

Computer Networks

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Question 1 : Perform NAT and ip filtering using 'iptables' . Access internet from your wired client using the router system.

(I). Learn & perform how to accept or reject packets using 'iptables'. Take for example Ping Packets :

Sol. To Accept : iptables -A INPUT -s 0/0 -p icmp -j Accept

To Reject : iptables -A INPUT -s 0/0 -p icmp -j DROP

Screenshot :

Ping Reply Before configuring iptables to block ICMP packets.

```
root@bt: ~  
File Edit View Terminal Help  
root@bt:~# ping 127.0.0.1  
PING 127.0.0.1 (127.0.0.1) 56(84) bytes of data.  
64 bytes from 127.0.0.1: icmp_seq=1 ttl=64 time=0.138 ms  
64 bytes from 127.0.0.1: icmp_seq=2 ttl=64 time=0.056 ms  
64 bytes from 127.0.0.1: icmp_seq=3 ttl=64 time=0.055 ms  
64 bytes from 127.0.0.1: icmp_seq=4 ttl=64 time=0.057 ms  
64 bytes from 127.0.0.1: icmp_seq=5 ttl=64 time=0.029 ms  
64 bytes from 127.0.0.1: icmp_seq=6 ttl=64 time=0.056 ms  
^C  
--- 127.0.0.1 ping statistics ---  
6 packets transmitted, 6 received, 0% packet loss, time 4999ms  
rtt min/avg/max/mdev = 0.029/0.065/0.138/0.034 ms  
root@bt:~#
```

Ping Blocked After configuring iptables to block ICMP packets.

```
root@bt: ~  
File Edit View Terminal Help  
root@bt:~# ping 127.0.0.1  
PING 127.0.0.1 (127.0.0.1) 56(84) bytes of data.  
64 bytes from 127.0.0.1: icmp_seq=1 ttl=64 time=0.138 ms  
64 bytes from 127.0.0.1: icmp_seq=2 ttl=64 time=0.056 ms  
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64 bytes from 127.0.0.1: icmp_seq=6 ttl=64 time=0.056 ms  
^C  
--- 127.0.0.1 ping statistics ---  
6 packets transmitted, 6 received, 0% packet loss, time 4999ms  
rtt min/avg/max/mdev = 0.029/0.065/0.138/0.034 ms  
root@bt:~#  
root@bt:~# iptables -A INPUT -s 127.0.0.1 -p icmp -j DROP  
root@bt:~#  
root@bt:~# ping 127.0.0.1  
PING 127.0.0.1 (127.0.0.1) 56(84) bytes of data.  
^C  
--- 127.0.0.1 ping statistics ---
```

(II). Learn & perform NATting on a particular interface using 'iptables'

Sol.

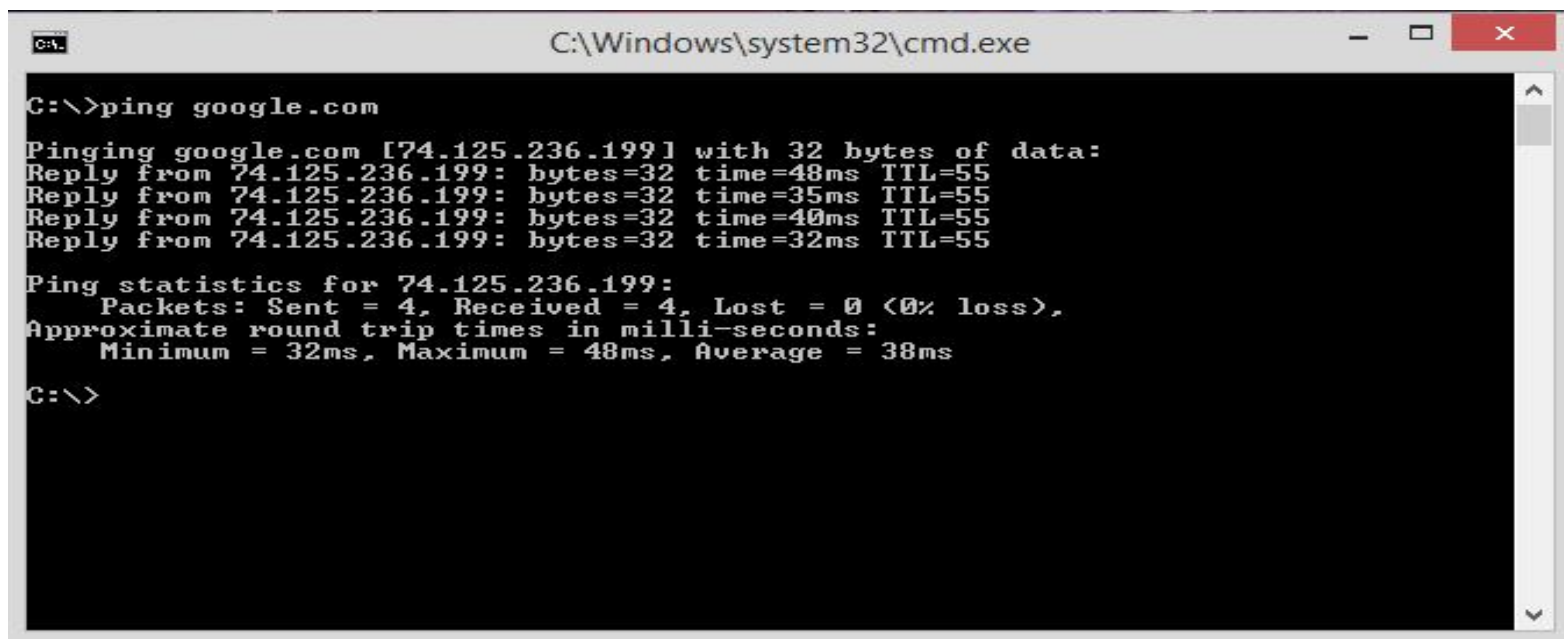
At Router:

```
iptables -t nat -A POSTROUTING -o wlan0 -j MASQUERADE
```

```
iptables -A FORWARD -i eth0 -j ACCEPT
```

At Wired Client :

```
ping google.com
```



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

C:\>ping google.com

Pinging google.com [74.125.236.199] with 32 bytes of data:
Reply from 74.125.236.199: bytes=32 time=48ms TTL=55
Reply from 74.125.236.199: bytes=32 time=35ms TTL=55
Reply from 74.125.236.199: bytes=32 time=40ms TTL=55
Reply from 74.125.236.199: bytes=32 time=32ms TTL=55

Ping statistics for 74.125.236.199:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 32ms, Maximum = 48ms, Average = 38ms

C:\>
```

Question 2 : ARP(Address Resolution Protocols)

IP Address -----ARP TABLE-----> MAC address

(I). Where is the ARP table stored in my machine?

Sol. ARP table is/can be stored in any of the networking device like Router,Switches,Network Printers,Personal Computers etc.

For Windows : Cache (arp -a >> arp.txt)

For Linux : Cache (/proc/net/arp)

(II). How can I use 'ip' command to flush all the entries of ARP Table?(Is there any such option available with 'arp' command)

Sol. 'ip' command is only available for linux which can be used to flush all the entries of ARP Table.

The command is "ip n flush all" without quotes.

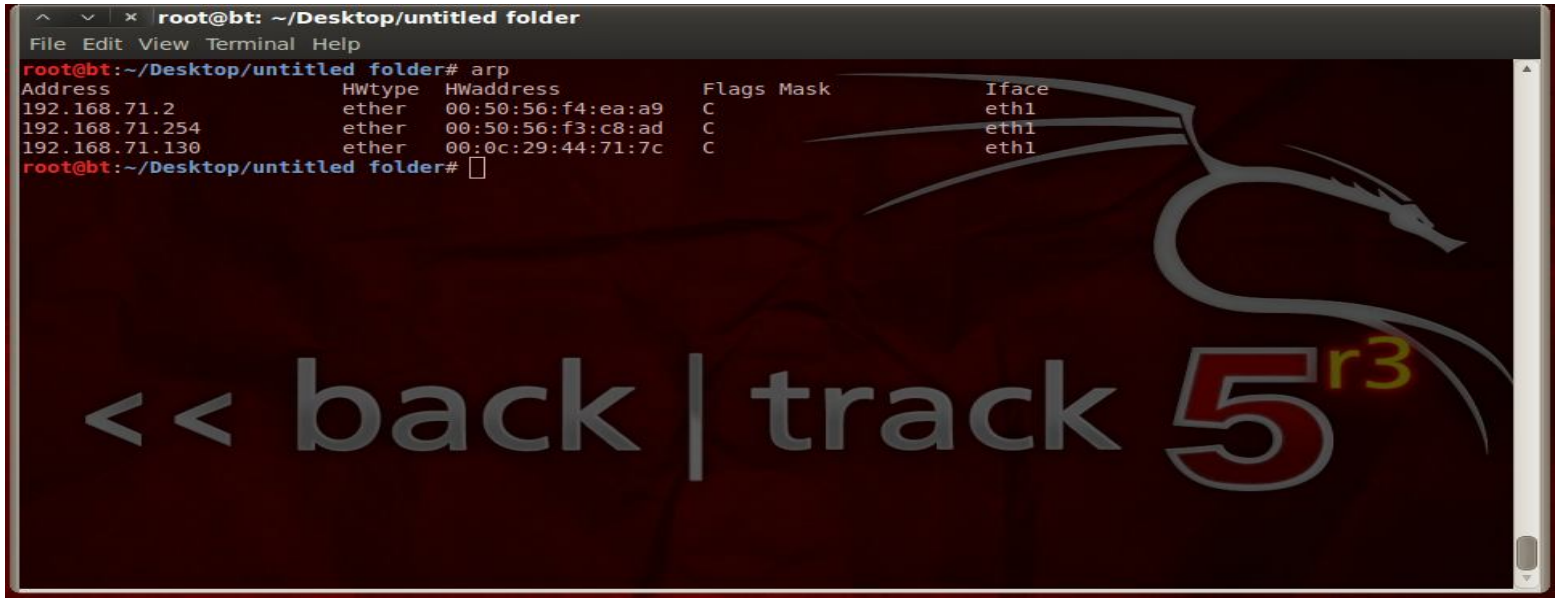
'arp' command is not able to clear all the entries in arp table but can remove individual entries.

However to flush all the entries of ARP Table in Windows we can use the command

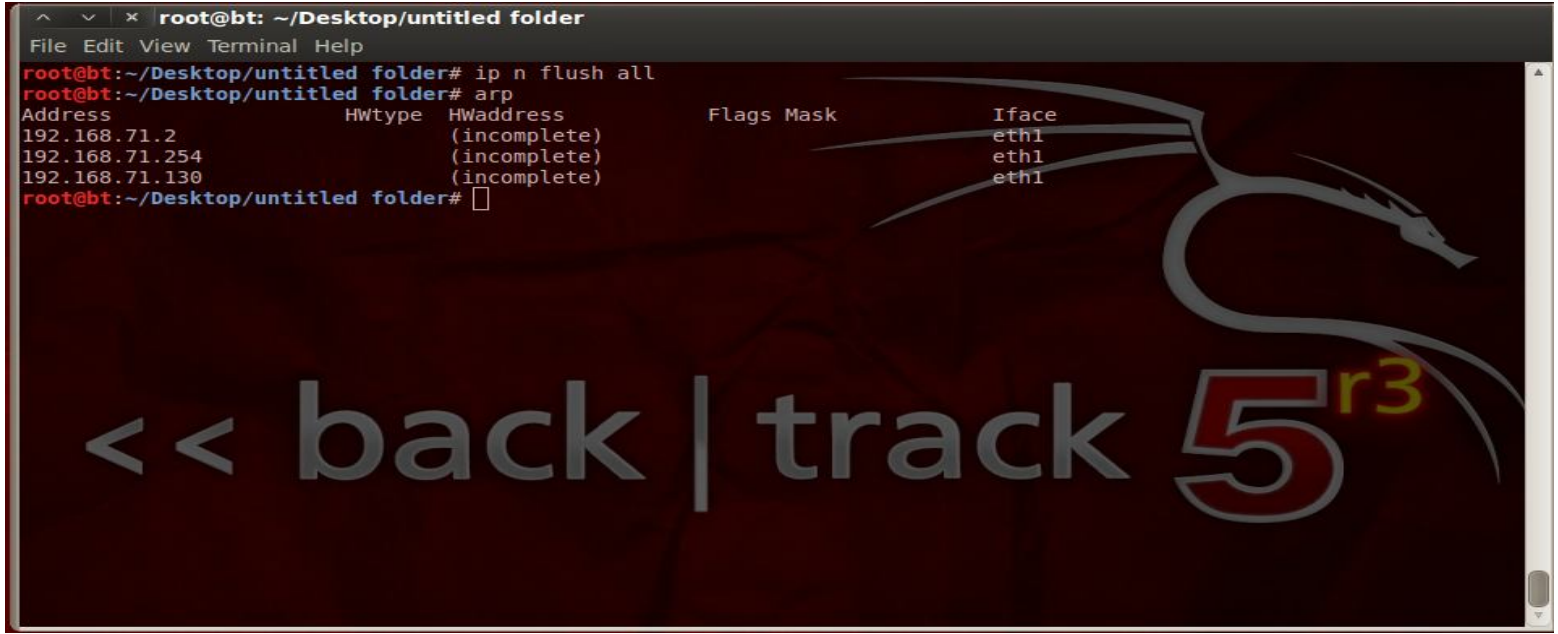
"netsh interface ip delete arpcache" without quotes.

Screenshot :

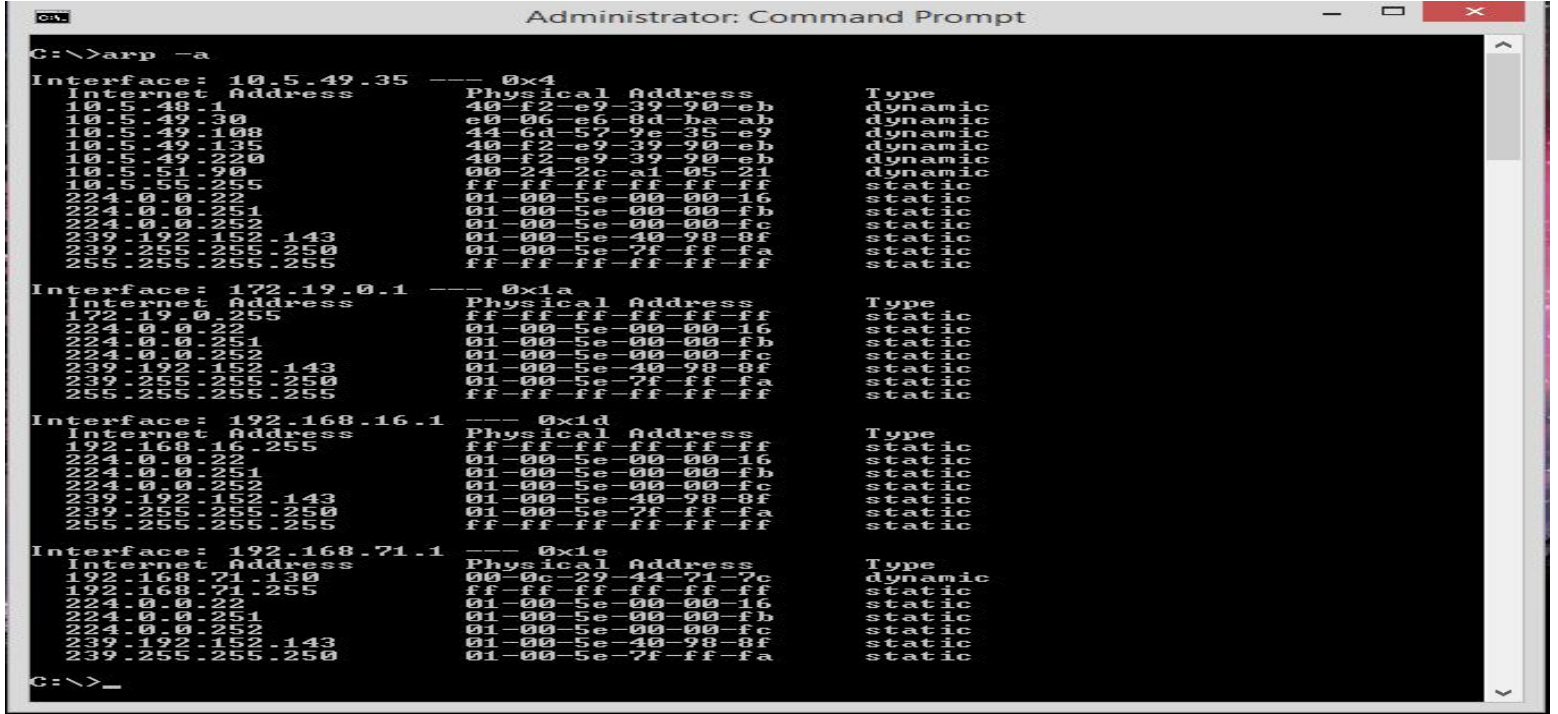
ARP Entries Before Flush Linux



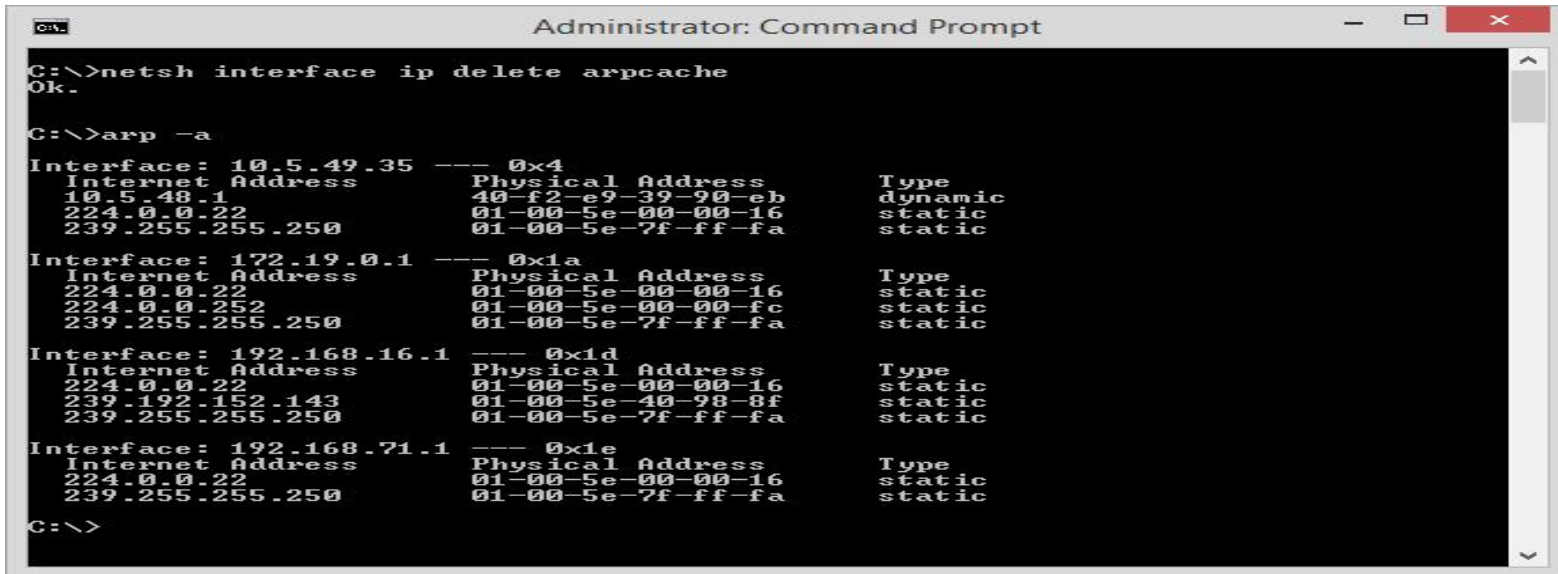
ARP Entries After Flush Linux



ARP Entries Before Flush windows



ARP Entries After Flush Windows



(III). How can I create manual entry in ARP Table for a host using 'arp' command?

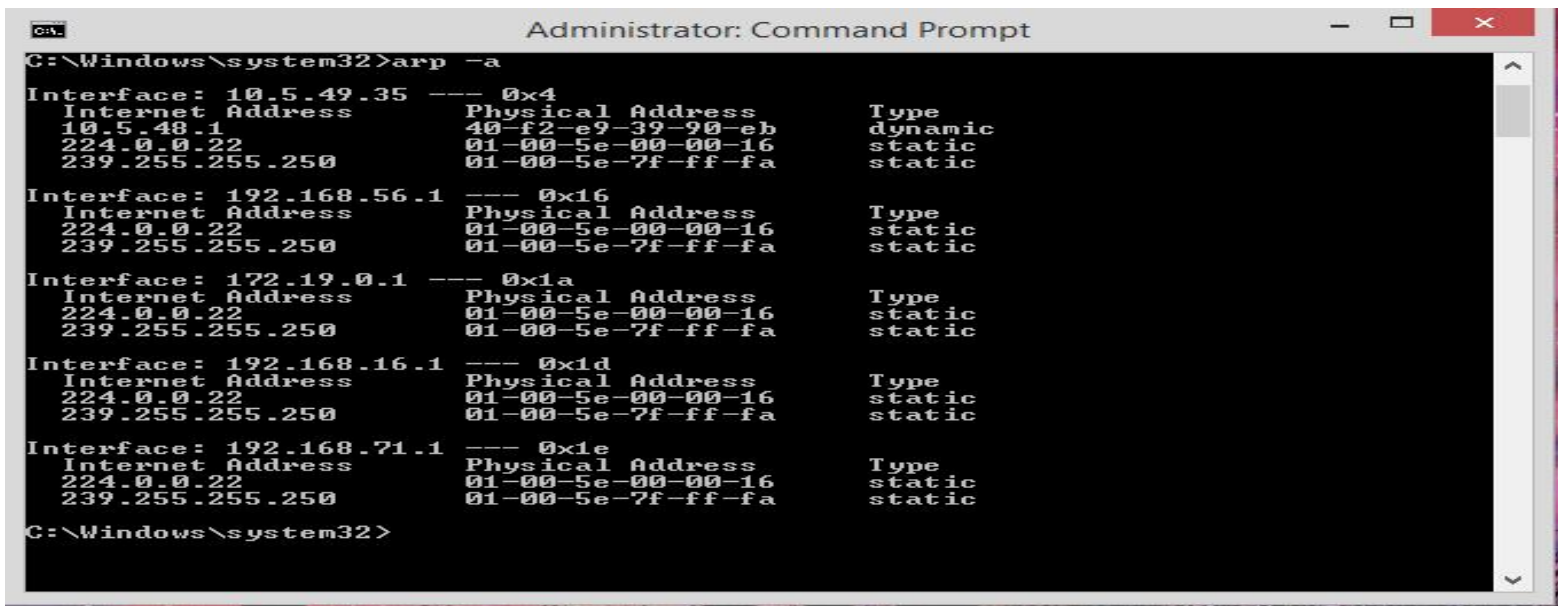
Sol. Manual entry can be created using the arp utility and different availabel swtiches in different Operating System .

For Windows : arp -s 192.168.1.10 aa:bb:cc:dd:ee:ff

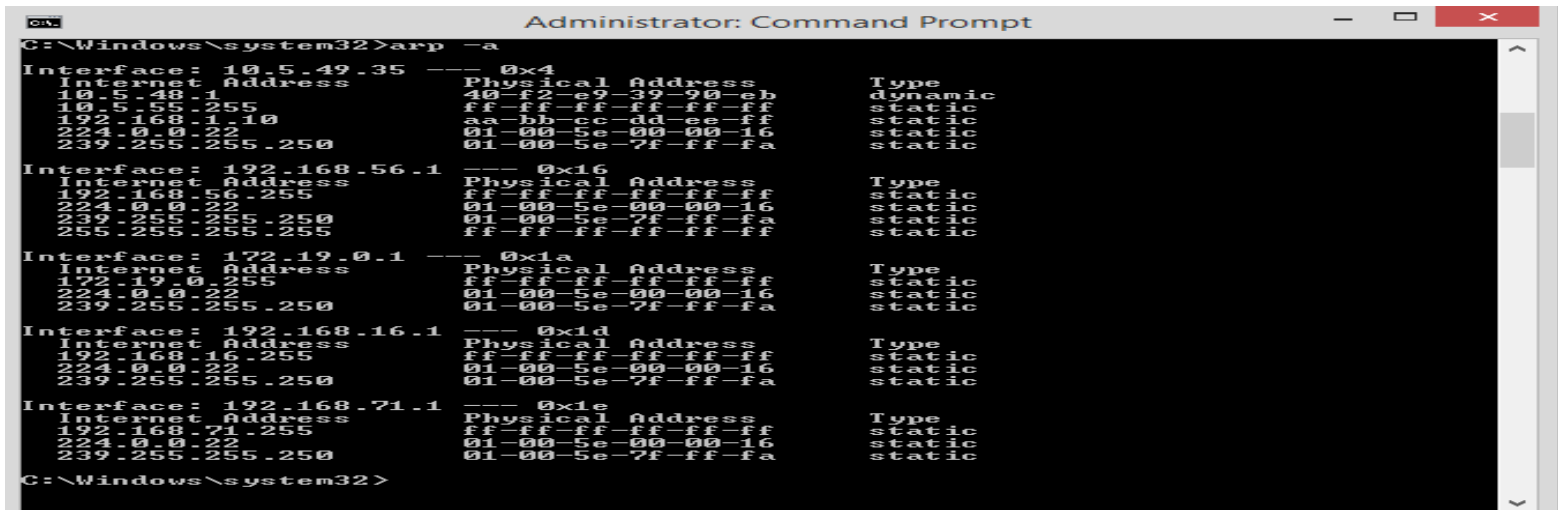
For Linux : arp -i eth1 192.168.1.55 aa:bb:cc:dd:ee:ff

Screenshot :

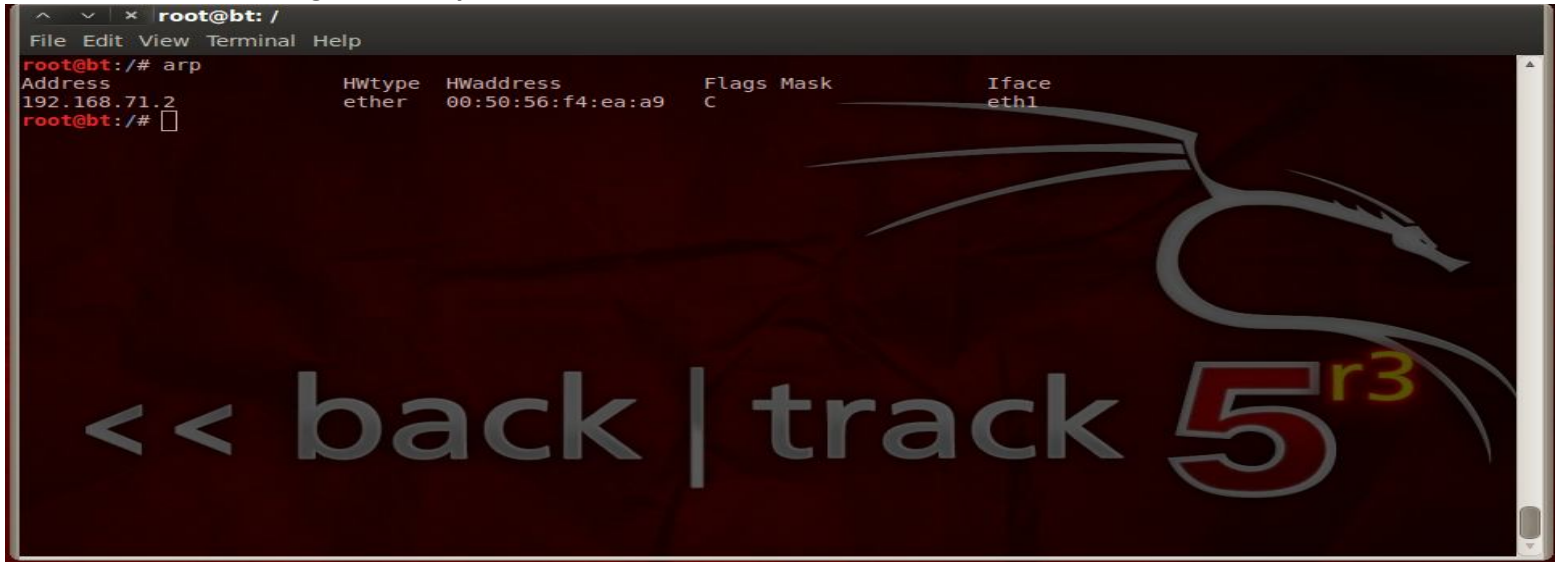
ARP entries before adding static entry in Windows



ARP entries after adding static entry in windows



ARP entries before adding static entry in Linux



ARP entries after adding static entry in Linux



(IV). Is the entry created a static or dynamic? (Hint: ping)

Sol. The entry created after pinging a host is of type "Dynamic".

ScreenShot :

ARP Entry Before Executing Ping Command Linux



ARP Entry After Executing Ping Command Linux

```
root@bt: /
File Edit View Terminal Help
root@bt: /# arp
Address          Hwtype  Hwaddress      Flags Mask      Iface
192.168.71.2     ether   00:50:56:f4:ea:a9  C              eth1
root@bt: /# ping 192.168.71.130
PING 192.168.71.130 (192.168.71.130) 56(84) bytes of data.
64 bytes from 192.168.71.130: icmp_seq=1 ttl=64 time=9.39 ms
64 bytes from 192.168.71.130: icmp_seq=2 ttl=64 time=0.280 ms
64 bytes from 192.168.71.130: icmp_seq=3 ttl=64 time=0.478 ms
64 bytes from 192.168.71.130: icmp_seq=4 ttl=64 time=0.355 ms
64 bytes from 192.168.71.130: icmp_seq=5 ttl=64 time=0.242 ms
64 bytes from 192.168.71.130: icmp_seq=6 ttl=64 time=0.459 ms
^C
--- 192.168.71.130 ping statistics ---
6 packets transmitted, 6 received, 0% packet loss, time 5002ms
rtt min/avg/max/mdev = 0.242/1.868/9.398/3.368 ms
root@bt: /# arp
Address          Hwtype  Hwaddress      Flags Mask      Iface
192.168.71.2     ether   00:50:56:f4:ea:a9  C              eth1
192.168.71.130   ether   00:0c:29:44:71:7c  C              eth1
root@bt: /#
```

ARP Entry Before Executing Ping Command Windows

```
Administrator: Command Prompt
C:\>arp -a

Interface: 10.5.49.35 --- 0x4
Internet Address      Physical Address      Type
10.5.48.1             ff-f2-e2-39-90-eb     dynamic
10.5.55.255           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

Interface: 172.19.0.1 --- 0x1a
Internet Address      Physical Address      Type
172.19.0.255          ff-ff-ff-ff-ff-ff     static
192.168.173.255       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

Interface: 192.168.16.1 --- 0x1d
Internet Address      Physical Address      Type
192.168.16.255        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

Interface: 192.168.71.1 --- 0x1e
Internet Address      Physical Address      Type
192.168.71.255        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

C:\>
```


ARP Entry After Executing Ping Command Windows

```

Administrator: Command Prompt

C:\>ping 192.168.71.130

Pinging 192.168.71.130 with 32 bytes of data:
Reply from 192.168.71.130: bytes=32 time=18ms TTL=64
Reply from 192.168.71.130: bytes=32 time<1ms TTL=64
Reply from 192.168.71.130: bytes=32 time<1ms TTL=64
Reply from 192.168.71.130: bytes=32 time<1ms TTL=64

Ping statistics for 192.168.71.130:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 18ms, Average = 4ms

C:\>arp -a

Interface: 10.5.49.35 --- 0x4
    Internet Address      Physical Address         Type
    10.5.48.1              40-f2-e9-39-90-eb        dynamic
    10.5.49.220            40-f2-e9-39-90-eb        dynamic
    10.5.55.255            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

Interface: 172.19.0.1 --- 0x1a
    Internet Address      Physical Address         Type
    172.19.0.255          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

Interface: 192.168.16.1 --- 0x1d
    Internet Address      Physical Address         Type
    192.168.16.255        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

Interface: 192.168.71.1 --- 0x1e
    Internet Address      Physical Address         Type
    192.168.71.130        00-0c-29-44-71-7c        dynamic
    192.168.71.255        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

C:\>

```

(V). How can you set a policy for accepting/rejecting packets from a particular source IP using 'iptables' command ?

Sol. To Accept : iptables -A INPUT -s 127.0.0.1 -p icmp -j Accept
 To Reject : iptables -A INPUT -s 127.0.0.1 -p icmp -j DROP

Screenshot :

Ping Reply Before configuring iptables to block ICMP packets.

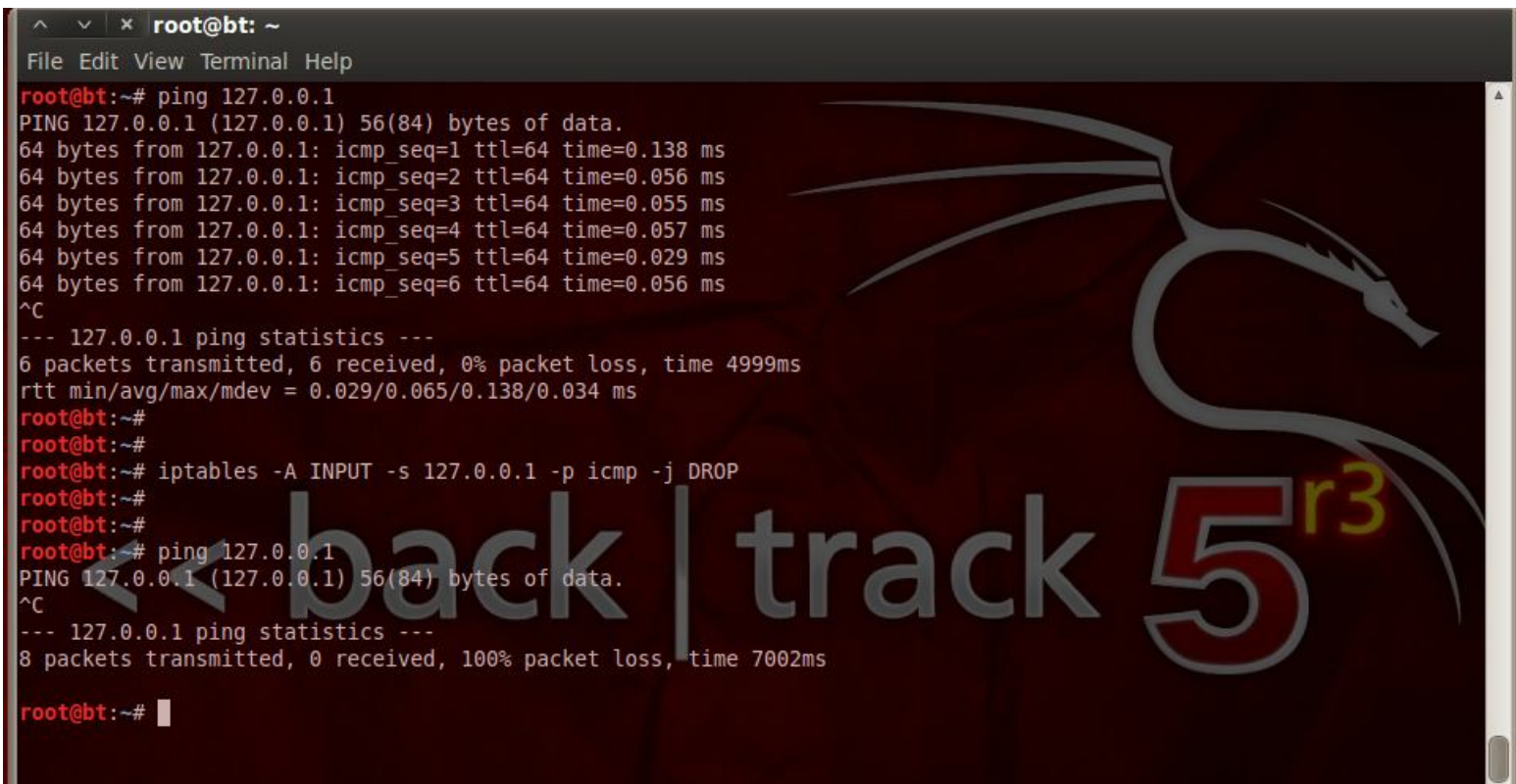
```

root@bt: ~
File Edit View Terminal Help

root@bt:~# ping 127.0.0.1
PING 127.0.0.1 (127.0.0.1) 56(84) bytes of data.
64 bytes from 127.0.0.1: icmp_seq=1 ttl=64 time=0.138 ms
64 bytes from 127.0.0.1: icmp_seq=2 ttl=64 time=0.056 ms
64 bytes from 127.0.0.1: icmp_seq=3 ttl=64 time=0.055 ms
64 bytes from 127.0.0.1: icmp_seq=4 ttl=64 time=0.057 ms
64 bytes from 127.0.0.1: icmp_seq=5 ttl=64 time=0.029 ms
64 bytes from 127.0.0.1: icmp_seq=6 ttl=64 time=0.056 ms
^C
--- 127.0.0.1 ping statistics ---
6 packets transmitted, 6 received, 0% packet loss, time 4999ms

```

Ping Blocked After configuring iptables to block ICMP packets.

A terminal window titled 'root@bt: ~' with a menu bar (File, Edit, View, Terminal, Help). The terminal shows a successful ping to 127.0.0.1 with 6 packets received. Then, the user enters 'iptables -A INPUT -s 127.0.0.1 -p icmp -j DROP'. After another ping attempt, 8 packets are transmitted but 0 are received, indicating a 100% packet loss. A large watermark 'back | track 5r3' is visible across the terminal output.

```
root@bt:~# ping 127.0.0.1
PING 127.0.0.1 (127.0.0.1) 56(84) bytes of data.
64 bytes from 127.0.0.1: icmp_seq=1 ttl=64 time=0.138 ms
64 bytes from 127.0.0.1: icmp_seq=2 ttl=64 time=0.056 ms
64 bytes from 127.0.0.1: icmp_seq=3 ttl=64 time=0.055 ms
64 bytes from 127.0.0.1: icmp_seq=4 ttl=64 time=0.057 ms
64 bytes from 127.0.0.1: icmp_seq=5 ttl=64 time=0.029 ms
64 bytes from 127.0.0.1: icmp_seq=6 ttl=64 time=0.056 ms
^C
--- 127.0.0.1 ping statistics ---
6 packets transmitted, 6 received, 0% packet loss, time 4999ms
rtt min/avg/max/mdev = 0.029/0.065/0.138/0.034 ms
root@bt:~#
root@bt:~#
root@bt:~# iptables -A INPUT -s 127.0.0.1 -p icmp -j DROP
root@bt:~#
root@bt:~# ping 127.0.0.1
PING 127.0.0.1 (127.0.0.1) 56(84) bytes of data.
^C
--- 127.0.0.1 ping statistics ---
8 packets transmitted, 0 received, 100% packet loss, time 7002ms

root@bt:~#
```

Question 3 : Make your linux box into a router and create static routes to establish communication to your teammate's machine having ip in different subnet.

(I). Make use of 'route' command to connect to wireless & wired client from the router

Sol.

At Router :

```
route add -host 192.168.1.44 gw 192.168.1.44 dev eth0
```

```
route add -host 10.100.100.9 gw 10.100.100.9 dev wlan0
```

At Wired Client :

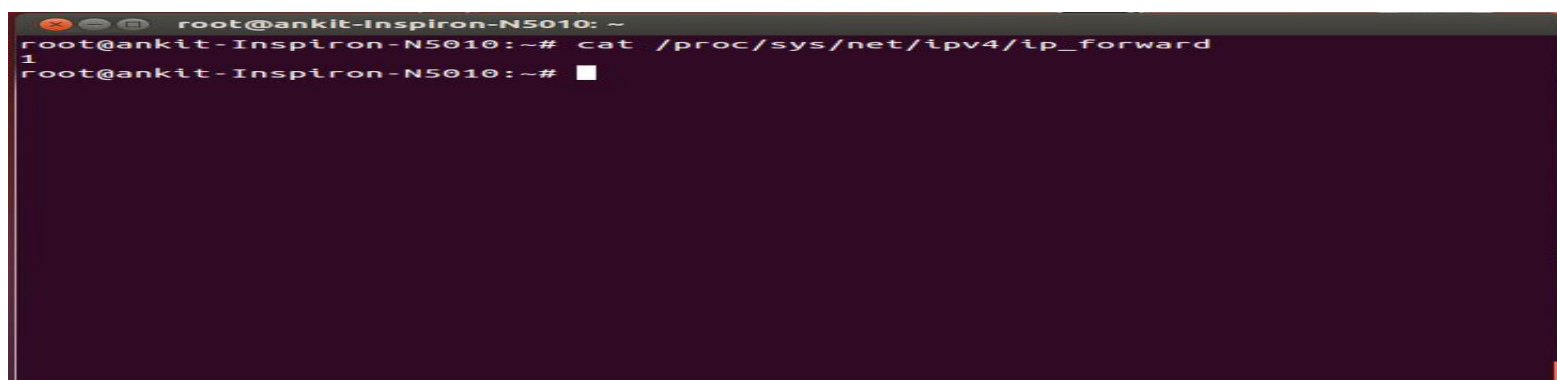
```
route add -host 10.100.100.9 gw 192.168.1.10 eth0
```

At Wireless Client :

```
route add -host 192.168.1.44 gw 10.100.100.10 wlan0
```

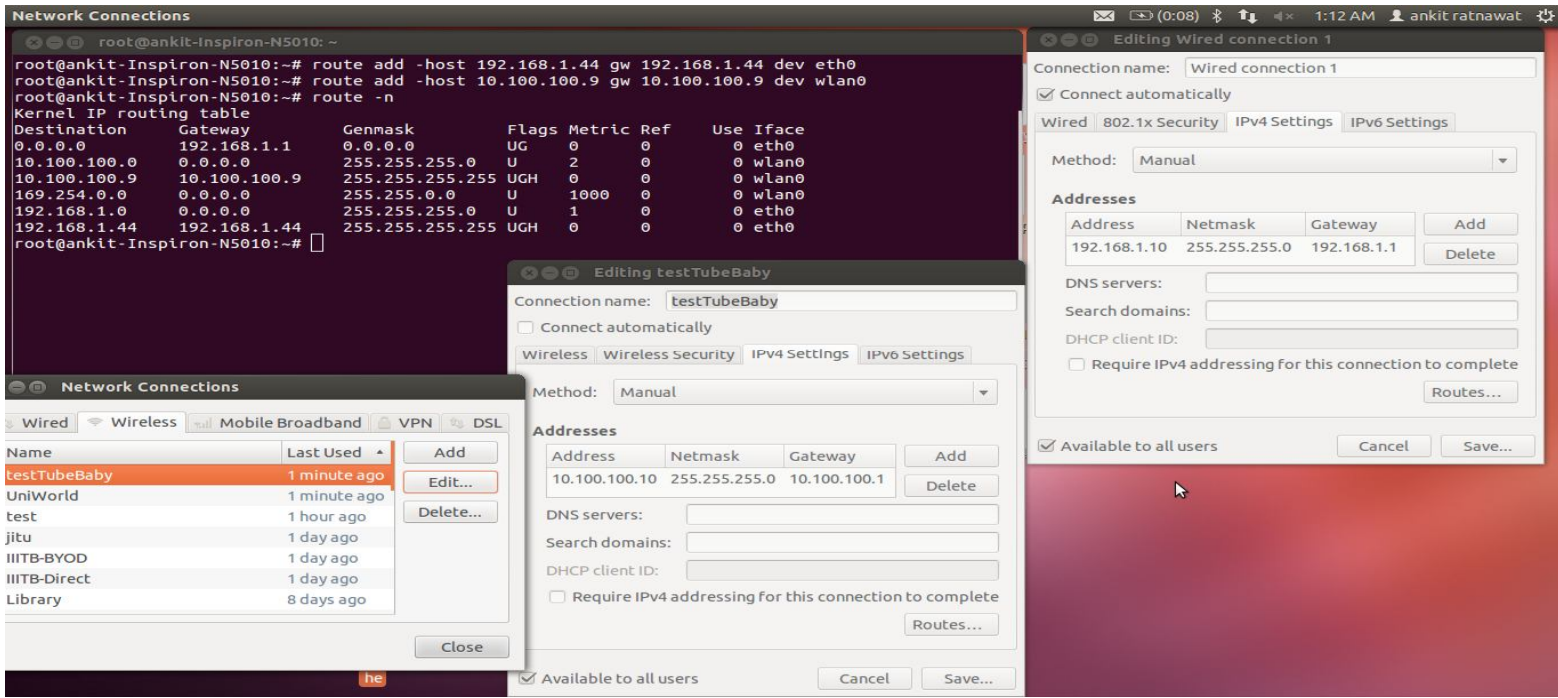
Screenshot :

Ip Forwarding is enabled

A terminal window titled 'root@ankit-Inspiron-N5010: ~' showing the command 'cat /proc/sys/net/ipv4/ip_forward' being executed, with the output '1' displayed on the next line.

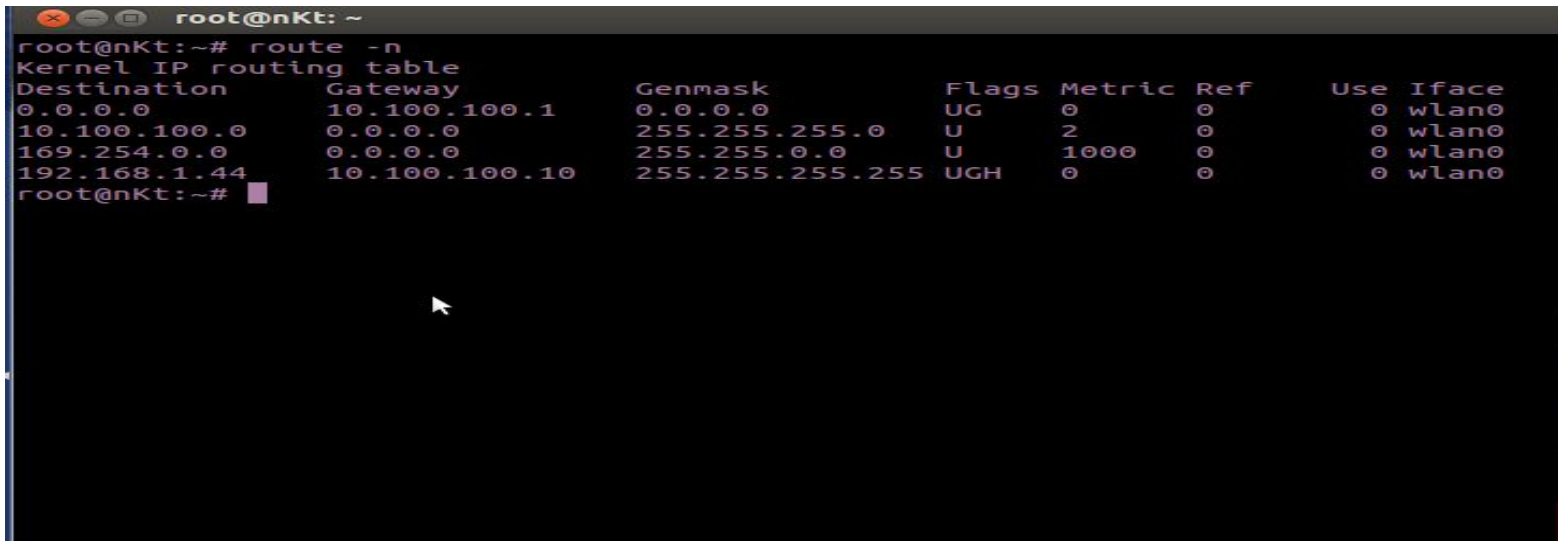
```
root@ankit-Inspiron-N5010:~# cat /proc/sys/net/ipv4/ip_forward
1
root@ankit-Inspiron-N5010:~#
```


Router Configuration



Wired Client Configuration

Wireless Client Configuration



(II). Use 'iptables' command to forward the packets accordingly.

Sol.

At Router :

iptables -t nat -A POSTROUTING -o wlan0 -j ACCEPT

iptables -A FORWARD -i eth0 -j ACCEPT

(III). Use 'wireshark' to capture the differences.

Sol. Done

Question 4 : Perform NAT and ip filtering using 'iptables' . Access internet from your wired client using the router system.

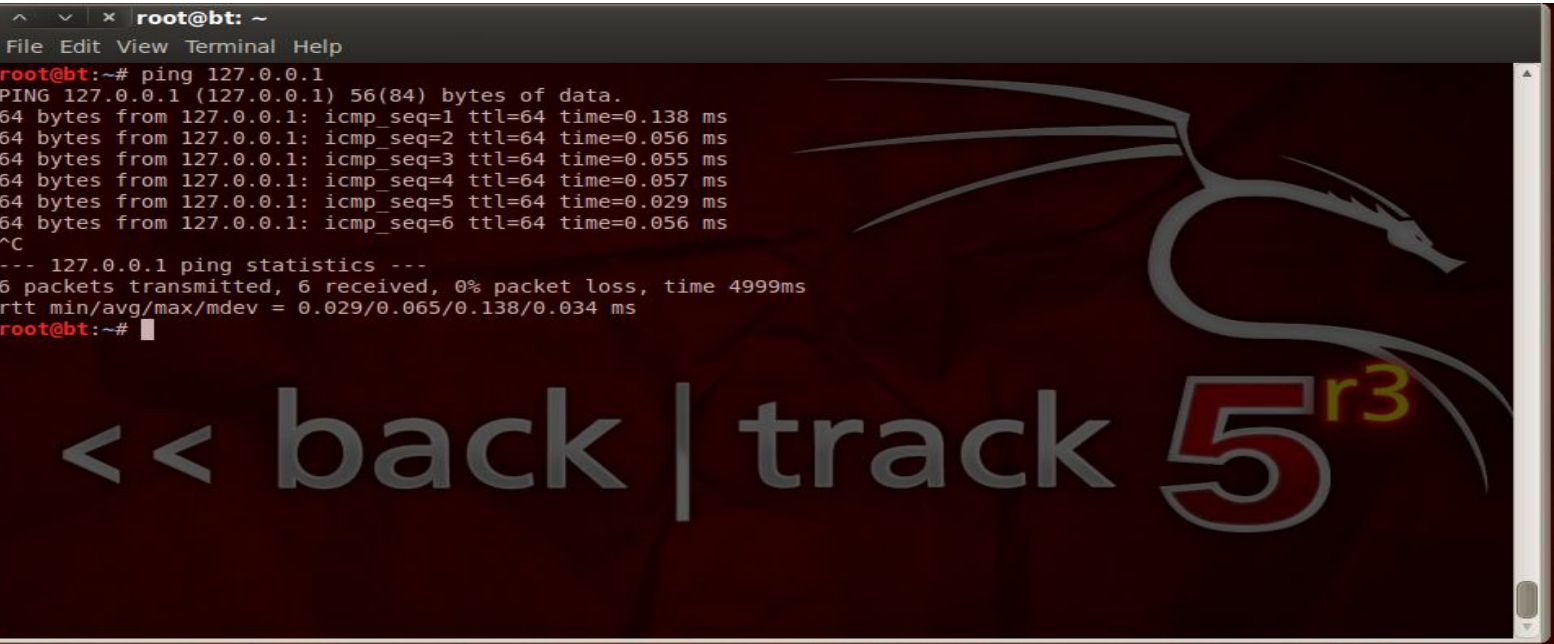
(I). Learn & perform how to accept or reject packets using 'iptables'.

Sol. To Accept : iptables -A INPUT -s 0/0 -p icmp -j Accept

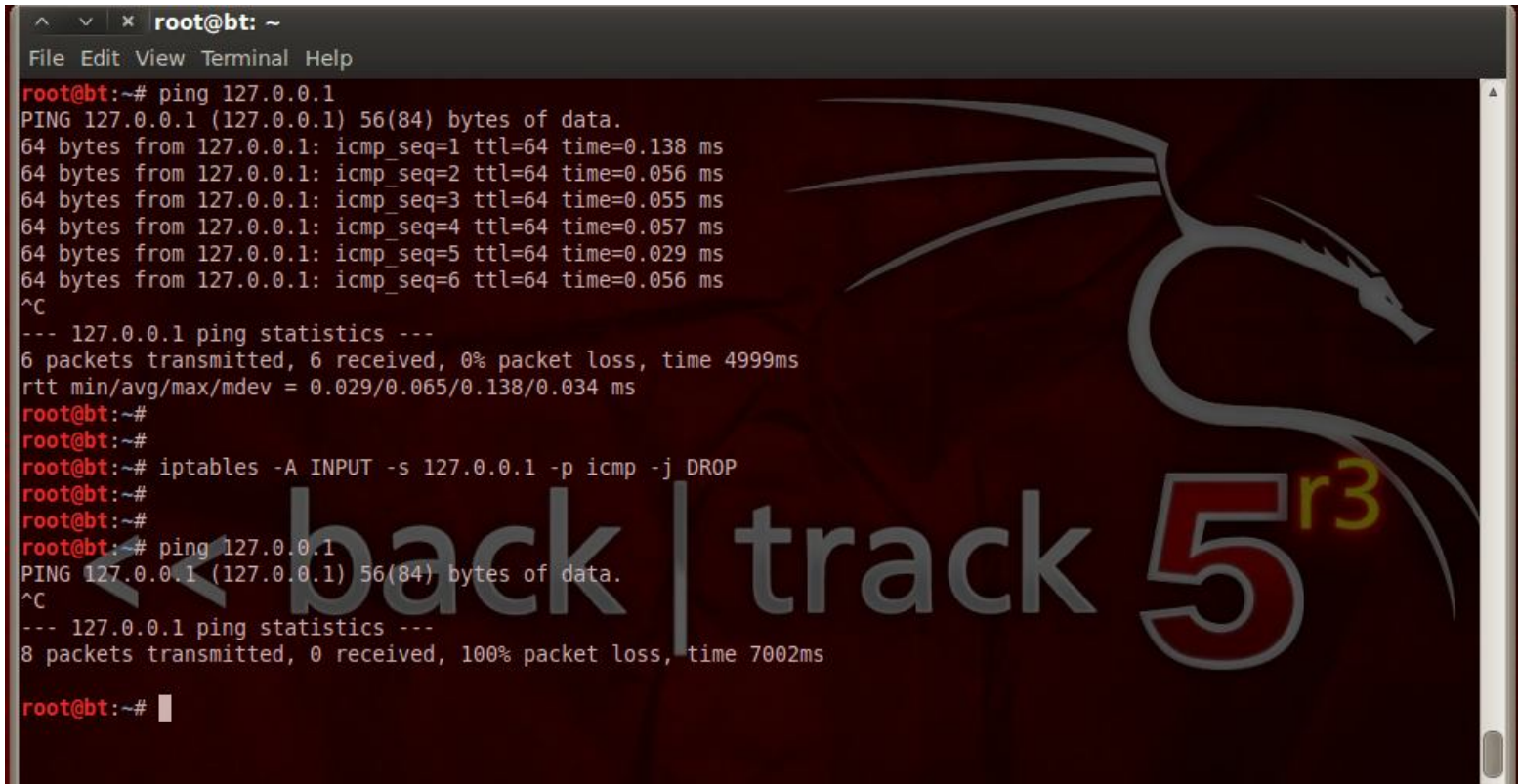
 To Reject : iptables -A INPUT -s 0/0 -p icmp -j DROP

Screenshot :

Ping Reply Before configuring iptables to block ICMP packets.



Ping Blocked After configuring iptables to block ICMP packets.



(II). Learn & perform NATting on a particular interface using 'iptables'.

Sol.

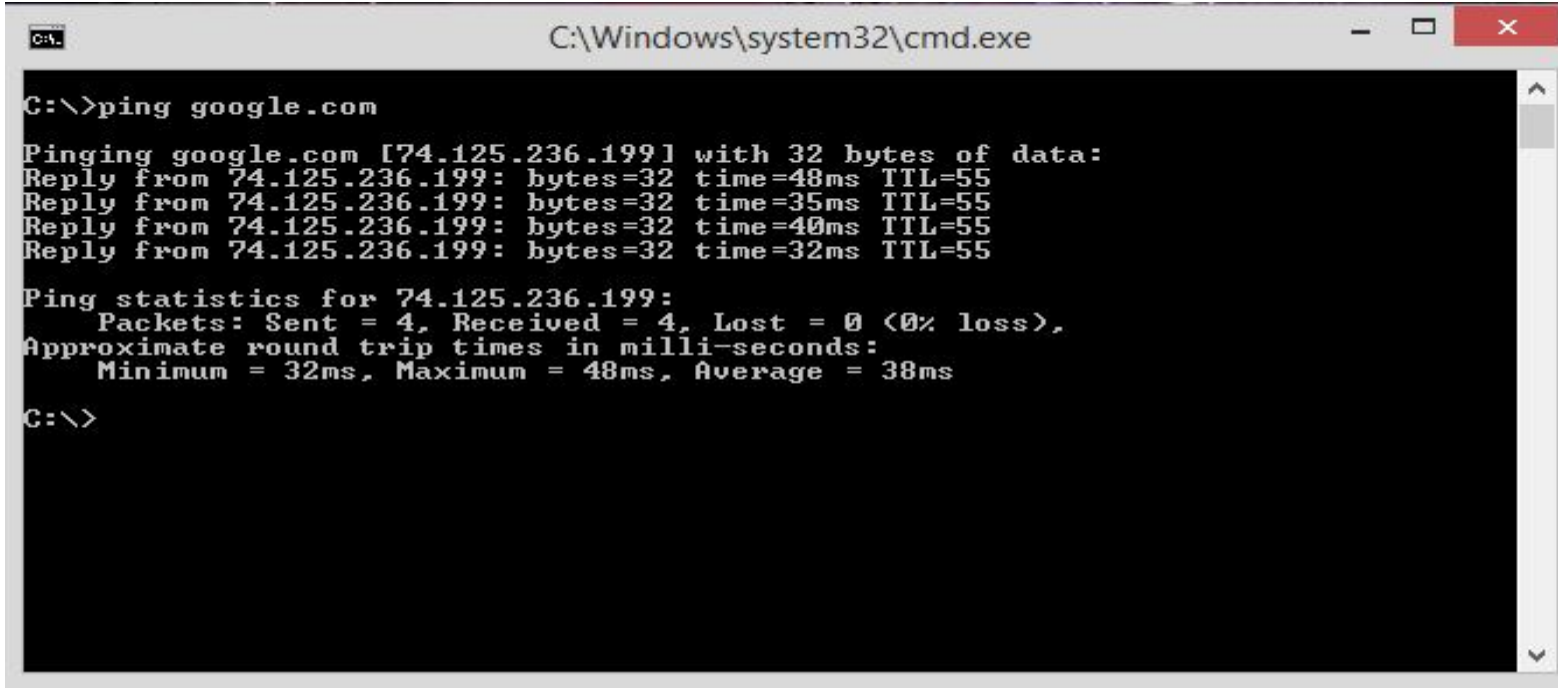
At Router :

iptables -t nat -A POSTROUTING -o wlan0 -j MASQUERADE

iptables -A FORWARD -i eth0 -j ACCEPT

At Wired Client :

ping google.com



=====END=====