**Portscan All Common Ports**

A screen shot of a computer

Description automatically generated

**Portscan All Ports**

A screen shot of a computer program

Description automatically generated

**Run a Server and Portscan**

A computer screen with white text

Description automatically generated

Reflect

* Does your server crash with a “Connection reset” error? If so, why? If not, speculate on why this might happen even if you didn’t see it from your server. (See the [Port Scanning chapter](https://beej.us/guide/bgnet0/html/split/port-scanning.html#port-scanning) for this!)
  + It does crash the server. During the handshake instead of completing the handshake with an ACK it will send a RST to try and not wake up the server on that port.