



Faculty of Engineering and Technology

Electrical and Computer Engineering

Department

Computer Network– ENCS3320

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Part 1:

1.1 Definitions:

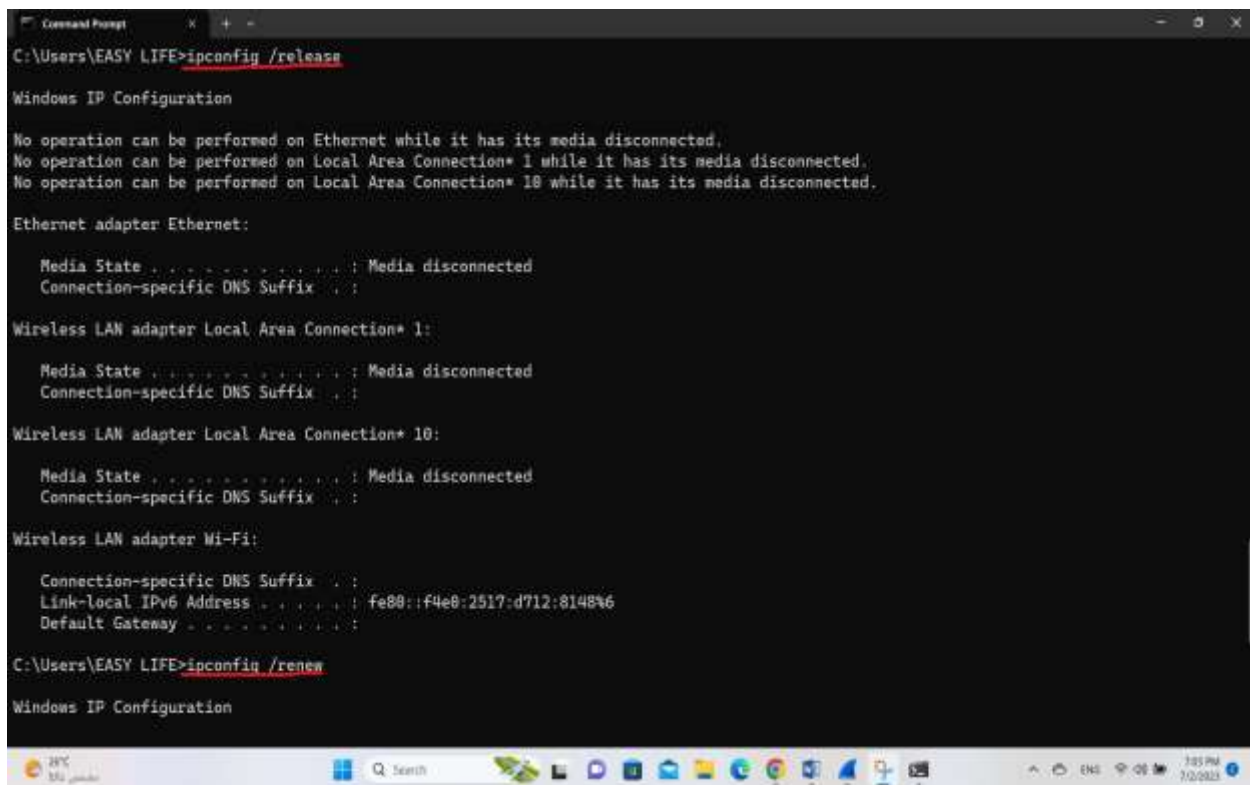
- **DHCP:** DHCP streamlines network setup by automatically assigning IP addresses and network settings.
- **DNS:** DNS translates domain names to IP addresses, allowing users to access websites without the need to recall IP addresses.
- **ICMP:** ICMP is a protocol employed for diagnosing and reporting errors in IP networks, facilitating error communication and network testing.

1.2 Wireshark Software

DHCP:

First, we open the Command Prompt then use "ipconfig /release" command, that releases the current IP address lease assigned to your computer.

Then enter the command "ipconfig /renew", this command requests a new IP address lease from the DHCP server.



```
Command Prompt
C:\Users\EASY LIFE>ipconfig /release

Windows IP Configuration

No operation can be performed on Ethernet while it has its media disconnected.
No operation can be performed on Local Area Connection* 1 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:

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

Wireless LAN adapter Local Area Connection* 1:

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

Wireless LAN adapter Local Area Connection* 10:

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

Wireless LAN adapter Wi-Fi:

    Connection-specific DNS Suffix  . :
    Link-local IPv6 Address . . . . . : fe80::f4e0:2517:d712:8148%6
    Default Gateway . . . . . :

C:\Users\EASY LIFE>ipconfig /renew

Windows IP Configuration
```

Figure 1:DHCP commands

Then use Wireshark to capturing packets, and apply “dhcp” filter to display only the packets relevant to DHCP protocols. The output appeared as follow:

- **Request Packet:**

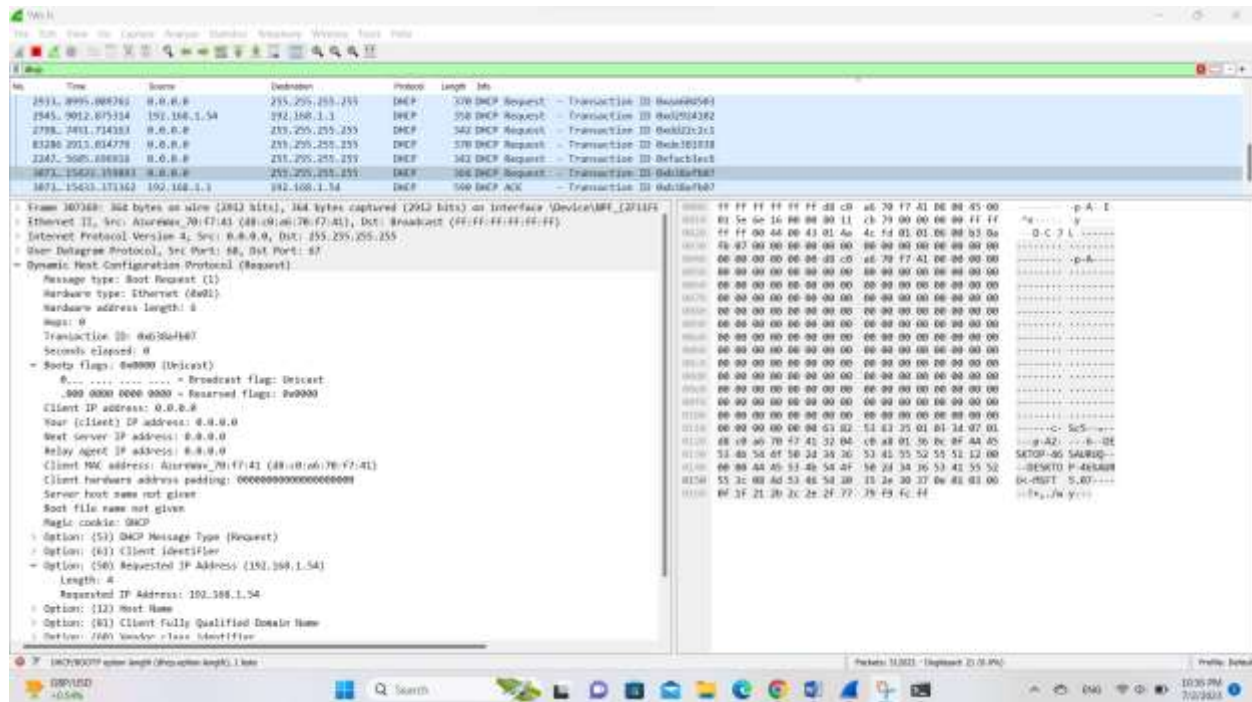


Figure 2: Wireshark screenshot of the Request packet

- ❖ **Fields:**

- **Source address: 0.0.0.0**
The source IP address is 0.0.0.0, indicating that the client has not yet been allocated a legitimate IP address.
- **Destination address: 255.255.255.255**
This field contains the hardware address of the DHCP server that the request is being sent to. And here it is broadcast address for DHCP packets, reaching all devices on the local network.
- **DHCP Message Type: Request**
The packet type is specified as a Request message, signaling the client's request for the provided IP address and settings.
- **Client IP address: 0.0.0.0**
The client IP address is also 0.0.0.0, indicating that the client is still in the process of receiving an IP address through DHCP.
- **Requested IP address: 192.168.1.54**
This field specifies the IP address that the client requests to obtain from the DHCP server.

- **Acknowledge Packet:**

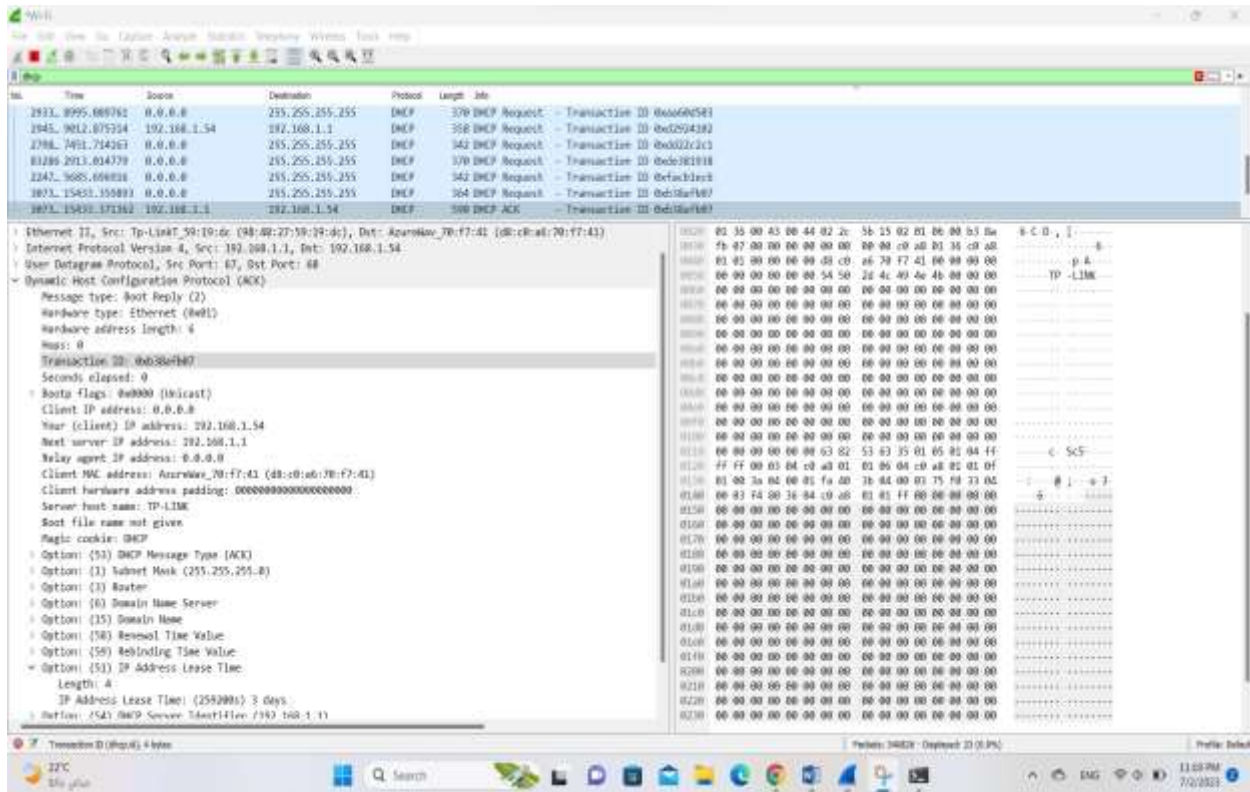


Figure 3: Wireshark screenshot of the Acknowledge Packet

❖ Fields:

- **Source address: 192.168.1.1**
This field specifies the DHCP server's address. It indicates which server is sending the DHCP acknowledgement.
- **Destination address: 192.168.1.54**
This field contains the DHCP client's address. It defines who should receive the DHCP acknowledgement packet.
- **DHCP Message Type: ACK**
This field Indicates the packet type as a release message, representing the client's intention to release the IP address lease.
- **Client IP address: 0.0.0.0**
Displays the IP address that the client is releasing from its lease. And here it is 0.0.0.0 in that indicates that the DHCP server was unable to assign an IP address to the client.
- **Lease Time: 259200s (3 days)**
The parameter defines how long the client has the allocated IP address before having to renew the lease.

DNS:

In order to study DNS packets with Wireshark, entered "ipconfig /flushdns" into the command prompt. To clear the DNS cache, refreshing the system's DNS records for accurate domain name resolution. Then open the ITC to get packets results.

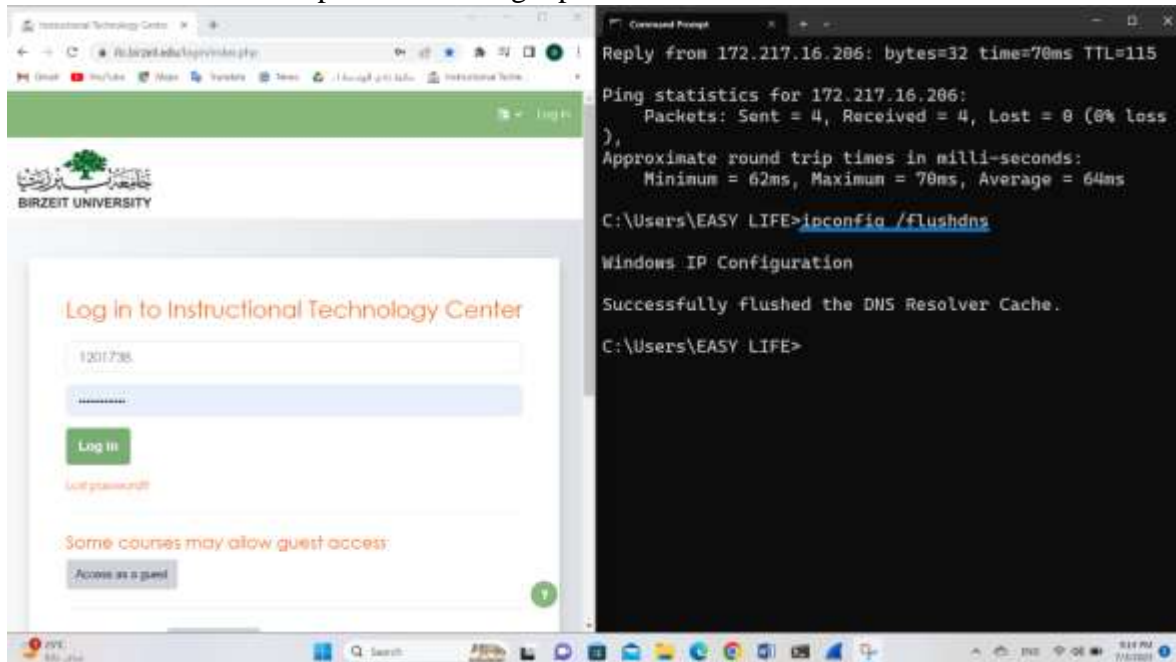


Figure 4: DNS command

Then collected and studied the DNS query and respond packets using a DNS filter in Wireshark as follows:

- **Query Packet:**

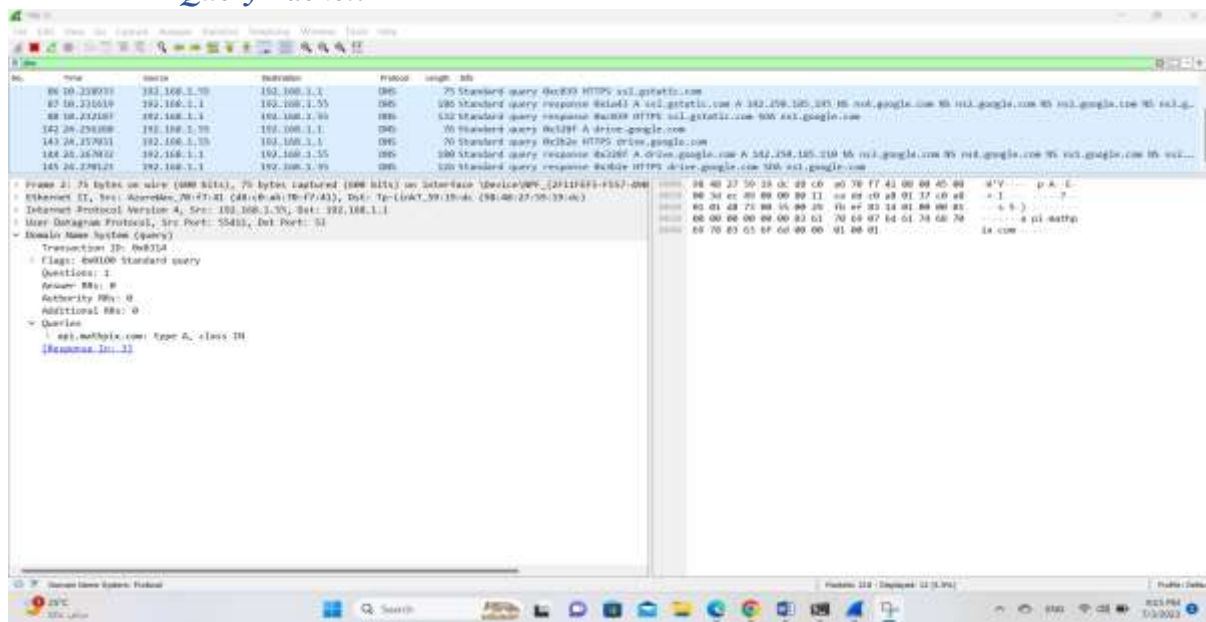


Figure 5: Wireshark screenshot of the Query Packet

❖ Fields:

- Source address: 192.168.1.55
This field specifies the IP address of the client or device that initiated the DNS query.
- Destination address: 192.168.1.1
This field contains the IP address of the DNS server that should receive and process the DNS query.
- DNS Message Type: Query
This QR field separates DNS query packets and DNS respond packets, enabling for correct packet identification and processing during DNS communication.
- Answer Section: 0
In DNS query packets, this section is empty since it is utilized in response packets to deliver the resolved IP address(es) or other desired information for the queried domain name.
- Authority Section: 0
This field is often used in response packets to specify resource entries that identify the authoritative DNS servers for the searched domain. It is empty in DNS query packets.

• Response Packet:

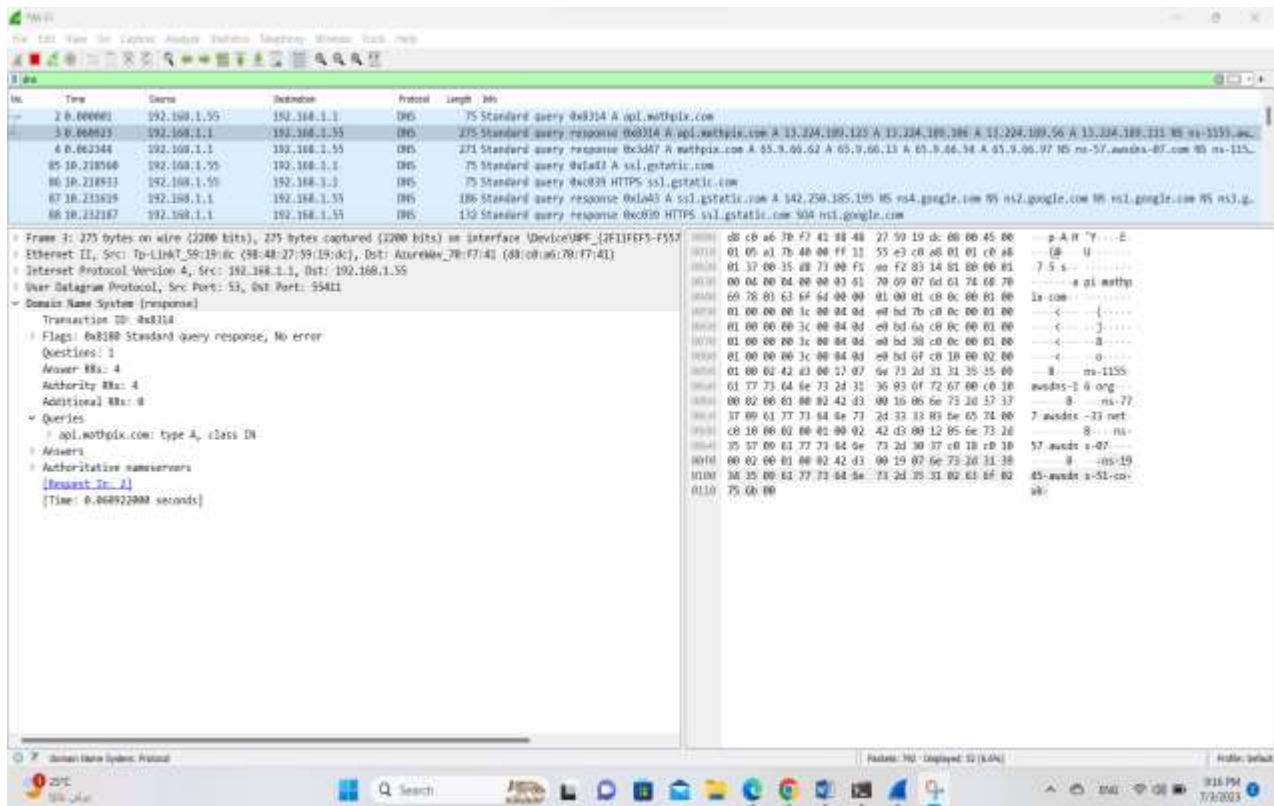


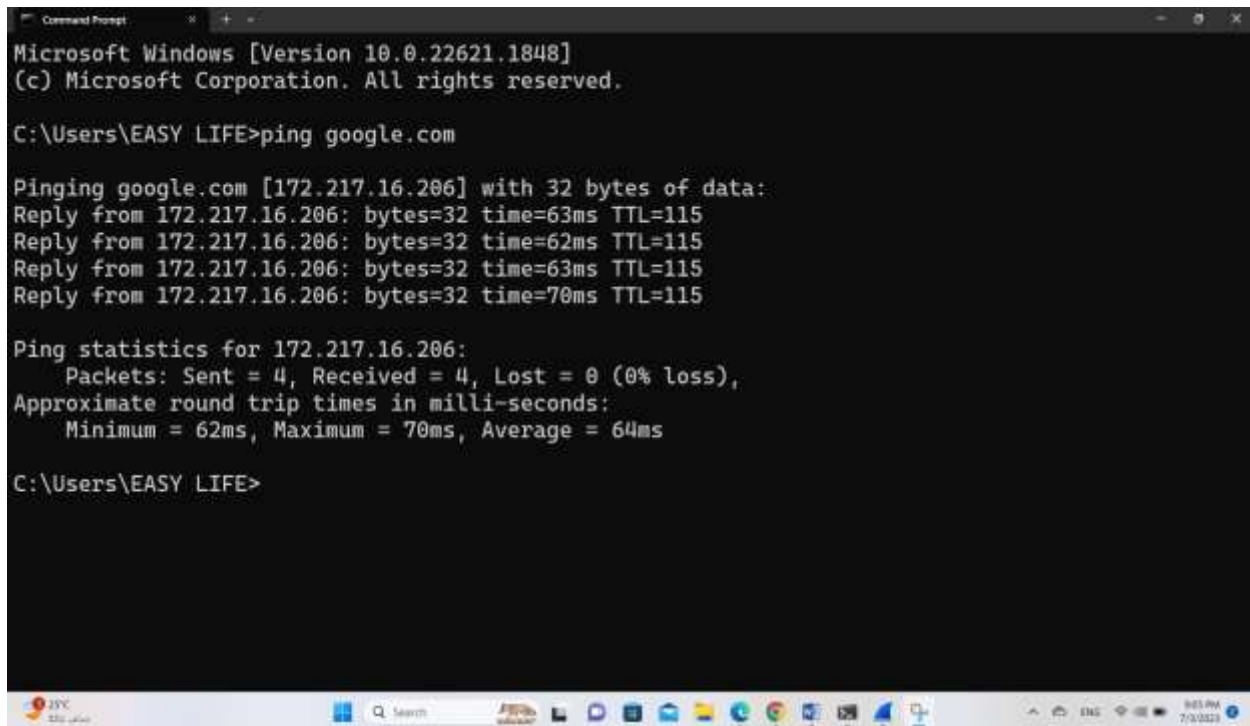
Figure 6: Wireshark screenshot of the Response Packet

❖ Fields:

- Source address: 192.168.11
This field specifies the IP address of the DNS server that generated and sent the DNS response.
- Destination address: 192.168.1.55
This field contains the IP address of the client or device that requested the DNS query.
- DNS Message Type: Response
This QR field separates DNS query packets and DNS respond packets, enabling for correct packet identification and processing during DNS communication.
- Answer Section: 4
That mean it contains four resource entries for the query domain that provide the resolved IP address(es) or other desired information.
- Authority Section: 4
The packet provides four resource entries that specify the authoritative DNS servers for the domain in query.

🚦 ICMP:

The "ping google.com" command is used to send ICMP echo request packets to the domain name "google.com" to check its reachability and measure the round-trip time.



```
Microsoft Windows [Version 10.0.22621.1848]
(c) Microsoft Corporation. All rights reserved.

C:\Users\EASY LIFE>ping google.com

Pinging google.com [172.217.16.206] with 32 bytes of data:
Reply from 172.217.16.206: bytes=32 time=63ms TTL=115
Reply from 172.217.16.206: bytes=32 time=62ms TTL=115
Reply from 172.217.16.206: bytes=32 time=63ms TTL=115
Reply from 172.217.16.206: bytes=32 time=70ms TTL=115

Ping statistics for 172.217.16.206:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 62ms, Maximum = 70ms, Average = 64ms

C:\Users\EASY LIFE>
```

Figure 7: ICMP command

- **Request Packet:**

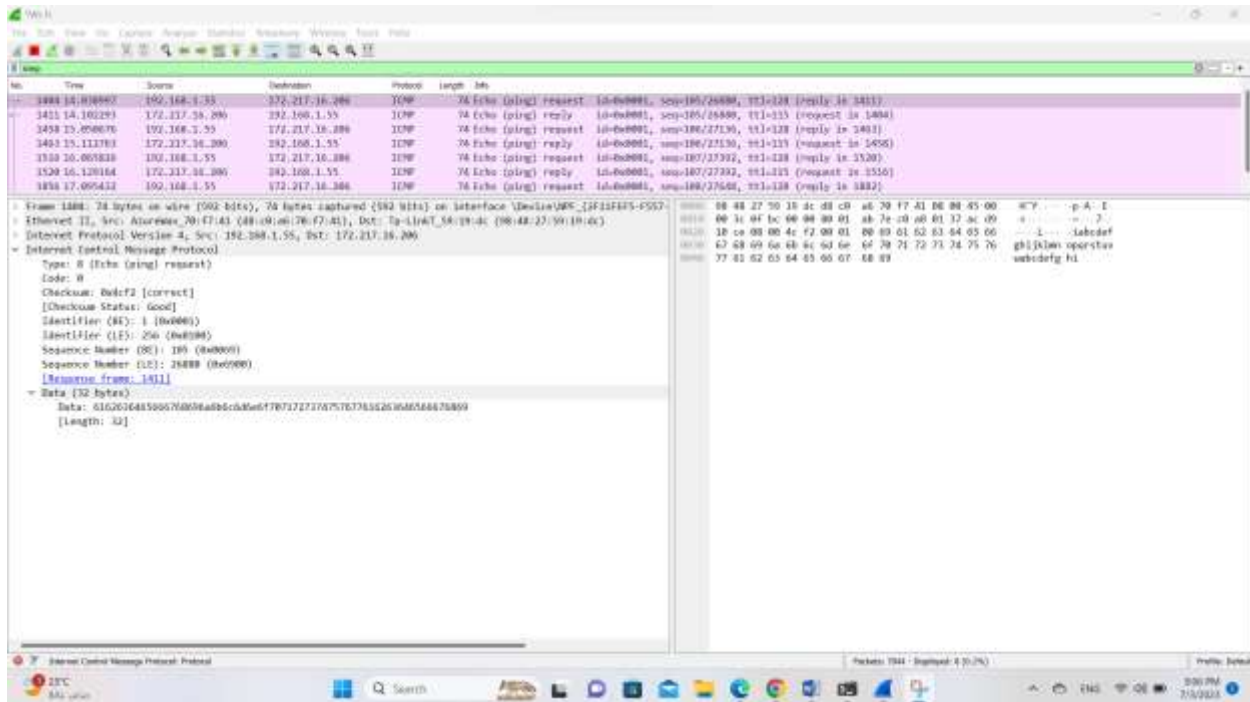


Figure 8: Wireshark screenshot of the Request Packet

❖ Fields:

- **Type: 8 (Echo (ping) request)**
Specifies the ICMP message type. The type value of an Echo Request is 8, indicating a request for an Echo Reply.
- **Code: 0**
Improves the ICMP message type. An Echo Request has a code of 0, indicating that it is a standard request.
- **Checksum: 0x4cf2 (correct)**
A computed number used to detect errors in an ICMP packet as it is being sent, maintaining data integrity.
- **Identifier: BE: 1 (0x0001) LE: 256 (0x0100)**
The ICMP Request's unique identifier, provided in both Big-Endian and Little-Endian byte ordering, for matching with related replies.
- **Sequence Number: BE: 105 (0x0069) LE: 26880 (0x6900)**
An ICMP Request sequence number that is shared by both Big-Endian and Little-Endian identifiers that facilitates in matching requests with responses and identifying packet loss.

- *Reply Packet:*

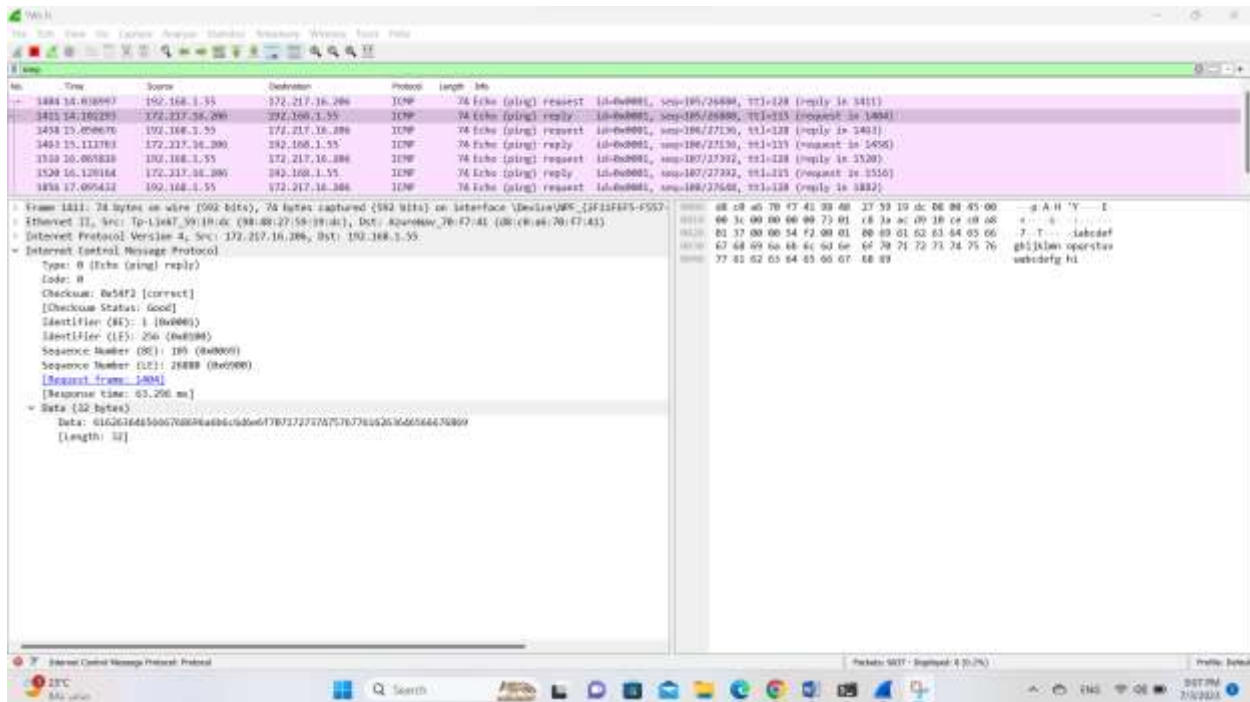


Figure 9: Wireshark screenshot of the Reply Packet

❖ **Fields:**

- **Type: 0 (Echo (ping) reply)**
This value indicates the kind of ICMP message. The type value of an Echo Reply is 0, indicating that it is a response to an Echo Request.
- **Code: 0**
The ICMP message type is refined. An Echo Reply has a code value of 0, indicating that it is a standard response.
- **Checksum: 0x54f2 (correct)**
A calculated number used to identify errors during packet transmission and ensure data integrity in the ICMP Reply packet.
- **Identifier: BE: 1 (0x0001) LE: 256 (0x0100)**
Contains the same unique identification as the associated ICMP Request, and is encoded in both Big-Endian and Little-Endian byte ordering, allowing the recipient to match the reply to the original request.
- **Sequence Number: BE: 105 (0x0069) LE: 26880 (0x6900)**
Carries the same sequence number as the accompanying ICMP Request, which is shared by both Big-Endian and Little-Endian identifiers, making it easier to match responses to particular requests and identify packet loss.

Part 2:

In this part, we used Packet Tracer to build a network with 4 routers, 2 switches, and 5 PCs. The network employed OSPF routing protocol for dynamic routing. One subnet used DHCP for automatic IP address assignment. The IP address range will be based on the university ID, such as 205.x.y.0/24, where x and y correspond to the numbers in the ID.

Our ID's 1201585 then the IP is 205.1.5.0/24. We need 5 subnets (networks).

Subnet 1: 205.1.5.0/27 (Network Address: 205.1.5.0, Broadcast Address: 205.1.5.31)

Subnet 2: 205.1.5.32/27 (Network Address: 205.1.5.32, Broadcast Address: 205.1.5.63)

Subnet 3: 205.1.5.64/27 (Network Address: 205.1.5.64, Broadcast Address: 205.1.5.95)

Subnet 4: 205.1.5.96/27 (Network Address: 205.1.5.96, Broadcast Address: 205.1.5.127)

Subnet 5: 205.1.5.128/27 (Network Address: 205.1.5.128, Broadcast Address: 205.1.5.159)

The Subnet Mask: 255.255.255.224

The network included a web server and a DNS server for hosting websites and resolving domain names. We tested connectivity between hosts using the ping command and traced the path taken by packets using the tracer command. By following these steps, we had a functional network with OSPF routing, DHCP for IP assignment, a web server, and a DNS server, allowing for communication between devices and hosting websites within the network.

Building the topology:

Build the topology using packet tracer based on your IPs found above and put the IP address and subnet mask for each router.

- **Interface Router1:**



Figure 10: Interface Router1 sitting

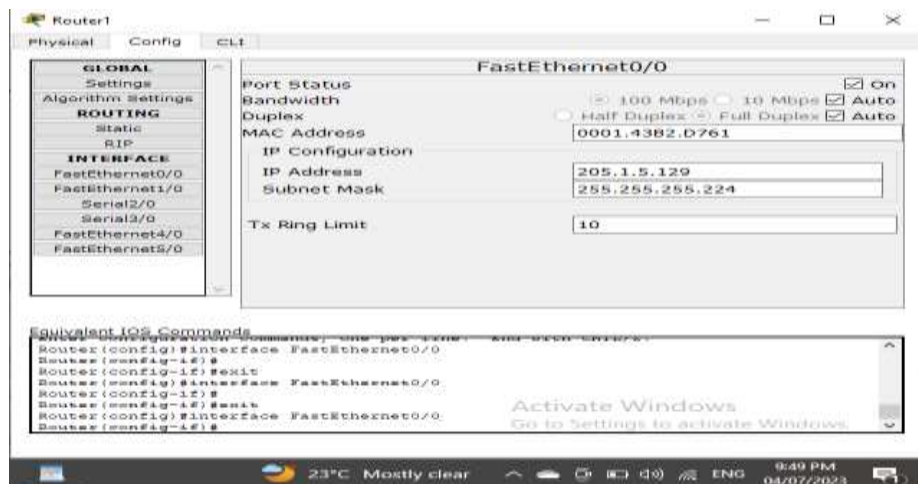


Figure 11: Interface Router1 sitting

- **Interface Router2:**

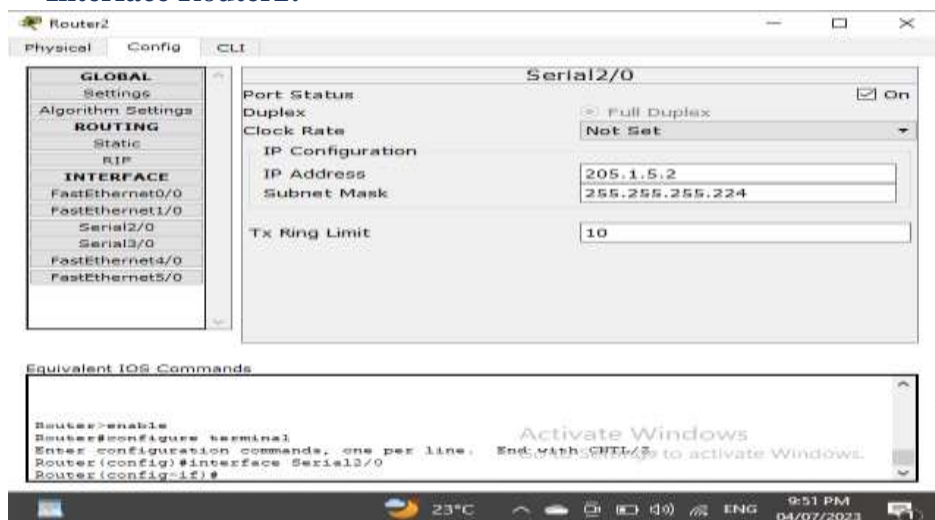


Figure 12: Interface Router2 sitting



Figure 13: Interface Router2 sitting

- **Interface Router3:**

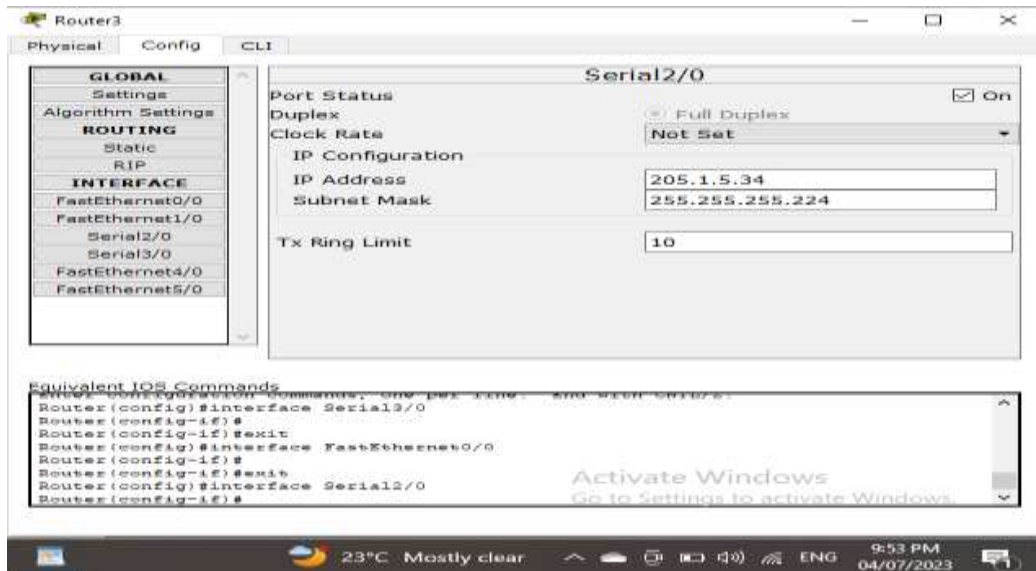


Figure 14: Interface Router3 sitting

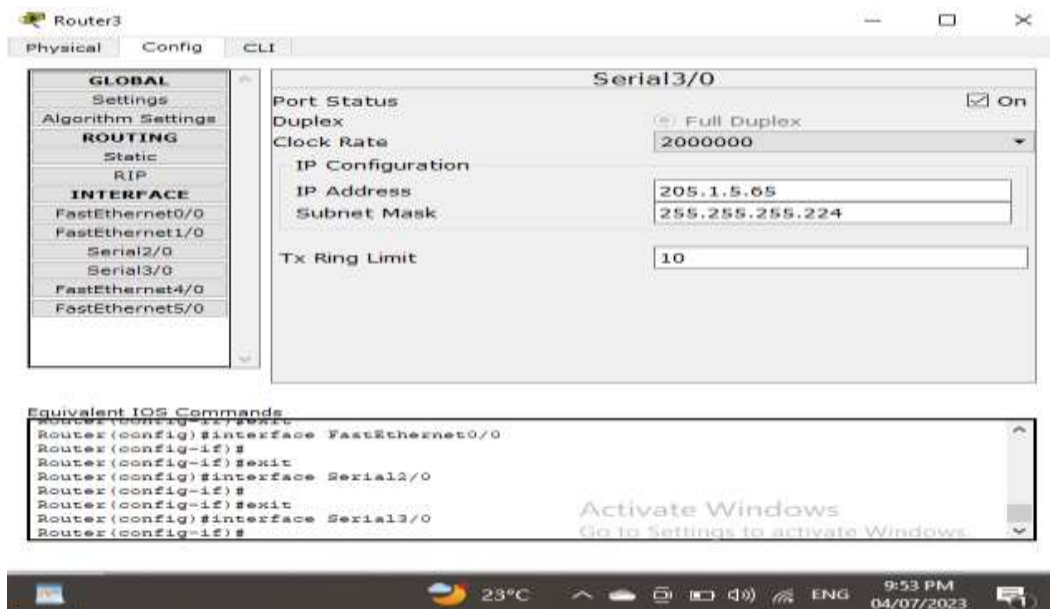


Figure 15: Interface Router3 sitting

- Interface Router4:



Figure 16: Interface Router4 sitting

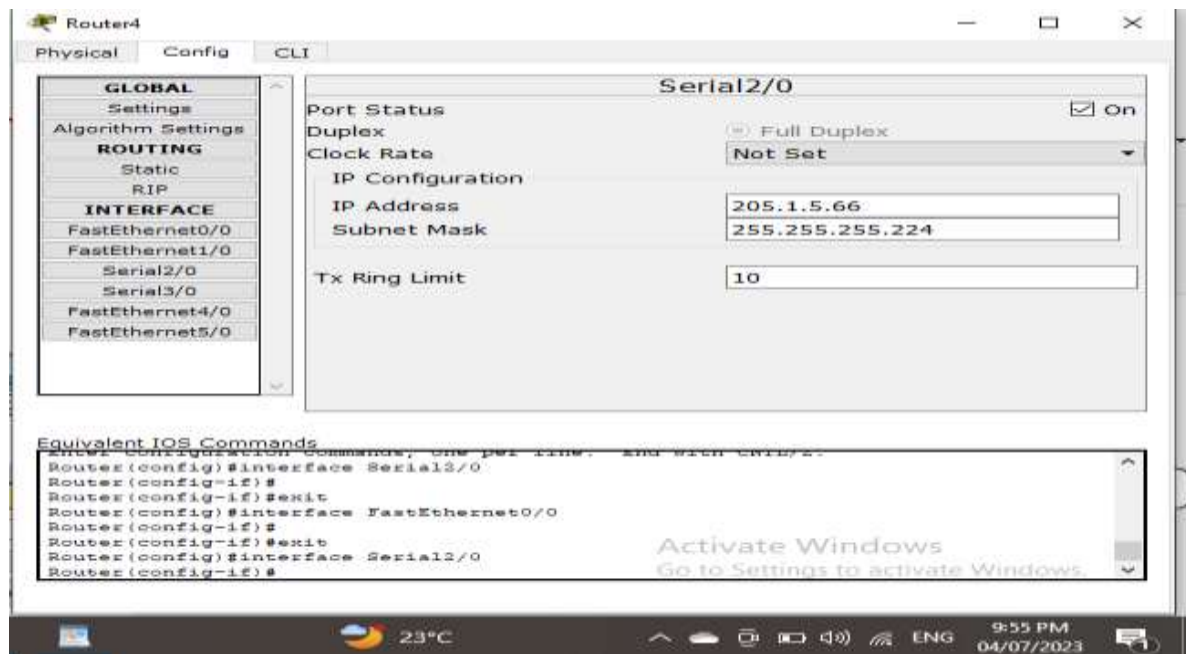


Figure 17: Interface Router4 sitting

- The network topology:

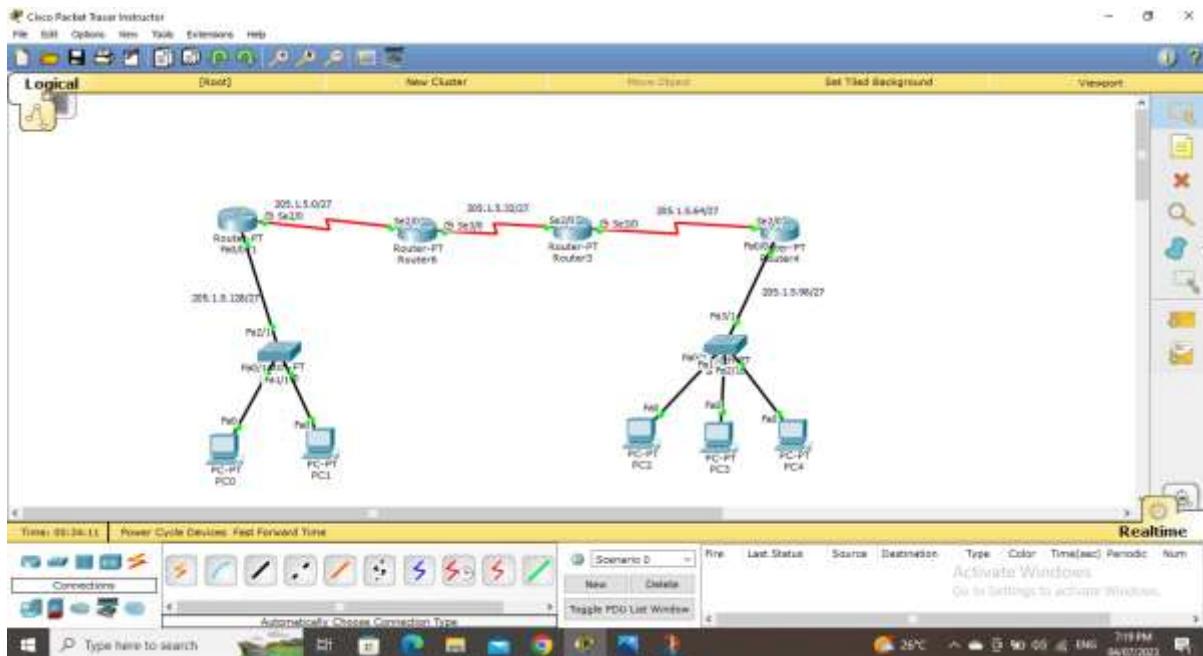


Figure 18: The network topology

- OSPF routing protocol for each router:

The screenshot shows the CLI of Router1 with the following configuration commands:


```

Router#
Router#configure terminal
Router(config)#router ospf 1
Router(config-router)#network 205.1.5.0 0.0.0.31 area 0
Router(config-router)#
Router#
Router#configure terminal
Router(config)#router ospf 1
Router(config-router)#network 205.1.5.128 0.0.0.31 area 0
Router(config-router)#network 205.1.5.0 0.0.0.31 area0
Router(config-router)#
Router(config-router)#network 205.1.5.0 0.0.0.31 area 0
Router(config-router)#network 205.1.5.32 0.0.0.31 area 0
Router(config-router)#network 205.1.5.64 0.0.0.31 area 0
Router(config-router)#
    
```

 The output shows the configuration being applied to the router. The bottom of the window shows the 'Physical' tab with a toolbar and a status bar.

Figure 19: OSPF routing protocol for router1

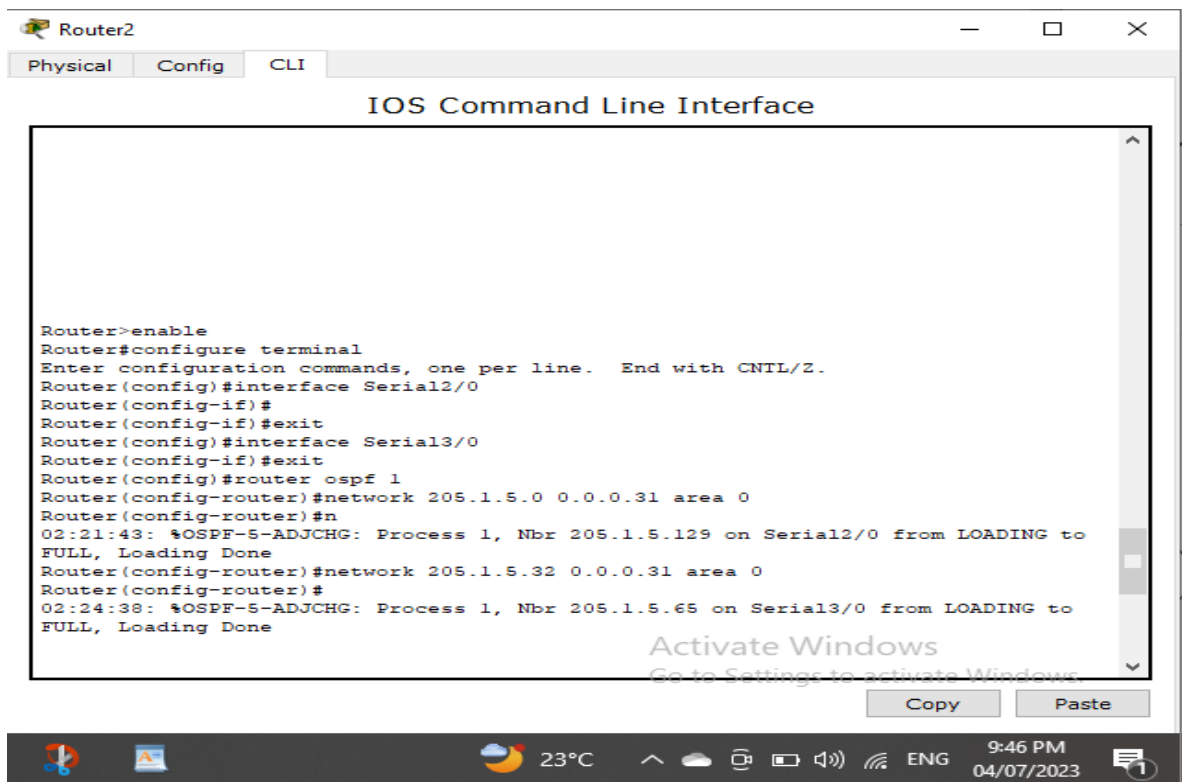


Figure 20: OSPF routing protocol for router2



Figure 21: OSPF routing protocol for router3

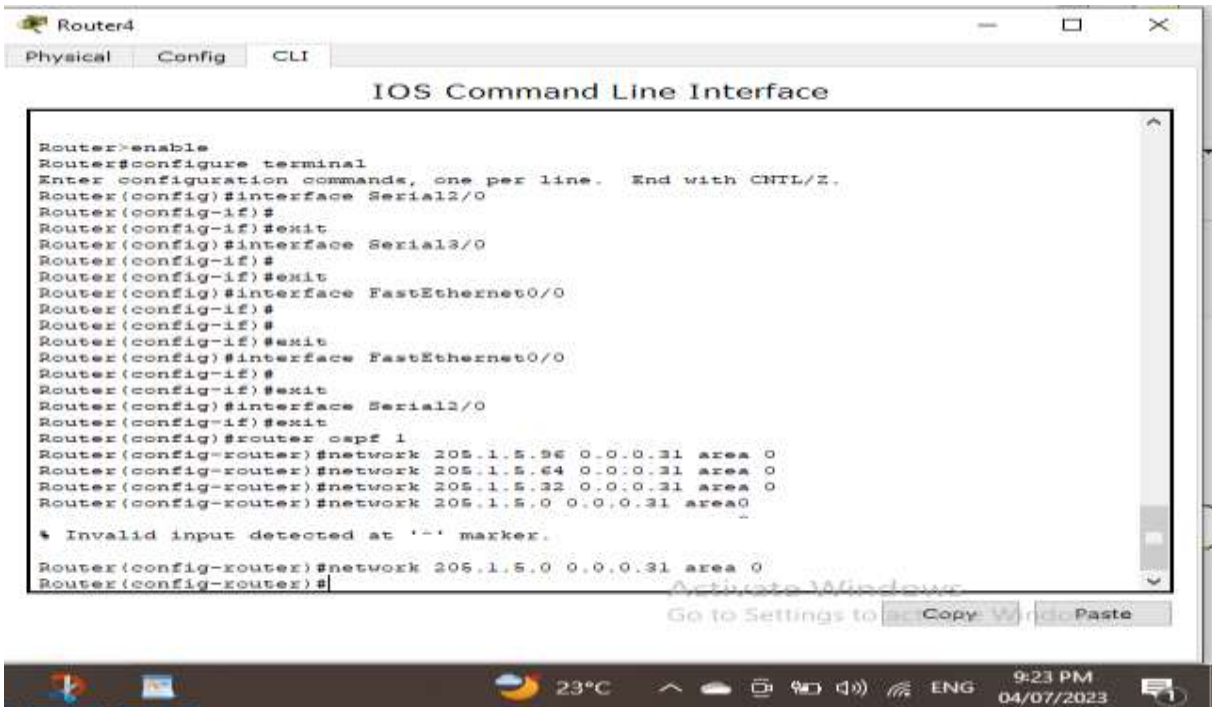


Figure 22: OSPF routing protocol for router4

- **IP Configuration for PC2:**

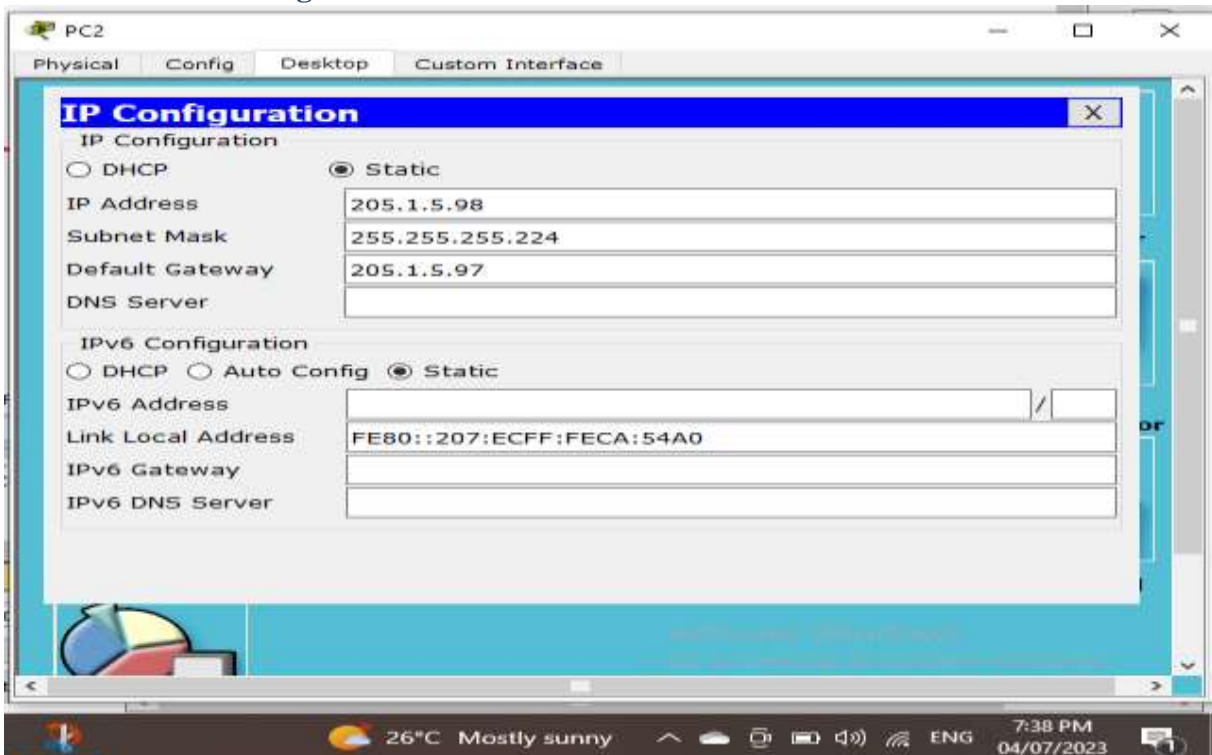


Figure 23: IP Configuration for PC2

- Ping after the OSPF routing protocol:

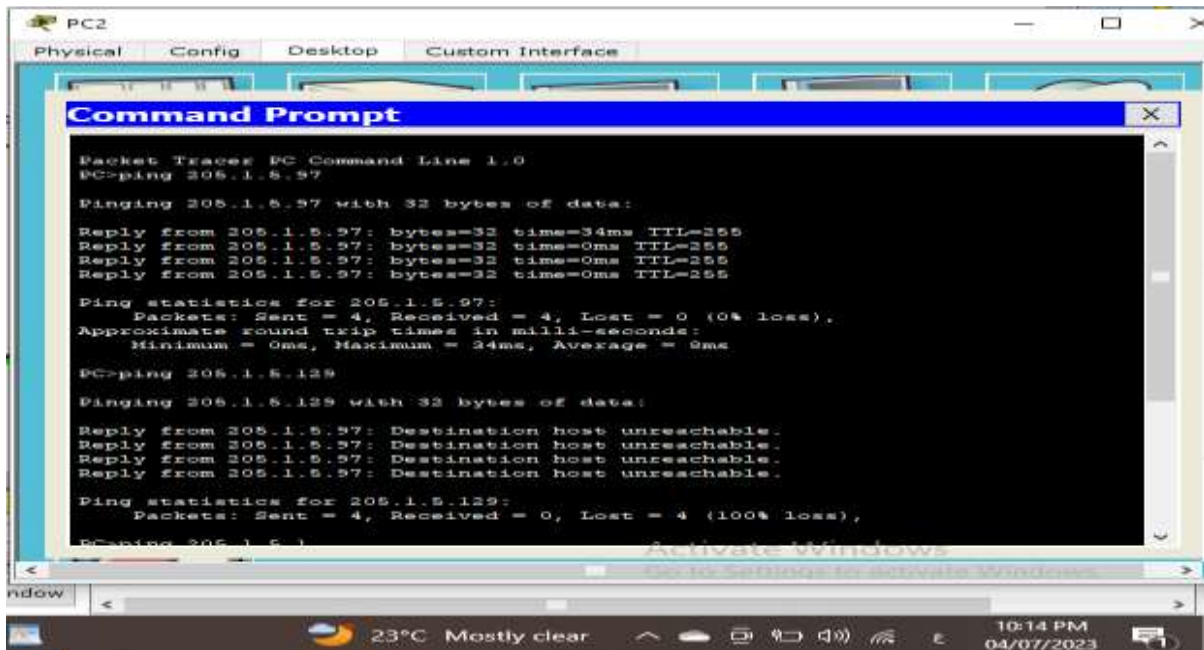


Figure 24: Ping after the OSPF routing protocol

- IP Configuration for PC0:



Figure 25: IP Configuration for PC0

- Ping after the OSPF routing protocol:

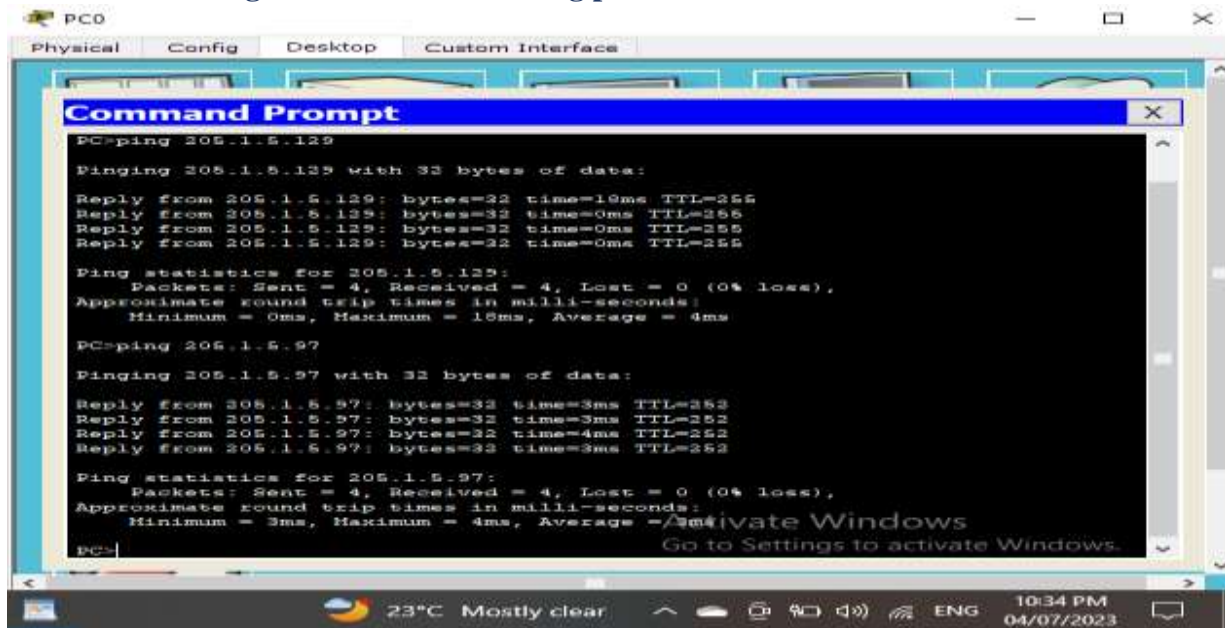


Figure 26: Ping after the OSPF routing protocol command

DHCP (Dynamic Host Configuration Protocol) is a network protocol that assigns IP addresses dynamically to devices on a network. When a device connects to the network, it sends a broadcast request for an IP address, and the DHCP server assigns an available IP address along with other network information such as subnet mask, default gateway, and DNS server information. DHCP allows network administrators to manage IP address allocation centrally, saving time and reducing the risk of IP address conflicts. It is widely used in home, office, and enterprise networks and is supported by most operating systems and network devices.

When add web server:

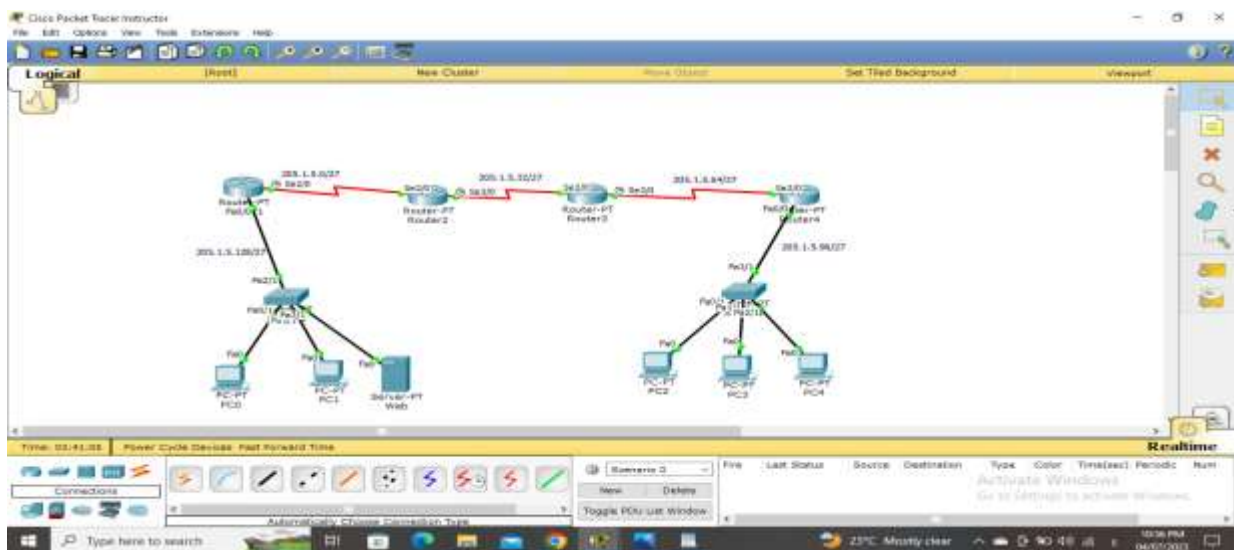


Figure 27: Ping after the OSPF routing protocol when add web server

Configure web:



Figure 28: Ping after the OSPF routing protocol configure web

- The network (Router1) contain a webserver and a DNS server



Figure 29: The network (Router1) contain a webserver and a DNS server

- **IP Configuration for PC0 (DHCP):**

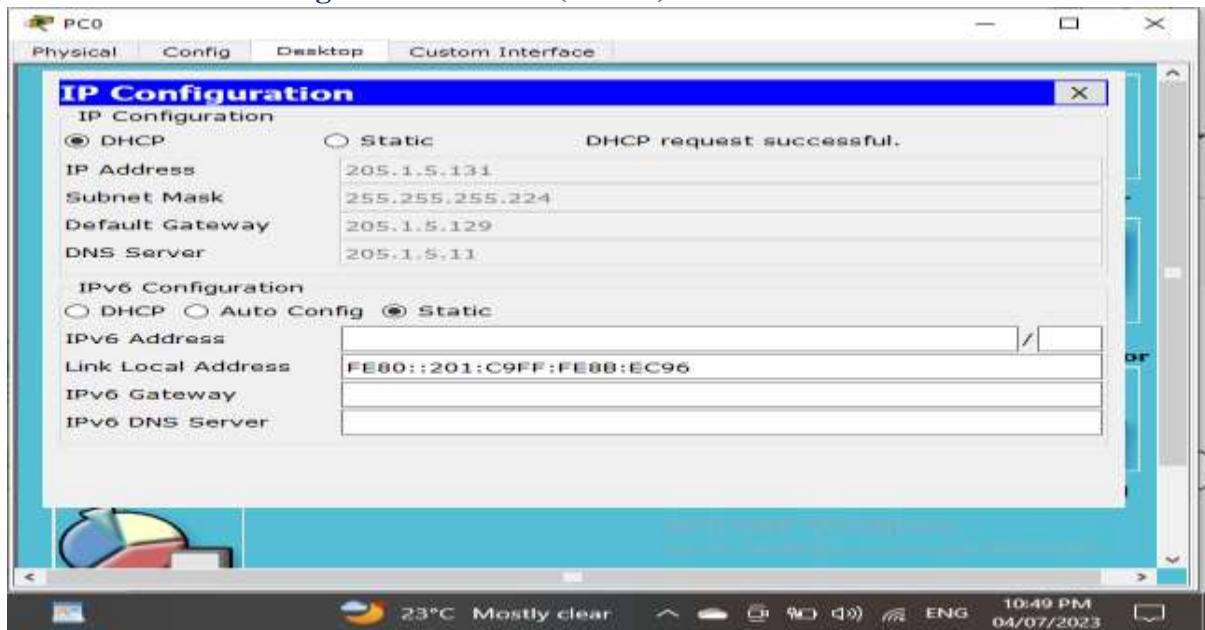
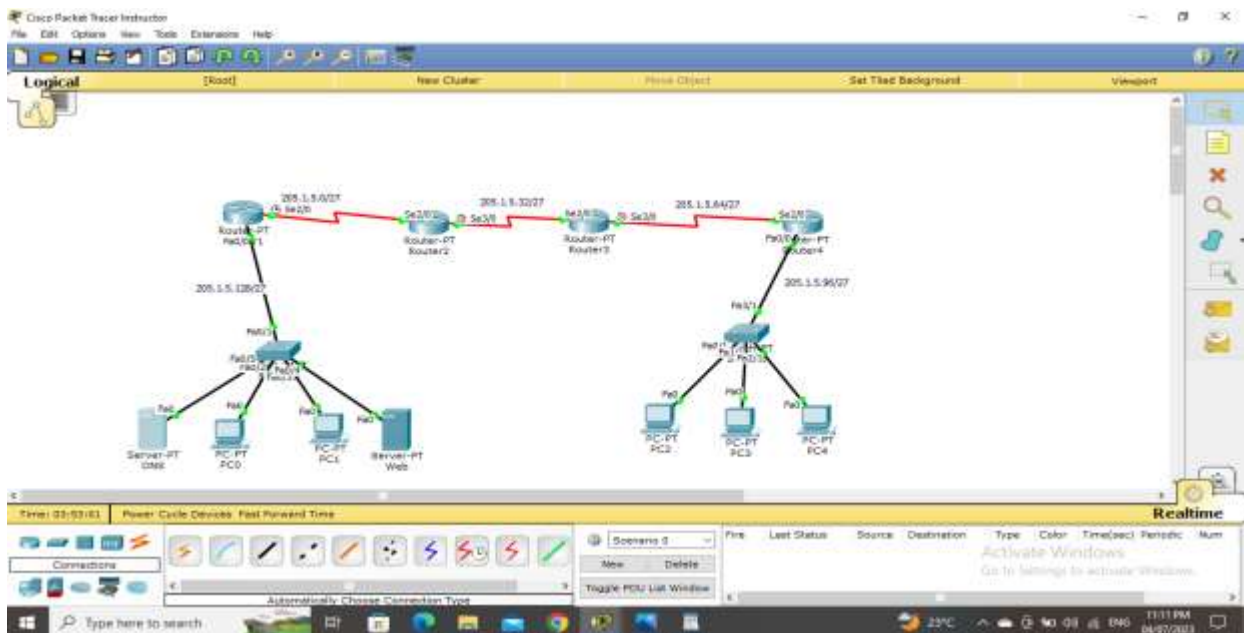


Figure 30: IP Configuration for PC0 (DHCP)

DNS (Domain Name System) is an integral part of the internet infrastructure. It translates human-readable domain names into machine-readable IP addresses. This enables users to access websites and services using easy-to-remember domain names instead of complex IP addresses. When a user enters a domain name, a query is sent to a recursive DNS resolver, which contacts authoritative name servers to retrieve the corresponding IP address.

When add DNS server:



When activated DNS for the DNS server:

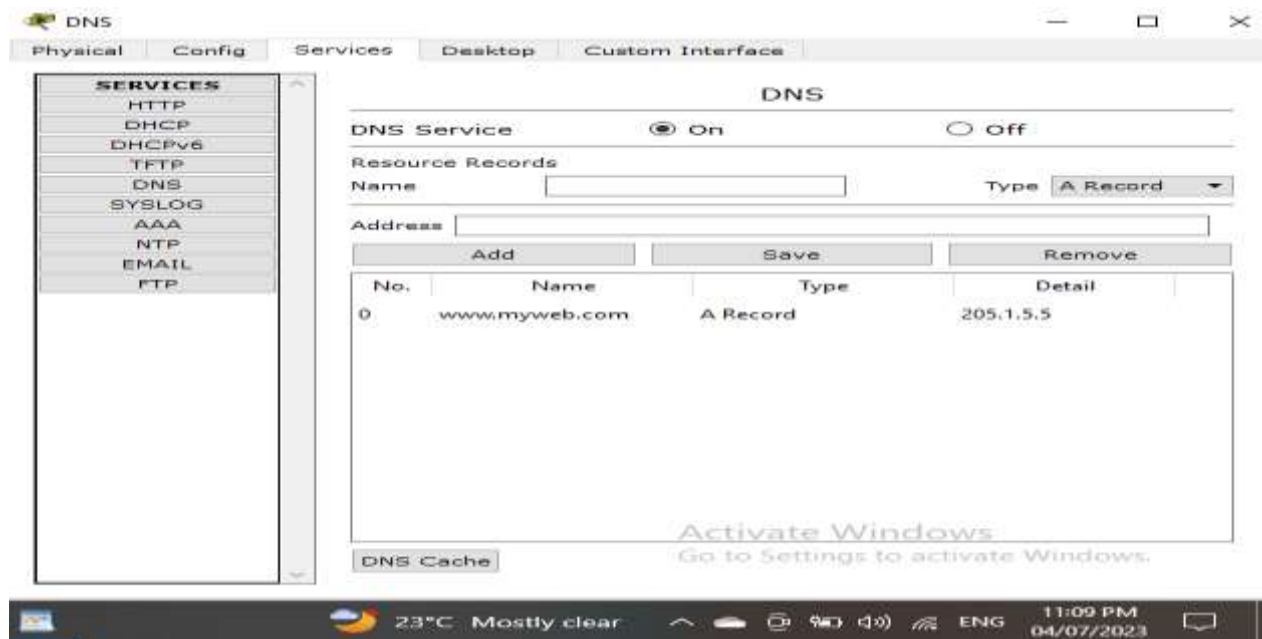


Figure 32: IP Configuration for PC0 (DHCP) when activated DNS

- IP Configuration for DNS server:

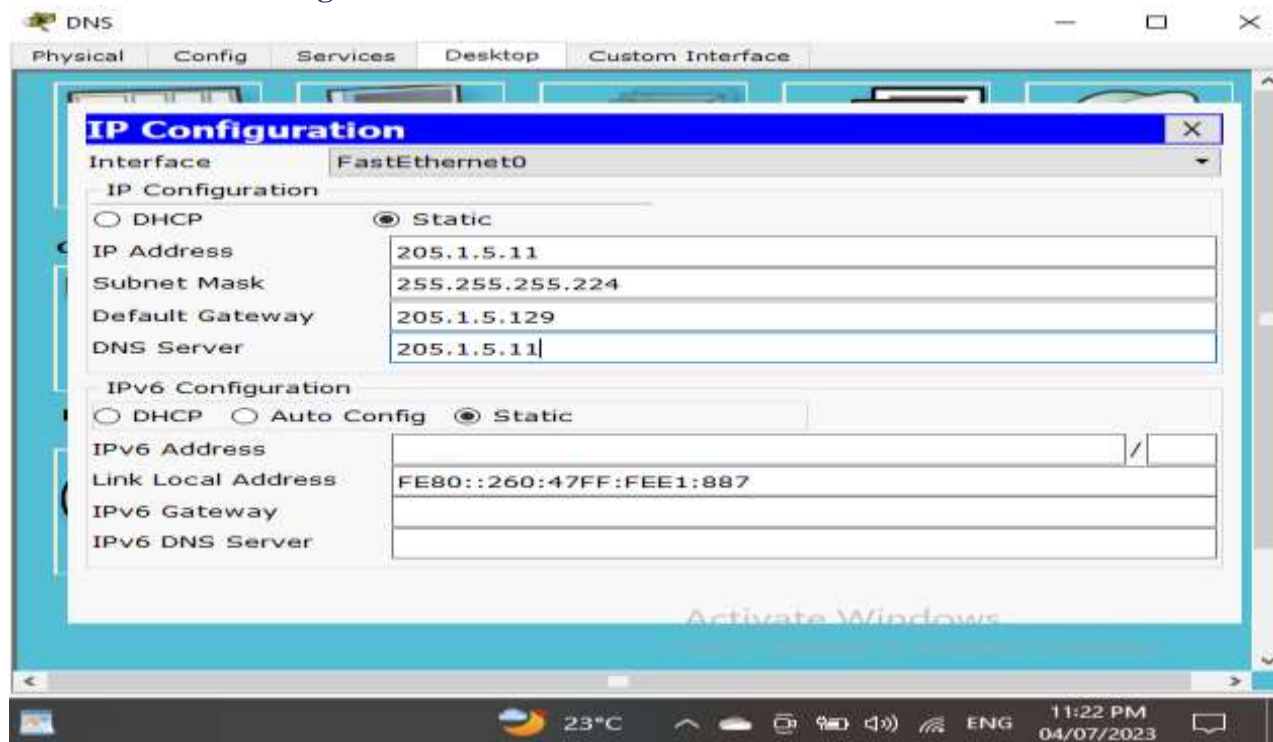


Figure 33: IP Configuration for DNS server

When activated DNS, IP Configuration for web server:

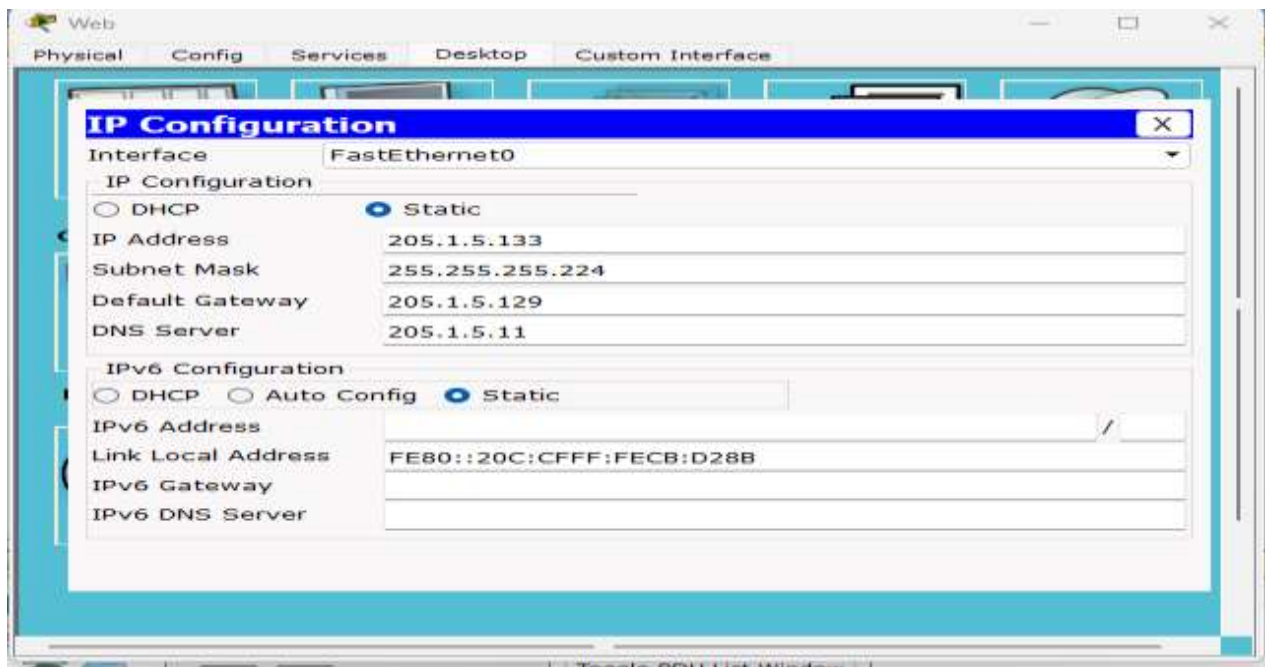


Figure 34: IP Configuration for web server when activated DNS

- Web browser for PC0

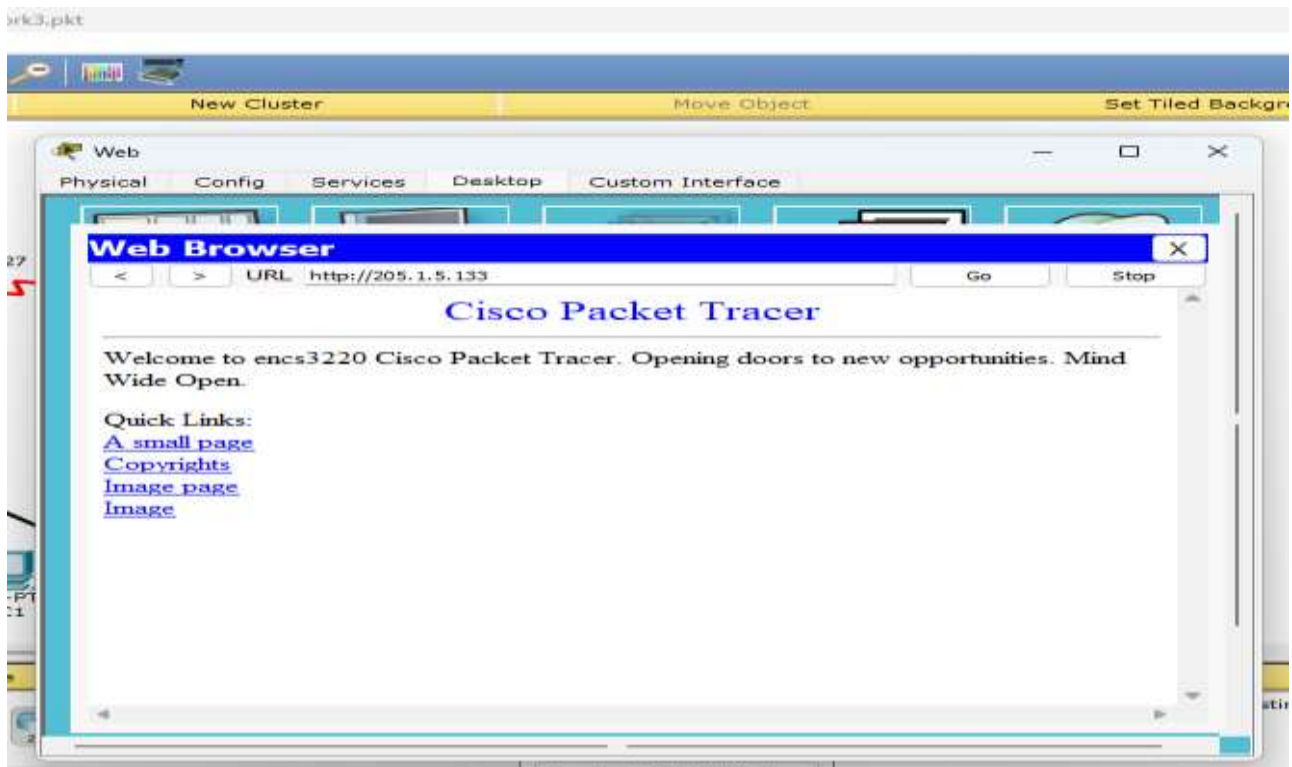
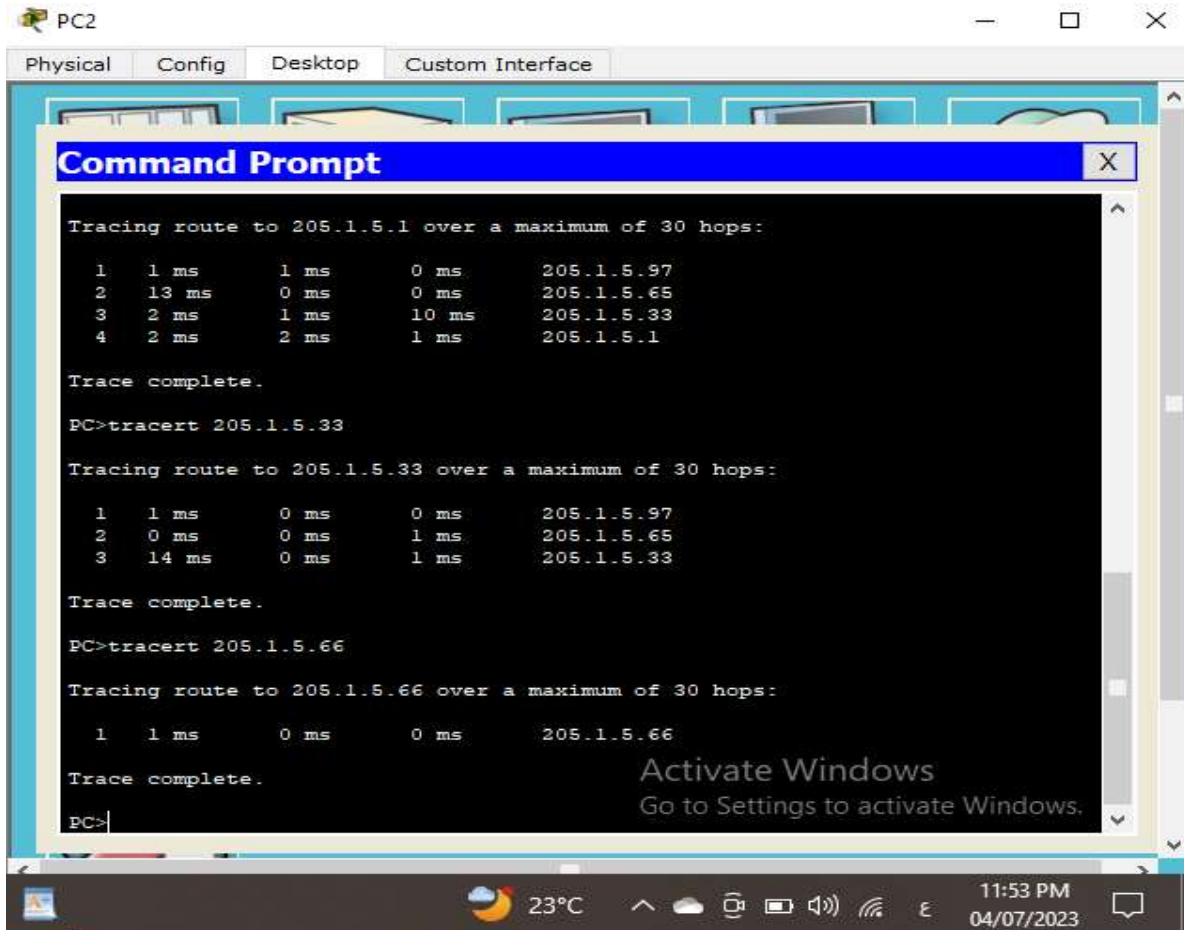


Figure 35: web browser for PC0

When we used tracert command for PC2 to show the path a packet traversed to reach its destination from each subnet host to a remote destination.



The screenshot shows a virtual PC2 environment with a desktop background of a city skyline. A 'Command Prompt' window is open, displaying the results of three 'tracert' commands. The window has a blue title bar and a black background. The desktop has tabs for 'Physical', 'Config', 'Desktop', and 'Custom Interface'. The taskbar at the bottom shows a weather widget (23°C), system icons, and the time '11:53 PM 04/07/2023'. An 'Activate Windows' watermark is visible in the bottom right of the Command Prompt window.

```
PC2
Physical Config Desktop Custom Interface

Command Prompt

Tracing route to 205.1.5.1 over a maximum of 30 hops:

  1  1 ms      1 ms      0 ms      205.1.5.97
  2  13 ms     0 ms      0 ms      205.1.5.65
  3  2 ms       1 ms     10 ms     205.1.5.33
  4  2 ms       2 ms      1 ms      205.1.5.1

Trace complete.

PC>tracert 205.1.5.33

Tracing route to 205.1.5.33 over a maximum of 30 hops:

  1  1 ms      0 ms      0 ms      205.1.5.97
  2  0 ms      0 ms      1 ms      205.1.5.65
  3  14 ms     0 ms      1 ms      205.1.5.33

Trace complete.

PC>tracert 205.1.5.66

Tracing route to 205.1.5.66 over a maximum of 30 hops:

  1  1 ms      0 ms      0 ms      205.1.5.66

Trace complete.

PC>
```