

Wireshark Installation and Use

Time required: 30 minutes

How to Create Screenshots: Please use the Windows Snip and Sketch Tool or the Snipping Tool. Paste a screenshot of just the program you are working on. If you are snipping a virtual machine, make sure your focus is outside the virtual machine before you snip.

1. Press and hold down the **Windows key & Shift**, then type **S**. This brings up the on-screen snipping tool.
2. Click and Drag your mouse around whatever you want to snip.
3. Release the mouse button. This places the snip into the Windows Clipboard.
4. Go into Word or wherever you want to paste the snip. Hold down **CTRL**, then type **V** to paste the snip.

Lab Description

Wireshark is a free, open source network protocol analyzer that can help demystify network messages and help make the OSI model a little more tangible.

Using Wireshark for the first time can be an epiphany experience. It allows you to study the OSI layers, all the information that is added to every message, and the messages that have to go back and forth just to bring up a Web page or even just to connect to the network.

It all becomes much more real when you see how many packets Wireshark collects during even a short capture.

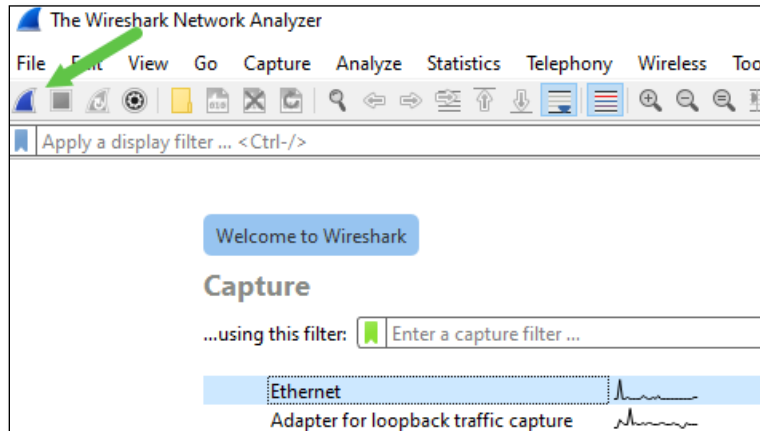
Install Wireshark

We'll install Wireshark in this project and take a first look at how it works. Later on, we'll dig deeper into Wireshark's capabilities.

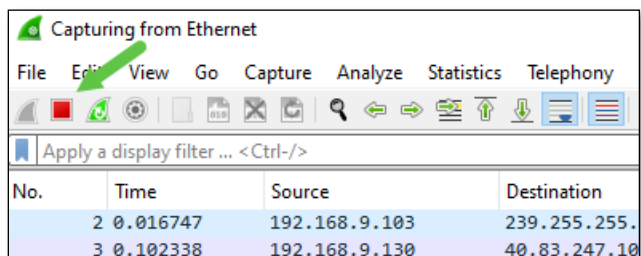
1. Go to www.wireshark.org
2. Download and install the appropriate version for your OS.

Note: You may also need to install NPcap during the Wireshark installation process. NPcap is a Windows service that does not come standard in Windows and is required to capture live network data.

Capture Packets



1. To start our first capture, in the Wireshark Network Analyzer window, find the adapter that has activity. In the above screenshot, it is Ethernet. Yours may say WiFi.
2. Click the adapter that show activity.
3. Click the Sharkfin **Capture button**. Your capture will start.
4. While the capture is running, challenge your network a bit by opening your web browser and navigating to **google.com**.



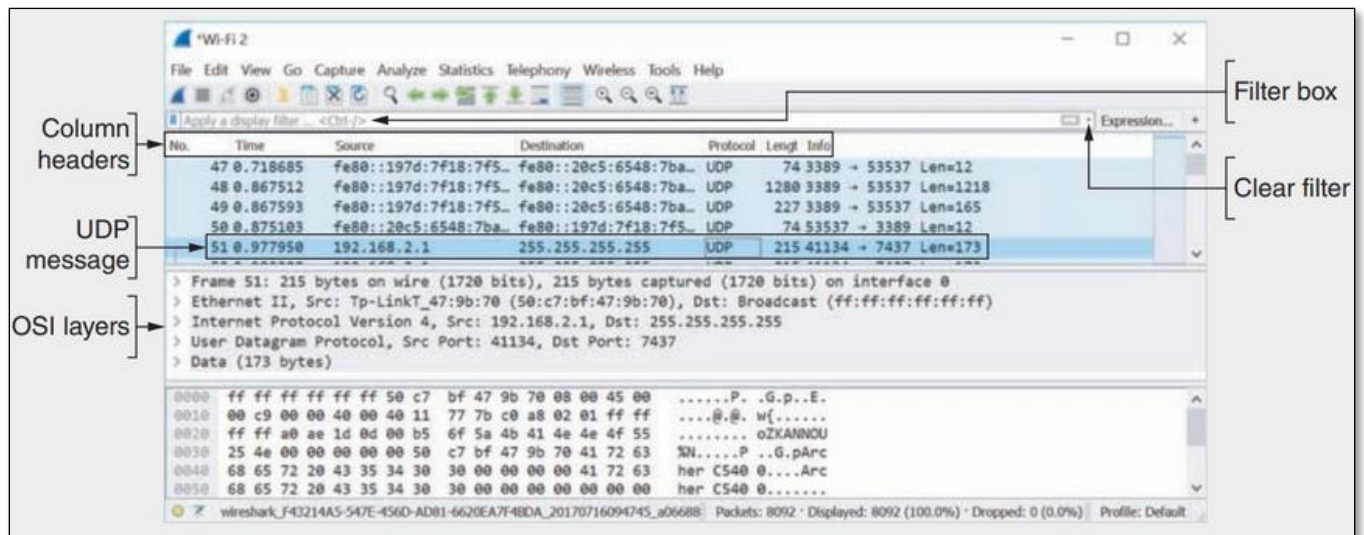
5. Click the red box on the command ribbon to stop the capture.
6. Take a look at some of the items you might have captured, and start to decode this blur of numbers and letters.

7. Insert a screenshot:

[Click or tap here to enter text.](#)

8. Notice the column headers along the top of the capture. Of particular interest are the Source and Destination columns, the Protocol column, and the Info column. Find a

UDP message that has an IPv4 Source address and click on it. In the middle pane, click on each line to expand that layer's information.



9. What pieces of information stand out to you?

[Click or tap here to enter text.](#)

3774	51.987886	Vizio_6c:3c:f5	Broadcast	A
3775	53.011664	MicroStarINT_a2:ac:...	Broadcast	A

10. Which device on your network do you think sent this message, and which device(s) received it? In the capture above, my Vizio tv was picked up.

[Click or tap here to enter text.](#)

Color highlighting can help you easily spot different protocols. TCP messages are a light lavender color, ARP messages are a yellowish color, and DNS messages are a light bluish color. You can see the protocol names in the Protocol column.

11. To filter for a particular kind of packet, type the name of the protocol in the Filter box and press Enter. Try **TCP**. Try filtering for other protocols discussed earlier in this chapter and see how many different types you can find in your capture. Click Clear between searches to return to the complete capture data.

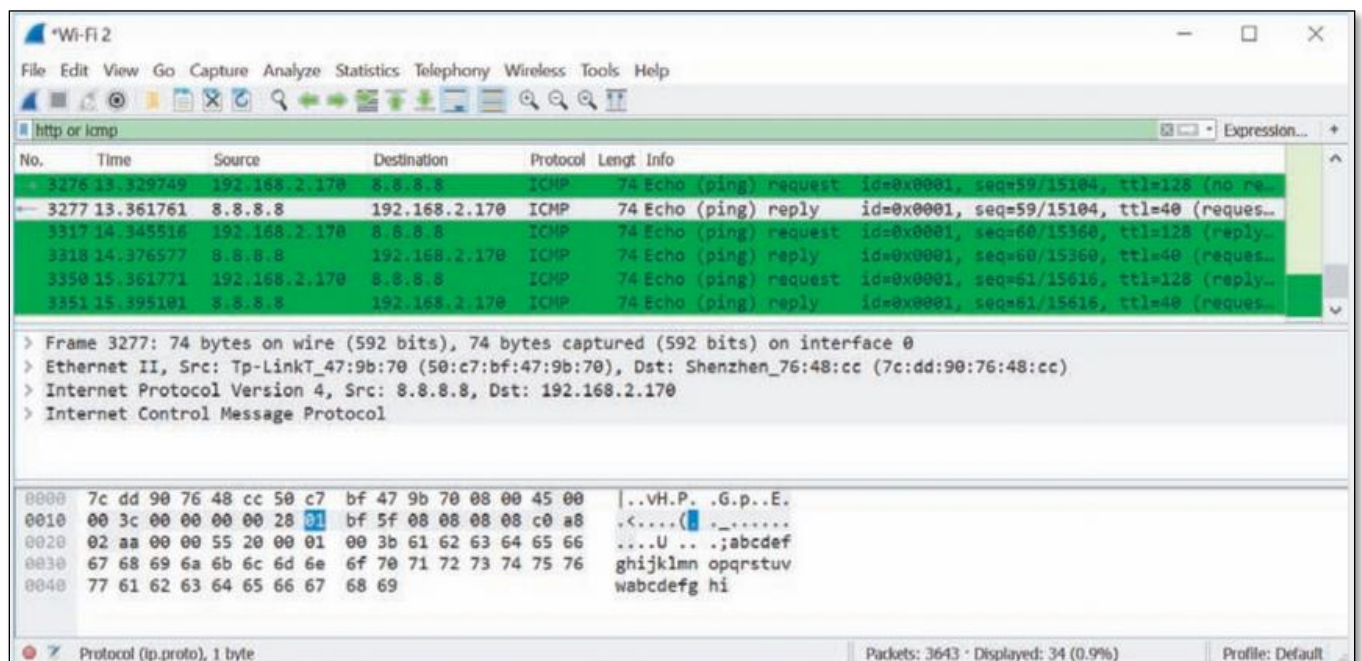
12. To compare OSI layers represented by each of these protocols, do another filter where you can see HTTP and TCP packets in the same search. Enter the following fields into the Filter box: **http or icmp**

13. Insert a screenshot:

[Click or tap here to enter text.](#)

14. Use the middle pane to dig into each layer's headers.

15. Click on an ICMP message and count the layers of information available in the middle pane. In Figure 4-32, there are four layers of information, which correspond to Layer 2 (Frame and Ethernet II) and Layer 3 (Internet Protocol Version 4 and Internet Control Message Protocol). 10. Examine an HTTP message. Figure 4-33 shows five layers of information in the middle pane. This time, Layer 7 (Hypertext Transfer Protocol) and Layer 4 (Transmission Control Protocol) are represented, in addition to Layer 3 (Internet Protocol Version 4) and Layer 2 (Ethernet II and Frame).



16. Is the packet using UDP or TCP?

[Click or tap here to enter text.](#)

17. Insert a screenshot of the selected packet.

[Click or tap here to enter text.](#)

TCP is a connection-oriented protocol. You can filter a capture to follow a TCP stream so you can see how these messages go back and forth for a single session.

18. In Wireshark → Find a **TCP** packet → **right-click** it → select **Follow** → click **TCP Stream**.

19. Click **Close** the Follow TCP Stream window and note that Wireshark has filtered the capture for this stream's packets.

20. In the Info column, you can see both SYN and ACK flags.

21. What is the purpose of these messages?

[Click or tap here to enter text.](#)

22. Select a TCP message from this filtered data, and explore the middle pane. Click to open each section in that pane.

23. Insert a screenshot:

[Click or tap here to enter text.](#)

24. Click on any message that includes a Source or Destination MAC address on the Ethernet II line of output in the middle pane.

25. Insert a screenshot.

[Click or tap here to enter text.](#)

26. Was Wireshark able to resolve the name of the manufacturer for this device? If so, what is it?

[Click or tap here to enter text.](#)

27. Close Wireshark. **Quit without Saving.**

Assignment Submission

Attach this completed document to the assignment in Blackboard.