# \$471 – Web Technologies (Laboratory)



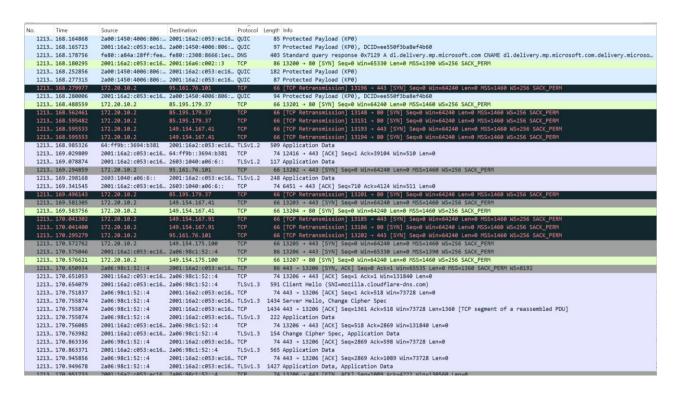
#### Lab 1

## The Internet Protocols

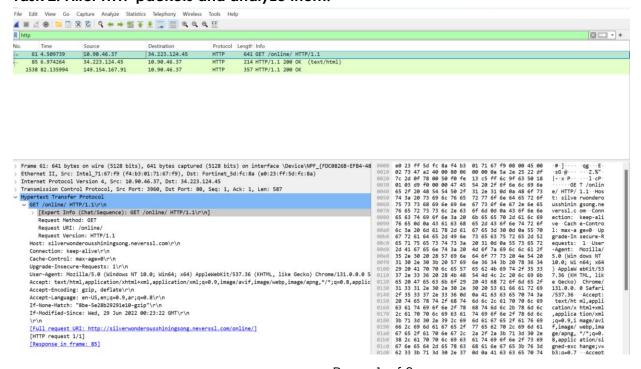
## **Lab Activities:**

Part 1: Capturing HTTP Traffic.

Task 1: Start Wireshark and capture packets.

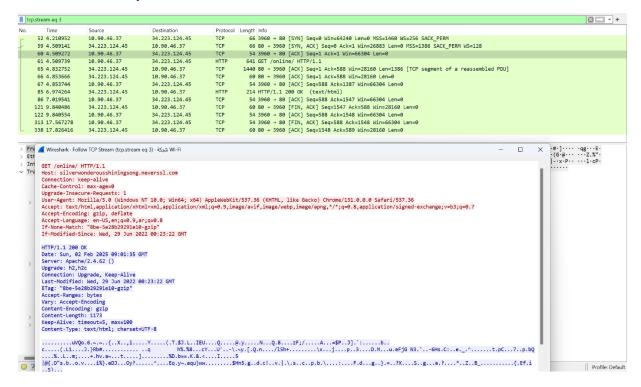


#### Task 2: Filter HTTP packets and analyze them.



### Part 2: Analyzing TCP/IP Traffic.

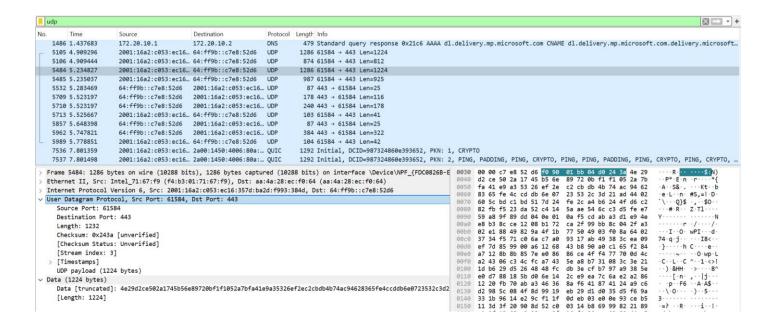
## Task 1: Filter TCP packets



# Task 2: Analyze TCP handshake and investigate Data Transfer and Termination



- Part 3: Capturing and Analyzing UDP Traffic
- Task 1: Generate UDP traffic and capture packets
- Task 2: Filter and analysis UDP Packets



Part 4: Comparing TCP and UDP by filling in the following tables. Save your work (e.g., in an MS Word document), and upload it to your online git repo.

Task 1: Fill in the following table and provide reasons.

	TCP or UDP	Reasons
Reliability and Connection Establishment	TCP	it sets up a connection before sending data. It makes sure all data is received and will resend if anything is lost.
Data Integrity and Ordering	TCP	It keeps data in the right order and checks for errors, so nothing gets mixed up. UDP does not do this.

Task 2: Identify the use Cases and Performance of TCP and UDP.

	TCP	UDP
Use cases	Best for things that need all data to be correct, like websites (HTTP/HTTPS), emails, and file downloads.	Best for fast communication where some data loss is okay, like video calls, online games, and live streaming.
Performance	Slower because it checks for errors and resends lost data.	Faster because it doesn't check for errors or resend lost data

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