COMPUTER NETWORKING

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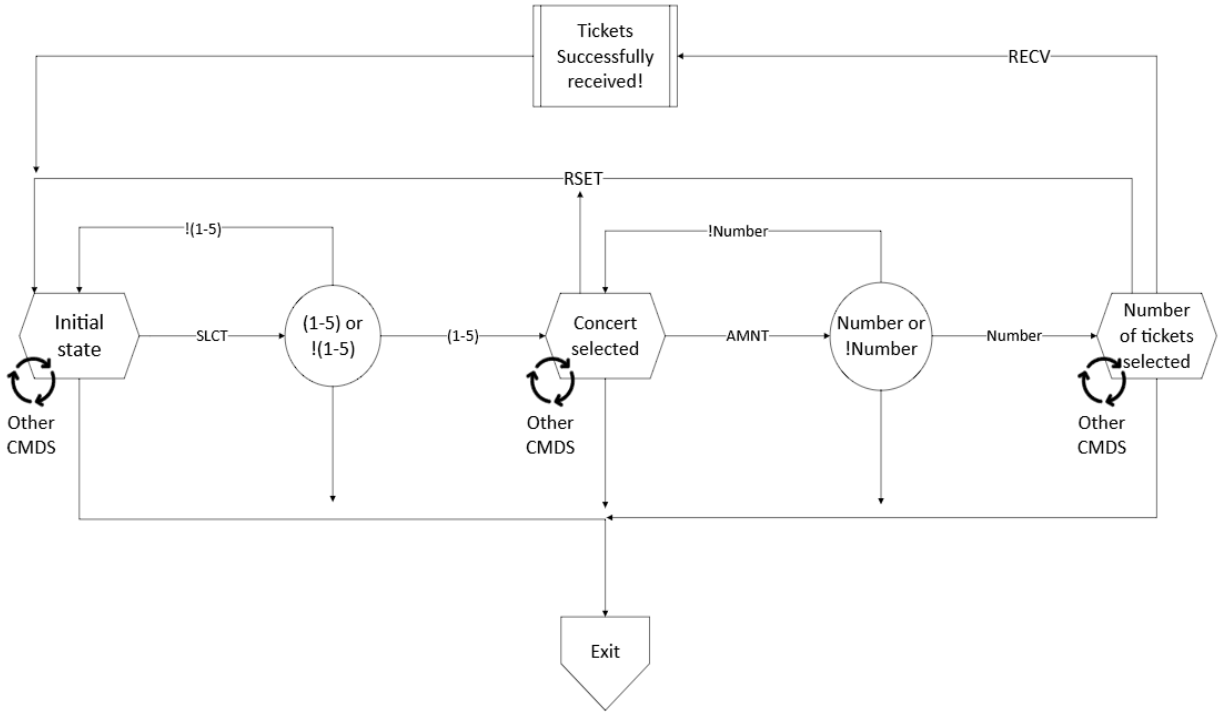
assignment week 1: protocol analysis

Commands to open blobmac

Ns localhost 5107

- HELP – List all commands
- RECV – Receives concert tickets
- STAT – Lists all selected tickets
- LIST – Lists all possible concerts
- SLCT – Selects concert
- AMNT – Selects amount of tickets
- RSET – Clears concerts and the corresponding tickets
- EXIT – Closes program



assignment week 2 & 3: Wireshark

How did the DNS lookup find the web address?

1. My computer sent a DNS query to the configured DNS server (e.g., Saxion's DNS server or my home router).
2. The DNS server resolved the domain name neverssl.com to its corresponding IP address (34.223.124.45).
3. The resolved IP address was returned to my computer, allowing it to establish a connection to the web server.

How long did it take to find and establish the connection and download the webpage + image(s)?

The total time was approximately 200-300 milliseconds:

- DNS lookup: ~50 ms
- TCP connection establishment (3-way handshake): ~100 ms
- HTTP request and response (including webpage and images): ~100-150 ms

Approximately how many TCP packets, IP packets, and Ethernet frames were used? What were the average sizes?

- **TCP packets**: ~20-30 packets (average size: ~500-1500 bytes)
- **IP packets**: ~20-30 packets (average size: ~500-1500 bytes)
- **Ethernet frames**: ~20-30 frames (average size: ~500-1500 bytes)
  I determined this by filtering the Wireshark capture for TCP, IP, and Ethernet traffic and using the **Statistics** tool to calculate the average sizes.

Background Network Traffic

I started a Wireshark capture while running my daily applications (Outlook, Spotify, OneDrive, WhatsApp, Discord, Browser, etc.) and observed the following types of network traffic:

- **DNS queries**: Resolving domain names for various applications.
- **HTTP/HTTPS traffic**: Web browsing, API calls, and updates.
- **TCP connections**: Establishing and maintaining connections for applications like Outlook and Discord.
- **UDP traffic**: Used by Spotify for streaming and by Discord for voice chat.
- **ARP requests**: Resolving MAC addresses for devices on the local network.
- **ICMP packets**: Ping requests and responses for network diagnostics.
- **Background OS traffic**: Windows Update checks, NTP (time synchronization), and other system-related communications.

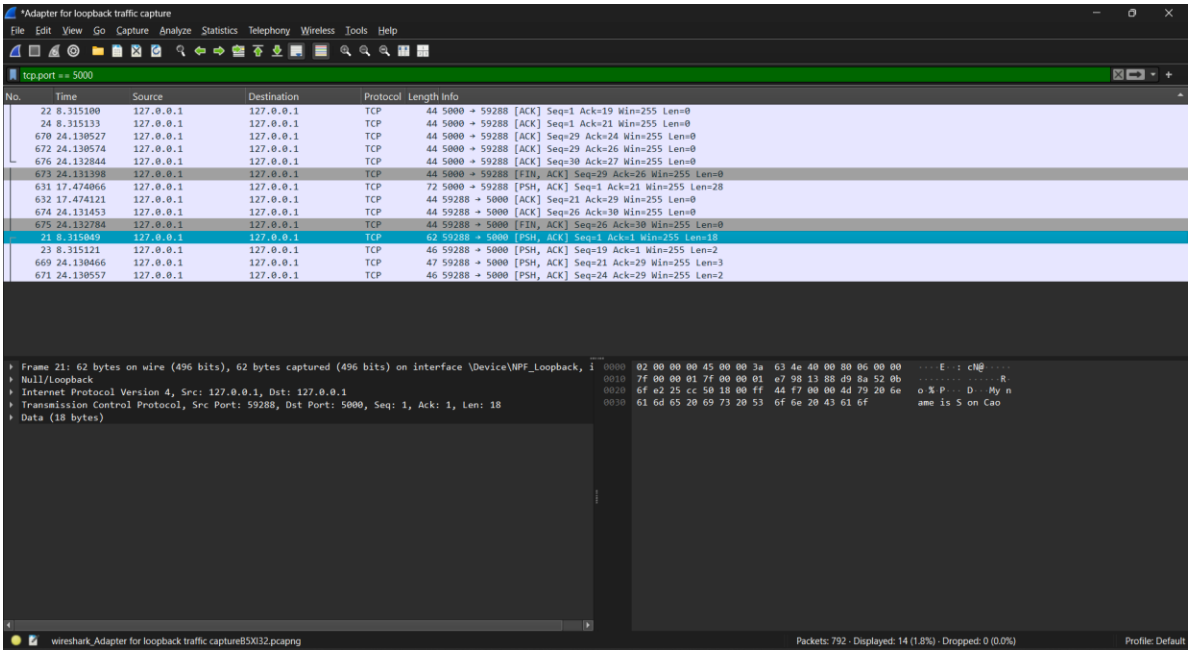
DHCP in Saxion vs. Home Network

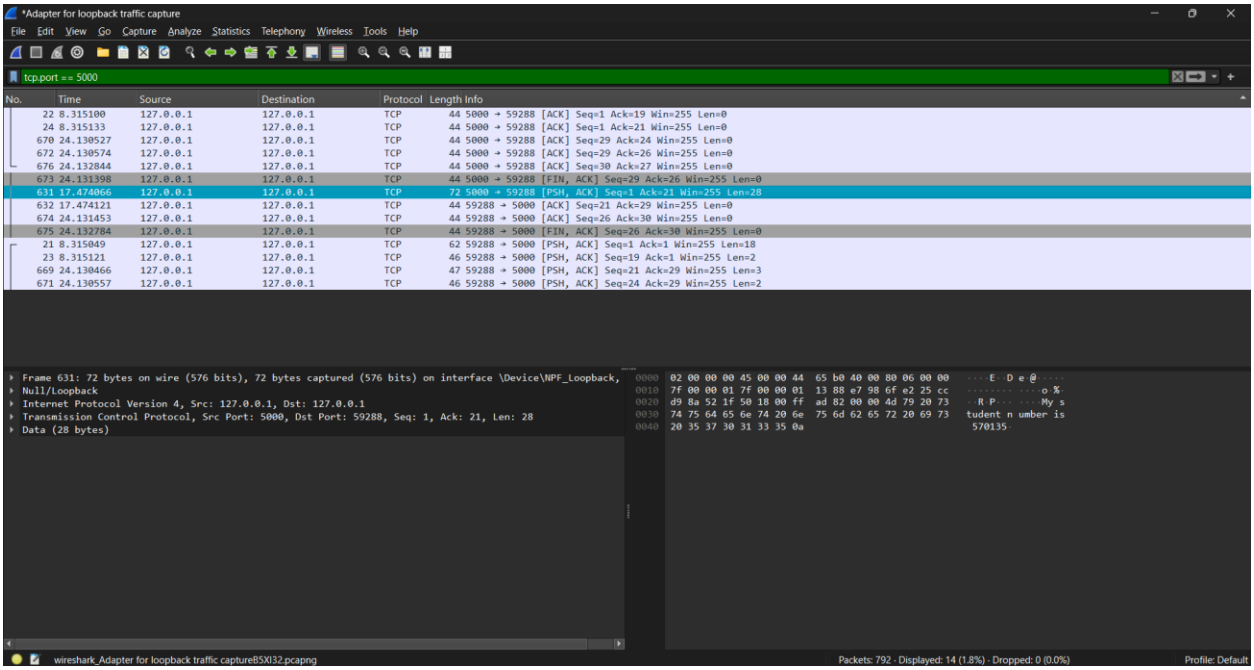
- **Saxion Network**:
    1. My device sends a **DHCP Discover** message broadcast to the network.
    2. The Saxion DHCP server responds with a **DHCP Offer**, providing an available IP address.
    3. My device sends a **DHCP Request** to confirm the offered IP address.
    4. The DHCP server sends a **DHCP Acknowledgment**, finalizing the IP assignment.
        - The subnet mask provided by Saxion is typically **255.255.252.0**

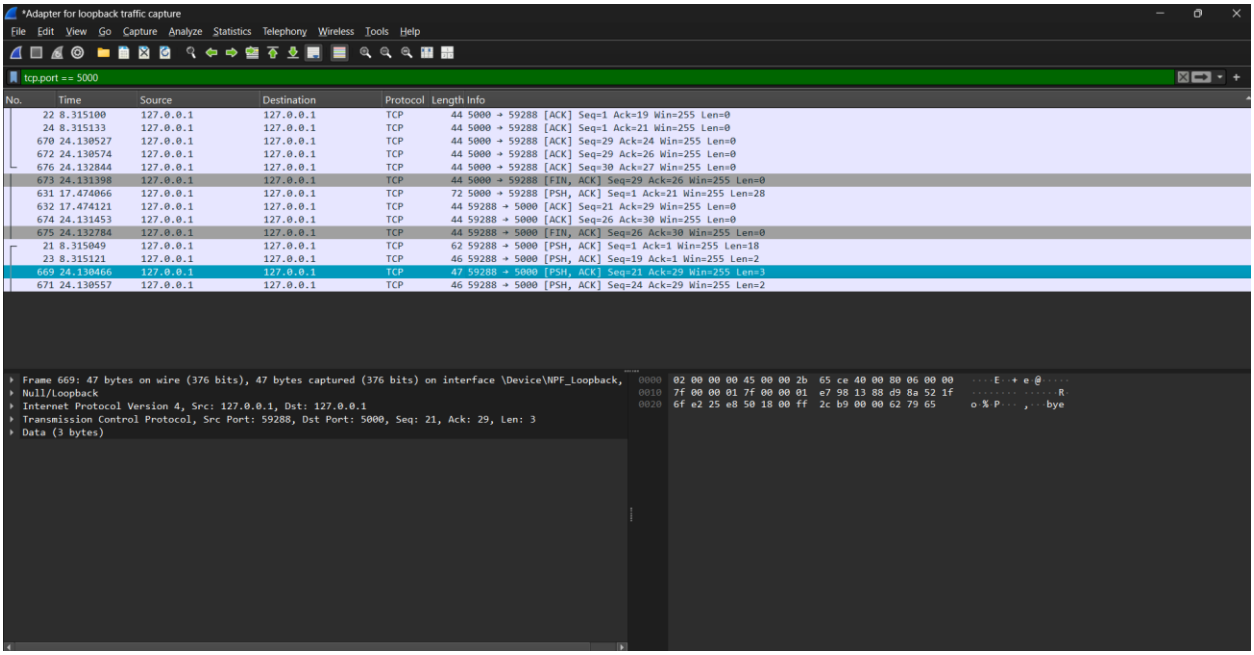
which defines the range of IP addresses available in the subnet.

- **Home Network**:
    1. My device sends a **DHCP Discover** message to the home router.
    2. The router responds with a **DHCP Offer**, providing an IP address from the home network's range
    3. My device sends a **DHCP Request** to confirm the IP address.
    4. The router sends a **DHCP Acknowledgment**, finalizing the assignment.
        - The subnet mask at home is **255.255.240.0**, which allows for 240 devices in the subnet.
- **Function of a Subnet Mask**:
  The subnet mask defines the network and host portions of an IP address. It helps devices determine whether a destination IP address is within the same local network or requires routing through a gateway.

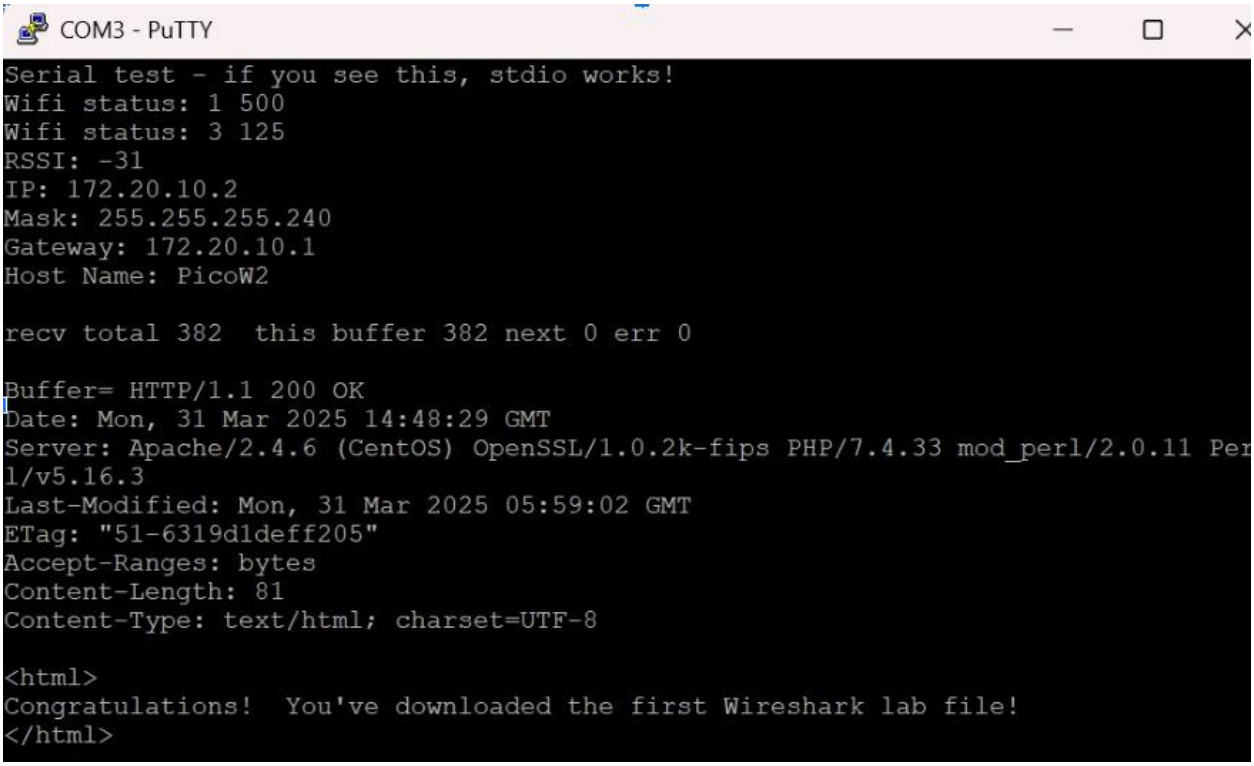
assignment week 4 & 5: TCP client & server






*Adapter for loopback traffic capture
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
tcp.port == 5000
No. Time Source Destination Protocol Length Info
22 8.315100 127.0.0.1 127.0.0.1 TCP 44 5000 → 59288 [ACK] Seq=1 Ack=19 Win=255 Len=0
24 8.315133 127.0.0.1 127.0.0.1 TCP 44 5000 → 59288 [ACK] Seq=1 Ack=21 Win=255 Len=0
670 24.130527 127.0.0.1 127.0.0.1 TCP 44 5000 → 59288 [ACK] Seq=29 Ack=24 Win=255 Len=0
672 24.130574 127.0.0.1 127.0.0.1 TCP 44 5000 → 59288 [ACK] Seq=29 Ack=26 Win=255 Len=0
676 24.132844 127.0.0.1 127.0.0.1 TCP 44 5000 → 59288 [ACK] Seq=30 Ack=27 Win=255 Len=0
673 24.131398 127.0.0.1 127.0.0.1 TCP 44 5000 → 59288 [FIN, ACK] Seq=29 Ack=26 Win=255 Len=0
631 17.474066 127.0.0.1 127.0.0.1 TCP 72 5000 → 59288 [PSH, ACK] Seq=1 Ack=21 Win=255 Len=28
632 17.474121 127.0.0.1 127.0.0.1 TCP 44 59288 → 5000 [ACK] Seq=21 Ack=29 Win=255 Len=0
674 24.131453 127.0.0.1 127.0.0.1 TCP 44 59288 → 5000 [ACK] Seq=26 Ack=30 Win=255 Len=0
675 24.132784 127.0.0.1 127.0.0.1 TCP 44 59288 → 5000 [FIN, ACK] Seq=26 Ack=30 Win=255 Len=0
21 8.315049 127.0.0.1 127.0.0.1 TCP 62 59288 → 5000 [PSH, ACK] Seq=1 Ack=1 Win=255 Len=18
23 8.315121 127.0.0.1 127.0.0.1 TCP 46 59288 → 5000 [PSH, ACK] Seq=19 Ack=1 Win=255 Len=2
669 24.130466 127.0.0.1 127.0.0.1 TCP 47 59288 → 5000 [PSH, ACK] Seq=21 Ack=29 Win=255 Len=3
671 24.130557 127.0.0.1 127.0.0.1 TCP 46 59288 → 5000 [PSH, ACK] Seq=24 Ack=29 Win=255 Len=2
Frame 669: 47 bytes on wire (376 bits), 47 bytes captured (376 bits) on interface \Device\NPF_Loopback,
Null/Loopback
Internet Protocol Version 4, Src: 127.0.0.1, Dst: 127.0.0.1
Transmission Control Protocol, Src Port: 59288, Dst Port: 5000, Seq: 21, Ack: 29, Len: 3
Data (3 bytes)
0000 02 00 00 00 45 00 00 2b 65 ce 40 00 80 06 00 00
0010 7f 00 00 01 7f 00 00 01 e7 98 13 88 d9 8a 52 1f
0020 6f e2 25 e8 50 18 00 ff 2c b9 00 00 62 79 65
bye

assignment week 6 & 7: pi pico networking



For this assignment, I successfully set up WiFi connectivity on my Raspberry Pi Pico W and retrieved a webpage from a remote server.

Setup Process:

1. Downloaded and extracted the provided pico-wifi-example.zip files
2. Modified credentials.h with my WiFi network details (SSID and password)

3. Set up the project structure with the necessary CMake configuration
4. Built and flashed the program to my Pico W

Challenges Faced:

1. Initially had trouble with the Pico not connecting - realized I needed to update the SDK and firmware
2. First attempt failed because I hadn't properly configured the PICO_BOARD variable in CMake