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The aim of this room is to provide a beginner's introduction to the basic principles of networking. Networking is a *massive* topic, so this really will just be a brief overview; however, it will hopefully give you some foundational knowledge of the topic, which you can build upon for yourself.

The topics that we're going to cover in this room are:

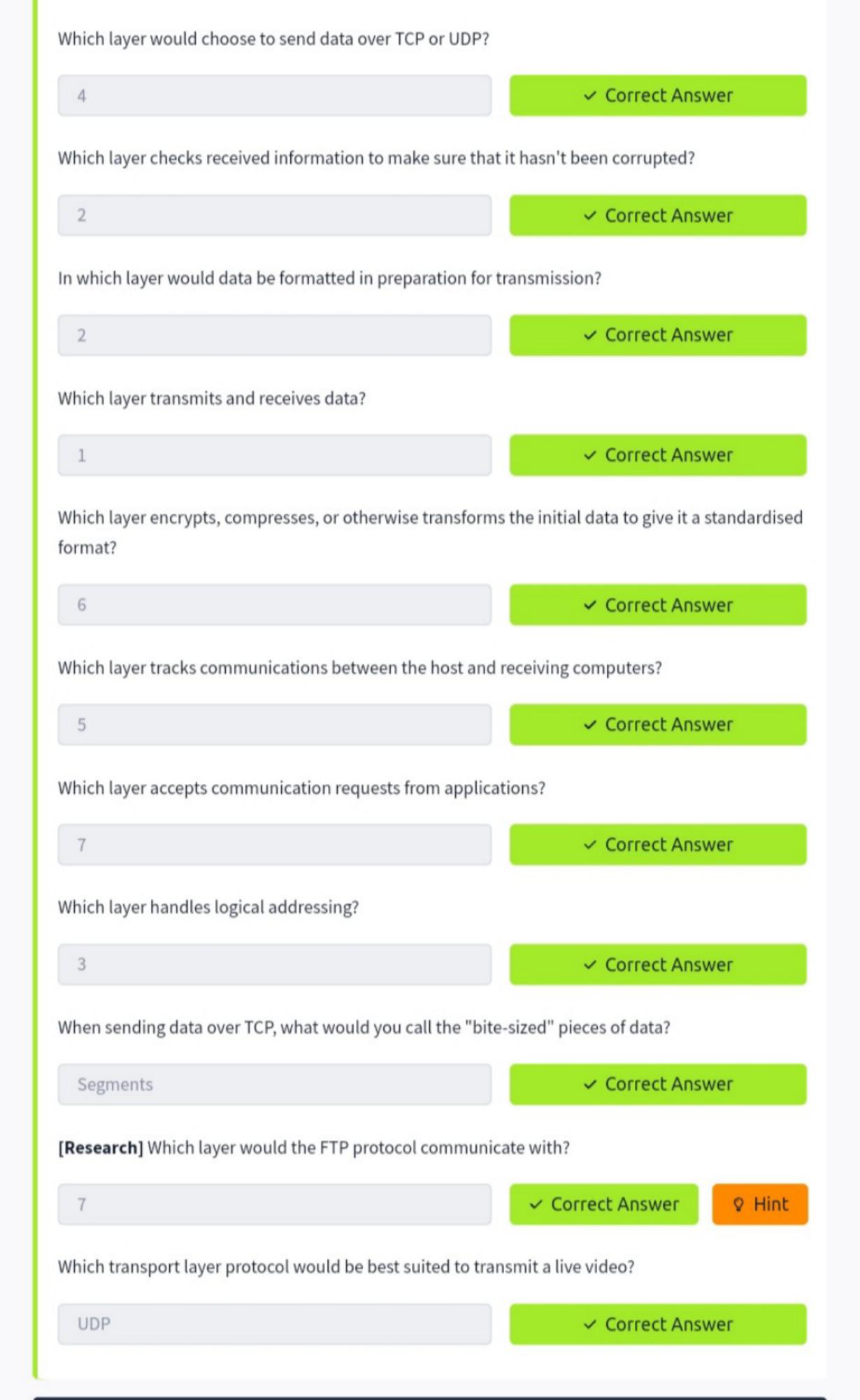
- The OSI Model
- The TCP/IP Model
- How these models look in practice
- An introduction to basic networking tools

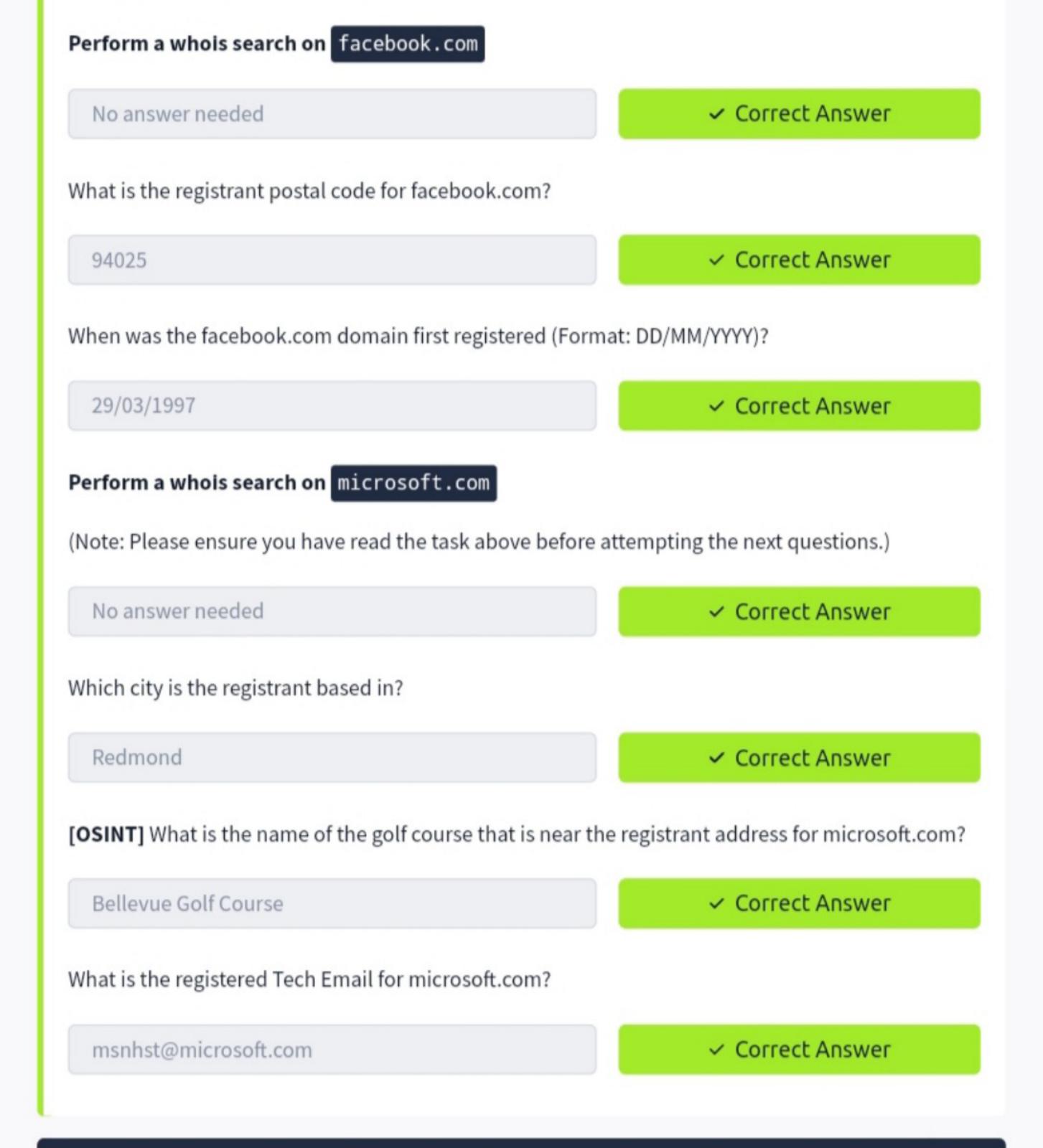
Answer the questions below

Let's get started!

No answer needed

✓ Correct Answer





Which model was introduced first, OSI or TCP/IP? ✓ Correct Answer TCP/IP Which layer of the TCP/IP model covers the functionality of the Transport layer of the OSI model (Full Name)? ✓ Correct Answer Transport Which layer of the TCP/IP model covers the functionality of the Session layer of the OSI model (Full Name)? Application ✓ Correct Answer The Network Interface layer of the TCP/IP model covers the functionality of two layers in the OSI model. These layers are Data Link, and?.. (Full Name)? Physical ✓ Correct Answer Which layer of the TCP/IP model handles the functionality of the OSI network layer? ✓ Correct Answer Internet What kind of protocol is TCP? Connection-based ✓ Correct Answer ♀ Hint What is SYN short for? ✓ Correct Answer Synchronise ♀ Hint What is the second step of the three way handshake? Correct Answer SYN/ACK What is the short name for the "Acknowledgement" segment in the three-way handshake? ✓ Correct Answer ACK

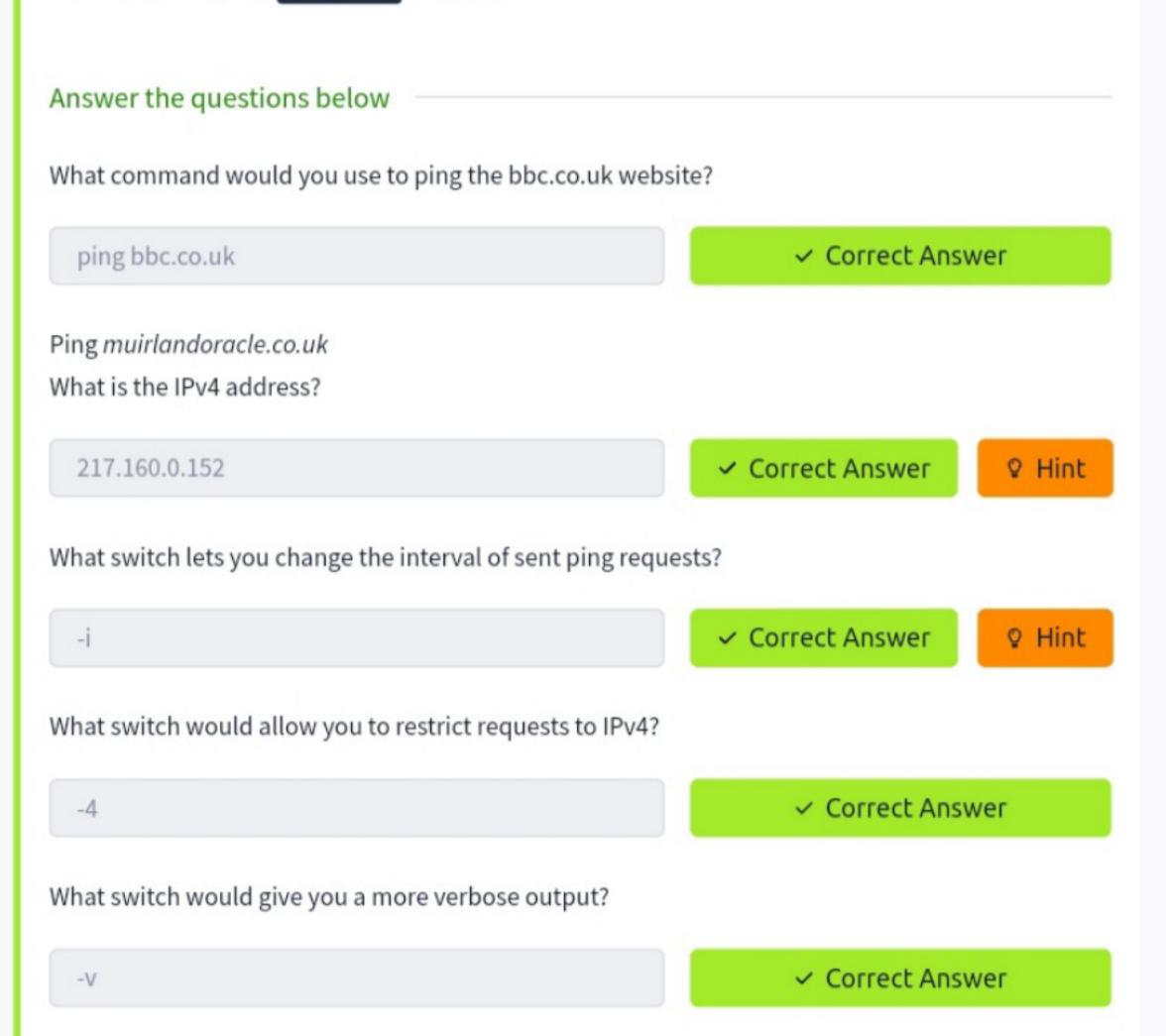
At this stage, hopefully all of the theory has made sense and you now understand the basic models behind computer networking. For the rest of the room we're going to be taking a look at some of the command line networking tools that we can use in practical applications. Many of these tools do work on other operating systems, but for the sake of simplicity, I'm going to assume that you're running Linux for the rest of this room. The first tool that we're going to look at will be the ping command.

The ping command is used when we want to test whether a connection to a remote resource is possible. Usually this will be a website on the internet, but it could also be for a computer on your home network if you want to check if it's configured correctly. Ping works using the ICMP protocol, which is one of the slightly less well-known TCP/IP protocols that were mentioned earlier. The ICMP protocol works on the Network layer of the OSI Model, and thus the Internet layer of the TCP/IP model. The basic syntax for ping is ping <target> . In this example we are using ping to test whether a network connection to Google is possible:

~\$ ping google.com PING google.com (216.58.198.174) 56(84) bytes of data.

Notice that the ping command actually returned the IP address for the Google server that it connected to, rather than the URL that was requested. This is a handy secondary application for ping, as it can be used to determine the IP address of the server hosting a website. One of the big advantages of ping is that it's pretty much ubiquitous to any network enabled device. All operating systems support it out of the box, and even most embedded devices can use ping!

Have a go at the following questions. Any questions about syntax can be answered using the man page for ping (man ping on Linux).



The logical follow-up to the ping command is 'traceroute'. Traceroute can be used to map the path your request takes as it heads to the target machine.

The internet is made up of many, many different servers and end-points, all networked up to each other. This means that, in order to get to the content you actually want, you first need to go through a bunch of other servers. Traceroute allows you to see each of these connections -it allows you to see every intermediate step between your computer and the resource that you requested. The basic syntax for traceroute on Linux is this: traceroute <destination>

By default, the Windows traceroute utility (tracert) operates using the same ICMP protocol that ping utilises, and the Unix equivalent operates over UDP. This can be altered with switches in both instances.

```
$ traceroute google.com
traceroute to google.com (216.58.205.46), 30 hops max, 60 byte packets
 1 _gateway (172.16.255.254) 14.883 ms 15.401 ms 15.551 ms
 2 193.60.160.253 (193.60.160.253) 1.464 ms 1.872 ms 2.026 ms
 3 193.60.168.92 (193.60.168.92) 3.084 ms 4.093 ms 4.814 ms
 4 ge-0-3-2.dund-ban1.ja.net (146.97.128.85) 4.768 ms 4.253 ms 4.715 ms
 5 ae1.dund-ban3.ja.net (146.97.64.97) 10.320 ms 5.114 ms 10.589 ms
 6 ae24.leedaq-sbr2.ja.net (146.97.37.181) 11.160 ms 10.855 ms 10.766 ms
 7 ae29.lowdss-sbr1.ja.net (146.97.33.50) 11.992 ms 11.048 ms 10.746 ms
 8 ae31.londtw-sbr2.ja.net (146.97.33.30) 13.558 ms 13.245 ms 13.561 ms
 9 ae28.londtt-sbr1.ja.net (146.97.33.61) 13.541 ms 13.229 ms 11.410 ms
10 72.14.205.74 (72.14.205.74) 15.143 ms 14.607 ms 13.865 ms
11 74.125.242.97 (74.125.242.97) 13.263 ms 74.125.242.65 (74.125.242.65) 12.553 ms 12.904 ms
12 172.253.71.191 (172.253.71.191) 13.943 ms 12.833 ms 172.253.71.189 (172.253.71.189) 12.631 ms
13 lhr48s23-in-f14.1e100.net (216.58.205.46) 13.227 ms 12.258 ms 12.482 ms
```

You can see that it took 13 hops to get from my router (_gateway) to the Google server at 216.58.205.46

Now it's your turn. As with before, all questions about switches can be answered with the man page for traceroute

man traceroute

Answer the questions below

Use traceroute on tryhackme.com Can you see the path your request has taken?

No answer needed

✓ Correct Answer

What switch would you use to specify an interface when using Traceroute?

✓ Correct Answer

♀ Hint

What switch would you use if you wanted to use TCP SYN requests when tracing the route?

✓ Correct Answer

[Lateral Thinking] Which layer of the TCP/IP model will traceroute run on by default (Windows)?

Internet

✓ Correct Answer

That's us completed our whirlwind tour of networking basics. Hopefully you've found it informative!

Networking is one of those things that you just need to learn. We've covered the very basics, but it would be a very good idea to continue to learn by yourself.

In terms of further information, feel free to reach out in the TryHackMe Discord if you want any help with the contents of this room. Additionally, if you want to expand your knowledge of networking theory, the CISCO Self Study Guide by Steve McQuerry is a great resource to work from. There may be a more up to date version available; however, this edition is cheap, readily available, and most importantly, still very relevant. Whilst it is designed to as a study guide for the CCNA exam, that book serves equally well as a very rounded introduction to networking principles.

Answer the questions below

Read the final thoughts

No answer needed

✓ Correct Answer