HTTP Questions (1-4)

1. Choose 5 HTTP status codes and describe each one.

The 5 HTTP status codes are:

- 101 which is switching protocols
- 2XX which means the client's request was successfully read, understood, and accepted
- 3XX which means redirection, indicating that further action is required by user agent to fulfill the request
- 4XX is client error, in which the client itself runs into an error
- 5XX is server error, which means the server knows there is an error, or it is incapable of fulfilling the request

2. List the 8 HTTP 1.1 methods and explain what they do.

The 8 HTTP 1.1 methods are

- Safe and Idempotent methods
- Options
- Get
- Head
- Post
- Put
- Delete
- Trace
- Connect

3. Use *wget* on *example.com* to view the last modified date of the webpage. What was the HTTP return status given and what command was used to do this? (The command should not download the file! Hint: Look into the wget man page.)

The HTTP status return code, was 200, which meant it was successful.

4. Look up the *telnet* command. Use *telnet* to connect to *towel.blinkenlights.nl*. What does this telnet server do?

The server plays Star Wars in ASCII texts.

DNS Questions (5-6)

5. In your own words describe what a DNS resource record (RR) is. Now using the command line tool *nslookup* find the *MX* resource record of *ucsc.edu*. What does this resource record mean?

```
mininet@mininet-vm:~$ nslookup
> set type = MX
*** Invalid option: type
> set type=MX
> ucsc.edu
Server:         128.114.142.6
Address:        128.114.142.6#53

ucsc.edu        mail exchanger = 5 alt1.aspmx.l.google.com.
ucsc.edu        mail exchanger = 1 aspmx.l.google.com.
ucsc.edu        mail exchanger = 5 alt2.aspmx.l.google.com.
ucsc.edu        mail exchanger = 10 alt3.aspmx.l.google.com.
ucsc.edu        mail exchanger = 10 alt4.aspmx.l.google.com.
```

It is a data type in the Domain Name System which is sent across networks in a text format during zone transfers, they are basic building blocks of host names and IP information.

6. What does the command *nslookup type=ns* . do*?* Explain its output. (Note: the . is part of the command!) **[There is a picture on the next page, that shows the output of the command]**

It simulates a list of all the name servers that are authoritative to that domain. The bottom output is a list of

```
mininet@mininet-vm:~$ nslookup -type=ns .
Server:         128.114.142.6
Address:        128.114.142.6#53

Non-authoritative answer:
.       nameserver = d.root-servers.net.
.       nameserver = j.root-servers.net.
.       nameserver = g.root-servers.net.
.       nameserver = k.root-servers.net.
.       nameserver = f.root-servers.net.
.       nameserver = i.root-servers.net.
.       nameserver = a.root-servers.net.
.       nameserver = e.root-servers.net.
.       nameserver = b.root-servers.net.
.       nameserver = m.root-servers.net.
.       nameserver = l.root-servers.net.
.       nameserver = c.root-servers.net.
.       nameserver = h.root-servers.net.

Authoritative answers can be found from:
a.root-servers.net      internet address = 198.41.0.4
b.root-servers.net      internet address = 199.9.14.201
c.root-servers.net      internet address = 192.33.4.12
d.root-servers.net      internet address = 199.7.91.13
e.root-servers.net      internet address = 192.203.230.10
f.root-servers.net      internet address = 192.5.5.241
g.root-servers.net      internet address = 192.112.36.4
h.root-servers.net      internet address = 198.97.190.53
i.root-servers.net      internet address = 192.36.148.17
j.root-servers.net      internet address = 192.58.128.30
k.root-servers.net      internet address = 193.0.14.129
l.root-servers.net      internet address = 199.7.83.42
m.root-servers.net      internet address = 202.12.27.33
a.root-servers.net      has AAAA address 2001:503:ba3e::2:30
b.root-servers.net      has AAAA address 2001:500:200::b
```

TCP Questions (1-4)

1. How can multiple application services running on a single machine with a single IP address be uniquely identified?

A connection in TCP has 4 unique identifications, source and destination port, source and destination IP address. For example, if connecting to the same web server twice from our client, will have 2 distinct source ports from our perspective and destination ports for the server.

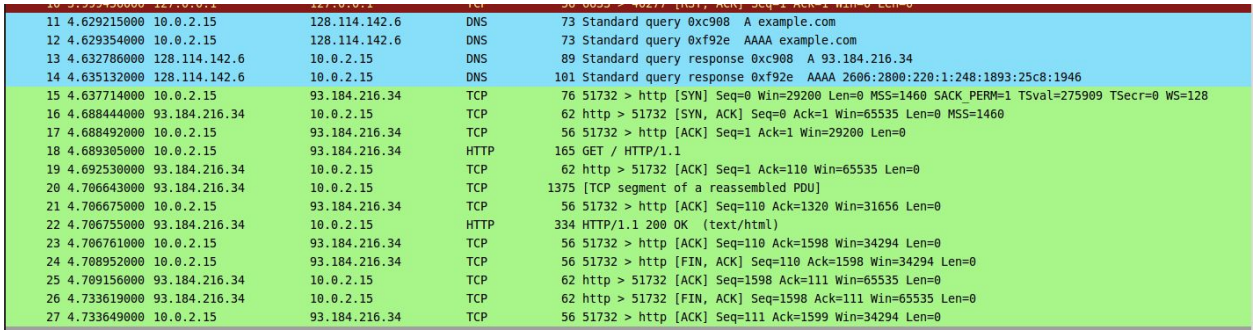
2. What is the purpose of the window mechanism in TCP?

The purpose of window mechanism in TCP is to indicate the size of the buffer between the sending host and receiving host.

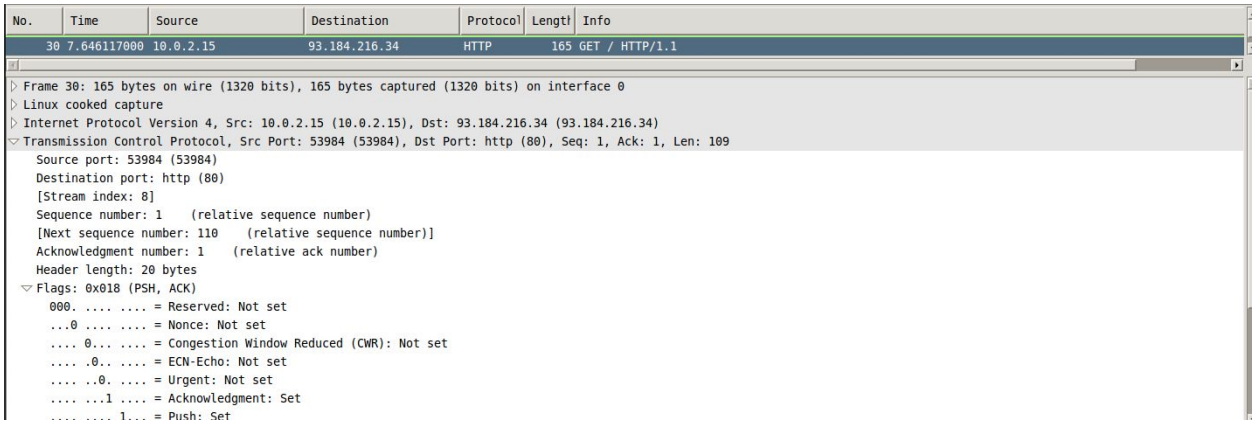
3. What is an MTU? What happens when a packet is larger than the MTU?

MTU is Maximum Transmission Unit, if a packet is larger than the MTU, the packet will be fragmented and reassembled, it will incur a TCP/IP overhead twice.

4. Show (with a Wireshark screenshot) a packet containing a TCP segment, which is piggybacking an ACK



11	4.629215000	10.0.2.15	128.114.142.6	DNS	73 Standard query 0xc908 A example.com
12	4.629354000	10.0.2.15	128.114.142.6	DNS	73 Standard query 0xf92e AAAA example.com
13	4.632786000	128.114.142.6	10.0.2.15	DNS	89 Standard query response 0xc908 A 93.184.216.34
14	4.635132000	128.114.142.6	10.0.2.15	DNS	101 Standard query response 0xf92e AAAA 2606:2800:220:1:248:1893:25c8:1946
15	4.637714000	10.0.2.15	93.184.216.34	TCP	76 51732 > http [SYN] Seq=0 Win=29200 Len=0 MSS=1460 SACK_PERM=1 TSval=275909 TSecr=0 WS=128
16	4.688444000	93.184.216.34	10.0.2.15	TCP	62 http > 51732 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=0 MSS=1460
17	4.688492000	10.0.2.15	93.184.216.34	TCP	56 51732 > http [ACK] Seq=1 Ack=1 Win=29200 Len=0
18	4.689305000	10.0.2.15	93.184.216.34	HTTP	165 GET / HTTP/1.1
19	4.692530000	93.184.216.34	10.0.2.15	TCP	62 http > 51732 [ACK] Seq=1 Ack=110 Win=65535 Len=0
20	4.706643000	93.184.216.34	10.0.2.15	TCP	1375 [TCP segment of a reassembled PDU]
21	4.706675000	10.0.2.15	93.184.216.34	TCP	56 51732 > http [ACK] Seq=110 Ack=1320 Win=31656 Len=0
22	4.706755000	93.184.216.34	10.0.2.15	HTTP	334 HTTP/1.1 200 OK (text/html)
23	4.706761000	10.0.2.15	93.184.216.34	TCP	56 51732 > http [ACK] Seq=110 Ack=1598 Win=34294 Len=0
24	4.708952000	10.0.2.15	93.184.216.34	TCP	56 51732 > http [FIN, ACK] Seq=110 Ack=1598 Win=34294 Len=0
25	4.709156000	93.184.216.34	10.0.2.15	TCP	62 http > 51732 [ACK] Seq=1598 Ack=111 Win=65535 Len=0
26	4.733619000	93.184.216.34	10.0.2.15	TCP	62 http > 51732 [FIN, ACK] Seq=1598 Ack=111 Win=65535 Len=0
27	4.733649000	10.0.2.15	93.184.216.34	TCP	56 51732 > http [ACK] Seq=111 Ack=1599 Win=34294 Len=0



No.	Time	Source	Destination	Protocol	Length	Info
30	7.646117000	10.0.2.15	93.184.216.34	HTTP	165	GET / HTTP/1.1

```
▷ Frame 30: 165 bytes on wire (1320 bits), 165 bytes captured (1320 bits) on interface 0
▷ Linux cooked capture
▷ Internet Protocol Version 4, Src: 10.0.2.15 (10.0.2.15), Dst: 93.184.216.34 (93.184.216.34)
▽ Transmission Control Protocol, Src Port: 53984 (53984), Dst Port: http (80), Seq: 1, Ack: 1, Len: 109
    Source port: 53984 (53984)
    Destination port: http (80)
    [Stream index: 8]
    Sequence number: 1    (relative sequence number)
    [Next sequence number: 110    (relative sequence number)]
    Acknowledgment number: 1    (relative ack number)
    Header length: 20 bytes
  ▽ Flags: 0x018 (PSH, ACK)
      000. .... .... = Reserved: Not set
      ...0 .... .... = Nonce: Not set
      .... 0... .... = Congestion Window Reduced (CWR): Not set
      .... .0.. .... = ECN-Echo: Not set
      .... ..0. .... = Urgent: Not set
      .... ...1 .... = Acknowledgment: Set
      .... .... 1... = Push: Set
```