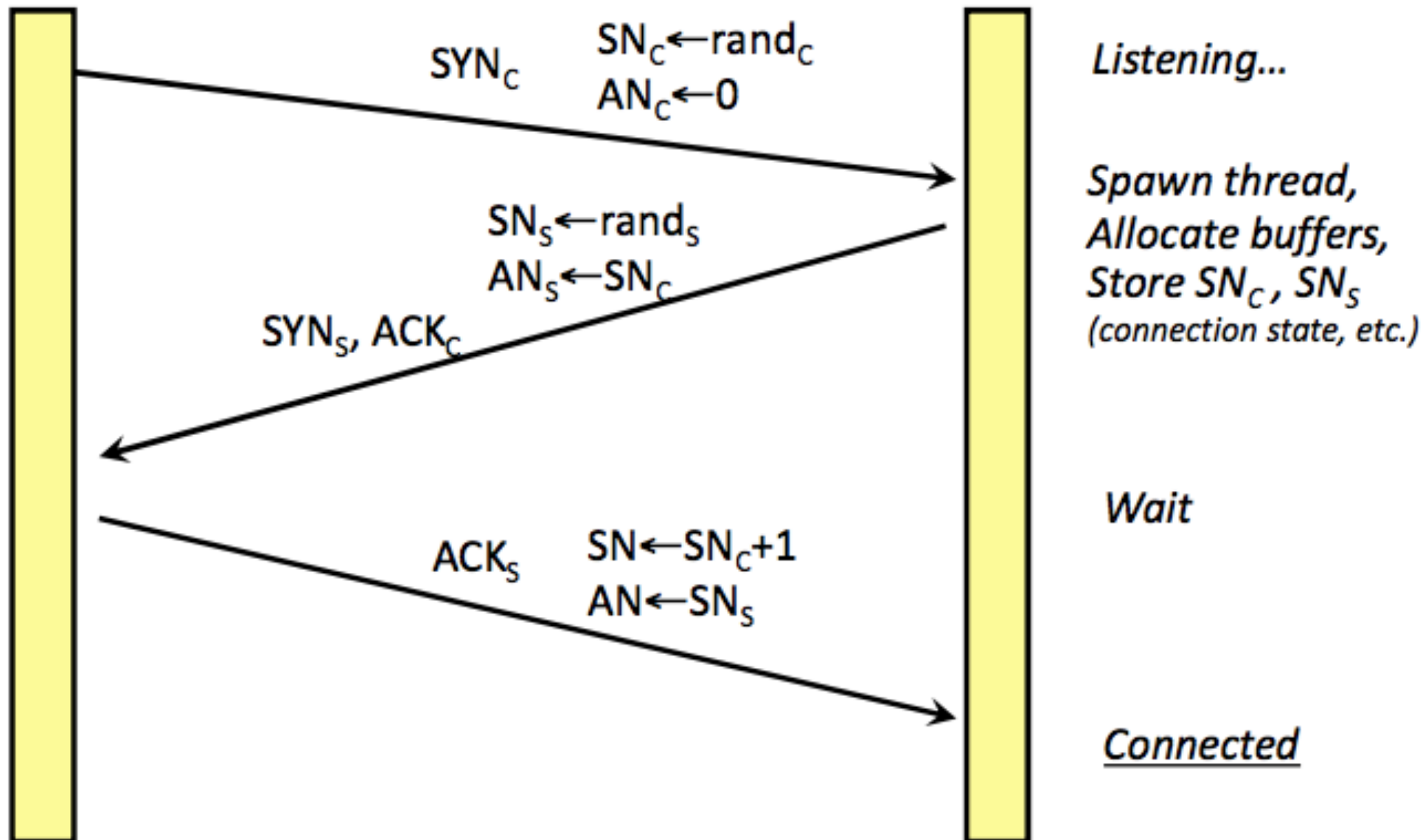


TCP “3-way” handshake

Client

Server



| | | | | | |
|---|-------------|----------------|----------------|-----|---|
| 1 | 0.000000000 | 192.168.23.1 | 192.168.23.128 | TCP | 66 60645 → 8000 [SYN] Seq=0 Win=64240 Len=0 MSS=1460 WS |
| 2 | 0.000069486 | 192.168.23.128 | 192.168.23.1 | TCP | 66 8000 → 60645 [SYN, ACK] Seq=0 Ack=1 Win=64240 Len=0 |
| 3 | 0.000758866 | 192.168.23.1 | 192.168.23.128 | TCP | 60 60645 → 8000 [ACK] Seq=1 Ack=1 Win=131328 Len=0 |

Port scanning

~ confidentiality



- ➔ Using the “3-way” handshake, an attacker can scan for all open ports for a given host

e.g. `nmap`

```
... 549.4... 192.168.2... 192.168.2... TCP 66 51467 → 8001 [SYN] Seq=0 Win=64240 Len=0 MSS=...  
... 549.4... 192.168.2... 192.168.2... TCP 54 8001 → 51467 [RST, ACK] Seq=1 Ack=1 Win=0 Len=...
```