CSC 360 Lab 4

DHCP

In this first part of this lab, we'll take a quick look at DHCP. Recall that DHCP is used extensively in corporate, university and home-network wired and wireless LANs to dynamically assign IP addresses to hosts (as well as to configure other network configuration information).

This lab is brief, as we'll only examine the DHCP packets captured by a host. If you also have administrative access to your DHCP server, you may want to repeat this lab after making some configuration changes (such as the lease time). If you have a router at home, you most likely can configure your DHCP server. Usually, linux/Unix machines (especially those that serve many users) have a static IP address and manipulating DHCP on such machines typically requires super-user privileges.

DHCP Experiment

In order to observe DHCP in action, we'll perform several DHCP-related commands and capture the DHCP messages exchanged as a result of executing these commands. Do the following 1:

- 1. Begin by opening the Windows Command Prompt application (which can be started through Start -> Run -> cmd). As shown in Figure 1, enter "*ipconfig /release*". The executable for *ipconfig* is in C:\windows\system32. This command releases your current IP address, so that your host's IP address becomes 0.0.0.0.
- 2. Start up the Wireshark packet sniffer, as described in the introductory Wireshark lab and begin Wireshark packet capture.
- 3. Now go back to the Windows Command Prompt and enter "*ipconfig /renew*". This instructs your host to obtain a network configuration, including a new IP address. In Figure 1, the host obtains the IP address 192.168.1.108
- 4. Wait until the "*ipconfig /renew*" has terminated. Then enter the same command "*ipconfig /renew*" again.
- 5. When the second "*ipconfig* /*renew*" terminates, enter the command "ipconfig/release" to release the previously-allocated IP address to your computer.

¹ If you are unable to run Wireshark live on a computer, you can download the zip file http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip and extract the file *dhcp-ethereal-trace-1*. The traces in this zip file were collected by Ethereal running on one of the author's computers, while performing the steps indicated in the Wireshark lab. Once you have downloaded the trace, you can load it into Wireshark and view the trace using the *File* pull down menu, choosing *Open*, and then selecting the dhcp-ethereal-trace-1 trace file. You can then use this trace file to answer the questions below.

- 6. Finally, enter "*ipconfig /renew*" to again be allocated an IP address for your computer.
- 7. Stop Wireshark packet capture.

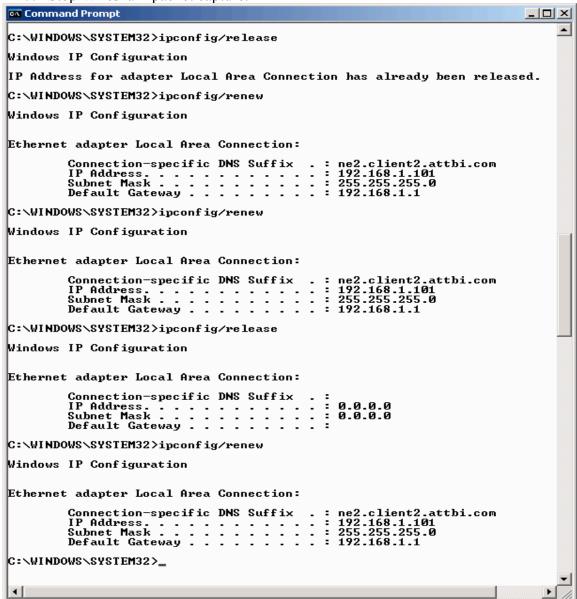


Figure 1 Command Prompt window showing sequence of *ipconfig* commands that you should enter.

If you are using Mac, please use the following steps to renew DHCP:

- 1. Choose Apple menu > System Preferences, then click Network.
- 2. Select your connection service that uses DHCP in the list (such as Ethernet or Wi-Fi).
- 3. Click Advanced, click TCP/IP, then click Renew DHCP Lease.

Now let's take a look at the resulting Wireshark window. To see only the DHCP packets, enter into the filter field "ip.addr = your IP address && bootp". (DHCP derives from an older protocol called BOOTP. Both BOOTP and DHCP use the same port numbers, 67 and 68. To see DHCP packets in the current version of Ethereal, you need to enter "bootp" and not "dhop" in the filter.)

We see from Figure 2 that the first *ipconfig* renew command caused four DHCP packets to be generated: a DHCP Discover packet, a DHCP Offer packet, a DHCP Request packet, and a DHCP ACK packet.

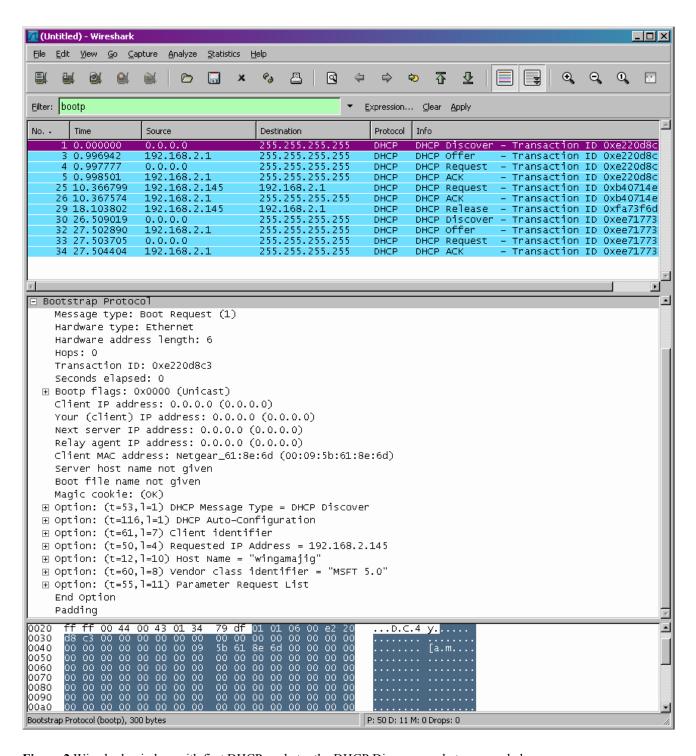


Figure 2 Wireshark window with first DHCP packet – the DHCP Discover packet – expanded.

What to Hand In:

Answer the following questions:

1.	Are DHCP messages sent over UDP or TCP?
2.	Draw a timing datagram illustrating the sequence of the first four-packet Discover/Offer/Request/ACK DHCP exchange between the client and server. For each packet, indicated the source and destination port numbers. Are the port numbers the same as in the example given in this lab assignment?
3.	What is the link-layer (e.g., Ethernet) address of your host?
4.	What values in the DHCP discover message differentiate this message from the DHCP request message?
5.	What is the value of the Transaction-ID in each of the first four (Discover/Offer/Request/ACK) DHCP messages? What are the values of the Transaction-ID in the second set (Request/ACK) set of DHCP messages? What is the purpose of the Transaction-ID field?
6.	A host uses DHCP to obtain an IP address, among other things. But a host's IP address is not confirmed until the end of the four-message exchange! If the IP address is not set until the end of the four-message exchange, then what values are used in the IP datagrams in the four-message exchange? For each of the four DHCP messages (Discover/Offer/Request/ACK DHCP), indicate the source and destination IP addresses that are carried in the encapsulating IP datagram.

7.	What is the IP address of your DHCP server?
8.	What IP address is the DHCP server offering to your host in the DHCP Offer message? Indicate which DHCP message contains the offered DHCP address.
9.	Explain the purpose of the router and subnet mask lines in the DHCP offer message.
10.	In the example screenshots in this assignment, the host requests the offered IP address in the DHCP Request message. What happens in your own experiment?
11.	Explain the purpose of the lease time. How long is the lease time in your experiment?
12.	What is the purpose of the DHCP release message? Does the DHCP server issue an acknowledgment of receipt of the client's DHCP request? What would happen if the client's DHCP release message is lost?
13.	Clear the <i>bootp</i> filter from your Ethereal window. Were any ARP packets sent or received during the DHCP packet-exchange period? If so, explain the purpose of those ARP packets.

Ethernet and ARP

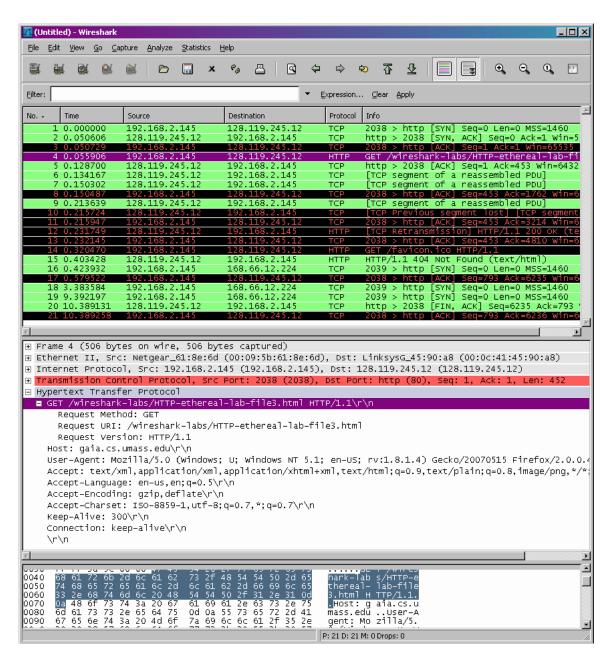
In the second part of this lab, we'll investigate the Ethernet protocol and the ARP protocol. Before beginning this lab, you'll probably want to review (Ethernet), 5.4.1 link- layer addressing and ARP in the text. RFC 826 (ftp://ftp.rfc-editor.org/in-notes/std/std37.txt) contains the details of the ARP protocol, which is used by an IP device to determine the IP address of a remote interface whose Ethernet address is known.

1. Capturing and analyzing Ethernet frames

Let's begin by capturing a set of Ethernet frames to study. Do the following²:

- Choose one of the following items according to your computer's operating system.
 - Windows users follow the instructions on https://techjourney.net/clear-delete-and-refresh-arp-cache-entry/ to clear ARP cache.
 - Mac users follow the instructions on https://www.ihash.eu/2015/01/clear-flush-arp-cache-os-x-yosemite/ to clear ARP cache.
 - Linux users follow the instructions on https://linux-audit.com/how-to-clear-the-arp-cache-on-linux/ to clear ARP cache.
- Start up the Wireshark packet sniffer
- Enter the following URL into your browser http:// http://edu.lva.virginia.gov/online_classroom/shaping_the_constitution/doc/rights Your browser should display the rather lengthy US Bill of Rights.
- Stop Wireshark packet capture. First, find the packet numbers (the leftmost column in the upper Ethereal window) of the HTTP GET message that was sent from your computer to usinfo.state.gov, as well as the beginning of the HTTP response message sent to your computer by usinfo.state.gov. You should see a screen that looks something like this (what you see may be a little bit different from this snapshot).

² If you are unable to run Ethereal live on a computer, you can download the Zip http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip and extract the file *ethernet--ethereal-trace-1*. The traces in this zip file were collected by Wireshark running on one of the author's computers, while performing the steps indicated in the Wireshark lab. Once you have downloaded the trace, you can load it and view the trace using the *File* pull down menu, choosing *Open*, and then selecting the ethernet-ethereal-trace-1 trace file. You can then use this trace file to answer the questions below.



• Since this lab has a lot of broadcasting info going on, we would like to filter out all the noise. Please type "ip.addr = = your computer IP address" into the filter field. In order to answer the following questions, you'll need to look into the packet details and packet contents windows (the middle and lower display windows in Ethereal).

Select the Ethernet frame containing the HTTP GET message. (Recall that the HTTP GET message is carried inside of a TCP segment, which is carried inside of an IP datagram, which is carried inside of an Ethernet frame; reread section 1.5 in the text if you find this nesting a bit confusing). Expand the Ethernet II information in the packet details window. Note that the contents of the Ethernet frame (header as well as payload) are displayed in the packet contents window.

Answer the following questions, based on the contents of the Ethernet frame containing the HTTP GET message.

- 1. What is the 48-bit Ethernet address of your computer?
- 2. What is the 48-bit destination address in the Ethernet frame? Is this the Ethernet address of usinfo.state.gov? (Hint: the answer is *no*). What device has this as its Ethernet address? [Note: this is an important question, and one that students sometimes get wrong. Re-read pages 468-469 in the text and make sure you understand the answer here.]

3.	How many bytes from the very start of the Ethernet frame does the ASCII "G" in "GET" appear in the Ethernet frame?
4.	What is the hexadecimal value of the CRC field in this Ethernet frame?
fra	ext, answer the following questions, based on the contents of the Ethernet me containing the first byte of the HTTP response message. What is the value of the Ethernet source address? Is this the address of your computer, or of usinfo.state.gov (Hint: the answer is <i>no</i>). What device has this as its Ethernet address?
6.	What is the destination address in the Ethernet frame? Is this the Ethernet address of your computer?
7.	How many bytes from the very start of the Ethernet frame does the ASCII "O" in "OK" (i.e., the HTTP response code) appear in the Ethernet frame?
8.	What is the hexadecimal value of the CRC field in this Ethernet frame?

2. The Address Resolution Protocol

In this section, we'll observe the ARP protocol in action. We strongly recommend that you read section 5.4.2 in the text before proceeding.

ARP Caching

Recall that the ARP protocol typically maintains a cache of IP-to-Ethernet address translation pairs on your computer. The *arp* command (in both MSDOS and Linux/Unix) is used to view and manipulate the contents of this cache. Since the *arp* command and the ARP protocol have the same name, it's understandably easy to confuse them. But keep in mind that they are different - the *arp* command is used to view and manipulate the ARP cache contents, while the ARP protocol defines the format and meaning of the messages sent and received, and defines the actions taken on message transmission and receipt.

Let's take a look at the contents of the ARP cache on your computer:

- **MS-DOS.** The *arp* command is in c:\windows\system32, so type either "*arp*" or
 - "c:\windows\system32\arp" in the MS-DOS command line (without quotation marks).
- **Linux/Unix.** The executable for the *arp* command can be in various places. Popular locations are /sbin/arp (for linux) and /usr/etc/arp (for some Unix variants).

The arp - a command will display the contents of the ARP cache on your computer. Run the arp - a command.

9. Write down the contents of your computer's ARP cache. What is the meaning of each column value?

In order to observe your computer sending and receiving ARP messages, we'll need to clear the ARP cache, since otherwise your computer is likely to find a needed IP-Ethernet address translation pair in its cache and consequently not need to send out an ARP message.

- **MS-DOS.** The MS-DOS *arp* −*d* * command will clear your ARP cache. The − *d* flag indicates a deletion operation, and the * is the wildcard that says to delete all table entries.
- **Linux/Unix.** The *arp* −*d* * will clear your ARP cache. In order to run this command you'll need root privileges. For Mac use, *sudo arp* −*a* −*d* will clear your ARP cache. If you don't have root privileges and can't run Wireshark on a Windows machine, you can skip the trace collection part of this lab and just use the trace discussed in footnote 1.

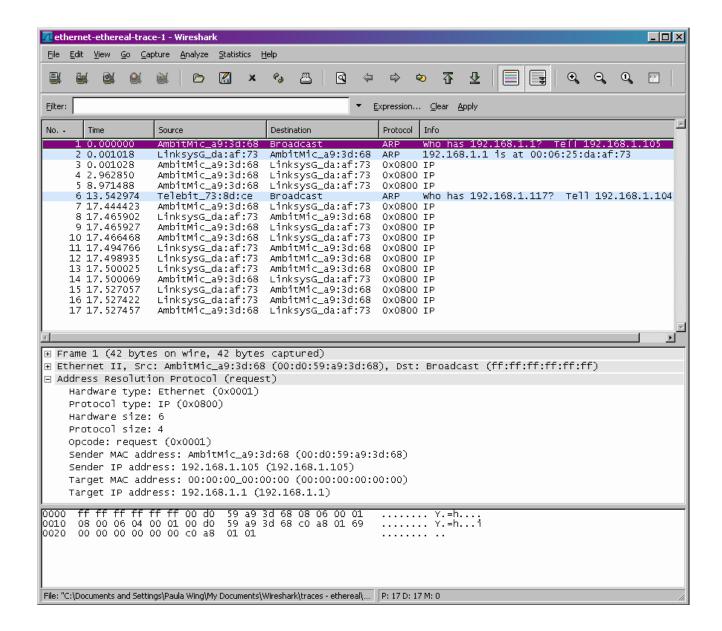
Observing ARP in action

Do the following³:

• Clear your ARP cache, as described above.

- Next, make sure your browser's cache is empty. (To do this under Firefox, select Firefox->History->Clear History and clear the memory and disk cache.)
- Start up the Wireshark packet sniffer
- Enter the following URL into your browser
 http://edu.lva.virginia.gov/online_classroom/shaping_the_constituti_on/doc/rights. Your browser should again display the rather lengthy US Bill of Rights.
- Stop Wireshark packet capture. Type "arp" into the filter field. You should now see an Ethereal window that looks like:

³ The *ethernet--ethereal-trace*- trace file in http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip was created using the steps below (in particular after the ARP cache had been flushed).



In the example above, the first two frames in the trace contain ARP messages (as does the 6th message). The screen shot above corresponds to the trace referenced in footnote 3.

Answer the following questions:

- 10. What are the hexadecimal values for the source and destination addresses in the Ethernet frame containing the ARP request message?
- 11. Download the ARP specification from ftp://ftp.rfc-editor.org/in-notes/std/std37.txt. A readable, detailed discussion of ARP is also at http://www.erg.abdn.ac.uk/users/gorry/course/inet-pages/arp.html.
 - a) How many bytes from the very beginning of the Ethernet frame does the ARP *opcode* field begin?
 - b) What is the value of the *opcode* field within the ARP-payload part of the Ethernet frame in which an ARP request is made?

	Does the ARP message contain the IP address of the sender? Where in the ARP request does the "question" appear – the Ethernet address of the machine whose corresponding IP address is being queried?
a) b)	Find the ARP reply that was sent in response to the ARP request. How many bytes from the very beginning of the Ethernet frame does the ARP opcode field begin? What is the value of the opcode field within the ARP-payload part of the Ethernet frame in which an ARP response is made? Where in the ARP message does the "answer" to the earlier ARP request appear – the IP address of the machine having the Ethernet address whose corresponding IP address is being queried?
	are the hexadecimal values for the source and destination addresses in the net frame containing the ARP reply message?
lab <u>s/v</u> ARP i runnii	the <i>ethernetethereal-trace-</i> trace file in http://gaia.cs.umass.edu/wireshark-vireshark-traces.zip. The first and second ARP packets in this trace correspond to an request sent by the computer running Ethereal, and the ARP reply sent to the computer ng Ethereal by the computer with the ARP-requested Ethernet address. But there is yet er computer on this network, as indiated by packet 6 – another ARP request. Why is

there no ARP reply (sent in response to the ARP request in packet 6) in the packet trace?