

Wireshark Lab

Requirements: webserver as target
Work on in lab, or as homework (using your IP address)

- Protocol/Packet/Network Analyzers (aka Network Sniffers) capture and decode network traffic
- Captures can be saved for later review (.pcap)
 - Analyze network problems
 - Debug client/server problems [Coder tool]
 - Monitor malware activity
- Wireshark is free www.wireshark.org
 - Multiple platforms w32, w64, OS x
 - Wireshark works on most wireless LANs
 - Wireshark can capture raw USB and Bluetooth traffic
- Microsoft Network Monitor is another free protocol analyzer

VIRESHARK



Learning Objectives

Upon completion of this exercise, students will be able to demonstrate:

- How to use a protocol analyzer to capture network traffic
- How a TCP segment is constructed and explain the segment fields
- How a TCP segment is constructed and explain the segment fields
- How to interpret packet decodes for protocols and applications

Additional Resources

Video Tutorials & Docs. at: http://www.wireshark.org/docs/

- Introduction to Wireshark
- The Case of the Missing Download
- The Case of the Slow Network
- The Case of the Slow Web Server
- Lab Configuration

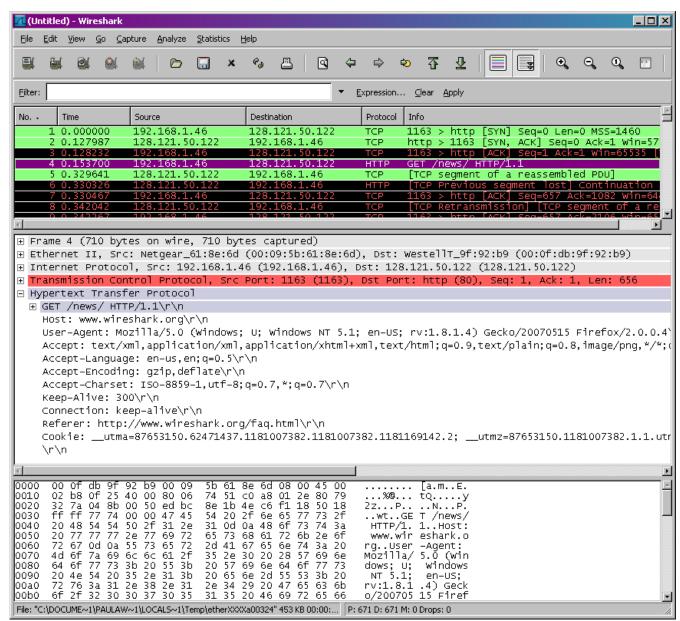


Packet Analysis

List of packets captured

Details of the selected packet header

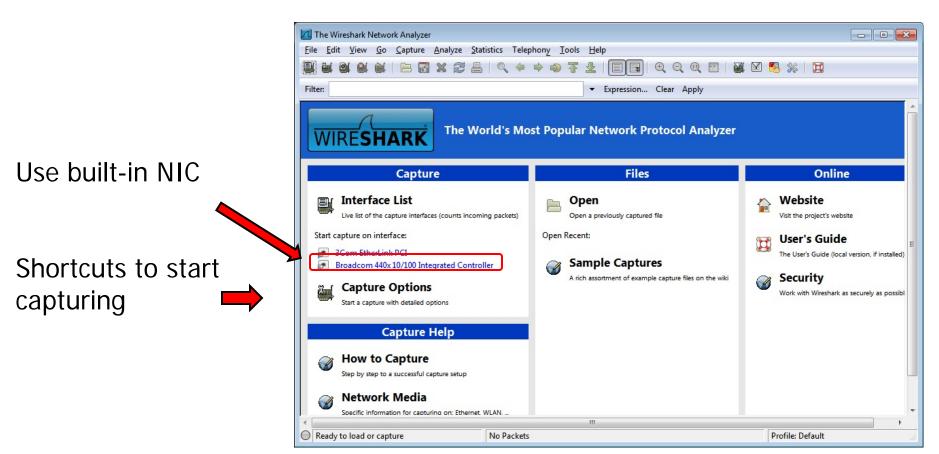
Contents of the packet in hexadecimal and ASCII





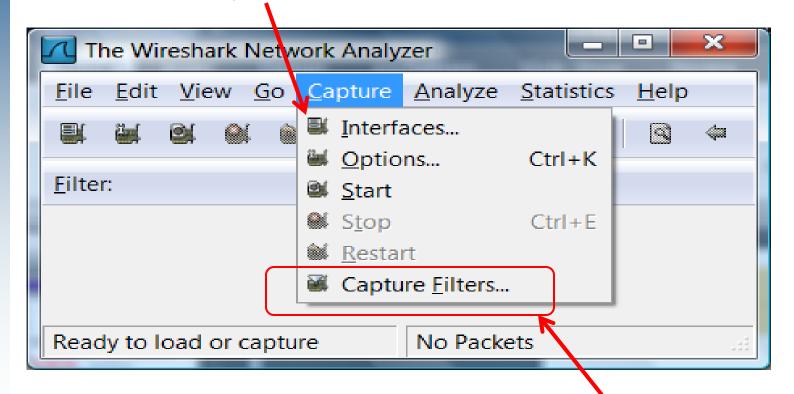
Use either the Windows 7 partition or boot from a BackTrack DVD Note: Lab computers have multiple network cards – only the built in NIC (eth0) is connected. Verify that the computer has a correct network address, BackTrack will need to be manually configured.

If there is no shortcut, look for Wireshark in c:\tools





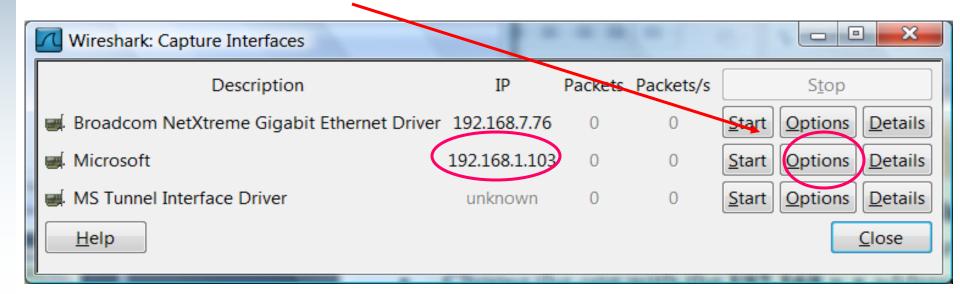
- You can also use the menu for starting captures
 - Start Wireshark
 - Select Capture/Interfaces



Explore how filters work – then set them here



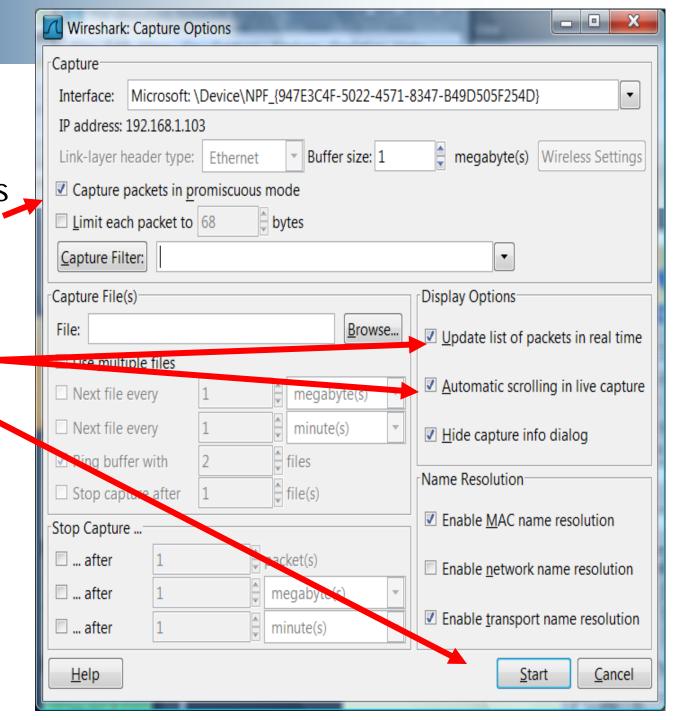
- Make sure the lab computer has a 192.168.11.x address
- Select the interface with that address in Wireshark
- The names of the network interfaces will vary!
- Choose the one with the 192.168.11.x address
- If in doubt, ask! x = 101 to 199
- Click on the Options for that interface





This window appears:

- "Capture packets in promiscuous mode" is set by default
- Check these
- Click on Start





- Wireshark uses the NIC in promiscuous mode, e.g. the NIC will pass all traffic on the wire to Wireshark
- Filters can help improve the signal to noise ratio
- The below example of lab traffic shows:
 - A VM with an incorrect static IP
 - DHCP requests but no server is running to reply
 - Cisco spanning tree protocol
 - Collectively: Noise
 Filters reduce noise

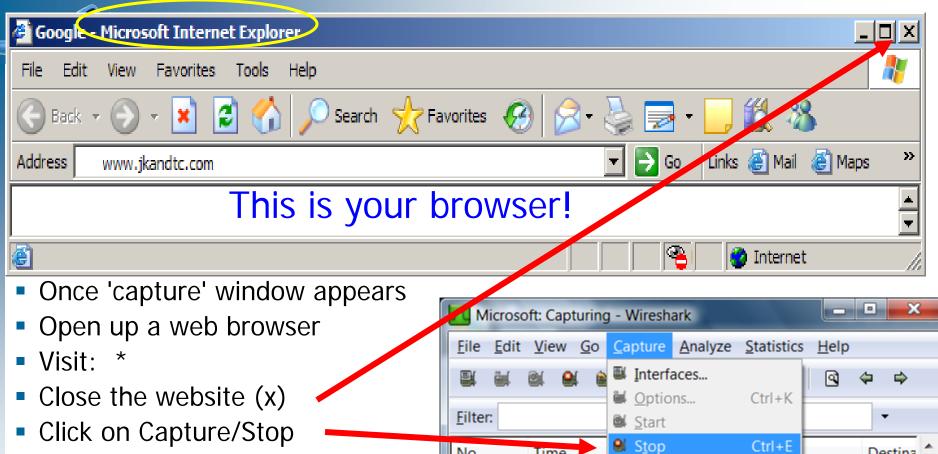
No.	Time	Source	Destination	Protocol	Info
	1 0.000000	Vmware_08:b6:09	Broadcast	RARP	Who is 00:0c:29:08:b6:09? Tell 00:0c:29:08:b6:09
	2 0.484908	Cisco_c6:6d:10	Spanning-tree-(for-	STP	Conf. Root = 32768/0/00:50:e2:c6:6d:01
	3 2.487531	Cisco_c6:6d:10	Spanning-tree-(for-	STP	Conf. Root = $32768/0/00:50:e2:c6:6d:01$ Cost = 0 Port = $0x$
	4 3.236825	Vmware_08:b6:09	Broadcast	ARP	who has 10.209.209.1? Tell 10.209.209.60
	5 4.490276	Cisco_c6:6d:10	Spanning-tree-(for-	STP	Conf. Root = $32768/0/00:50:e2:c6:6d:01$ Cost = 0 Port = $0x$
	6 5.239295	Vmware_08:b6:09	Broadcast	ARP	who has 10.209.209.1? Tell 10.209.209.60
	7 5.985557	0.0.0.0	255.255.255.255	DHCP	DHCP Discover - Transaction ID 0x82483413
	8 6.501939	Cisco_c6:6d:10	Spanning-tree-(for-	STP	Conf. Root = $32768/0/00:50:e2:c6:6d:01$ Cost = 0 Port = $0x$
	9 7.241837	Vmware_08:b6:09	Broadcast	ARP	who has 10.209.209.1? Tell 10.209.209.60
	10 8.000163	Vmware_08:b6:09	Broadcast	RARP	who is 00:0c:29:08:b6:09? Tell 00:0c:29:08:b6:09
	11 8.506405	Cisco_c6:6d:10	Spanning-tree-(for-	STP	Conf. Root = $32768/0/00:50:e2:c6:6d:01$ Cost = 0 Port = $0x$
	12 10.509020	Cisco_c6:6d:10	Spanning-tree-(for-	STP	Conf. Root = 32768/0/00:50:e2:c6:6d:01
	13 10.524354	0.0.0.0	255.255.255.255	BOOTP	Boot Request from 00:90:b1:a5:29:80 (Cisco_a5:29:80)
	14 12.511762	Cisco_c6:6d:10	Spanning-tree-(for-	STP	Conf. Root = 32768/0/00:50:e2:c6:6d:01
	15 13.978332	0.0.0.0	255.255.255.255	DHCP	DHCP Discover - Transaction ID 0x82483413



You need a webserver to establish a TCP connection with Use the webserver at 192.168.11.4

If homework – use any webserver

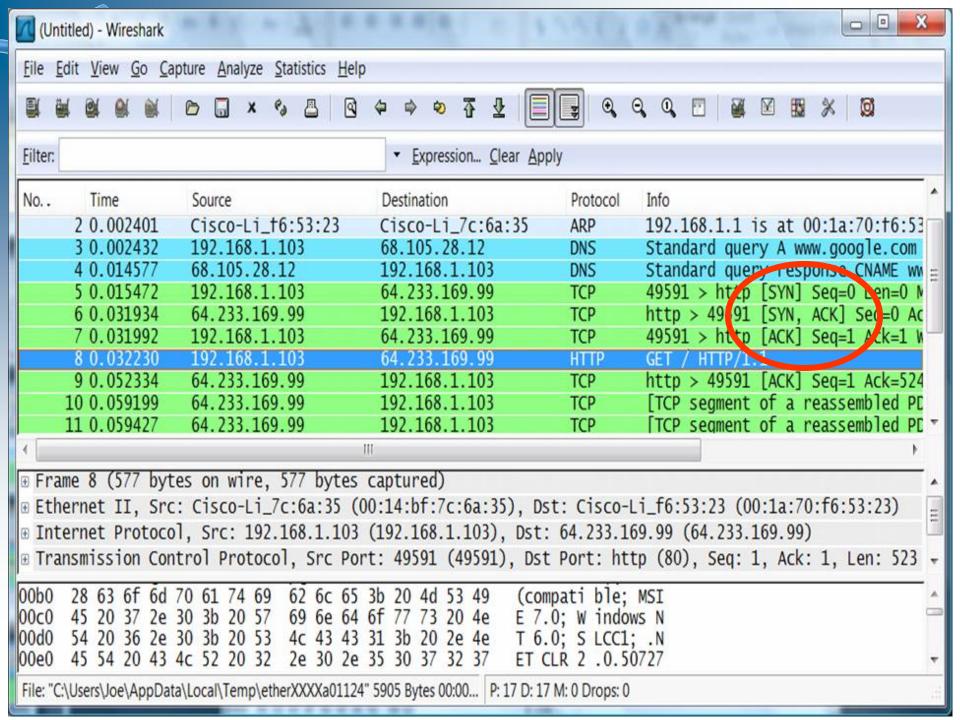


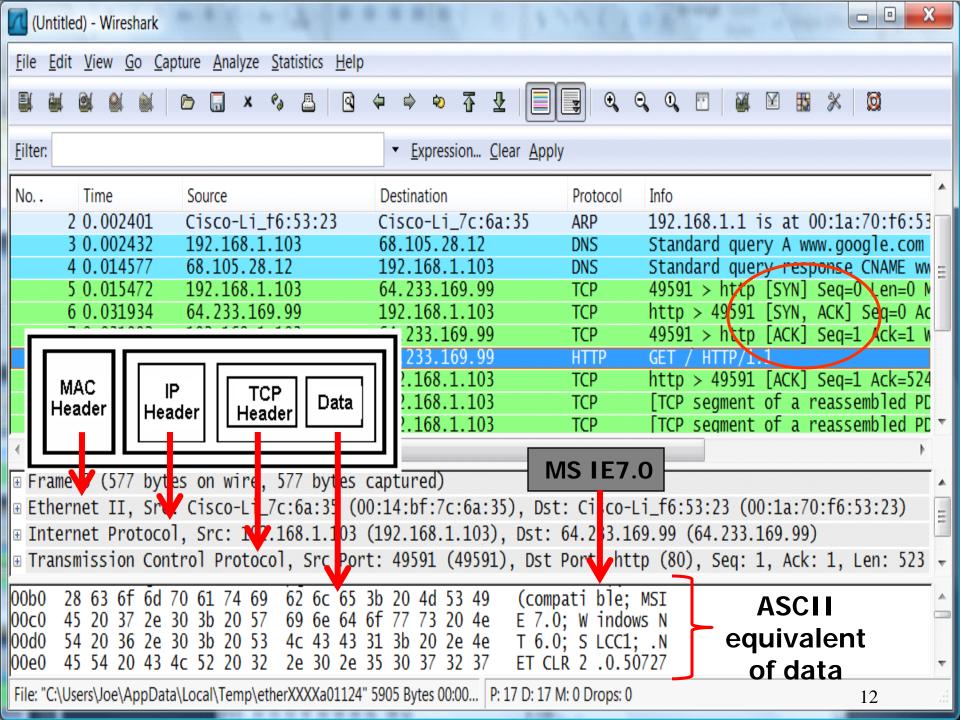


 See lab assistant ..it will be a webserver in the target address range – use it's IP address

Results window appears

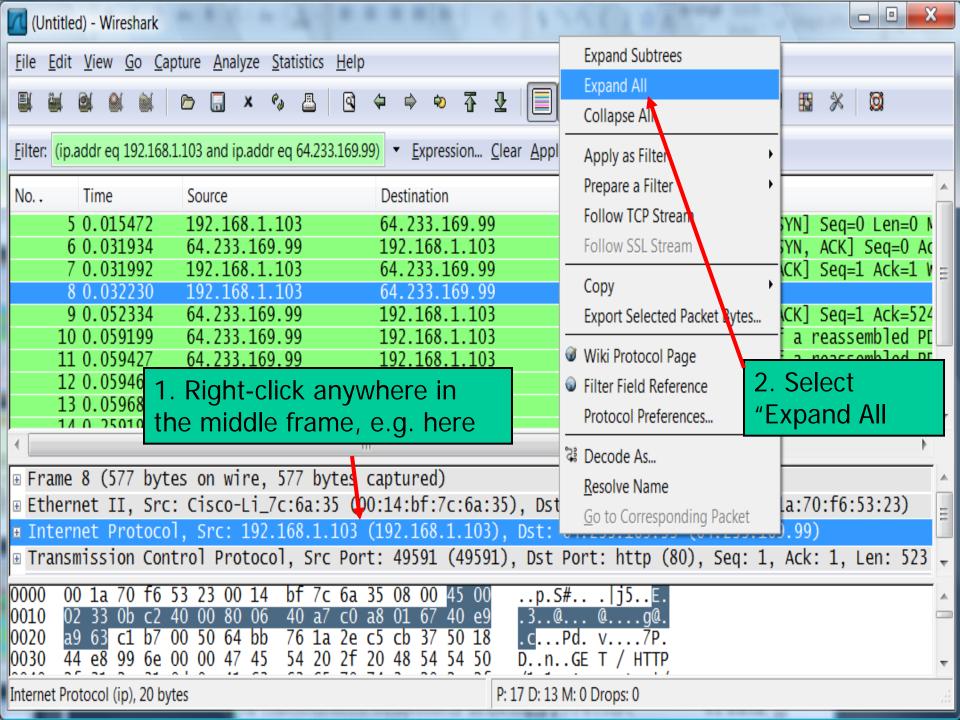
No. -Destina Restart TAC.T 64.23 Capture Filters... 192.1 192,168,1,103 64.230.034367 8 0.034483 64.23 9 0.052106 192.1 10 0.059021 192.1 11 0.059982 64.23 12 0.060019 13 0.060210 64.233.169.104 192.1 14 0.257072 192.168.1.103 64.23111 Microsoft: < live capture in progr... P: 15 D: 15 M: 0

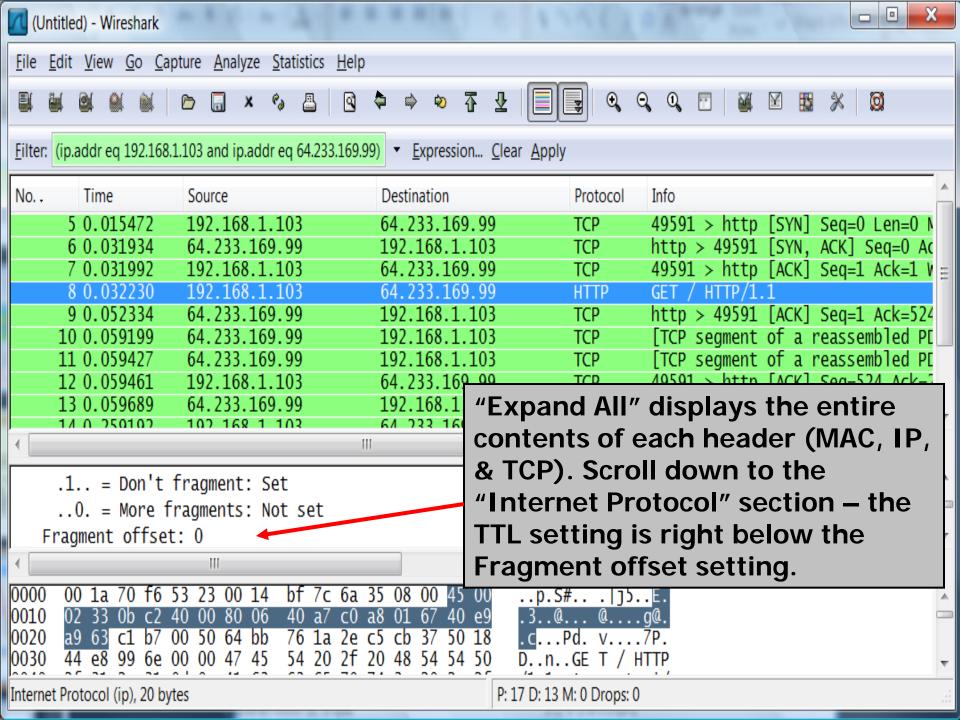






- Select the SYN packet
- In the middle frame, see: Frame & Ethernet sections
 - Here find the source (your) MAC address
 - Look for something like 00:11:43:a8:0c:22
- An Internet Protocol section
 - Find the value of the "Time to live" (TTL) flag
 - What is the value?
- A Transmission Control Protocol section
- Here find the Header Length (it's not 20 bytes what was added in the Options field? Hint: Your client is telling the server something.)
- Repeat, looking at SYN-ACK packet sent by server
- Note: Maximum Segment Size (MSS) = largest packet you can send







Lab Objectives

Easier than C++?

Initial Exercise

Obtain the following information:

- The source IP address
- The IP address of the Web server.
- The source (your) MAC address
- The value of the IP TTL (Time to Live) field
 If you have any problems finding the above
 - work with the Lab Assistant

Penultimate Exercise

- Start capturing packets in Wireshark
- Ping one of the servers or lab computers
- When the Ping program is done, stop the Wireshark packet capture
- The capture window shows Ping queries and responses
 - What is the Internet Protocol number for ICMP?



Lab Exercise (continued)

- Start capturing packets in Wireshark. Have your host send and receive several UDP packets. After stopping packet capture, set your packet filter so that only UDP packets sent and received at your host are displayed. Select one UDP packet and expand the fields in the details window.
- Select one packet. From this packet, determine how many fields there are in the UDP header. Name the fields.
- From the packet content field, determine the length (in bytes) of each of the UDP header fields.
- The value in the Length field is the length of what?
- What is the largest possible source port number? Why?
- What is the protocol number for UDP?



Lab Assignment

Name:

- 1. Source IP address
- 2. Destination IP address
- 3. Source MAC address
- 4. IP TTL
- 5. IP Protocol number for ICMP
- 6. Names of UDP header fields
- 7. Length of the UDP header fields (in bytes)
- 8. Value of length field is the length of what?
- 9. Value of largest possible source port number?
- 10. Why?
- 11. UDP Protocol number