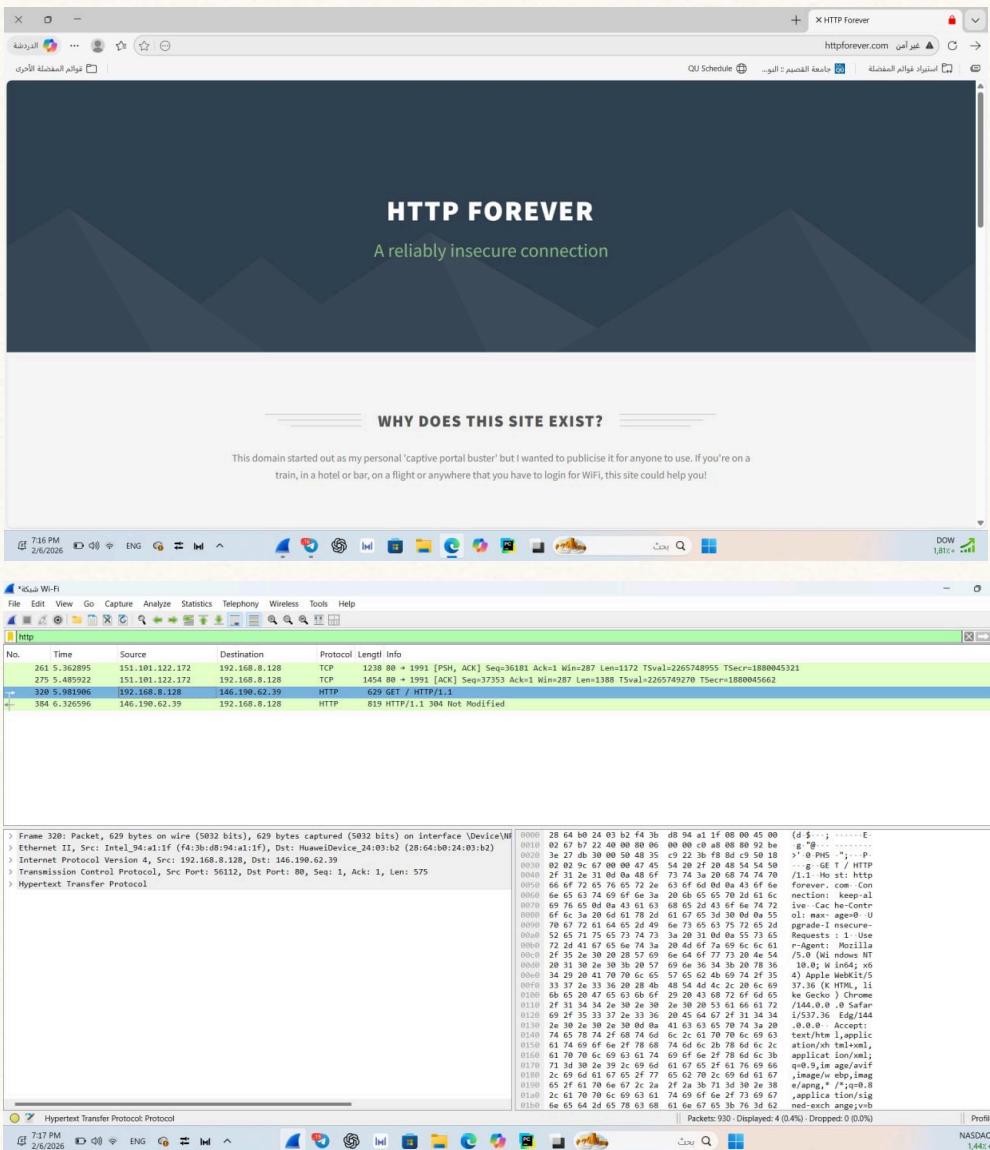


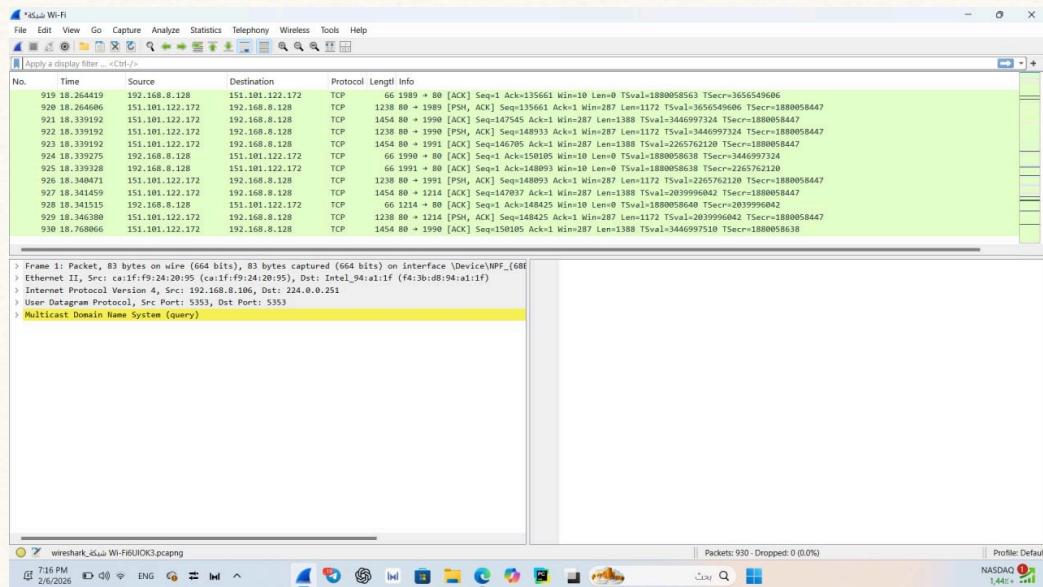
Part 1: Capturing HTTP Traffic.

Task 1:

<http://httpforever.com>



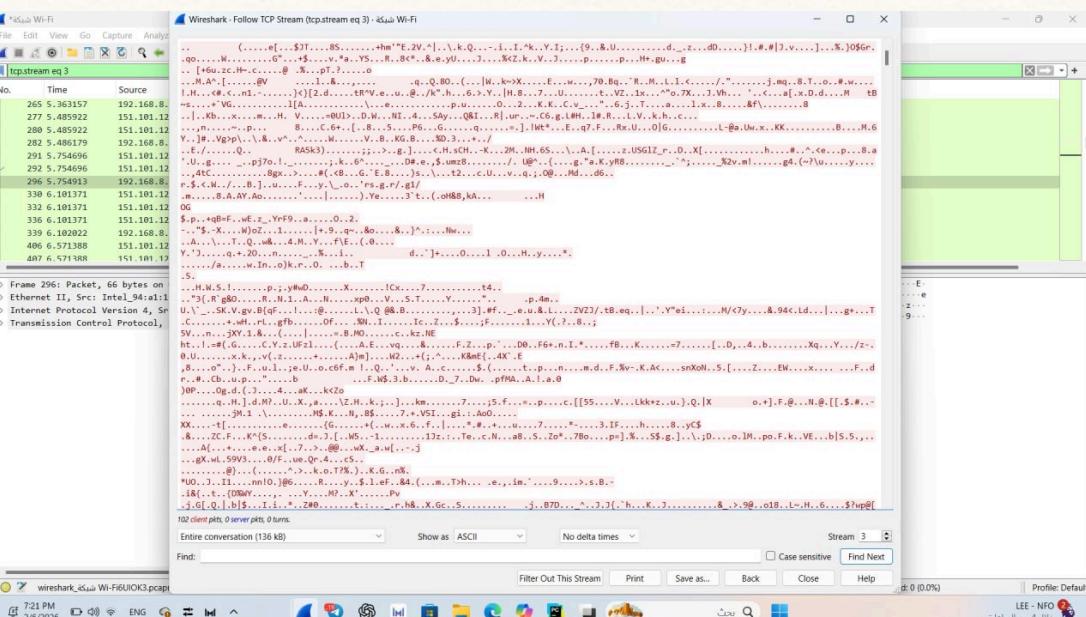
Task 2: Filter HTTP packets and analyze them.

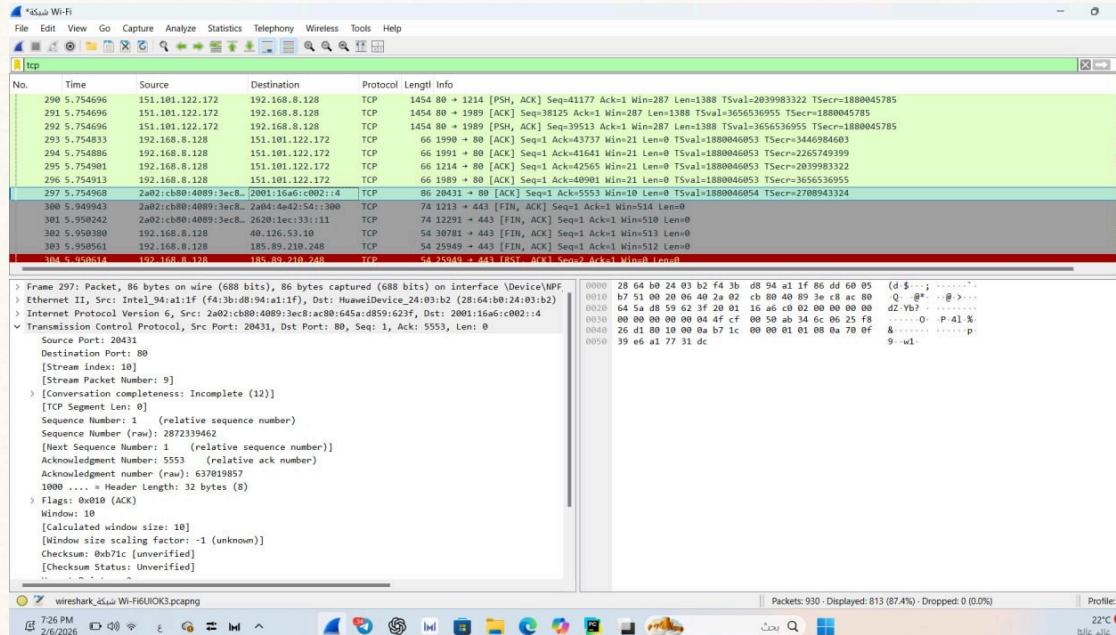
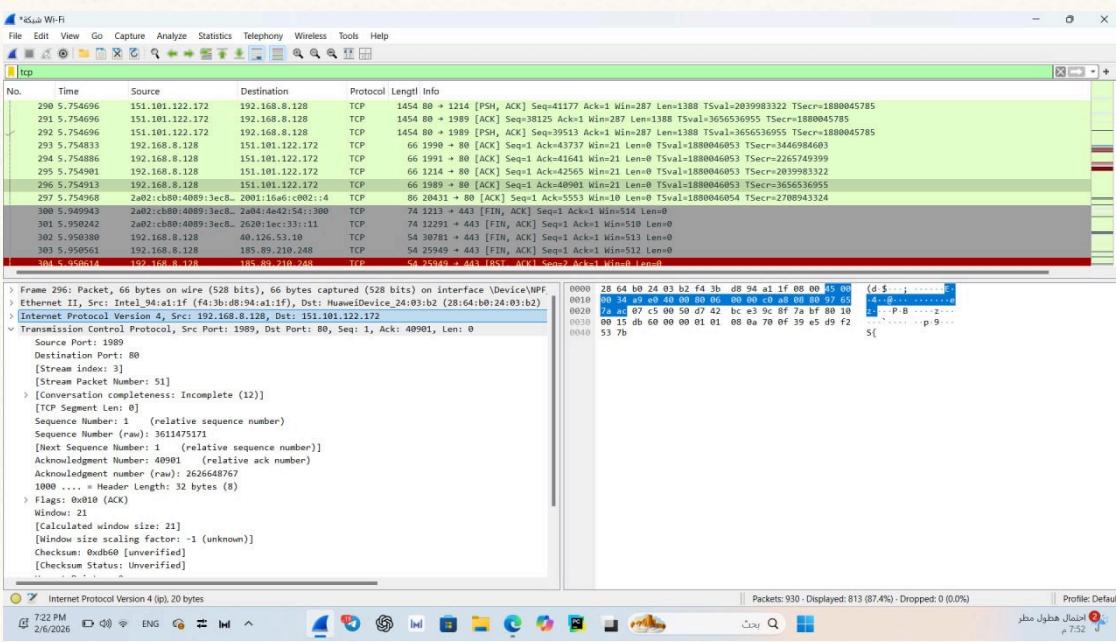


In this task, HTTP packets were filtered using Wireshark. The captured packets show an HTTP GET request sent from the client to the server and the corresponding HTTP response. The request includes the requested URL and headers such as Host and User-Agent. The server response shows the HTTP status code (304 Not Modified), indicating that the requested resource has not changed. This demonstrates how HTTP communication occurs over TCP.

Part 2: Analyzing TCP/IP Traffic.

Task 1: Filter TCP packets





In this part, TCP packets were filtered and analyzed using Wireshark. The TCP three-way handshake was observed, where the connection is established using SYN, SYN-ACK, and ACK packets. Sequence and acknowledgment numbers were examined to understand how TCP ensures reliable data delivery. Data transfer packets (PSH, ACK) were also captured, showing the exchange of data between the client and the server. Finally, the TCP connection termination process was observed through FIN and ACK packets, confirming the reliable and connection-oriented nature of TCP.

Part 3: Capturing and Analyzing UDP Traffic

Task 1: Generate UDP traffic and capture packets

Task 2: Filter and analysis UDP Packets

The figure consists of three vertically stacked screenshots of the NetworkMiner tool interface, showing captured UDP traffic. Each screenshot shows a list of captured packets, their details, and hex/ASCII panes.

Screenshot 1 (Top): This screenshot shows a list of captured UDP packets. The first few entries are:

- Frame 1: Packet, 160 bytes on wire (1280 bits), 160 bytes captured (1280 bits) on interface \Device\NPF_{...}
- Ethernet II, Src: HuaweiDevice_24-03:b2 (28:64:b0:24:03:b2), Dst: Intel_94:a1:1f (f4:3b:d8:94:a1:1f)
- Internet Protocol Version 6, Src: 2a00:1450:4006:816::200e, Dst: 2a02:c80:4089:3ec8:ac80:645a:d859:623
- User Datagram Protocol, Src Port: 443, Dst Port: 63220
- Data (98 bytes)

Screenshot 2 (Middle): This screenshot shows a list of captured UDP packets. The first few entries are:

- Frame 1: Packet, 160 bytes on wire (1280 bits), 160 bytes captured (1280 bits) on interface \Device\NPF_{...}
- Ethernet II, Src: HuaweiDevice_24-03:b2 (28:64:b0:24:03:b2), Dst: Intel_94:a1:1f (f4:3b:d8:94:a1:1f)
- Internet Protocol Version 6, Src: 2a00:1450:4006:816::200e, Dst: 2a02:c80:4089:3ec8:ac80:645a:d859:623
- User Datagram Protocol, Src Port: 443, Dst Port: 63220
- Data (98 bytes)

Screenshot 3 (Bottom): This screenshot shows a list of captured UDP packets. The first few entries are:

- Frame 1: Packet, 160 bytes on wire (1280 bits), 160 bytes captured (1280 bits) on interface \Device\NPF_{...}
- Ethernet II, Src: HuaweiDevice_24-03:b2 (28:64:b0:24:03:b2), Dst: Intel_94:a1:1f (f4:3b:d8:94:a1:1f)
- Internet Protocol Version 6, Src: 2a00:1450:4006:816::200e, Dst: 2a02:c80:4089:3ec8:ac80:645a:d859:623
- User Datagram Protocol, Src Port: 443, Dst Port: 63220
- Data (98 bytes)

After applying the filter `udp` in the filter bar, Wireshark displays only UDP packets from the capture.

By selecting one of the UDP packets, we can observe:

Source Port: 443

Destination Port: 63220

UDP Length: 106 bytes

The UDP header contains only essential information: source port, destination port, length, and checksum, which shows the simplicity of this protocol.

Part 4:

	TCP or UDP	Reasons
Reliability and Connection Establishment	TCP	TCP establishes a connection using a three-way handshake and ensures reliable data delivery using acknowledgments and retransmissions.
Data Integrity and Ordering	TCP	TCP guarantees that data arrives in order and without loss using sequence numbers and error checking.

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

	TCP	UDP
Use cases	Web browsing (HTTP/HTTPS), Email, File transfer (FTP), Remote login (SSH)	Live streaming, Online gaming, VoIP, DNS
Performance	Slower but reliable due to connection setup and error control	Faster and lightweight because it has no connection setup and minimal overhead