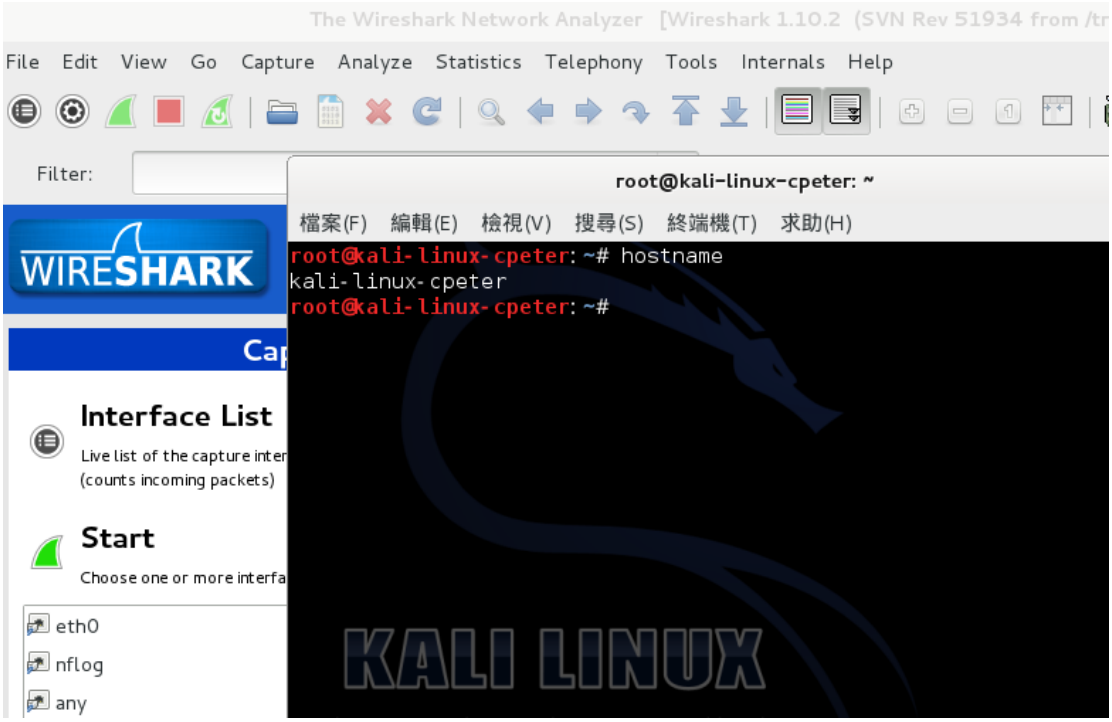
網路應用程式設計

Homework 1

B013040033

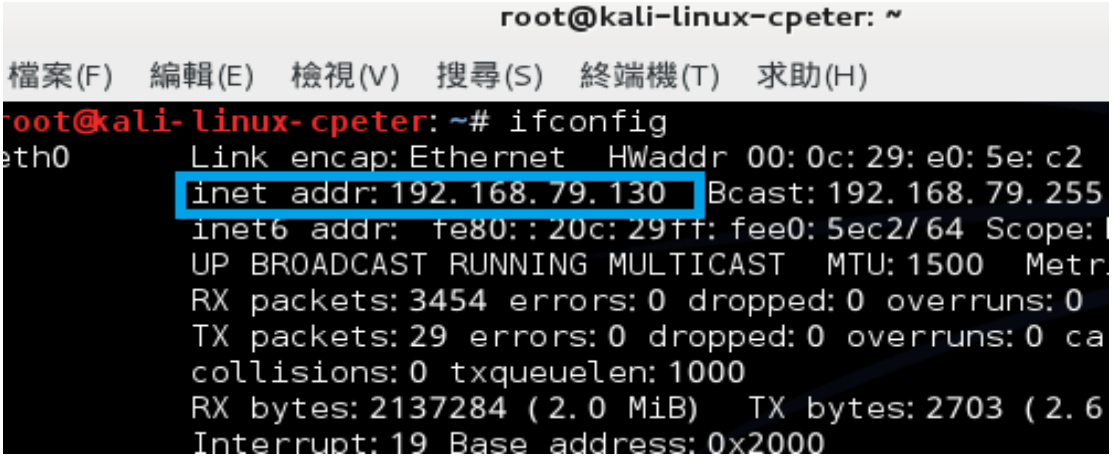
雷皓博

分析工具:Wireshark(在 VMware 裡的 kali-linux 環境下)

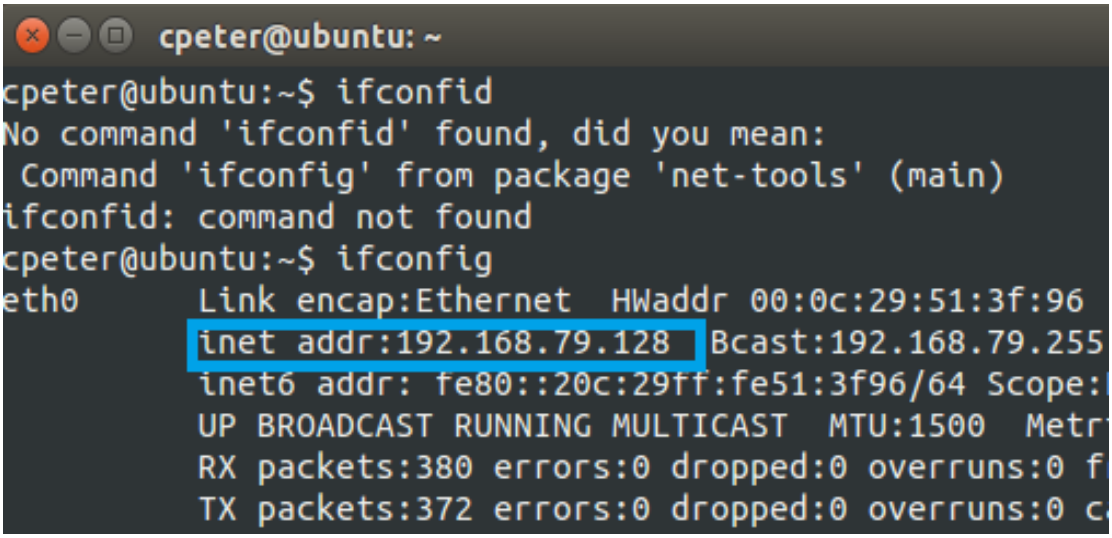


VMware

VM1(kali-linux)的 ip==192.168.79.130



VM2(Ubuntu)的 ip==192.168.79.128(與 VM1 同網域)



VM2 使用 firefox 瀏覽器 進入學校的網站

輸入學號 B013040033

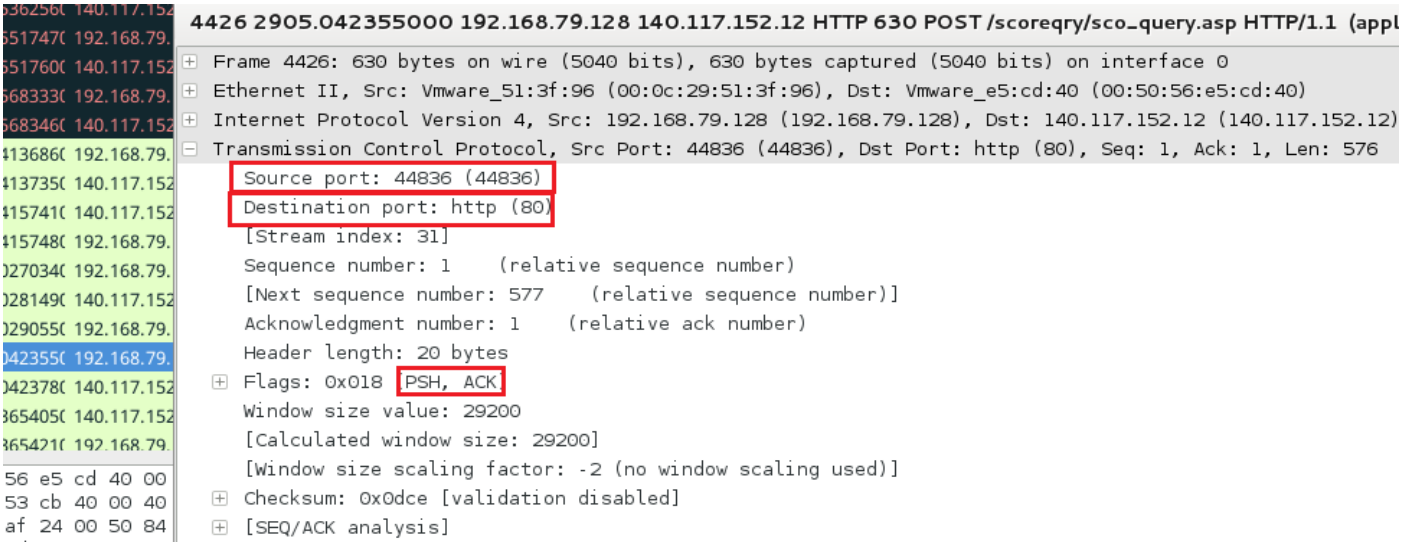
密碼這裡輸入 netprog

VM1 監測到的其中一份 packet

(src)VM2(port 44836)連到(dst)學校 140.117.152.12(port 80)

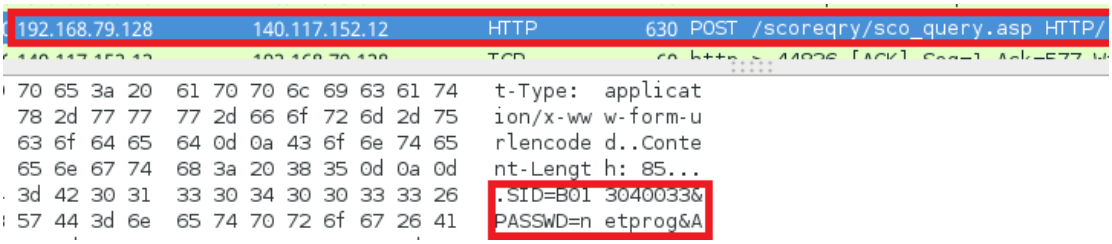
Protocol is TCP

transport-layer segments 為 PSH,ACK



interesting things

VM1 用 wireshark 監測時可以看到 VM1 輸入的學號與密碼(明文)!!!!



分析工具:Wireshark(win7 環境下)

Skype 聲音通話期間時 Protocol is UDP

而開始與結束通話時會有 TCP(three-way handshake 建立連線)

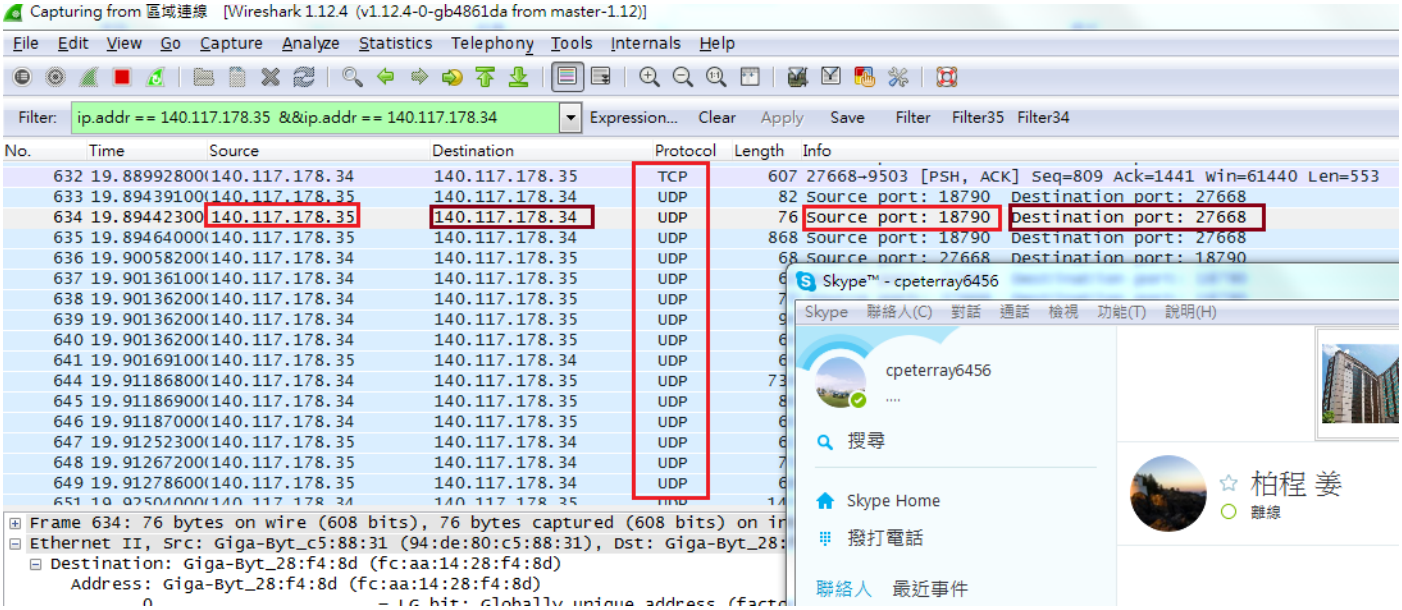
監測端及本機 ip==140.117.178.35(port 18790)

同學的 ip==140.117.178.34(port 27668)

```
C:\Users\user>ipconfig

Windows IP 設定

乙太網路卡 區域連線:

   連線特定 DNS 尾碼 . . . . . :
   IPv4 位址 . . . . . : 140.117.178.35
   子網路遮罩 . . . . . : 255.255.255.0
```

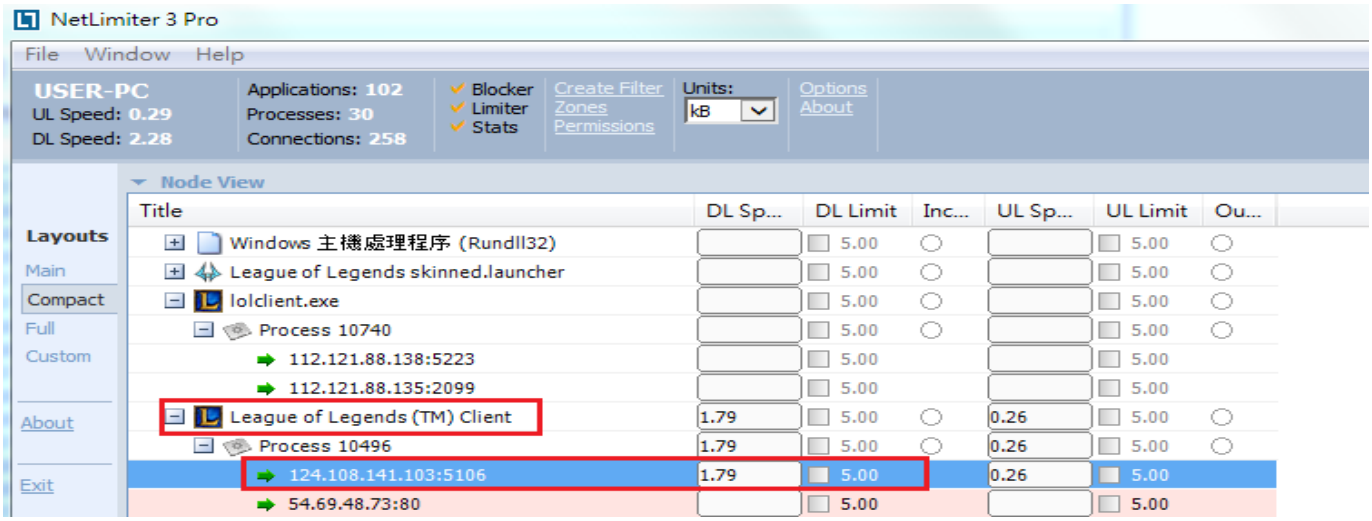
interesting things

使用 skype 時的 UDP 的 packet 非常多且極快且容量不大,我想大概是因為網路電話的傳輸是及時的.



分析工具:Wireshark(win7 環境下),NetLimiter3

LOL 先找出連到的(Playing)遊戲房間的 ip==124.108.141.103 port==5106



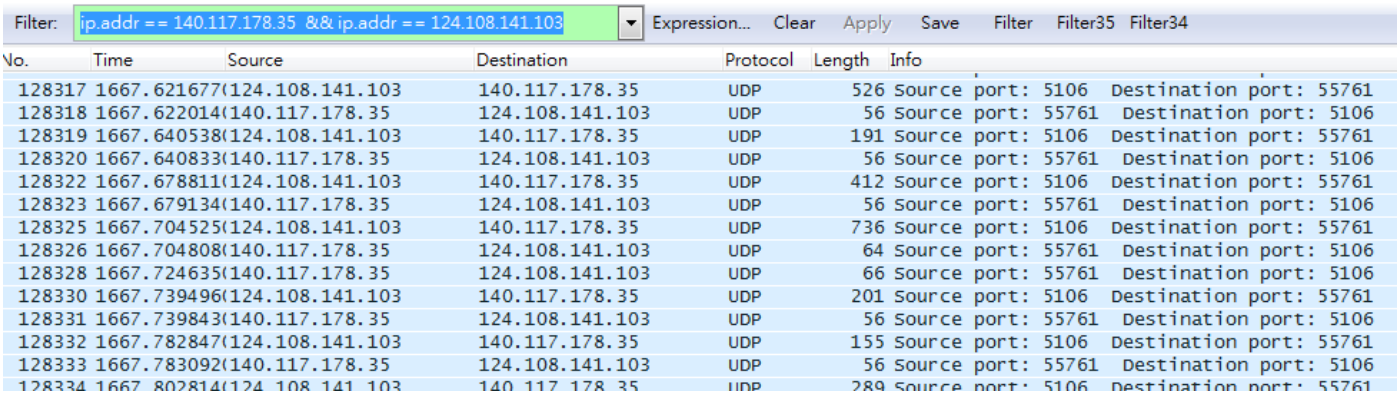
在 wireshark 上設 filter

(ip.addr == 140.117.178.35 && ip.addr == 124.108.141.103)

User ip=140.117.178.35

用來來查看在打 LOL 時的連線是怎麼樣的 Protocol

結果者主是 UDP 在傳輸 User 用的 port 是 55761



interesting things

當初完全沒想到 LOL 是用 UDP,看來在這種即時性很強的遊戲選擇 UDP 是一種不錯的選擇,但是 UDP 感覺並不是很安全,也可能像是之前的 LOL 的攻擊房間的外掛的成因