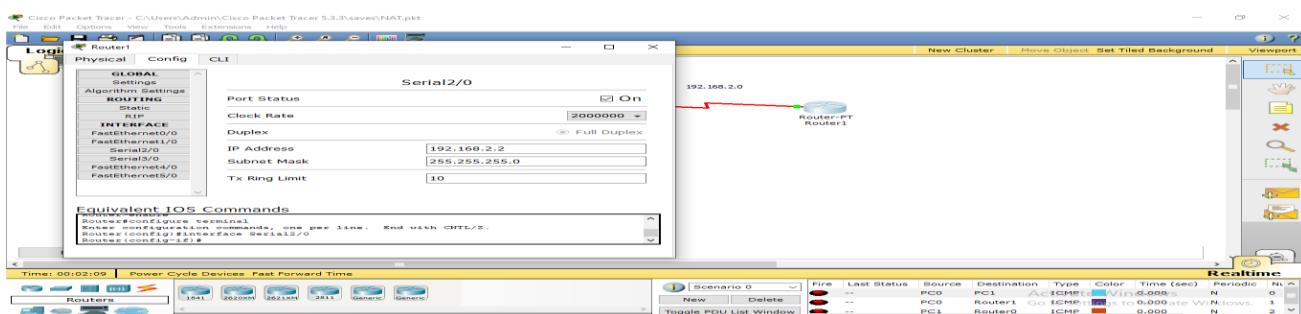


For Serial2/0



Step 3 :Configure IP address to router2

For Serial 2/0



Step 4:To set up Static NAT:

Router# sh ip nat translation

Router# config t

Router(config)#ip nat inside source static 10.0.0.2 192.168.1.3

Provide interface for NAT cable

Router(config)# int fa0/0

Router(config-if)# ip nat inside

exit

Router(config)# int serial2/0

Router(config-if)# ip nat outside

exit

Router#sh ip nat translation

Step 5 :To Check Connectivity between two network

Click on any PC>click on desktop>select command prompt and then type below commands

PC>ping 192.168.2.1

Pinging 192.168.2.1 with 32 bytes of data:

Reply from 192.168.2.1: bytes=32 time=147ms TTL=254

Reply from 192.168.2.1: bytes=32 time=84ms TTL=254

Reply from 192.168.2.1: bytes=32 time=100ms TTL=254

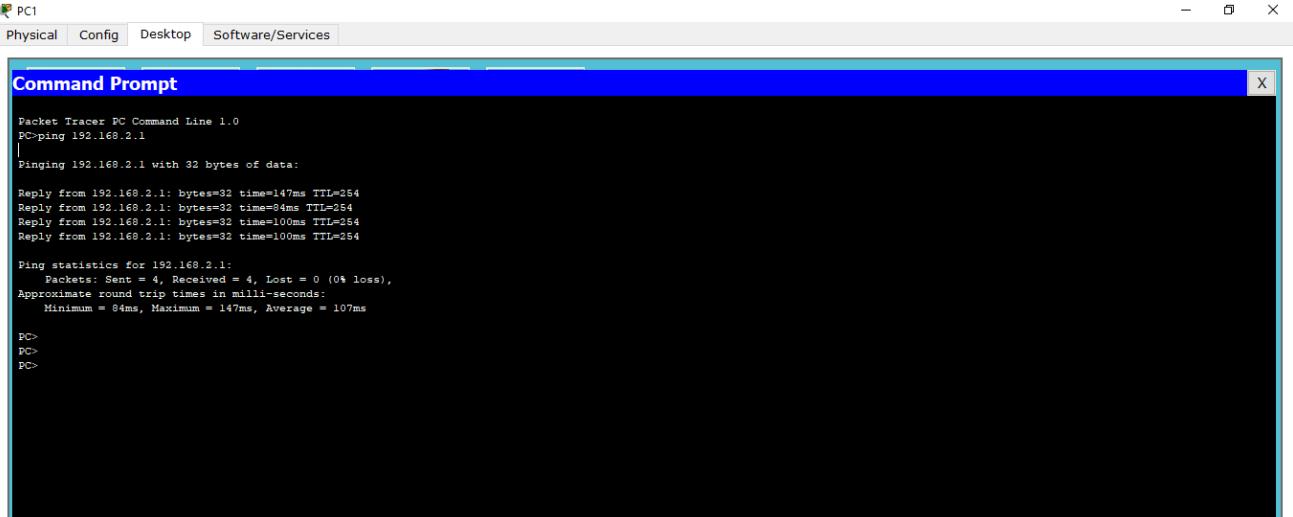
Reply from 192.168.2.1: bytes=32 time=100ms TTL=254

Ping statistics for 192.168.2.1:

_packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 84ms, Maximum = 147ms, Average = 107ms



The screenshot shows a Windows-style Command Prompt window titled "Command Prompt". The window title bar includes icons for minimizing, maximizing, and closing, and tabs for "Physical", "Config", "Desktop", and "Software/Services". The main area of the window displays the output of a ping command. The output is as follows:

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.2.1
|
Pinging 192.168.2.1 with 32 bytes of data:
Reply from 192.168.2.1: bytes=32 time=147ms TTL=254
Reply from 192.168.2.1: bytes=32 time=84ms TTL=254
Reply from 192.168.2.1: bytes=32 time=100ms TTL=254
Reply from 192.168.2.1: bytes=32 time=100ms TTL=254

Ping statistics for 192.168.2.1:
    _packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 84ms, Maximum = 147ms, Average = 107ms

PC>
PC>
PC>
```

Exp 9: Configure the Dynamic NAT using cisco packet tracer.

NAT(NETWORK ADDRESS TRANSLATION)

It is a Process in which one or more Local ip address is translated into global ip address or vice versa in order to provide internet access to the host.

It Allows multiple devices to access internet through single public ip address.

Dynamic NAT configuration requires four steps: -

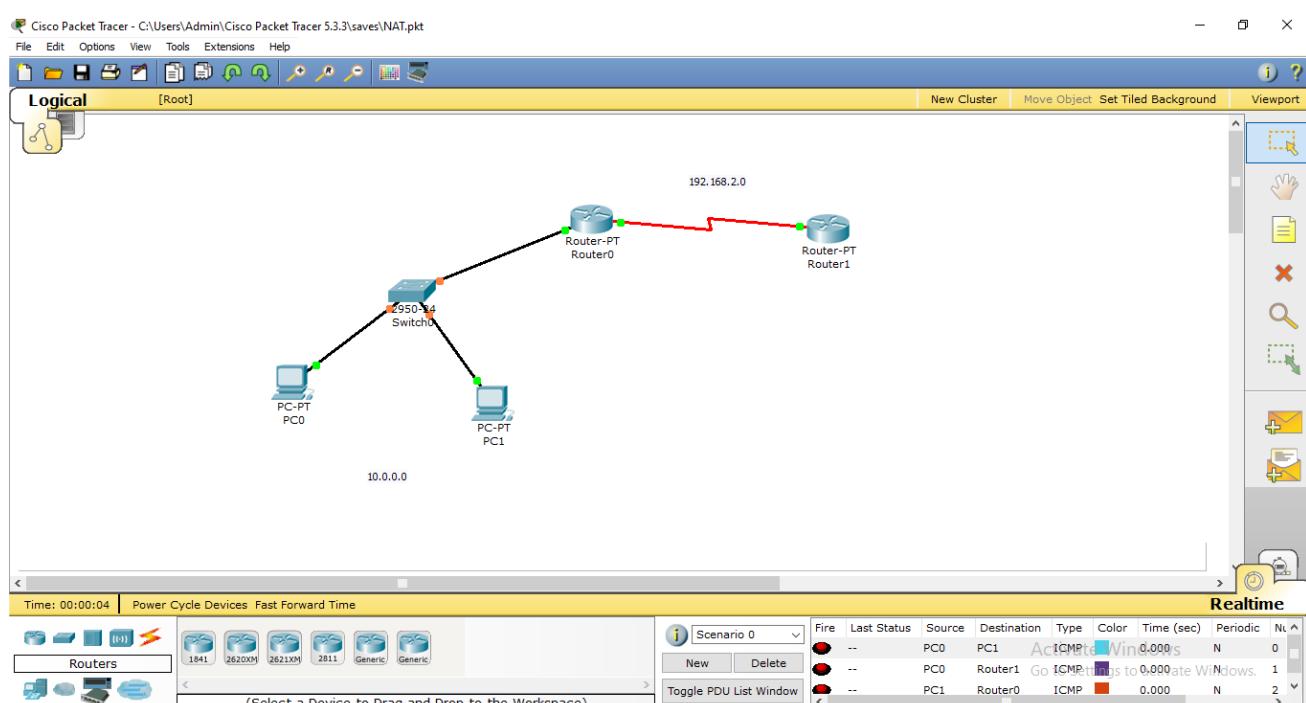
Step1: Create an access list of IP addresses which need translation(ACL range 1 to 99 and 1300 to 1999)

Step2 : Create a pool of all IP address which are available for translation

Step3: Map access list with pool

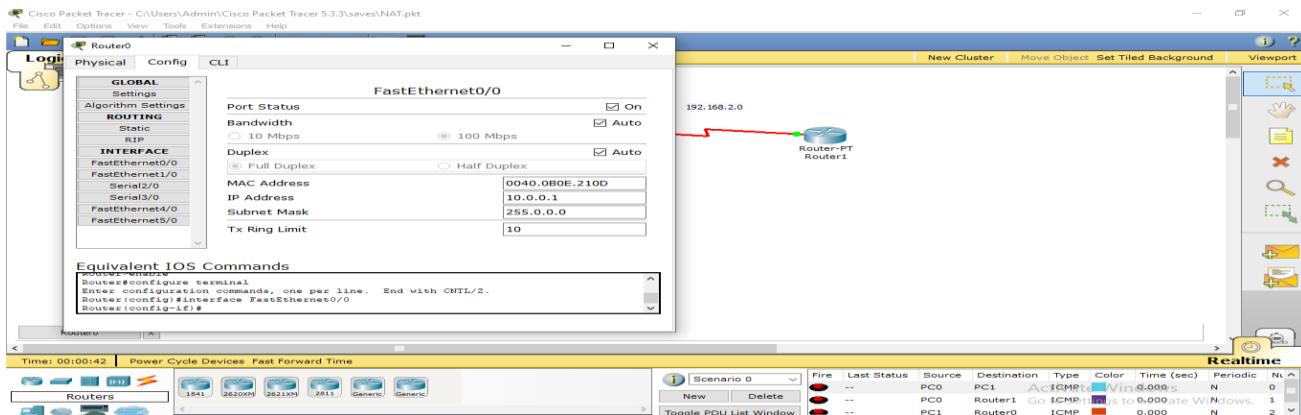
Step4: Define inside and outside interfaces

Step 1: Draw a topology as shown below and assign IP address to all PC's.

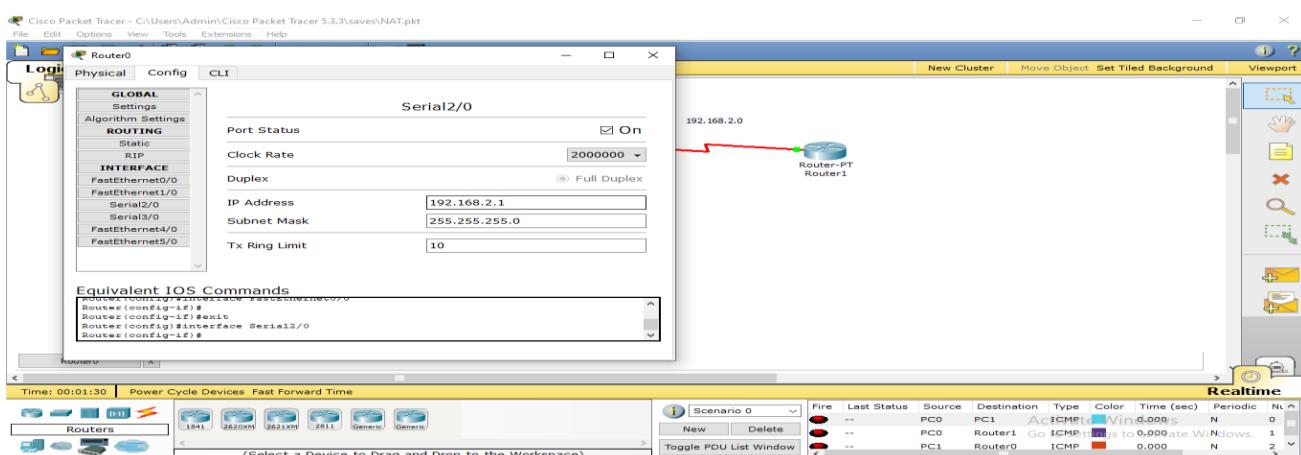


Step 2: Configure IP address to router1.

For Fastethernet 0/0

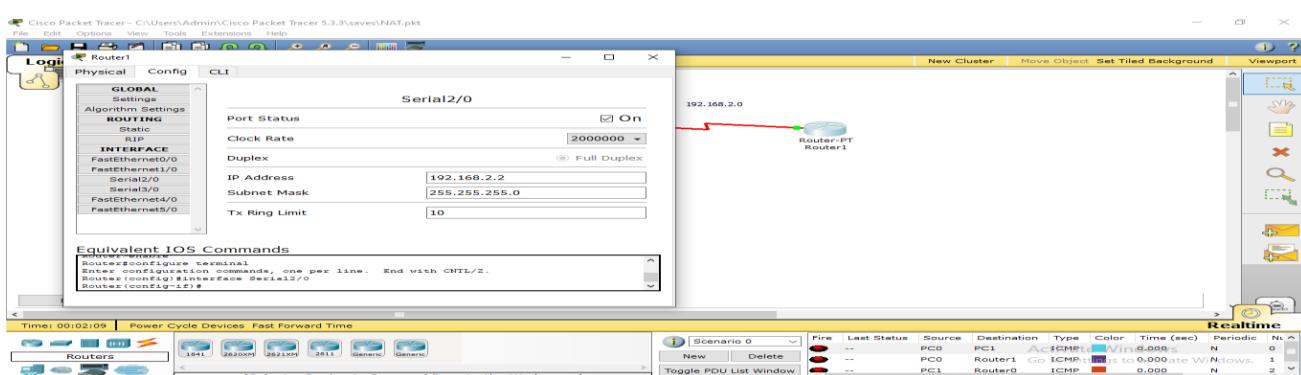


For Serial2/0



Step 3 :Configure IP address to router2

For Serial 2/0



Step 4:To set up Dynamic NAT:

```
router(config)#access-list 1 permit 10.0.0.2 0.0.0.0
```

```
router(config)#access-list 1 permit 10.0.0.3 0.0.0.0
```

```
router(config)#ip nat pool nslab 192.168.2.3 192.168.2.4 netmask 255.255.255.0
```

```
router(config)#ip nat inside source list 1 pool nslab
```

```
router(config)#int fa0/0
```

```
router(config-if)#ip nat inside  
router(config-if)#exit  
router(config)#int serial2/0  
router(config-if)ip nat outside  
router#sh ip nat translation
```

Step 5 :To Check Connectivity between two network

Click on any PC>click on desktop>select command prompt and then type below commands

PC>ping 192.168.2.1

Pinging 192.168.2.1 with 32 bytes of data:

Reply from 192.168.2.1: bytes=32 time=147ms TTL=254

Reply from 192.168.2.1: bytes=32 time=84ms TTL=254

Reply from 192.168.2.1: bytes=32 time=100ms TTL=254

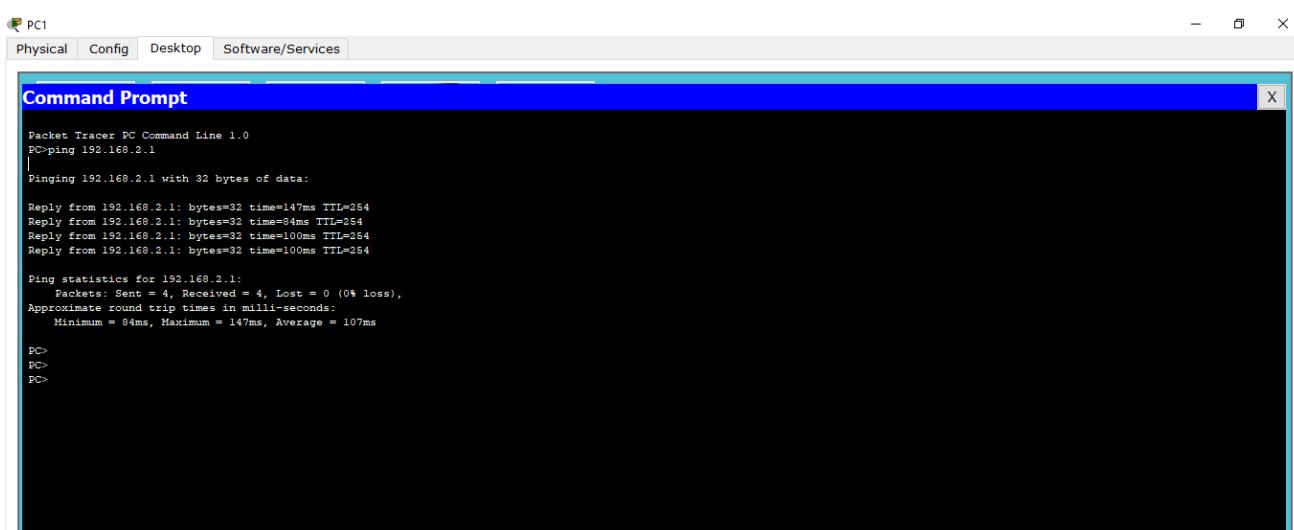
Reply from 192.168.2.1: bytes=32 time=100ms TTL=254

Ping statistics for 192.168.2.1:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 84ms, Maximum = 147ms, Average = 107ms



The screenshot shows a Windows Command Prompt window titled "Command Prompt". The window has tabs at the top: "Physical", "Config", "Desktop", and "Software/Services". The "Config" tab is selected. The main area of the window displays the output of a ping command. The output is as follows:

```
Packet Tracer PC Command Line 1.0  
PC>ping 192.168.2.1  
|  
Pinging 192.168.2.1 with 32 bytes of data:  
Reply from 192.168.2.1: bytes=32 time=147ms TTL=254  
Reply from 192.168.2.1: bytes=32 time=84ms TTL=254  
Reply from 192.168.2.1: bytes=32 time=100ms TTL=254  
Reply from 192.168.2.1: bytes=32 time=100ms TTL=254  
  
Ping statistics for 192.168.2.1:  
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),  
    Approximate round trip times in milli-seconds:  
        Minimum = 84ms, Maximum = 147ms, Average = 107ms  
  
PC>  
PC>  
PC>
```

Module-3

Socket Programming

Exp 1: To find the website address using socket programming

Solution:

```
import java.net.*;
import java.util.*;
public class IPFinder
{
    public static void main(String[] args)
    {
        String host;
        Scanner input = new Scanner(System.in);
        System.out.print("\n\nEnter host name: ");
        host = input.next();
        try
        {
            InetAddress address = InetAddress.getByName(host);
            System.out.println("IP address: " + address.toString());
        }
        catch (UnknownHostException uhEx)
        {
            System.out.println("Could not find " + host);
        }
    }
}
```

Output:

```
D:\SocketPgms>javac IPFinder.java
D:\SocketPgms>java IPFinder

Enter host name: google.com
IP address: google.com/172.217.31.206

D:\SocketPgms>
```

Exp 2: To find the local host IP address using socket programming

Solution:

```
import java.net.*;
public class MyLocalIPAddress
{
    public static void main(String[] args)
    {
        try
        {
            InetAddress address =InetAddress.getLocalHost();
            System.out.println(address);
        }
        catch (UnknownHostException uhEx)
        {
            System.out.println("Could not find local address!");
        }
    }
}
```

Output:

```
C:\WINDOWS\system32\cmd.exe

D:\SocketPgms>javac MyLocalIPAddress.java

D:\SocketPgms>java MyLocalIPAddress
DESKTOP-N9ML7J6/192.168.137.1

D:\SocketPgms>
```

Exp 3: Write a program to communicate between client and server using UDP Protocol

Solution:

Client Side:

```
import java.net.*;
import java.io.*;
class DatagramClient
{
    public static DatagramSocket ds;
    public static byte buffer[] = new byte[1024];
    public static int clientport = 1789, serverport = 1790;
    public static void main(String args[]) throws Exception
    {
        byte buffer[] = new byte[1024];
        ds = new DatagramSocket(clientport);
        BufferedReader breader = new BufferedReader(new InputStreamReader(System.in));
        System.out.println("Enter Message:");
        String msg = breader.readLine();
        buffer = msg.getBytes();
        ds.send(new DatagramPacket(buffer, msg.length(),
        InetAddress.getLocalHost(), serverport));
        System.out.println("Client is waiting for server to send data");
        System.out.println("Press Ctrl+C to come out");
        while(true)
        {
            DatagramPacket dp = new DatagramPacket(buffer, buffer.length());
            ds.receive(dp);
            String pdata = new String(dp.getData(), 0, dp.getLength());
            if(pdata.equals("End"))
                break;
            System.out.println(pdata);
            String str = breader.readLine();
            buffer = str.getBytes();
            ds.send(new DatagramPacket(buffer, str.length(),
            InetAddress.getLocalHost(), serverport));
        }
    }
}
```

Server Side:

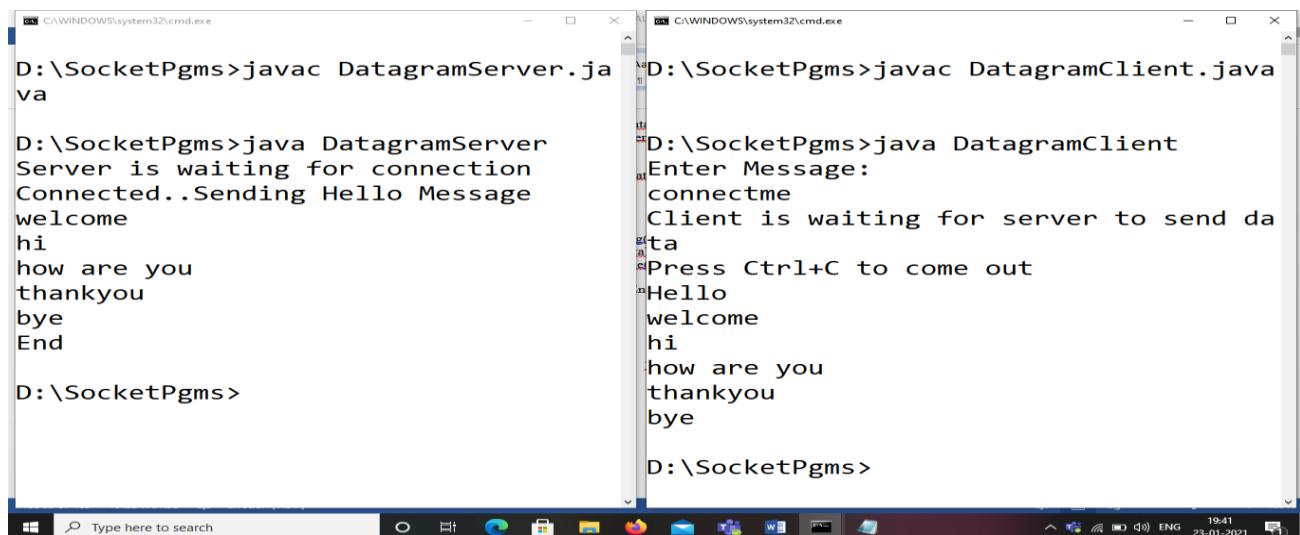
```
import java.net.*;
import java.io.*;
class DatagramServer
{
    public static DatagramSocket ds;
    public static int clientport = 1789, serverport = 1790;
```

```

public static void main(String args[]) throws Exception
{
    byte buffer[]=new byte[1024];
    ds=new DatagramSocket(serverport);
    BufferedReader breader=new BufferedReader(new InputStreamReader(System.in));
    System.out.println("Server is waiting for connection");
    DatagramPacket dp=new DatagramPacket(buffer, buffer.length);
    ds.receive(dp);
    String pdata=new String(dp.getData(),0, dp.getLength());
    System.out.println("Connected..Sending Hello Message");
    String st="Hello";
    buffer=st.getBytes();
    ds.send(new DatagramPacket(buffer, st.length(),
        InetAddress.getLocalHost(),clientport));
    while(true)
    {
        ds.receive(dp);
        String recvdata=new String(dp.getData(),0, dp.getLength());
        System.out.println(recvdata);
        String str=breader.readLine();
        buffer=str.getBytes();
        if(str==null || str.equals("End"))
        {
            ds.send(new DatagramPacket(buffer, str.length(),
                InetAddress.getLocalHost(),clientport));
            break;
        }
        ds.send(new DatagramPacket(buffer, str.length(),
            InetAddress.getLocalHost(),clientport));
    }
}

```

Output:



The screenshot shows two separate command-line windows side-by-side. Both windows are titled 'C:\WINDOWS\system32\cmd.exe'.

Left Window (DatagramServer.java):

```

D:\SocketPgms>javac DatagramServer.java
D:\SocketPgms>java DatagramServer
Server is waiting for connection
Connected..Sending Hello Message
welcome
hi
how are you
thankyou
bye
End
D:\SocketPgms>

```

Right Window (DatagramClient.java):

```

D:\SocketPgms>javac DatagramClient.java
D:\SocketPgms>java DatagramClient
Enter Message:
connectme
Client is waiting for server to send data
Press Ctrl+C to come out
Hello
welcome
hi
how are you
thankyou
bye
D:\SocketPgms>

```

Exp 4: Write a program to communicate between client and server using TCP Protocol

Solution:

Client Side:

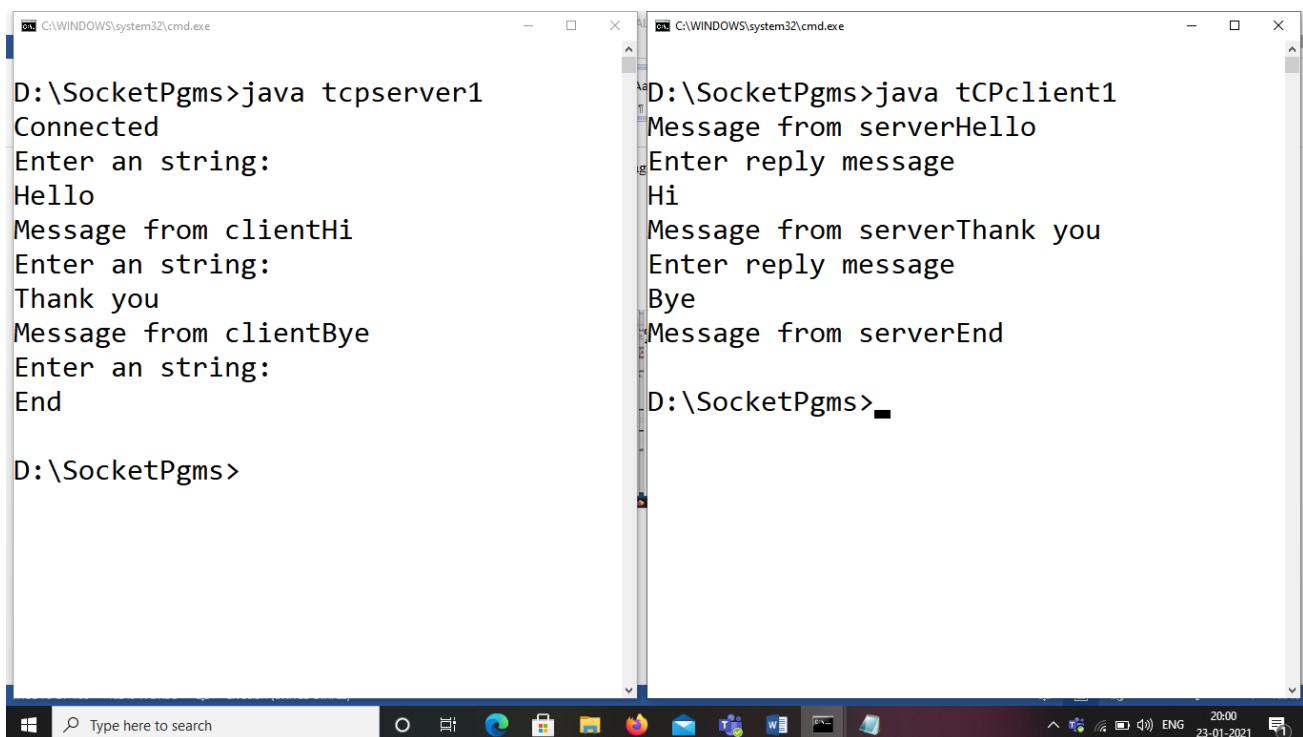
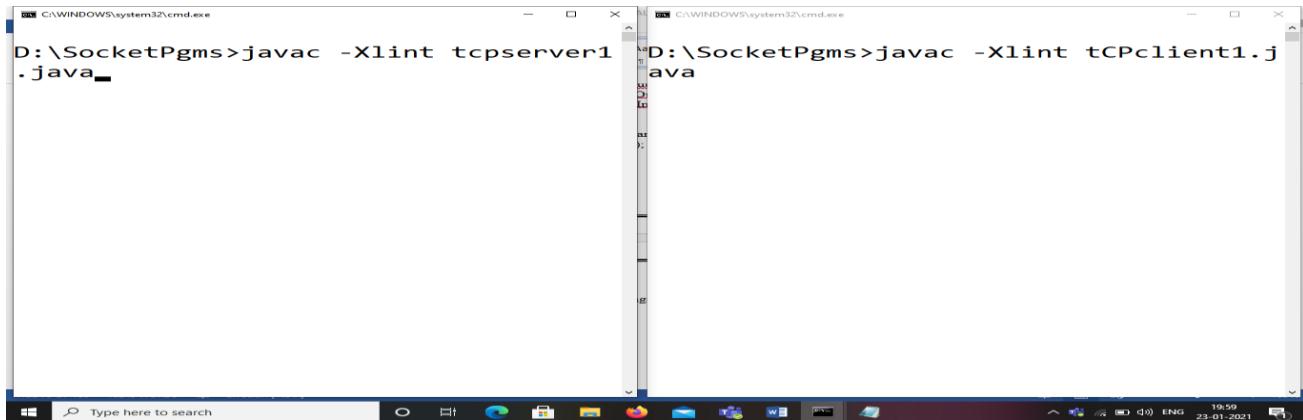
```
import java.net.*;
import java.io.*;
public class tCPclient1
{
    public static void main(String args[])throws IOException
    {
        Socket s=new Socket("localhost",55);
        DataInputStream in=new DataInputStream(s.getInputStream());
        DataOutputStream out=new DataOutputStream(s.getOutputStream());
        DataInputStream sysin=new DataInputStream(System.in);
        while(true)
        {
            String str=in.readLine();
            System.out.println("Message from server"+str);
            if(str.equals("End"))
                break;
            System.out.println("Enter reply message");
            String line=sysin.readLine();
            out.writeBytes(line+"\n");
        }
        s.close();
    }
}
```

Server Side:

```
import java.io.*;
import java.net.*;
class tcpserver1
{
    public static void main(String args[ ])throws IOException
    {
        ServerSocket ss=new ServerSocket(55);
        Socket s=ss.accept();
        System.out.println("Connected");
        DataInputStream in=new DataInputStream(s.getInputStream());
        DataOutputStream out=new DataOutputStream(s.getOutputStream());
        DataInputStream sysin=new DataInputStream(System.in);
        while(true)
        {
            System.out.println("Enter an string:");
            String str=sysin.readLine();
            out.writeBytes(str+"\n");
            if(str.equals("End"))
                break;
        }
    }
}
```

```
        System.out.println("Message from client"+in.readLine());
    }
    ss.close();
}
}
```

Output:



Exp 5: Write a program to check the connectivity for the given host name using socket programming.

Solution:

```
import java.net.*;
import java.io.*;
import java.util.*;
public class PingDemo
{
    public static void main(String[] args) throws IOException
    {
        String host="";
        Scanner input = new Scanner(System.in);
        System.out.print("\n\nEnter host name: ");
        host = input.next();
        try
        {
            InetAddress address = InetAddress.getByName(host);
            System.out.println("IP address: " + address.toString());
            System.out.println("Sending Ping Request to " + host);
            if (address.isReachable(5000))
                System.out.println(host + " is reachable.");
            else
                System.out.println(host + " NOT reachable.");
        }
        catch (UnknownHostException uhEx)
        {
            System.out.println("Could not find " + host);
        }
    }
}
```

Output:



D:\SocketPgms>javac PingDemo.java

D:\SocketPgms>java PingDemo

Enter host name: google.com
IP address: google.com/172.217.31.206
Sending Ping Request to google.com
google.com is reachable.

D:\SocketPgms>java PingDemo

Enter host name: a.com
Could not find a.com

D:\SocketPgms>

Exp 6: Write a program to implement the ARP protocol using Socket programming

Solution:

Client Side:

```
import java.io.*;
import java.net.*;
class arpClient1
{
    public static void main(String args[])throws IOException
    {
        Socket s=new Socket("localhost",55);
        DataInputStream in=new DataInputStream(s.getInputStream());
        DataOutputStream out=new DataOutputStream(s.getOutputStream());
        DataInputStream sysin=new DataInputStream(System.in);
        System.out.println("Enter an IP Address:");
        String str=sysin.readLine();
        out.writeBytes(str+"\n");
        System.out.println("The corresponding MAC address"+in.readLine());
    }
}
```

Server Side:

```
import java.net.*;
import java.io.*;
public class arpserver
{
    public static void main(String args[])throws IOException
    {
        ServerSocket ss=new ServerSocket(55);
        Socket s=ss.accept();
        DataInputStream in=new DataInputStream(s.getInputStream());
        DataOutputStream out=new DataOutputStream(s.getOutputStream());
        String iparr[]={ "10.0.1.45","172.16.5.21","172.16..5.22"};
        String macarr[]={ "00-0c-6e-5c-3c-63","02-11-B6-F3-EF-21","03-12-B3-F3-EF-18"};
        String str=in.readLine();
        System.out.println("Ip Address received from server"+str);
        int flag=0;
        for(int i=0;i<3;i++)
        {
            if(str.equals(iparr[i])==true)
            {
                flag=1;
                String str1=macarr[i];
                out.writeBytes(str1+"\n");
                break;
            }
        }
        if(flag==0)
```

```
        System.out.println("Given IPAddress is not in the network");
        s.close();
    }
}
```

Output:

The screenshot shows two separate Windows Command Prompt windows side-by-side. Both windows have the title bar 'C:\WINDOWS\system32\cmd.exe'. The left window's command line shows 'D:\SocketPgms>javac -Xlint arpserver.java' being run. The right window's command line shows 'D:\SocketPgms>javac -Xlint arpClient1.java' being run. The taskbar at the bottom of the screen includes icons for File Explorer, Edge browser, File Cabinet, Task View, Mail, and others.

The screenshot shows two Windows Command Prompt windows. The left window runs 'D:\SocketPgms>java arpserver' and outputs 'Ip Address received from server10.0.1.4 5'. The right window runs 'D:\SocketPgms>java arpClient1' and prompts 'Enter an IP Address: 10.0.1.45'. It then outputs 'The corresponding MAC address 00-0c-6e-5c-3c-63'. Both windows are titled 'C:\WINDOWS\system32\cmd.exe'. The taskbar at the bottom includes icons for File Explorer, Edge browser, File Cabinet, Task View, Mail, and others. The date and time in the bottom right corner of the taskbar are 23-01-2021 20:32.

Exp 7: Write a program to implement the FTP protocol using Socket programming

Solution:

Client Side:

```
import java.io.*;
import java.net.*;
public class Ftpclient
{
    public static void main(String a[])throws IOException
    {
        Socket s=new Socket(InetAddress.getLocalHost(),5555);
        DataInputStream s1=new DataInputStream(s.getInputStream());
        DataInputStream inp=new DataInputStream(System.in);
        DataOutputStream so=new DataOutputStream(s.getOutputStream());
        System.out.println("\n enter the filename(path)");
        String str=inp.readLine();
        so.writeBytes(str+"\n");
        FileOutputStream fos=new FileOutputStream("output.txt");
        int str1;
        while((str1=s1.read())!=-1)
            fos.write((char)str1);
        System.out.println("\n file received successfully");
        s1.close();
        so.close();
        inp.close();
        s.close();
    }
}
```

Server Side:

```
import java.io.*;
import java.net.*;
public class Ftpserver
{
    public static void main(String a[])throws IOException
    {
        ServerSocket ss=new ServerSocket(5555);
        Socket s=ss.accept();
        DataOutputStream dos=new DataOutputStream(s.getOutputStream());
        DataInputStream din=new DataInputStream(s.getInputStream());
        String s1;
        s1=din.readLine();
        FileInputStream fin=new FileInputStream(s1);
        int str1;
        while((str1=fin.read())!=-1)
            dos.writeBytes(""+(char)str1);
        System.out.println("\n file successfully sent");
        dos.close();
    }
}
```

```
        din.close();
        s.close();
    }
}
```

Output:

The screenshot shows two separate command-line windows side-by-side. Both windows are titled 'C:\WINDOWS\system32\cmd.exe'. The left window's title bar also includes 'D:\SocketPgms>javac -Xlint Ftpserver.java'. The right window's title bar also includes 'D:\SocketPgms>javac -Xlint Ftpclient.java'. Both windows are mostly blank, indicating the completion of the compilation process.

The screenshot shows two command-line windows. The left window, titled 'D:\SocketPgms>java Ftpserver', displays the message 'file successfully sent' after the command is run. The right window, titled 'D:\SocketPgms>java Ftpclient', prompts the user to 'enter the filename(path)' and 'input.txt', then displays the message 'file received successfully' after the command is run. Both windows are running on a Windows operating system, as indicated by the taskbar at the bottom.

Input file contents will be transferred into output file.

Module-4

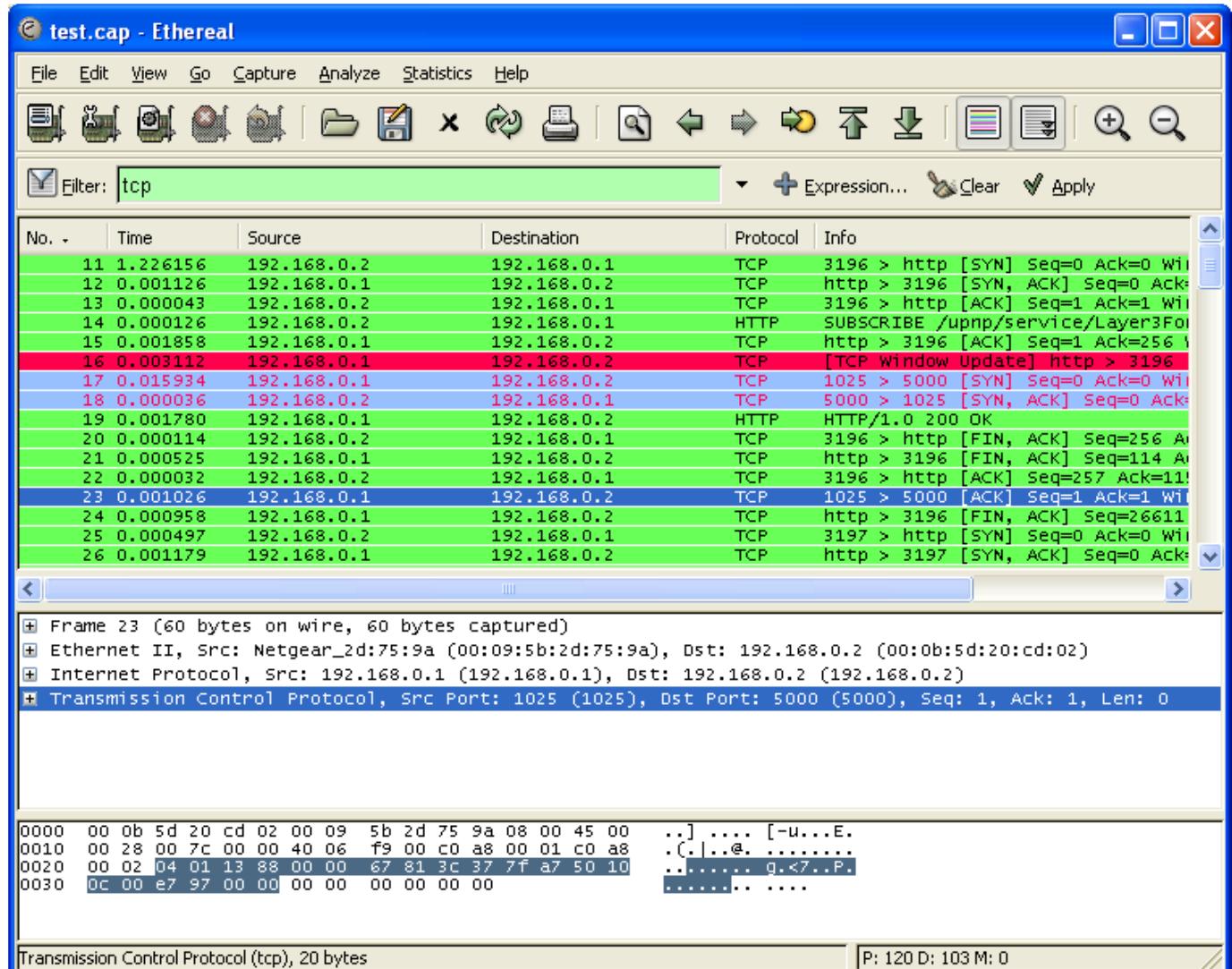
Wireshark tool

Introduction:

Wireshark, formerly known as Ethereal, is one of the most powerful tools in a network security analyst's toolkit. As a network packet analyzer, Wireshark can peer inside the network and examine the details of traffic at a variety of levels, ranging from connection-level information to the bits comprising a single packet. This flexibility and depth of inspection allows the valuable tool to analyze security events and troubleshoot network security device issues.

Installation:

You can find the source code at www.wireshark.org, download and install on your computer



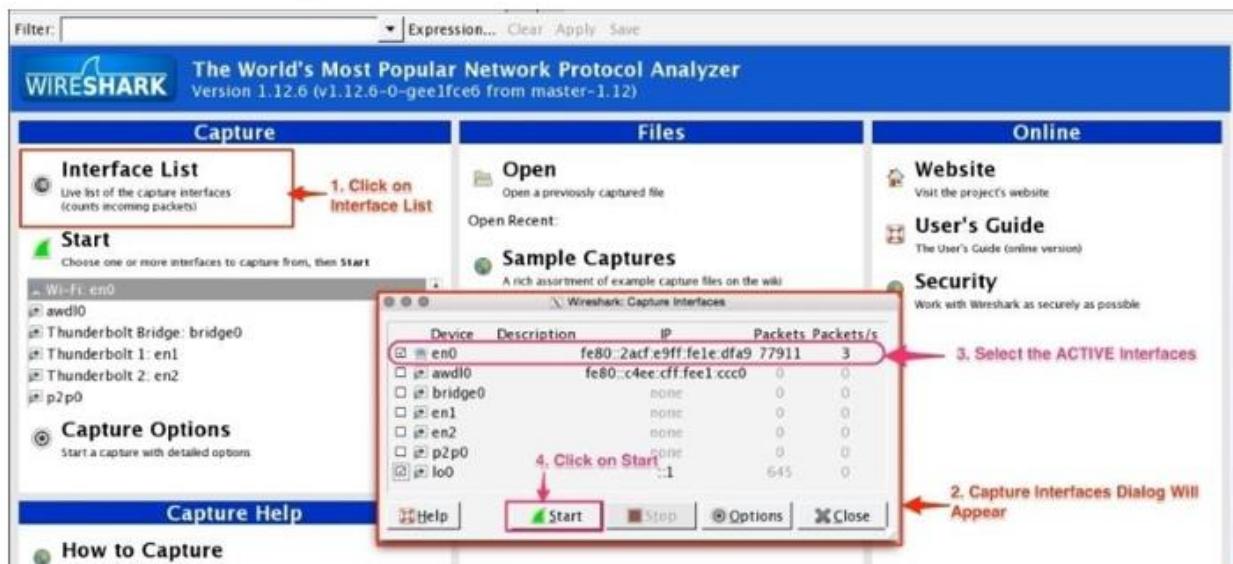
Filter: field in the filter toolbar of the Wireshark window and press enter to initiate the filter.

Wireshark has the following cool built-in features, few of them are listed as follows:

- Available in both UNIX and Windows
- Ability to capture live packets from various types of interface
- Filters packets with many criteria
- Ability to decode larger sets of protocols
- Can save and merge captured packets
- Can create various statistics

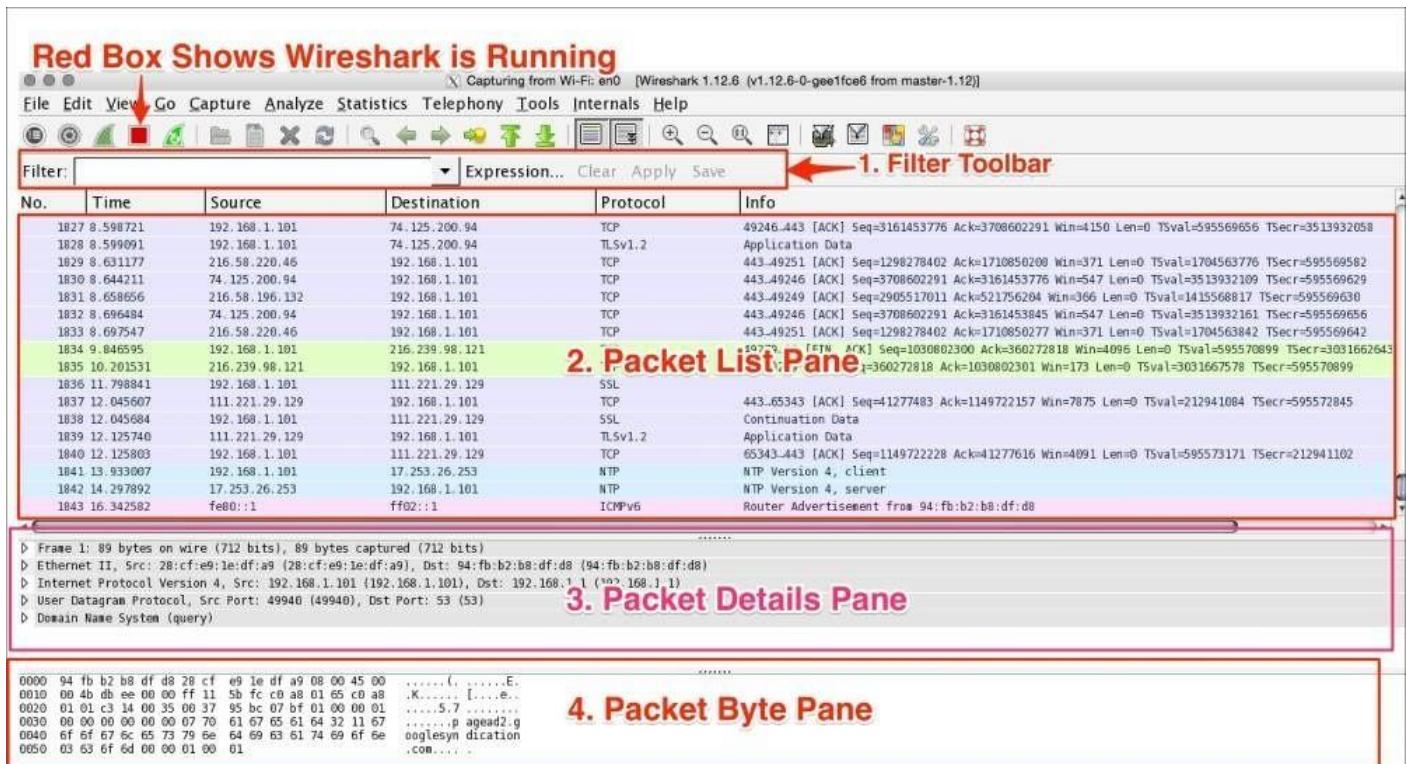
Capturing packets with Interface Lists

Click on **Interface List**; Wireshark will show a list of available network interfaces in the system and which one is active, by showing packets going in and out of the Interface, as shown in the following screenshot:



Wireshark user interface

The Wireshark main window appears when Wireshark starts capturing a packet, or when a .pcapfile is open for offline viewing. It looks similar to the following screenshot:



The Wireshark UI interface consists of different panes and provides various options to the user for customizing it. In this chapter, we will cover these panes in detail:

Item	What is it?
The red box	This shows that Wireshark is running and capturing a packet
1	This is the Filter toolbar, used for filtering packets based on the applied filter
2	This is the Packet List pane, which displays all captured packets
3	This is the Packet Details pane, which shows the selected packet in a verbose form
4	This is the Packet Byte pane, which shows the selected packet in a hex dump format

First, just observe pane **2** in the screen; the displayed packets appear with different colors. This is one of Wireshark's best features; it colors packets according to the set filter and helps you visualize the packet you are looking for.

To manage (view, edit, or create) a coloring rule, go to **View | Coloring Rules**. Wireshark will display the **Coloring Rules** dialog box, as shown in the screenshot:

The Filter toolbar

The Wireshark display filter displays packets with its available coloring options. Wireshark display filters are used to change the view of a capture file by providing the full dissection of all packets, which helps analyzing a network tracefile efficiently. For example, if a user is interested in only HTTP packets, the user can set the display filter to http, as shown in the next screenshot.

The steps to apply display filters are as follows:

1. Open the http_01.pcapfile.
2. Type the htpprotocol in the filter area and click on **Apply**.

Once the filter is applied, the Packet List pane will display only HTTP protocol-related packets:

No.	Time	Source	Destination	Protocol	Info
13	0.256169	122.167.102.21	10.0.0.221	HTTP	GET / HTTP/1.1
21	19.118828	10.0.0.221	122.167.102.21	HTTP	HTTP/1.0 200 OK
22	19.118918	10.0.0.221	122.167.102.21	HTTP	Continuation (text/html)
33	60.708894	122.167.102.21	10.0.0.221	HTTP	GET /tlslite-0.4.6.tar.gz HTTP/1.1
35	60.709279	10.0.0.221	122.167.102.21	HTTP	HTTP/1.0 200 OK
36	60.709383	10.0.0.221	122.167.102.21	HTTP	Continuation (application/octet-stream)
37	61.102576	10.0.0.221	122.167.102.21	HTTP	Continuation
323	61.166691	10.0.0.221	122.167.102.21	HTTP	Continuation
483	61.303416	10.0.0.221	122.167.102.21	HTTP	Continuation
536	70.601530	122.167.102.21	10.0.0.221	HTTP	GET /postlist.DB HTTP/1.1
538	70.601944	10.0.0.221	122.167.102.21	HTTP	HTTP/1.0 200 OK
539	70.602036	10.0.0.221	122.167.102.21	HTTP	Continuation (application/octet-stream)
886	71.114290	10.0.0.221	122.167.102.21	HTTP	Continuation
4260	74.807336	10.0.0.221	122.167.102.21	HTTP	Continuation
4549	75.118226	10.0.0.221	122.167.102.21	HTTP	Continuation
7716	78.533865	10.0.0.221	122.167.102.21	HTTP	Continuation
0155	79.534007	10.0.0.221	122.167.102.21	HTTP	Continuation

Wireshark display filter can be applied or prepared from the column displayed in the Packet List pane by selecting the column, then right-clicking and going to **Apply as Filter | Selected** (as shown in the following screenshot) to create the filter from the source IP address 122.167.102.21:

No.	Time	Source	Destination	Protocol	Info
476	61.294372	10.0.0.221	122.167.102.21	TCP	8000..52386 [ACK] Seq=294131151 Ack=2261989519 Win=28032 Len=2856 Tsvl=39:1
477	61.303386	122.167.102.21	10.0.0.221	TCP	52386..8000 [ACK] Seq=2261989519 Ack=294061179 Win=131072 Len=0 Tsvl=40:1
478	61.303392	10.0.0.221	122.167.102.21	TCP	8000..52386 [ACK] Seq=294134007 Ack=2261989519 Win=28032 Len=2856 Tsvl=39:1
479	61.303397	122.167.102.21	10.0.0.221	TCP	52386..8000 [ACK] Seq=2261989519 Ack=294064035 Win=129632 Len=0 Tsvl=40:1
480	61.303399	10.0.0.221	122.167.102.21	TCP	8000..52386 [ACK] Seq=294136863 Ack=2261989519 Win=28032 Len=2856 Tsvl=39:1
481	61.303401	122.167.102.21	10.0.0.221	TCP	52386..8000 [ACK] Seq=2261989519 Ack=294065463 Win=131072 Len=0 Tsvl=40:1
482	61.303402	122.167.102.21	10.0.0.221	TCP	52386..8000 [ACK] Seq=2261989519 Ack=294068319 Win=129632 Len=0 Tsvl=40:1
483	61.303416	10.0.0.221	122.167.102.21	HTTP	Continuation
484	61.312284	122.167.102.21	10.0.0.221	TCP	52386..8000 [ACK] Seq=2261989519 Ack=294069747 Win=134208 Len=0 Tsvl=40:1
485	61.312289	10.0.0.221	122.167.102.21	TCP	8000..52386 [ACK] Seq=294142575 Ack=2261989519 Win=28032 Len=2856 Tsvl=39:1
486	61.312294	122.167.102.21	10.0.0.221	TCP	52386..8000 [ACK] Seq=2261989519 Ack=294072603 Win=132800 Len=0 Tsvl=40:1
487	61.312296	10.0.0.221	122.167.102.21	TCP	8000..52386 [ACK] Seq=294145431 Ack=2261989519 Win=28032 Len=2856 Tsvl=39:1
488	61.312299	122.167.102.21	10.0.0.221	TCP	52386..8000 [ACK] Seq=2261989519 Ack=294074031 Win=134208 Len=0 Tsvl=40:1
489	61.312301	10.0.0.221	122.167.102.21	TCP	8000..52386 [ACK] Seq=2261989519 Ack=294076887 Win=132800 Len=0 Tsvl=40:1
490	61.321797	122.167.102.21	10.0.0.221	TCP	52386..8000 [ACK] Seq=2261989519 Ack=294076887 Win=132800 Len=0 Tsvl=40:1
491	61.321804	10.0.0.221	122.167.102.21	TCP	52386..8000 [ACK] Seq=294151143 Ack=2261989519 Win=28032 Len=2856 Tsvl=39:1

Wireshark provides the flexibility to apply filters from the Details pane; the steps remain the same.

Wireshark also provides the option to clear the filter. To do this click on **Clear** (available in the **Filter** toolbar) to display the entire captured packet.

Filtering techniques

Capturing and displaying packets properly will help you with packet captures. For example, to track a packet exchanged between two hosts: HOSTA(10.0.0.221) and HOSTB (122.167.99.148), open the SampleCapture01.pcapfile and apply the filter ip.src ==

10.0.0.221 as shown:

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000	10.0.0.221	122.167.99.148	SSH	198	Server: Encrypted packet (len=132)
5	2.848802	10.0.0.221	122.167.99.148	SSH	230	Server: Encrypted packet (len=164)
8	3.172070	10.0.0.221	122.167.99.148	SSH	214	Server: Encrypted packet (len=148)
11	8.224618	10.0.0.221	122.167.99.148	TCP	74	443-61013 [SYN, ACK] Seq=0 Ack=1 Win=26847 Len=0 MS
13	8.224721	10.0.0.221	122.167.99.148	TCP	54	80-61012 [RST, ACK] Seq=1 Ack=1 Win=0 Len=0
16	8.280298	10.0.0.221	10.0.0.2	DNS	87	Standard query 0x9a5f PTR 148.99.167.122.in-addr.a
18	8.281005	10.0.0.221	10.0.0.2	DNS	109	Standard query 0xc756 A abts-kk-dynamic-148.99.167
20	8.281594	10.0.0.221	10.0.0.2	DNS	141	Standard query 0xa9f2 A abts-kk-dynamic-148.99.167
22	8.282084	10.0.0.221	122.167.99.148	SSH	134	Server: Encrypted packet (len=68)
23	8.282110	10.0.0.221	122.167.99.148	SSH	102	Server: Encrypted packet (len=36)
24	8.282160	10.0.0.221	122.167.99.148	SSH	134	Server: Encrypted packet (len=68)
25	8.282173	10.0.0.221	122.167.99.148	SSH	102	Server: Encrypted packet (len=36)
26	8.282194	10.0.0.221	122.167.99.148	SSH	150	Server: Encrypted packet (len=84)
27	8.282206	10.0.0.221	122.167.99.148	SSH	102	Server: Encrypted packet (len=36)
28	8.282220	10.0.0.221	122.167.99.148	SSH	150	Server: Encrypted packet (len=84)
29	8.282232	10.0.0.221	122.167.99.148	SSH	102	Server: Encrypted packet (len=36)
30	8.282246	10.0.0.221	122.167.99.148	SSH	134	Server: Encrypted packet (len=68)
31	8.282257	10.0.0.221	122.167.99.148	SSH	102	Server: Encrypted packet (len=36)
32	8.287006	10.0.0.221	122.167.99.148	TCP	54	80-61020 [RST, ACK] Seq=1 Ack=1 Win=0 Len=0

Let's see what the highlighted sections depict:

Item	Description
1	Apply filter ip.src == 10.0.0.221.
2	The Packet List pane displays the traffic from source to destination. The source shows the constant IP address 10.0.0.221. There is no evidence as to which packet is sent from host 122.167.99.148 to host 10.0.0.221.

Now modify the filter (ip.src == 10.0.0.221) && (ip.dst == 122.167.99.148) to (ip.src == 10.0.0.221) or (ip.dst == 122.167.99.148). This will give the result shown in the following screenshot:

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000	10.0.0.221	122.167.99.148	SSH	198	Server: Encrypted packet (len=132)
5	2.848802	10.0.0.221	122.167.99.148	SSH	230	Server: Encrypted packet (len=164)
8	3.172070	10.0.0.221	122.167.99.148	SSH	214	Server: Encrypted packet (len=148)
11	8.224618	10.0.0.221	122.167.99.148	TCP	74	443-61013 [SYN, ACK] Seq=0 Ack=1 Win=26847 Len=0 MS
13	8.224721	10.0.0.221	122.167.99.148	TCP	54	80-61012 [RST, ACK] Seq=1 Ack=1 Win=0 Len=0
22	8.282084	10.0.0.221	122.167.99.148	SSH	134	Server: Encrypted packet (len=68)
23	8.282110	10.0.0.221	122.167.99.148	SSH	102	Server: Encrypted packet (len=36)
24	8.282160	10.0.0.221	122.167.99.148	SSH	134	Server: Encrypted packet (len=68)
25	8.282173	10.0.0.221	122.167.99.148	SSH	102	Server: Encrypted packet (len=36)
26	8.282194	10.0.0.221	122.167.99.148	SSH	150	Server: Encrypted packet (len=84)
27	8.282206	10.0.0.221	122.167.99.148	SSH	102	Server: Encrypted packet (len=36)
28	8.282220	10.0.0.221	122.167.99.148	SSH	150	Server: Encrypted packet (len=84)
29	8.282232	10.0.0.221	122.167.99.148	SSH	102	Server: Encrypted packet (len=36)
30	8.282246	10.0.0.221	122.167.99.148	SSH	134	Server: Encrypted packet (len=68)
31	8.282257	10.0.0.221	122.167.99.148	SSH	102	Server: Encrypted packet (len=36)
33	8.297996	10.0.0.221	122.167.99.148	TCP	54	8080-61020 [RST, ACK] Seq=1 Ack=1 Win=0 Len=0
35	8.297919	10.0.0.221	122.167.99.148	TCP	54	443-61014 [RST, ACK] Seq=1 Ack=1 Win=0 Len=0
37	8.297925	10.0.0.221	122.167.99.148	TCP	54	25-61016 [RST, ACK] Seq=1 Ack=1 Win=0 Len=0
39	8.298220	10.0.0.221	122.167.99.148	TCP	54	2205-61021 [RST, ACK] Seq=1 Ack=1 Win=0 Len=0

The highlighted sections in the preceding screenshot are explained as follows:

Item	Description
1	Applied filter (ip.src == 10.0.0.221) && (ip.dst == 122.167.99.148)
2	The source IP address (10.0.0.221) is not changed
3	The destination IP address (122.167.99.148) is not changed

Again the Packet List pane is not displaying the conversation between the two hosts.

Now modify the filter ip.addr == 122.167.99.148. The ip.addr field will match the IP header for both the source and destination address and display the conversation between the hosts. Remember to choose the destination IP address as shown:

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000	10.0.0.221	122.167.99.148	SSH	198	Server: Encrypted packet (len=132)
2	0.060342	122.167.99.148	10.0.0.221	TCP	66	51425-22 [ACK] Seq=3827852863 Ack=3036088826 Win=4094 Len=0
3	0.060350	122.167.99.148	10.0.0.221	TCP	66	51425-22 [ACK] Seq=3827852863 Ack=3036088958 Win=4090 Len=0
4	2.848632	122.167.99.148	10.0.0.221	SSH	118	Client: Encrypted packet (len=52)
5	2.848802	10.0.0.221	122.167.99.148	SSH	230	Server: Encrypted packet (len=164)
6	2.894329	122.167.99.148	10.0.0.221	TCP	66	51426-22 [ACK] Seq=3654134334 Ack=2053917256 Win=4090 Len=0
7	3.168602	122.167.99.148	10.0.0.221	SSH	102	Client: Encrypted packet (len=36)
8	3.172070	10.0.0.221	122.167.99.148	SSH	214	Server: Encrypted packet (len=148)
9	3.214334	122.167.99.148	10.0.0.221	TCP	66	51426-22 [ACK] Seq=3654134370 Ack=2053917404 Win=4091 Len=0
10	8.224592	122.167.99.148	10.0.0.221	TCP	78	61013-443 [SYN] Seq=3064567289 Win=65535 Len=0 MSS=1440 WS=3
11	8.224618	10.0.0.221	122.167.99.148	TCP	74	443-61013 [SYN, ACK] Seq=2828323017 Ack=3064567289 Win=26847
12	8.224714	122.167.99.148	10.0.0.221	TCP	78	61012-80 [SYN] Seq=1882132506 Win=65535 Len=0 MSS=1440 WS=32
13	8.224721	10.0.0.221	122.167.99.148	TCP	54	80-61012 [RST, ACK] Seq=0 Ack=1882132507 Win=0 Len=0
14	8.279838	122.167.99.148	10.0.0.221	TCP	66	61013-443 [ACK] Seq=3064567289 Ack=2828323018 Win=131360 Len=0

Let's see what the highlighted sections depict:

Item	Description
1	Applied filter ip.addr == 122.167.99.148
2	The source IP is not constant; it shows the conversation between the two hosts
3	The destination IP is not constant; it shows the conversation between the two hosts

The same conversation is captured by choosing the destination MAC address using the display filter eth.addr == 06:73:7a:4c:2f:85.

Filter examples

Some common filter examples are as follows:

Filter/capture name	Filter value
Packet on a given port	tcp.port == 443
Packet on the source port	tcp.srcport==2222
SYN packet on port 443	(tcp.port == 443) && (tcp.flags == 0x0010)
The HTTP protocol	http
Based on the HTTP get method	http.request.method == "GET"
Using &&, tcp, and http	tcp && http
Checking the tcpwindow size	tcp.window_size <2000
No Arpused for normal traffic	!arp
The MAC address filter	eth.dst == 06:43:7b:4c:4f:85
Filter out TCP ACK	tcp.flags.ack==0
Check only RST and ACK packets	(tcp.flags.ack == 1) && (tcp.flags.reset == 1)
Filter all SNMP	Snmp
HTTP or DNS or SSL	http dns ssl

There is no need to memorize the filter; there is an easy way to apply it. The display filter Autocomplete feature lists all dissectors after the first period “.” that have been added to the display filter, as shown in the following screenshot:

Filter: **tcp** ↪

No. Destination Protocol Length Info

No.	Destination	Protocol	Length	Info
8	122.167.99.14!SSH	198	Server: Encrypted packet (len=132)	
8	10.0.0.221	TCP	66	51425-22 [ACK] Seq=3827852863 Ack=3036088826 Win=4094 Len=0 TS=32
8	10.0.0.221	TCP	66	51425-22 [ACK] Seq=3827852863 Ack=3036088958 Win=4090 Len=0 TS=32
8	10.0.0.221	SSH	118	Client: Encrypted packet (len=52)
8	122.167.99.14!SSH	230	Server: Encrypted packet (len=164)	
8	10.0.0.221	TCP	66	51426-22 [ACK] Seq=3654134334 Ack=2053917256 Win=4090 Len=0 TS=32
8	10.0.0.221	SSH	102	Client: Encrypted packet (len=36)
8	122.167.99.14!SSH	214	Server: Encrypted packet (len=148)	
9 3. 214334	122.167.99.148	10.0.0.221	66	51426-22 [ACK] Seq=3654134370 Ack=2053917404 Win=4091 Len=0 TS=32
10 8. 224592	122.167.99.148	10.0.0.221	78	61013-443 [SYN] Seq=3064567288 Win=65535 Len=0 MSS=1440 WS=32
11 8. 224618	10.0.0.221	122.167.99.14!TCP	74	443-61013 [SYN, ACK] Seq=2828323017 Ack=3064567289 Win=268471 Len=0
12 8. 224714	122.167.99.148	10.0.0.221	78	61012-80 [SYN] Seq=1882132506 Win=65535 Len=0 MSS=1440 WS=32
13 8. 224721	10.0.0.221	122.167.99.14!TCP	54	80-61012 [RST, ACK] Seq=0 Ack=1882132507 Win=0 Len=0
14 9. 224722	122.167.99.148	10.0.0.221	66	61012-443 [RST] Seq=20645672900 Ack=18821325010 Win=131360 Len=0

Display Filter comparison operators

eq	==	Equal
		ip.addr==10.0.0.5
ne	!=	Not equal
		ip.addr!=10.0.0.5
gt	>	Greater than
		frame(pkt_len > 10)
lt	<	Less than
		frame(pkt_len < 128)
ge	>=	Greater than or equal to
		frame(pkt_len ge 0x100)
le	<=	Less than or equal to
		frame(pkt_len <= 0x20)

Display Filter Logical Operations

English	C-like	Description and example
and	&&	Logical AND ip.addr==10.0.0.5 and tcp.flags.fin
or		Logical OR ip.addr==10.0.0.5 or ip.addr==192.1.1.1
xor	^^	Logical XOR tr.dst[0:3] == 0.6.29 xor tr.src[0:3] == 0.6.29
not	!	Logical NOT not llc

C-like syntax	Shortcut	Description	Example
==	eq	Equal	ip.addr == 192.168.1.1 or ip.addr eq 192.168.1.1
!=	ne	Not equal	!ip.addr==192.168.1.1 or ip.addr != 192.168.1.1 or ip.addr ne 192.168.1.1
>	gt	Greater than	frame.len > 64
<	lt	Less than	frame.len < 1500
>=	ge	Greater than or equal to	frame.len >= 64
<=	le	Less than or equal to	frame.len <= 1500
	Is present	A parameter is present	http.response
	contains	Contains a string	http.host contains cisco
	matches	A string matches the condition	http.host matches www.cisco.com

C-like syntax	Shortcut	Description	Example
&&	and	Logical AND	ip.src==10.0.0.1 and tcp.flags.syn==1 all SYN flags sent from IP address 10.0.0.1 practically—all connections opened (or tried to be opened) from 10.0.0.1
	or	Logical OR	ip.addr==10.0.0.1 or ip.addr==10.0.02 all packets going in or out the two IP addresses
!	not	Logical NOT	not arp and not icmp all packets that are neither ARP nor ICMP packets

Address format	Syntax	Example
Ethernet (MAC) address	eth.addr == xx:xx:xx:xx:xx:xx where x is 0 to f	eth.addr == 00:50:7f:cd:d5:38
	eth.addr == xx-xx-xx-xx- xx-xx where x is 0 to f	eth.addr == 00-50-7f-cd-d5-38
	eth.addr == xxxx.xxxx.xxxx where x is 0 to f	eth.addr == 0050.7fcd.d538
Broadcast MAC address	Eth.addr == ffff.ffff.ffff	
IPv4 host address	ip.addr == x.x.x.x where x is 0 to 255	Ip.addr == 192.168.1.1
IPv4 network address	ip.addr == x.x.x.x/y where x is 0 to 255, y is 0 to 32	ip.addr == 192.168.200.0/24 (all addresses in the network 192.168.200.0 mask 255.255.255.0)
IPv6 host address	ipv6.addr == x:x:x:x:x:x:x: ipv6.addr == x::x:x:x:x: where in the format of nnnn, n is 0 to f (hex)	ipv6.addr == fe80::85ab:dc2e:ab12:e6c7

ARP filters:

- Display only ARP requests:
 - arp.opcode == 1
- Display only ARP responses:
 - arp.opcode == 2

IP and ICMP filters:

- Display only packets from specific IP addresses:
 - ip.src == 10.1.1.254
 - Display only packets that are not from a specific address:
 - !ip.src == 64.23.1.1
 - Display only packets between two hosts:
 - ip.addr == 192.168.1.1 and ip.addr == 200.1.1.1
 - Display only packets that are sent to multicast IP addresses:
 - ip.dst == 224.0.0.0/4
 - Display only packets coming from network 192.168.1.0/24 (mask 255.255.255.0):
 - ip.src==192.168.1.0/24
 - Display only IPv6 packets to/from specific addresses:
 - ipv6.addr == ::1
 - ipv6.addr == 2008:0:130F:0:0:09d0:666A:13ab
-

Complex filters:

- Packets from network 10.0.0.0/24 to a website that contains the word packt:
 - ip.src == 10.0.0.0/24 and http.host contains "packt"
 - Packets from networks 10.0.0.0/24 to websites that end with .com:
 - ip.addr == 10.0.0.0/24 and http.host matches ".com\$"
 - All broadcasts from source IP address 10.0.0.3:
 - ip.src == 10.0.0.0/24 and eth.dst == ffff.ffff.ffff
 - All broadcasts that are not ARP requests:
 - not arp and eth.dst == ffff.ffff.ffff
 - All packets that are not ICMP and not ARP:
 - !arp || !icmp or not arp&¬ icmp
-

TCP and UDP port number display filters

For TCP or UDP port numbers, use the following display filters:

- `tcp.port == <value>` or `udp.port == <value>` for specific TCP or UDP ports (source or destination)
 - `tcp.dstport == <value>` or `udp.dstport == <value>` for specific TCP or UDP destination ports
 - `tcp.srcport == <value>` or `udp.srcport == <value>` for specific TCP or UDP destination ports
-

- `tcp.flags`: These filters are used for finding out if flags are set or not:
 - `tcp.flags.syn == 1` to check if the SYN flag is set
 - `tcp.flags.reset == 1` to check if the RST flag is set
 - `tcp.flags.fin == 1` to check if the FIN flag is set
 - `tcp.window_size_value < <value>` to look for small TCP window sizes that are, in some cases, an indication of slow devices
-

Some examples of filters in TCP/UDP filters are as follows:

- All packets to the HTTP server:
 - `tcp.dstport == 80`
 - All packets from network 10.0.0.0/24 to HTTP server:
 - `ip.src==10.0.0.0/24` and `tcp.dstport == 80`
-

- All packets from 10.0.0.5 to the DNS server:
 - `ip.src == 10.0.0.5 && udp.port == 53`
 - All packets in TCP or protocols in TCP (for example HTTP) that contain the string `cacti` (case-sensitive):
 - `tcp contains "cacti"`
 - All packets from 10.0.0.3 that are retransmitted:
 - `ip.src == 10.0.0.3` and `tcp.analysis.retransmission`
 - All packets to any HTTP server:
 - `tcp.dstport == 80`
-

Some display Filter Comparison Operators

`ip.dst == computer IP`

`ip.src == computer IP`

`tcp.port == 80`

type `http.request` in the filter box you will get HTTP GET

type http.response in the filter box you will get HTTP OK

By default the value of the time column in the packet listing window is the amount of time in seconds

To display the time field in Time-of-day format

Select View ---→ Time display format ---→ Time –of-day

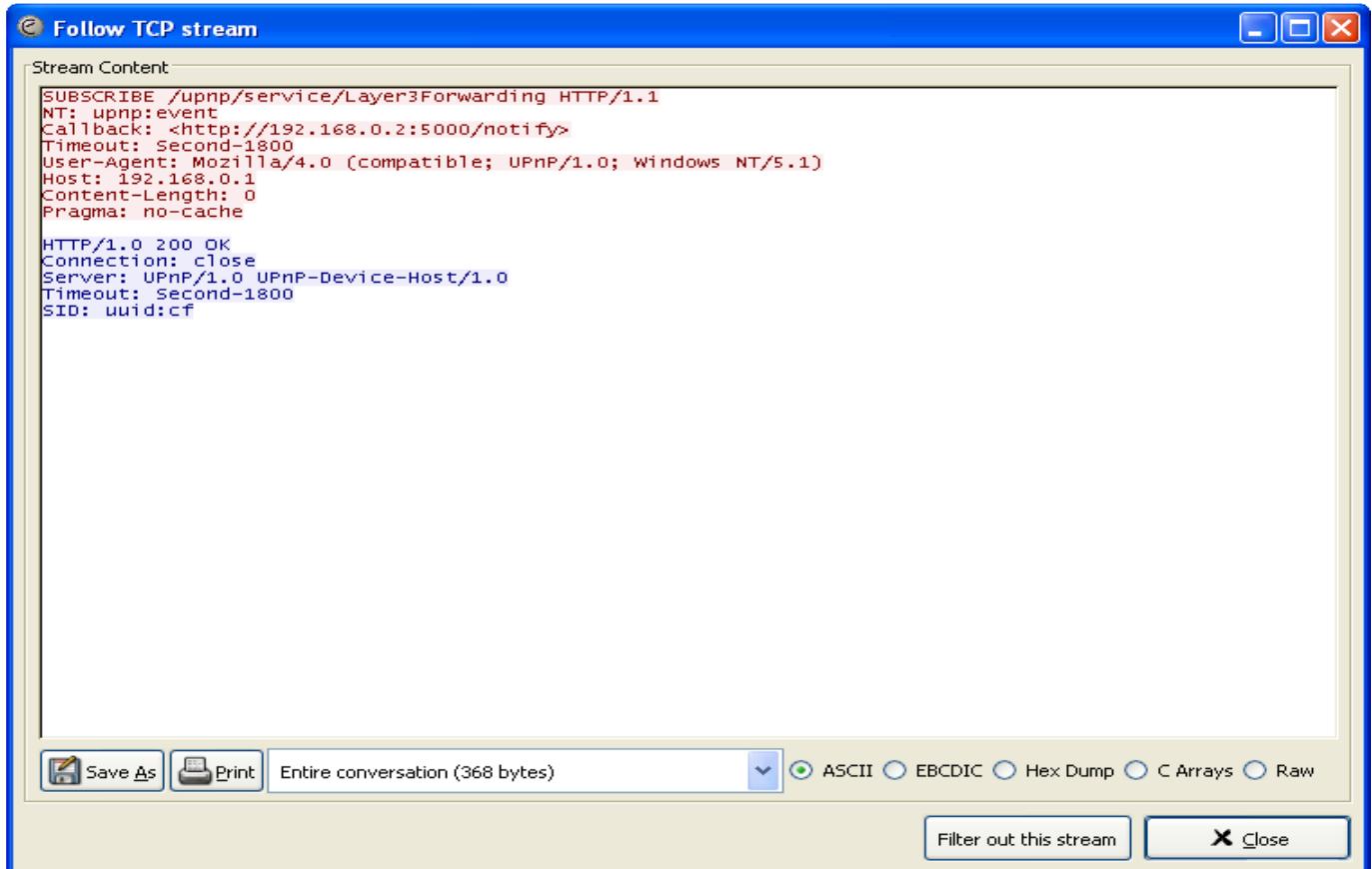
Refer to the following table for sample capture filters:

Filters	Description
host192.168.1.1	All traffic associated with host 192.168.1.1
port 8080	All traffic associated with port 8080
src host192.168.1.1	All traffic originating from host 192.168.1.1
dst host 192.168.1.1	All traffic destined to host 192.168.1.1
src port 53	All traffic originating from port 53
dst port 21	All traffic destined to port 21
src192.168.1.1and tcp port 21	All traffic originating from 192.168.1.1and associated with port 21
dst192.168.1.1or dst 192.168.1.2	All traffic destined to 192.168.1.1or destined to host 192.168.1.2
not port 80	All traffic not associated with port 80
not src host 192.168.1.1	All traffic not originating from host 192.168.1.1
not port 21 and not port 22	All traffic not associated with port 21 or port 22
tcp	All tcp traffic
Ipv6	All ipv6 traffic
tcp or udp	All TCP or UDP traffic
host www.google.com	All traffic to and from Google's IP address
ether host 07:34:AA:B6:78:89	All traffic associated with the specified MAC address

Following TCP streams

If you are working with TCP based protocols it can be very helpful to see the data from a TCP stream in the way that the application layer sees it. Perhaps you are looking for passwords in a Telnet stream, or you are trying to make sense of a data stream. Maybe you just need a display filter to show only the packets of that TCP stream. If so, Wireshark's ability to follow a TCP stream will be useful

to you. It is worthwhile noting that Follow TCP Stream installs a display filter to select all the packets in the TCP stream you have selected. [The "Follow TCP Stream" dialog box](#)



Filter the particular IP address (192.168.1.4)

No.	Time	Source	Destination	Protocol	Length	Info
27	15.565207	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 → 80 [ACK] Seq=1 Ack=2 Win=254 Len=0
38	25.907010	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 → 80 [ACK] Seq=1 Ack=2 Win=254 Len=0
51	36.251079	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 → 80 [ACK] Seq=1 Ack=2 Win=254 Len=0
68	46.591902	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 → 80 [ACK] Seq=1 Ack=2 Win=254 Len=0
69	49.530964	192.168.1.4	51.83.238.213	TCP	55	[TCP Keep-Alive] 62373 → 80 [ACK] Seq=0 Ack=2 Win=254 Len=1
77	60.010984	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 → 80 [ACK] Seq=1 Ack=2 Win=254 Len=0
86	76.942843	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 → 80 [ACK] Seq=1 Ack=2 Win=254 Len=0
Frame 27: 54 bytes on wire (432 bits), 54 bytes captured (432 bits) on interface \Device\NPF_{731A1867-4B78-42E5-B9B0-DE08508F6396}, id 0						
> Interface id: 0 (\Device\NPF_{731A1867-4B78-42E5-B9B0-DE08508F6396})						
Encapsulation type: Ethernet (1)						
Arrival Time: Apr 19, 2020 18:49:17.676229000 India Standard Time						
[Time shift for this packet: 0.000000000 seconds]						
Epoch Time: 1587302357.676229000 seconds						
[Time delta from previous captured frame: 0.000058000 seconds]						
[Time delta from previous displayed frame: 0.000058000 seconds]						
[Time since reference or first frame: 15.565207000 seconds]						
Frame Number: 27						
Frame Length: 54 bytes (432 bits)						
Capture Length: 54 bytes (432 bits)						
[Frame is marked: False]						
[Frame is ignored: False]						
[Protocols in frame: eth:ethertype:ip:tcp]						
[Coloring Rule Name: Bad TCP]						
[Coloring Rule String: tcp.analysis.flags && !tcp.analysis.window_update]						
> Ethernet II, Src: IntelCor_83:01:76 (1c:4d:70:83:01:76), Dst: D-LinkIn_64:c2:e9 (40:9b:cd:64:c2:e9)						
> Internet Protocol Version 4, Src: 192.168.1.4, Dst: 51.83.238.213						
> Transmission Control Protocol, Src Port: 62373, Dst Port: 80, Seq: 1, Ack: 2, Len: 0						

Filter and Display tcp port= 80

tcp.port == 80

No.	Time	Source	Destination	Protocol	Length	Info
264	169.370255	51.83.238.213	192.168.1.4	TCP	54	[TCP Keep-Alive] 80 → 62373 [ACK] Seq=1 Ack=1 Win=501 Len=0
265	169.370318	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 + 80 [ACK] Seq=1 Ack=2 Win=254 Len=0
275	179.712705	51.83.238.213	192.168.1.4	TCP	54	[TCP Keep-Alive] 80 → 62373 [ACK] Seq=1 Ack=1 Win=501 Len=0
276	179.712769	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 + 80 [ACK] Seq=1 Ack=2 Win=254 Len=0
280	182.549399	192.168.1.4	51.83.238.213	TCP	55	[TCP Keep-Alive] 62373 → 80 [ACK] Seq=0 Ack=2 Win=254 Len=1
281	182.887501	51.83.238.213	192.168.1.4	TCP	66	[TCP Keep-Alive ACK] 80 → 62373 [ACK] Seq=2 Ack=1 Win=501 Len=0 SLE=0 SF=0

Frame 67: 54 bytes on wire (432 bits), 54 bytes captured (432 bits) on interface \Device\NPF_{731A1867-4B78-42E5-B9B0-DE08508F6396}, id 0

- > Interface id: 0 (\Device\NPF_{731A1867-4B78-42E5-B9B0-DE08508F6396})
- Encapsulation type: Ethernet (1)
- Arrival Time: Apr 19, 2020 18:49:48.702848000 India Standard Time
- [Time shift for this packet: 0.000000000 seconds]
- Epoch Time: 1587302388.702848000 seconds
- [Time delta from previous captured frame: 1.249351000 seconds]
- [Time delta from previous displayed frame: 10.340747000 seconds]
- [Time since reference or first frame: 46.591826000 seconds]
- Frame Number: 67
- Frame Length: 54 bytes (432 bits)
- Capture Length: 54 bytes (432 bits)
- [Frame is marked: False]
- [Frame is ignored: False]
- [Protocols in frame: eth:ethertype:ip:tcp]
- [Coloring Rule Name: Bad TCP]
- [Coloring Rule String: tcp.analysis.flags && !tcp.analysis.window_update]

> Ethernet II, Src: D-LinkIn_64:c2:e9 (40:9b:cd:64:c2:e9), Dst: IntelCor_83:01:76 (1c:4d:70:83:01:76)

> Internet Protocol Version 4, Src: 51.83.238.213, Dst: 192.168.1.4

> Transmission Control Protocol, Src Port: 80, Dst Port: 62373, Seq: 1, Ack: 1, Len: 0

Display tcp port =80 or UDP port =80

tcp.port == 80 || udp.port == 80

No.	Time	Source	Destination	Protocol	Length	Info
633	414.620173	51.83.238.213	192.168.1.4	TCP	54	[TCP Keep-Alive] 80 → 62373 [ACK] Seq=1 Ack=1 Win=5
634	414.620229	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 → 80 [ACK] Seq=1 Ack=2 Win=254
639	424.962609	51.83.238.213	192.168.1.4	TCP	54	[TCP Keep-Alive] 80 → 62373 [ACK] Seq=1 Ack=1 Win=5
640	424.962702	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 → 80 [ACK] Seq=1 Ack=2 Win=254
652	435.305136	51.83.238.213	192.168.1.4	TCP	54	[TCP Keep-Alive] 80 → 62373 [ACK] Seq=1 Ack=1 Win=5
653	435.305180	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 → 80 [ACK] Seq=1 Ack=2 Win=254

Frame 27: 54 bytes on wire (432 bits), 54 bytes captured (432 bits) on interface \Device\NPF_{731A1867-4B78-42E5-B9B0-DE08508F6396}, id 0

- > Interface id: 0 (\Device\NPF_{731A1867-4B78-42E5-B9B0-DE08508F6396})
- Encapsulation type: Ethernet (1)
- Arrival Time: Apr 19, 2020 18:49:17.676229000 India Standard Time
- [Time shift for this packet: 0.000000000 seconds]
- Epoch Time: 1587302357.676229000 seconds
- [Time delta from previous captured frame: 0.000058000 seconds]
- [Time delta from previous displayed frame: 0.000058000 seconds]
- [Time since reference or first frame: 15.565207000 seconds]
- Frame Number: 27
- Frame Length: 54 bytes (432 bits)
- Capture Length: 54 bytes (432 bits)
- [Frame is marked: False]
- [Frame is ignored: False]
- [Protocols in frame: eth:ethertype:ip:tcp]
- [Coloring Rule Name: Bad TCP]
- [Coloring Rule String: tcp.analysis.flags && !tcp.analysis.window_update]

> Ethernet II, Src: IntelCor_83:01:76 (1c:4d:70:83:01:76), Dst: D-LinkIn_64:c2:e9 (40:9b:cd:64:c2:e9)

> Internet Protocol Version 4, Src: 192.168.1.4, Dst: 51.83.238.213

> Transmission Control Protocol, Src Port: 62373, Dst Port: 80, Seq: 1, Ack: 2, Len: 0

Filter the Packet of IP address 192.168.1.4 and tcp.flags.fin

*Wi-Fi

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help

ip.addr == 192.168.1.4 and tcp.flags.fin

No.	Time	Source	Destination	Protocol	Length	Info
11	10.201809	192.168.1.4	172.217.163.99	TLSv1.2	93	Application Data
14	10.293905	192.168.1.4	172.217.163.99	TCP	54	62588 > 443 [ACK] Seq=40 Ack=40 Win=258 Len=0
17	14.196286	192.168.1.4	172.217.163.99	TLSv1.2	154	Application Data
23	14.267893	192.168.1.4	172.217.163.99	TCP	54	62588 > 443 [ACK] Seq=140 Ack=266 Win=257 Len=0
24	14.269100	192.168.1.4	172.217.163.99	TLSv1.2	93	Application Data
27	15.565207	192.168.1.4	51.83.238.213	TCP	54	[TCP Keep-Alive ACK] 62373 > 80 [ACK] Seq=1 Ack=2 Win=254 Len=0
22	11.216108	107.168.1.4	172.217.163.74	TLSv1.2	02	Application Data

Frame 27: 54 bytes on wire (432 bits), 54 bytes captured (432 bits) on interface \Device\NPF_{731A1867-4B78-42E5-B9B0-DE08508F6396}, id 0

- > Interface id: 0 (\Device\NPF_{731A1867-4B78-42E5-B9B0-DE08508F6396})
- Encapsulation type: Ethernet (1)
- Arrival Time: Apr 19, 2020 18:49:17.676229000 India Standard Time
- [Time shift for this packet: 0.00000000 seconds]
- Epoch Time: 1587302357.676229000 seconds
- [Time delta from previous captured frame: 0.000058000 seconds]
- [Time delta from previous displayed frame: 0.000058000 seconds]
- [Time since reference or first frame: 15.565207000 seconds]
- Frame Number: 27
- Frame Length: 54 bytes (432 bits)
- Capture Length: 54 bytes (432 bits)
- [Frame is marked: False]
- [Frame is ignored: False]
- [Protocols in frame: eth:ethertype:ip:tcp]
- [Coloring Rule Name: Bad TCP]

Filter the Http protocol

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help

http

No.	Time	Source	Destination	Protocol	Length	Info
1280	140.445480	192.168.1.4	117.18.237.29	OCSP	435	Request
1291	140.676963	192.168.1.4	117.18.237.29	OCSP	435	Request
1365	150.446677	192.168.1.4	117.18.237.29	HTTP	55	[TCP Spurious Retransmission] Continuation
1366	150.687942	192.168.1.4	117.18.237.29	HTTP	55	[TCP Spurious Retransmission] Continuation
1371	151.448805	192.168.1.4	117.18.237.29	HTTP	55	[TCP Spurious Retransmission] Continuation
1372	151.699235	192.168.1.4	117.18.237.29	HTTP	55	[TCP Spurious Retransmission] Continuation
1373	152.462225	192.168.1.4	117.18.237.29	HTTP	55	[TCP Spurious Retransmission] Continuation

```

> Frame 1280: 435 bytes on wire (3480 bits), 435 bytes captured (3480 bits) on interface \Device\NPF_{731A1867-4B78-42E5-B9B0-DE08508F6396}, id 0
> Ethernet II, Src: IntelCor_83:01:76 (1c:4d:70:83:01:76), Dst: D-LinkIn_64:c2:e9 (40:9b:cd:64:c2:e9)
> Internet Protocol Version 4, Src: 192.168.1.4, Dst: 117.18.237.29
> Transmission Control Protocol, Src Port: 63038, Dst Port: 80, Seq: 1, Ack: 1, Len: 381
> Hypertext Transfer Protocol
> Online Certificate Status Protocol

```

0000	40 9b cd 64 c2 e9	1c 4d 70 83 01 76 08 00 45 00	@..d..M p..v..E..
0010	01 a5 4d d2 40 00 80 06	87 a4 c0 a8 01 04 75 12	..M@....u..
0020	ed 1d f6 3e 00 50 3a 01	cb a7 00 00 00 02 50 18	...>P:....P..
0030	fa f0 84 00 00 00 50 4f	53 54 20 2f 20 48 54 54PO ST / HTT
0040	50 2f 31 2e 31 0d 0a 48	6f 73 74 3a 20 6f 63 73	P/1.1..H ost: ocs
0050	70 2e 64 69 67 69 63 65	72 74 2e 63 6f 6d 0d 0a	p.digice rt.com..
0060	55 73 65 72 2d 41 67 65	6e 74 3a 20 4d 6f 7a 69	User-Age nt: Mozi
0070	6c 6c 61 2f 35 2e 30 20	28 57 69 6e 64 6f 77 73	l1a/5.0 (Windows
0080	20 4e 54 20 31 30 2e 30	3b 20 57 69 6e 36 34 3b	NT 10.0 ; Win64;
0090	20 78 36 34 3b 20 72 76	3a 37 35 2e 30 29 20 47	x64; rv :75.0) G
00a0	65 63 6b 6f 2f 32 30 31	30 30 31 30 31 20 46 69	ecko/201 00101 Fi

Module-5

NS2 Simulator

Exp 1: THREE NODE POINT TO POINT NETWORK

Aim: Simulate a three node point to point network with duplex links between them. Set queue size and vary the bandwidth and find number of packets dropped.

```
set ns [new Simulator]      # Letter S is capital
set nf [open PA1.nam w]      # open a nam trace file in write mode
$ns namtrace-all $nf # nf nam filename
set tf [open PA1.tr w] # tf trace filename
$ns trace-all $tf
proc finish { } {
global ns nf tf
$ns flush-trace# clears trace file contents
close $nf
close $tf
exec nam PA1.nam &
exit 0
}
set n0 [$ns node]          # creates 3 nodes
set n2 [$ns node]
set n3 [$ns node]
$ns duplex-link $n0 $n2 200Mb 10ms DropTail  # establishing links
$ns duplex-link $n2 $n3 1Mb 1000ms DropTail
$ns queue-limit $n0 $n2 10
set udp0 [new Agent/UDP]    # attaching transport layer protocols
$ns attach-agent $n0 $udp0
set cbr0 [new Application/Traffic/CBR]    # attaching application layer protocols
$cb0 set packetSize_ 500
$cb0 set interval_ 0.005
$cb0 attach-agent $udp0
set null0 [new Agent/Null]
$ns attach-agent $n3 $null0
$ns connect $udp0 $null0

$ns at 0.1 "$cb0 start"
$ns at 1.0 "finish"
$ns run
```

AWK file: (Open a new editor using “vi command” and write awk file and save with “.awk” extension)

```
#immediately after BEGIN should open braces {

BEGIN{ c=0; }
{
if($1=="d")
```

```

{c++;
printf("%s\t%s\n",$5,$11);
}
}
END{ printf("The number of packets dropped =%d\n",c); }

```

Steps for execution

- Open vi editor and type program. Program name should have the extension “ .tcl ”

[root@localhost ~]# vi lab1.tcl

- Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.

- Open vi editor and type awk program. Program name should have the extension “.awk ”

[root@localhost ~]# vi lab1.awk

- Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.

- Run the simulation program

[root@localhost~]# ns lab1.tcl

- Here “ns” indicates network simulator. We get the topology shown in the snapshot.

- Now press the play button in the simulation window and the simulation will begins.

- After simulation is completed run awk file to see the output ,

[root@localhost~]# awk -f lab1.awk lab1.tr

- To see the trace file contents open the file as ,

[root@localhost~]# vi lab1.tr

Trace file contains 12 columns:

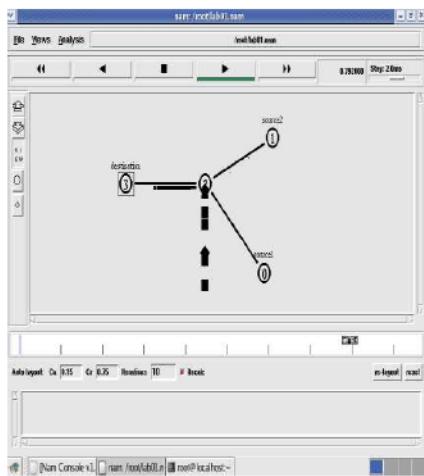
Event type, Event time, From Node, To Node, Packet Type, Packet Size, Flags (indicated by -----), Flow ID, Source address, Destination address, Sequence ID, Packet ID

```

root@localhost:~# 
File Edit View Terminal Tabs Help
+ 0.1 0 2 cbr 500 ----- 0 0.0 3.0 0 0
- 0.1 0 2 cbr 500 ----- 0 0.0 3.0 0 0
r 0.10108 0 2 cbr 500 ----- 0 0.0 3.0 0 0
+ 0.10108 2 3 cbr 500 ----- 0 0.0 3.0 0 0
- 0.10108 2 3 cbr 500 ----- 0 0.0 3.0 0 0
+ 0.105 0 2 cbr 500 ----- 0 0.0 3.0 1 1
- 0.105 0 2 cbr 500 ----- 0 0.0 3.0 1 1
r 0.10604 0 2 cbr 500 ----- 0 0.0 3.0 1 1
+ 0.10604 2 3 cbr 500 ----- 0 0.0 3.0 1 1
- 0.10604 2 3 cbr 500 ----- 0 0.0 3.0 1 1
+ 0.11 0 2 cbr 500 ----- 0 0.0 3.0 2 2
- 0.11 0 2 cbr 500 ----- 0 0.0 3.0 2 2
r 0.11108 0 2 cbr 500 ----- 0 0.0 3.0 2 2
+ 0.11108 2 3 cbr 500 ----- 0 0.0 3.0 2 2
- 0.11108 2 3 cbr 500 ----- 0 0.0 3.0 2 2
+ 0.115 0 2 cbr 500 ----- 0 0.0 3.0 3 3
- 0.115 0 2 cbr 500 ----- 0 0.0 3.0 3 3
r 0.11608 0 2 cbr 500 ----- 0 0.0 3.0 3 3
+ 0.11608 2 3 cbr 500 ----- 0 0.0 3.0 3 3
- 0.11608 2 3 cbr 500 ----- 0 0.0 3.0 3 3
+ 0.12 0 2 cbr 500 ----- 0 0.0 3.0 4 4
- 0.12 0 2 cbr 500 ----- 0 0.0 3.0 4 4
r 0.12108 0 2 cbr 500 ----- 0 0.0 3.0 4 4
+ 0.12108 2 3 cbr 500 ----- 0 0.0 3.0 4 4

```

Contents of Trace File



Topology

```

File Edit View Terminal Tabs Help
[root@localhost ~]# vi lab01.tcl
[root@localhost ~]# awk -f PA1.awk lab01.tr
cbr 139
cbr 143
cbr 130
cbr 149
cbr 151
cbr 154
cbr 139
cbr 159
cbr 163
cbr 145
cbr 169
cbr 171
cbr 174
cbr 177
cbr 179
cbr 182
The number of packets dropped =16
[root@localhost ~]#

```

Output

Exp 2: FOUR NODE POINT TO POINT NETWORK

Aim: Simulate a four node point to point network with the links connected as follows: n0 – n2, n1 – n2 and n2 – n3. Apply TCP agent between n0 – n3 and UDP agent between n1 – n3. Apply relevant applications over TCP and UDP agents changing the parameter and determine the number of packets sent by TCP / UDP.

```
set ns [new Simulator]
set nf [open lab2.nam w]
$ns namtrace-all $nf
set tf [open lab2.tr w]
$ns trace-all $tf
proc finish { } {
global ns nf tf
$ns flush-trace
close $nf
close $tf
exec nam lab2.nam &
exit 0
}
set n0 [$ns node]
set n1 [$ns node]
set n2 [$ns node]
set n3 [$ns node]
$ns duplex-link $n0 $n2 10Mb 1ms DropTail
$ns duplex-link $n1 $n2 10Mb 1ms DropTail
$ns duplex-link $n2 $n3 10Mb 1ms DropTail
set tcp0 [new Agent/TCP]          # letters A,T,C,P are capital
$ns attach-agent $n0 $tcp0
set udp1 [new Agent/UDP]          # letters A,U,D,P are capital
$ns attach-agent $n1 $udp1
set null0 [new Agent/Null]         # letters A and N are capital
$ns attach-agent $n3 $null0
set sink0 [new Agent/TCPSink]      # letters A,T,C,P,S are capital
$ns attach-agent $n3 $sink0
set ftp0 [new Application/FTP]
$ftp0 attach-agent $tcp0
set cbr1 [new Application/Traffic/CBR]
$cbr1 attach-agent $udp1
$ns connect $tcp0 $sink0
$ns connect $udp1 $null0
$ns at 0.1 "$cbr1 start"
$ns at 0.2 "$ftp0 start"
$ns at 0.5 "finish"
$ns run
```

AWK file: (Open a new editor using “vi command” and write awk file and save with “.awk” extension)

```
BEGIN{
```

```

    udp=0;
    tcp=0;
}
{
if($1==“r” && $5 == “cbr”)
{
    udp++;
}
else if($1 == “r” && $5 == “tcp”)
{
    tcp++;
}
}
END{
printf(“Number of packets sent by TCP = %d\n”, tcp); printf(“Number of packets sent by
UDP=%d\n”,udp);
}

```

Steps for execution:

- Open vi editor and type program. Program name should have the extension “ .tcl ”

[root@localhost ~]# vi lab2.tcl

- Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.

- Open vi editor and type awk program. Program name should have the extension “.awk ”

[root@localhost ~]# vi lab2.awk

- Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.

- Run the simulation program

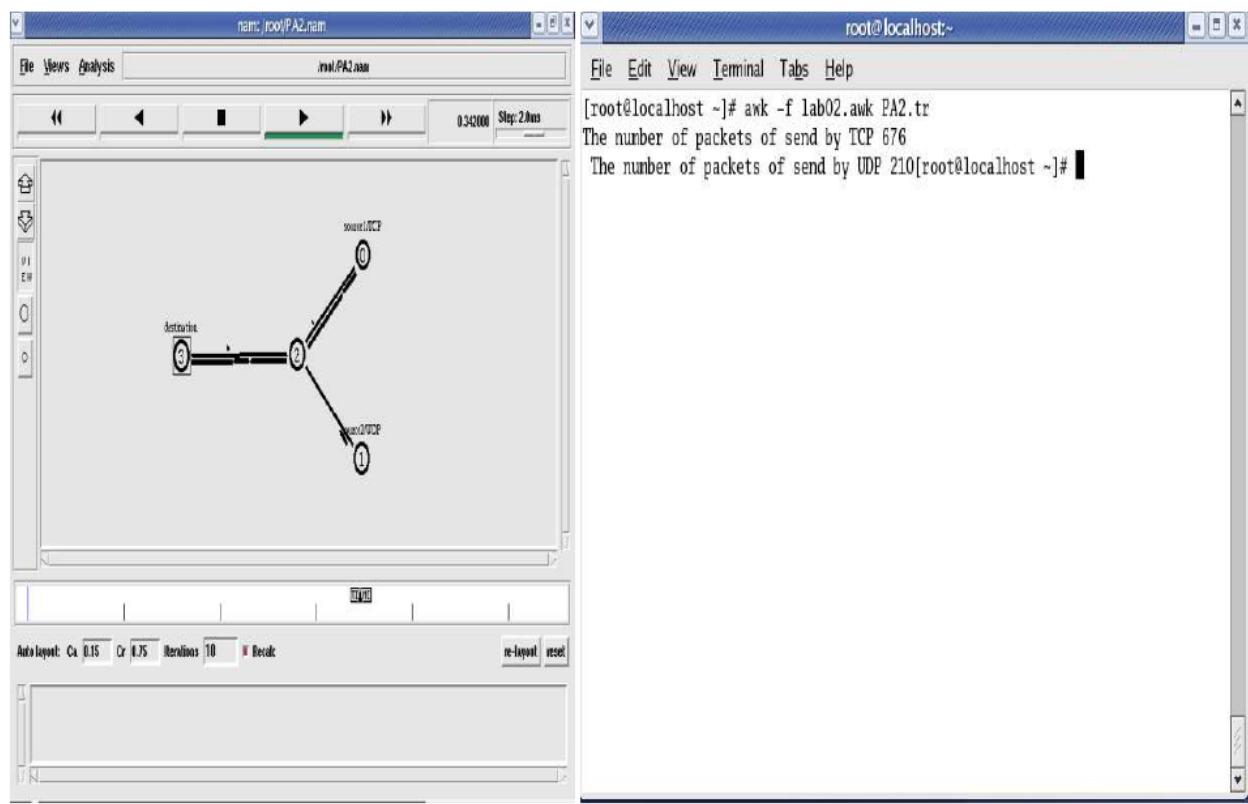
[root@localhost~]# ns lab2.tcl

- Here “ns” indicates network simulator. We get the topology shown in the snapshot.
- Now press the play button in the simulation window and the simulation will begins.
- After simulation is completed run awk file to see the output ,

[root@localhost~]# awk -f lab2.awk lab2.tr

- To see the trace file contents open the file as ,

[root@localhost~]# vi lab2.tr



Exp 3: TRANSMISSION OF PING MESSAGE

Aim: Simulate the transmission of ping messages over a network topology consisting of 6 nodes and find the number of packets dropped due to congestion.

```
set ns [ new Simulator ]
set nf [ open lab4.nam w ]
$ns namtrace-all $nf
set tf [ open lab4.tr w ]
$ns trace-all $tf
set n0 [$ns node]
set n1 [$ns node]
set n2 [$ns node]
set n3 [$ns node]
set n4 [$ns node]
set n5 [$ns node]
$ns duplex-link $n0 $n4 1005Mb 1ms DropTail
$ns duplex-link $n1 $n4 50Mb 1ms DropTail
$ns duplex-link $n2 $n4 2000Mb 1ms DropTail
$ns duplex-link $n3 $n4 200Mb 1ms DropTail
$ns duplex-link $n4 $n5 1Mb 1ms DropTail
set p1 [new Agent/Ping] # letters A and P should be capital
$ns attach-agent $n0 $p1
$p1 set packetSize_ 50000
$p1 set interval_ 0.0001
set p2 [new Agent/Ping] # letters A and P should be capital
$ns attach-agent $n1 $p2
set p3 [new Agent/Ping] # letters A and P should be capital
$ns attach-agent $n2 $p3
$p3 set packetSize_ 30000
$p3 set interval_ 0.00001
set p4 [new Agent/Ping] # letters A and P should be capital
$ns attach-agent $n3 $p4
set p5 [new Agent/Ping] # letters A and P should be capital
$ns attach-agent $n5 $p5
$ns queue-limit $n0 $n4 5
$ns queue-limit $n2 $n4 3
$ns queue-limit $n4 $n5 2
Agent/Ping instproc recv {from rtt} {
$self instvar node_
puts "node [$node_ id]received answer from $from with round trip time $rtt msec" }

#      please provide space between $node_ and id. No space between $ and from. No space
between and $ and rtt */

$ns connect $p1 $p5
$ns connect $p3 $p4
proc finish { } {
global ns nf tf
$ns flush-trace
```

```
close $nf
close $tf
exec nam lab4.nam &
exit 0
}
$ns at 0.1 "$p1 send"
$ns at 0.2 "$p1 send"
$ns at 0.3 "$p1 send"
$ns at 0.4 "$p1 send"
$ns at 0.5 "$p1 send"
$ns at 0.6 "$p1 send"
$ns at 0.7 "$p1 send"
$ns at 0.8 "$p1 send"
$ns at 0.9 "$p1 send"
$ns at 1.0 "$p1 send"
$ns at 1.1 "$p1 send"
$ns at 1.2 "$p1 send"
$ns at 1.3 "$p1 send"
$ns at 1.4 "$p1 send"
$ns at 1.5 "$p1 send"
$ns at 1.6 "$p1 send"
$ns at 1.7 "$p1 send"
$ns at 1.8 "$p1 send"
$ns at 1.9 "$p1 send"
$ns at 2.0 "$p1 send"
$ns at 2.1 "$p1 send"
$ns at 2.2 "$p1 send"
$ns at 2.3 "$p1 send"
$ns at 2.4 "$p1 send"
$ns at 2.5 "$p1 send"
$ns at 2.6 "$p1 send"
$ns at 2.7 "$p1 send"
$ns at 2.8 "$p1 send"
$ns at 2.9 "$p1 send"

$ns at 0.1 "$p3 send"
$ns at 0.2 "$p3 send"
$ns at 0.3 "$p3 send"
$ns at 0.4 "$p3 send"
$ns at 0.5 "$p3 send"
$ns at 0.6 "$p3 send"
$ns at 0.7 "$p3 send"
$ns at 0.8 "$p3 send"
$ns at 0.9 "$p3 send"
$ns at 1.0 "$p3 send"
$ns at 1.1 "$p3 send"
$ns at 1.2 "$p3 send"
$ns at 1.3 "$p3 send"
$ns at 1.4 "$p3 send"
$ns at 1.5 "$p3 send"
```

```
$ns at 1.6 "$p3 send"
$ns at 1.7 "$p3 send"
$ns at 1.8 "$p3 send"
$ns at 1.9 "$p3 send"
$ns at 2.0 "$p3 send"
$ns at 2.1 "$p3 send"
$ns at 2.2 "$p3 send"
$ns at 2.3 "$p3 send"
$ns at 2.4 "$p3 send"
$ns at 2.5 "$p3 send"
$ns at 2.6 "$p3 send"
$ns at 2.7 "$p3 send"
$ns at 2.8 "$p3 send"
$ns at 2.9 "$p3 send"

$ns at 3.0 "finish"
$ns run
```

AWK file: (Open a new editor using “vi command” and write awk file and save with “.awk” extension)

```
BEGIN{
drop=0;
}
{
if($1=="d")
{
drop++;
}
}
END{
printf("Total number of %s packets dropped due to congestion =%d\n",$5,drop);
}
```

Steps for execution:

- 1) Open vi editor and type program. Program name should have the extension “ .tcl ”

```
[root@localhost ~]# vi lab4.tcl
```

- 2) Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.

- 3) Open vi editor and type awk program. Program name should have the extension “.awk ”

```
[root@localhost ~]# vi lab4.awk
```

- 4) Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.

- 5) Run the simulation program

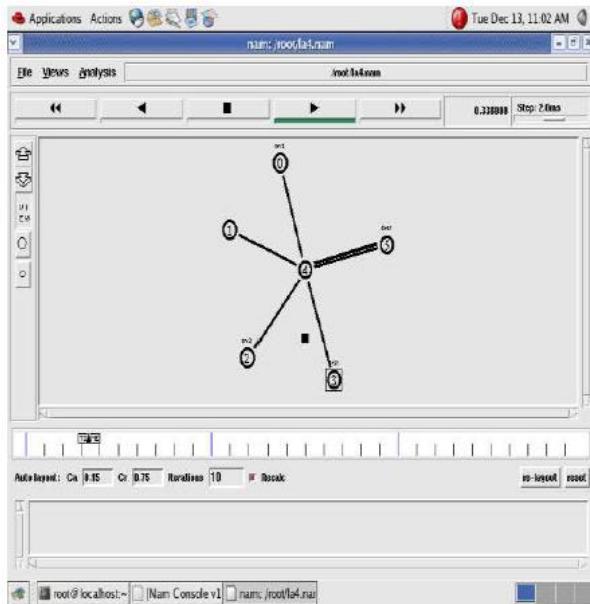
```
[root@localhost~]# ns lab4.tcl
```

- i) Here “ns” indicates network simulator. We get the topology shown in the snapshot.
- ii) Now press the play button in the simulation window and the simulation will begins.
- 6) After simulation is completed run awk file to see the output,

```
[root@localhost~]# awk -f lab4.awk lab4.tr
```

- 7) To see the trace file contents open the file as ,

```
[root@localhost~]# vi lab4.tr
```



Topology

Output

Applications Actions

Tue Dec 13, 11:04 AM

root@localhost:~

File Edit View Terminal Tabs Help

```
[root@localhost ~]# awk -f la4.awk la4.tr
Number of ping packets dropped due to congestion are 20
[root@localhost ~]# 
```

Output

Exp 4: ETHERNET LAN USING N-NODES

Aim: Simulate an Ethernet LAN using n nodes, change error rate and data rate and compare throughput.

```
set ns [new Simulator]
set tf [open lab5.tr w]
$ns trace-all $tf
set nf [open lab5.nam w]
$ns namtrace-all $nf
$ns color 0 blue
set n0 [$ns node]
$n0 color "red"
set n1 [$ns node]
$n1 color "red"
set n2 [$ns node]
$n2 color "red"
set n3 [$ns node]
$n3 color "red"
set n4 [$ns node]
$n4 color "magenta"
set n5 [$ns node]
$n5 color "magenta"
set n6 [$ns node]
$n6 color "magenta"
set n7 [$ns node]
$n7 color "magenta"
$ns make-lan "$n0 $n1 $n2 $n3" 100Mb 300ms LL Queue/ DropTail Mac/802_3 $ns make-lan "$n4
$n5 $n6 $n7" 100Mb 300ms LL Queue/ DropTail Mac/802_3
$ns duplex-link $n3 $n4 100Mb 300ms DropTail $ns duplex-link-op $n3 $n4 color "green"

#      set error rate. Here ErrorModel is a class and it is single word and space should not be given
#      between Error and Model

#      lossmodel is a command and it is single word. Space should not be given between loss and
#      model

set err [new ErrorModel]
$ns lossmodel $err $n3 $n4
$err set rate_ 0.1

# error rate should be changed for each output like 0.1,0.3,0.5.... */

set udp [new Agent/UDP]
$ns attach-agent $n1 $udp
set cbr [new Application/Traffic/CBR]
$cbr attach-agent $udp
$cbr set fid_ 0
$cbr set packetSize_ 1000
$cbr set interval_ 0.0001
```

```

set null [new Agent/Null]
$ns attach-agent $n7 $null
$ns connect $udp $null
proc finish { } {
global ns nf tf
$ns flush-trace
close $nf
close $tf
exec nam lab5.nam &
exit 0
}
$ns at 0.1 "$cbr start"
$ns at 3.0 "finish"
$ns run

```

AWK file: (Open a new editor using “vi command” and write awk file and save with “.awk” extension)

```

BEGIN{
pkt=0;
time=0;
}
{
if($1== "r" && $3== "9" && $4== "7"){
pkt = pkt + $6;
time =$2;
}
}
END {
printf("throughput:%fMbps",(( pkt / time) * (8 / 1000000)));
}

```

Steps for execution

- Open vi editor and type program. Program name should have the extension “ .tcl ”

[root@localhost ~]# vi lab5.tcl

- Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.

- Open vi editor and type awk program. Program name should have the extension “.awk ”

[root@localhost ~]# vi lab5.awk

- Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.

- Run the simulation program

[root@localhost~]# ns lab5.tcl

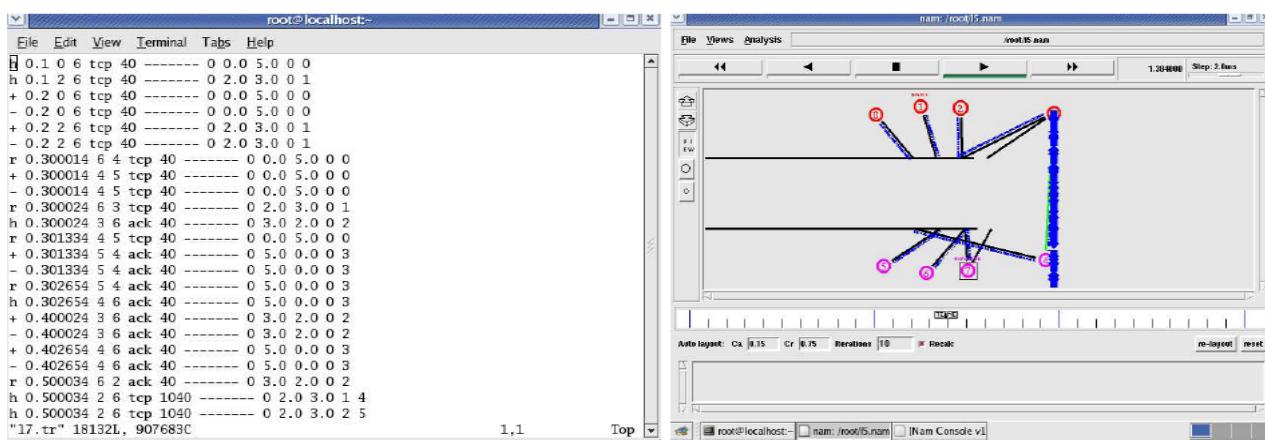
- o Here “ns” indicates network simulator. We get the topology shown in the snapshot.
- o Now press the play button in the simulation window and the simulation will begins.
- After simulation is completed run awk file to see the output ,

[root@localhost~]# awk -f lab5.awk lab5.tr

- To see the trace file contents open the file as ,

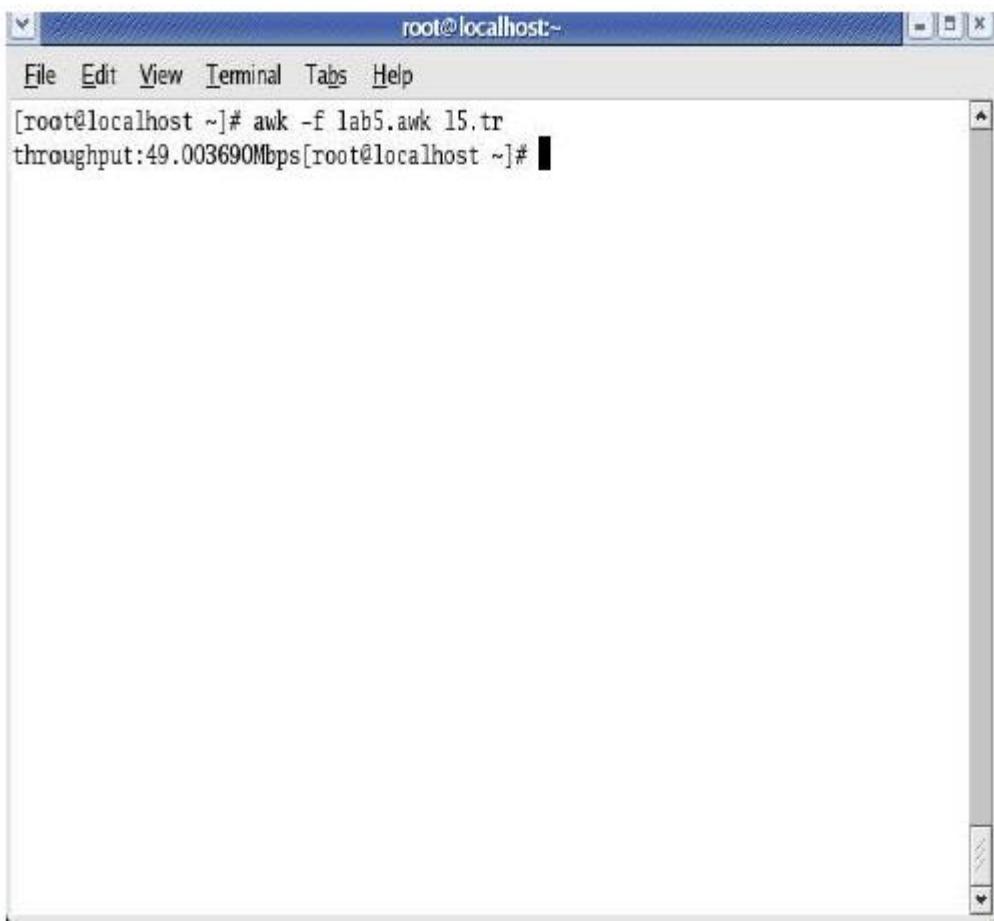
[root@localhost~]# vi lab5.tr

Here “h” indicates host.



Topology

Output



The screenshot shows a terminal window titled "root@localhost:~". The window has a blue header bar with the title and standard window controls (minimize, maximize, close). Below the header is a menu bar with "File", "Edit", "View", "Terminal", "Tabs", and "Help". The main area of the terminal displays the command "awk -f lab5.awk 15.tr" followed by the output "throughput:49.003690Mbps". The terminal window is set against a white background.

```
[root@localhost ~]# awk -f lab5.awk 15.tr
throughput:49.003690Mbps[root@localhost ~]#
```

This above output is for error rate 0.1. During next execution of simulation change error rate to 0.3, 0.5....., and check its effect on throughput.

Exp 5: ETHERNET LAN USING N-NODES WITH MULTIPLE TRAFFIC

Aim: Simulate an Ethernet LAN using n nodes and set multiple traffic nodes and plot congestion window for different source / destination

```
set ns [new Simulator]
set tf [open pgm7.tr w]
$ns trace-all $tf
set nf [open pgm7.nam w]
$ns namtrace-all $nf
set n0 [$ns node]
$n0 color "magenta"
$n0 label "src1"
set n1 [$ns node]
set n2 [$ns node]
$n2 color "magenta"
$n2 label "src2"
set n3 [$ns node]
$n3 color "blue"
$n3 label "dest2"
set n4 [$ns node]
set n5 [$ns node]
$n5 color "blue"
$n5 label "dest1"
$ns make-lan "$n0 $n1 $n2 $n3 $n4" 100Mb 100ms LL Queue/ DropTail Mac/802_3
```

#should come in single line

```
$ns duplex-link $n4 $n5 1Mb 1ms DropTail
set tcp0 [new Agent/TCP]
$ns attach-agent $n0 $tcp0
set ftp0 [new Application/FTP]
$ftp0 attach-agent $tcp0
$ftp0 set packetSize_ 500
$ftp0 set interval_ 0.0001
set sink5 [new Agent/TCPSink]
$ns attach-agent $n5 $sink5
$ns connect $tcp0 $sink5
set tcp2 [new Agent/TCP]
$ns attach-agent $n2 $tcp2
set ftp2 [new Application/FTP]
$ftp2 attach-agent $tcp2
$ftp2 set packetSize_ 600
$ftp2 set interval_ 0.001
set sink3 [new Agent/TCPSink]
$ns attach-agent $n3 $sink3
$ns connect $tcp2 $sink3
set file1 [open file1.tr w]
$tcp0 attach $file1
set file2 [open file2.tr w]
```

```

$tcp2 attach $file2
$tcp0 trace cwnd_      # must put underscore ( _ ) after cwnd and no space between them $tcp2 trace
cwnd_
proc finish { } {
global ns nf tf
$ns flush-trace
close $tf
close $nf
exec nam pgm7.nam &
exit 0
}
$ns at 0.1 "$ftp0 start"
$ns at 5 "$ftp0 stop"
$ns at 7 "$ftp0 start"
$ns at 0.2 "$ftp2 start"
$ns at 8 "$ftp2 stop"
$ns at 14 "$ftp0 stop"
$ns at 10 "$ftp2 start"
$ns at 15 "$ftp2 stop"
$ns at 16 "finish"
$ns run

```

AWK file: (Open a new editor using “vi command” and write awk file and save with “.awk” extension)

cwnd:- means congestion window

```

BEGIN {
}
{
if($6=="cwnd_")          # don't leave space after writing cwnd_
printf("%f\t%f\t\n",$1,$7); # you must put \n in printf
}
END {
}

```

Steps for execution

- Open vi editor and type program. Program name should have the extension “.tcl ”

[root@localhost ~]# vi lab7.tcl

- Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.
- Open vi editor and type awk program. Program name should have the extension “.awk ”

[root@localhost ~]# vi lab7.awk

- Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.

- Run the simulation program

```
[root@localhost~]# ns lab7.tcl
```

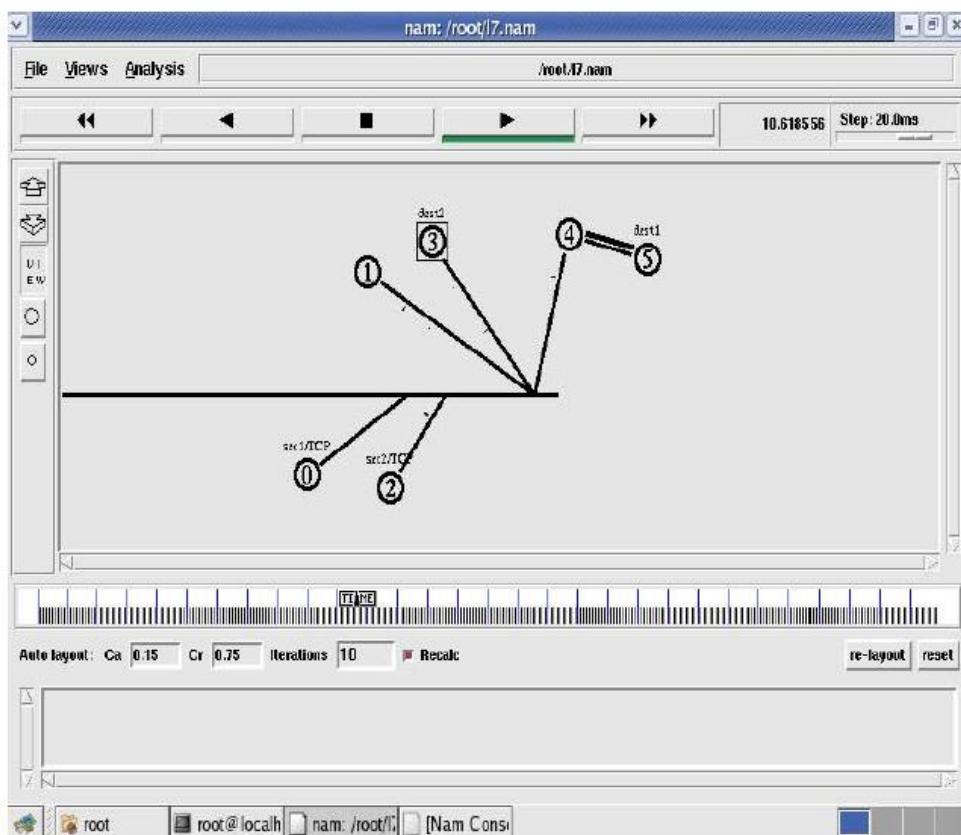
- After simulation is completed run awk file to see the output , [root@localhost~]# awk -f lab7.awk file1.tr > a1 [root@localhost~]# awk -f lab7.awk file2.tr > a2 [root@localhost~]# xgraph a1 a2

- Here we are using the congestion window trace files i.e. file1.tr and file2.tr and we are redirecting the contents of those files to new files say a1 and a2 using output redirection operator (>).

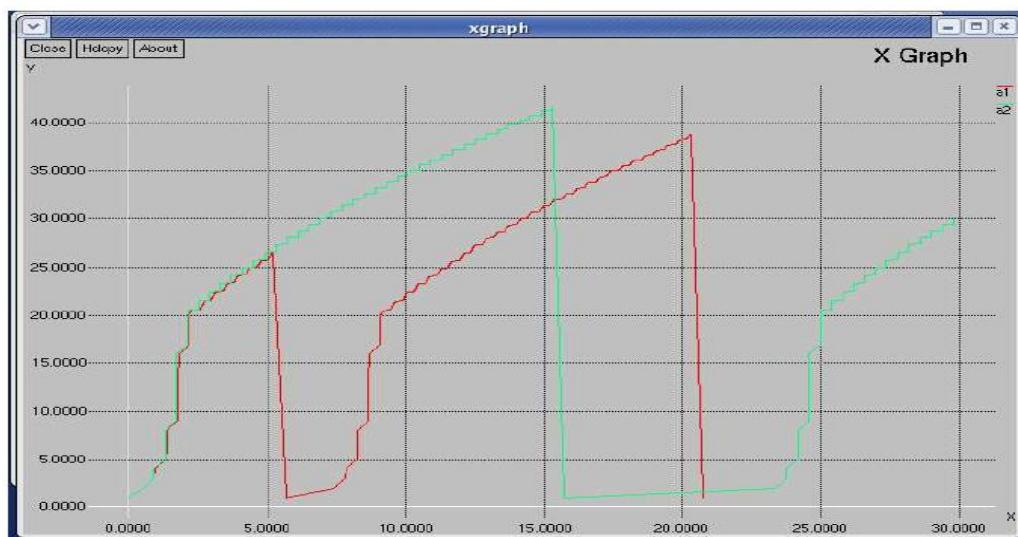
- To see the trace file contents open the file as ,

```
[root@localhost~]# vi lab7.tr
```

Topology:



Output:



Exp 6: SIMPLE ESS WITH WIRELESS LAN

Aim: Simulate simple ESS and with transmitting nodes in wireless LAN by simulation and determine the performance with respect to transmission of packets.

```
set ns [new Simulator]
set tf [open lab8.tr w]
$ns trace-all $tf
set topo [new Topography]
$topo load_flatgrid 1000 1000
set nf [open lab8.nam w]
$ns namtrace-all-wireless $nf 1000 1000
$ns node-config -adhocRouting DSDV \
-llType LL \
-macType Mac/802_11 \
-ifqType Queue/DropTail \
-ifqLen 50 \
-phyType Phy/WirelessPhy \
-channelType Channel/WirelessChannel \
-prrootype Propagation/TwoRayGround \
-antType Antenna/OmniAntenna \
-topoInstance $topo \
-agentTrace ON \
-routerTrace ON
create-god 3
set n0 [$ns node]
set n1 [$ns node]
set n2 [$ns node]
$n0 label "tcp0"
$n1 label "sink1/tcp1"
$n2 label "sink2"
$n0 set X_ 50
$n0 set Y_ 50
$n0 set Z_ 0
$n1 set X_ 100
$n1 set Y_ 100
$n1 set Z_ 0
$n2 set X_ 600
$n2 set Y_ 600
$n2 set Z_ 0
$ns at 0.1 "$n0 setdest 50 50 15"
$ns at 0.1 "$n1 setdest 100 100 25"
$ns at 0.1 "$n2 setdest 600 600 25"
set tcp0 [new Agent/TCP]
$ns attach-agent $n0 $tcp0
set ftp0 [new Application/FTP]
$ftp0 attach-agent $tcp0
set sink1 [new Agent/TCPSink]
$ns attach-agent $n1 $sink1
$ns connect $tcp0 $sink1
```

```

set tcp1 [new Agent/TCP]
$ns attach-agent $n1 $tcp1
set ftp1 [new Application/FTP]
$ftp1 attach-agent $tcp1
set sink2 [new Agent/TCPSink]
$ns attach-agent $n2 $sink2
$ns connect $tcp1 $sink2
$ns at 5 "$ftp0 start"
$ns at 5 "$ftp1 start"
$ns at 100 "$n1 setdest 550 550 15"
$ns at 190 "$n1 setdest 70 70 15"
proc finish { } {
global ns nf tf
$ns flush-trace
exec nam lab8.nam &
close $tf
exit 0
}
$ns at 250 "finish"
$ns run

```

AWK file: (Open a new editor using “vi command” and write awk file and save with “.awk” extension)

```

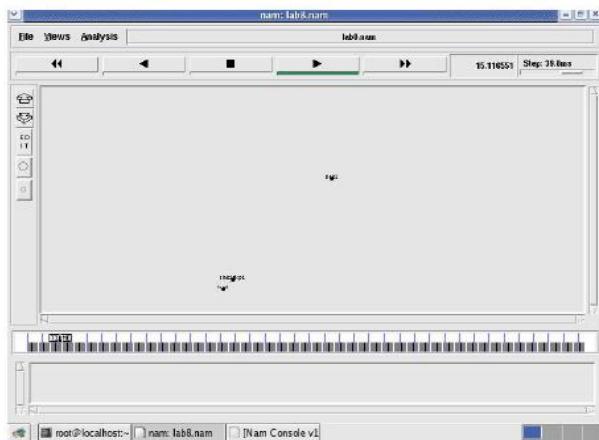
BEGIN{
count1=0
count2=0
pack1=0
pack2=0
time1=0
time2=0
}
{
if($1=="r"&& $3=="1" && $4=="AGT")
{
count1++
pack1=pack1+$8
time1=$2
}
if($1=="r" && $3=="2" && $4=="AGT")
{
count2++
pack2=pack2+$8
time2=$2
}
}
END{
printf("The Throughput from n0 to n1: %f Mbps \n", ((count1*pack1*8)/(time1*1000000)));
printf("The Throughput from n1 to n2: %f Mbps", ((count2*pack2*8)/(time2*1000000)));
}

```

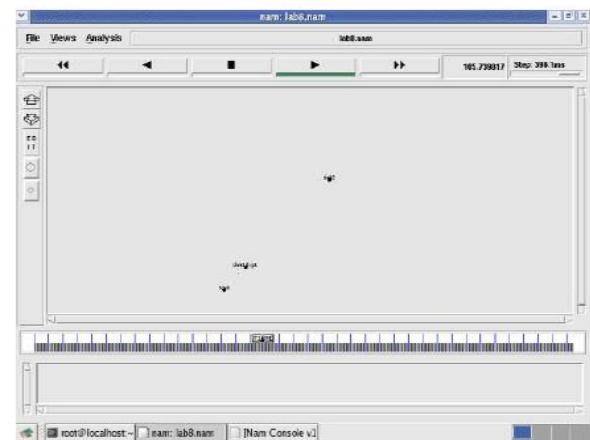
Steps for execution

- Open vi editor and type program. Program name should have the extension “ .tcl ”
[root@localhost ~]# vi lab8.tcl
- Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.
- Open vi editor and type awk program. Program name should have the extension “.awk ”
[root@localhost ~]# vi lab8.awk
- Save the program by pressing “ESC key” first, followed by “Shift and :” keys simultaneously and type “wq” and press Enter key.
- Run the simulation program
[root@localhost~]# ns lab8.tcl
- o Here “ns” indicates network simulator. We get the topology shown in the snapshot.
- o Now press the play button in the simulation window and the simulation will begins.
- After simulation is completed run awk file to see the output,
[root@localhost~]# awk -f lab8.awk lab8.tr
- To see the trace file contents open the file as,
[root@localhost~]# vi lab8.tr

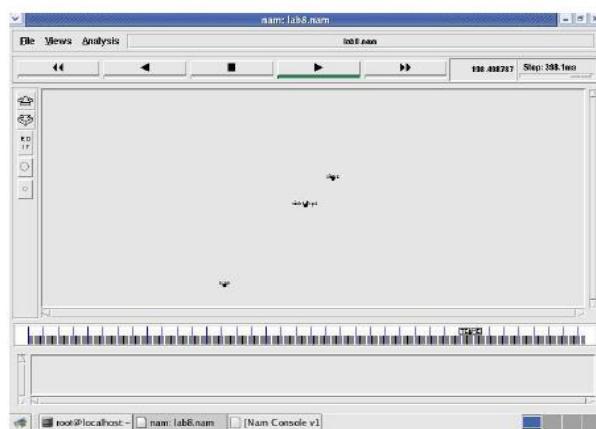
Output:



Node 1 and 2 are communicating



Node 2 is moving towards node 3



Node 2 is coming back from node 3 towards node1

Trace File

Here “M” indicates mobile nodes, “AGT” indicates Agent Trace, “RTR” indicates Route Trace

```
Applications Actions < < < < < <
root@localhost:~# Tue Dec 14, 3:30 PM
File Edit View Terminal Tabs Help
root@localhost:~# vi lab8.tcl
root@localhost:~# ns lab8.tcl
warning: Please use -channel as shown in tcl/ex/wireless-mitf.tcl
num_nodes is set 3
INITIALIZE THE LIST xlistHead
channel.cc:sendUp - Calc highestAntennaZ_ and distCST_
highestAntennaZ_ = 1.5, distCST_ = 550.0
SORTING LISTS ...DONE!
[root@localhost ~]#
```

```
root@localhost:~# Tue Dec 14, 3:30 PM
File Edit View Terminal Tabs Help
[root@localhost ~]# awk -f lab8.awk lab8.tr
The Throughput from n0 to n1: 5863.442245Mbps
The Throughput from n1 to n2: 1307.611834 Mbps
[root@localhost ~]#
```