Part 1

1.

```
i ofconfig
enp0s20f0u1: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
       inet 10.5.16.223 netmask 255.255.255.0 broadcast 10.5.16.255
       inet6 fe80::9c5f:4f0d:eb31:fc51 prefixlen 64 scopeid 0x20<link>
       ether 00:6f:00:01:19:61 txqueuelen 1000 (Ethernet)
       RX packets 1069 bytes 260614 (254.5 KiB)
       RX errors 0 dropped 8 overruns 0 frame 0
       TX packets 846 bytes 121459 (118.6 KiB)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
lo: flags=73<UP,LOOPBACK,RUNNING> mtu 65536
       inet 127.0.0.1 netmask 255.0.0.0
       inet6 ::1 prefixlen 128 scopeid 0x10<host>
       loop txqueuelen 1000 (Local Loopback)
       RX packets 1006 bytes 80940 (79.0 KiB)
       RX errors 0 dropped 0 overruns 0 frame 0
       TX packets 1006 bytes 80940 (79.0 KiB)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
```

So my IP Address for the Ethernet connection is 10.5.16.223(enp0s20f0u1, the other is for the localhost).

As in the screenshot, the subnet mask is 255.255.255.0.

```
ipcalc 10.5.16.223 255.255.255.0
                                   00001010.00000101.00010000. 11011111
Address:
                                   11111111.11111111.11111111. 00000000
00000000.00000000.00000000. 11111111
Netmask:
Wildcard: 0.0.0.255
                                   00001010.00000101.00010000. 00000000
Network:
HostMin:
                                   00001010.00000101.00010000. 00000001
                                   00001010.00000101.00010000. 11111110
HostMax:
                                   00001010.00000101.00010000. 11111111
Broadcast: 10.5.16.255
                                    Class A, Private Internet
Hosts/Net: 254
```

The Network ID is the AND of IP Address and Subnet Mask, we can see it using ipcalc. It is 10.5.16.0/24.

```
Server: 172.16.1.164
Address: 172.16.1.164#53

Non-authoritative answer:
Name: www.google.com
Address: 142.250.70.100
Name: www.google.com
Address: 2404:6800:4009:829::2004
```

2. The IP Address associated with www.google.com is 142.250.70.100 (IPv4).

Server: 172.16.1.164
Address: 172.16.1.164#53

Non-authoritative answer:
www.facebook.com canonical name = star-mini.c10r.facebook.com.
Name: star-mini.c10r.facebook.com
Address: 157.240.15.35
Name: star-mini.c10r.facebook.com
Address: 2a03:2880:f188:181:face:b00c:0:25de

The IP Address associated with www.facebook.com is 157.240.15.35 (IPv4).

| Non-authoritative answer:
| Name: | www.google.com | 172.16.1.164 |
| Address: | 172.16.1.164#53 |
| Non-authoritative answer: |
Name:	www.google.com
Address:	142.251.42.100
Name:	www.google.com
Address:	2404:6800:4009:823::2004

Server: 172.16.1.165
Address: 172.16.1.165
Non-authoritative answer:
Name: www.google.com
Address: 142.250.192.100
Name: www.google.com
Address: 2404:6800:4009:82a::2004

nslookup www.google.com 172.16.1.180

Server: 172.16.1.180
Address: 172.16.1.180#53

Non-authoritative answer:
Name: www.google.com
Address: 142.250.206.132
Name: www.google.com
Address: 2404:6800:4002:82c::2004

So yes, the IP Address indeed does change.

Google uses DNS Load Balancing to distribute traffic across multiple servers. This distributes the user traffic, reduces latency and provides fault tolerance if one of the servers is accidentally down. The different DNS Servers return different IP Addresses from Google's pool of IP Addresses.

3.

```
♠ ~ ping -c 5 -s 512 -W 100 10.5.16.92
PING 10.5.16.92 (10.5.16.92) 512(540) bytes of data.
520 bytes from 10.5.16.92: icmp_seq=1 ttl=64 time=0.768 ms
520 bytes from 10.5.16.92: icmp_seq=2 ttl=64 time=0.731 ms
520 bytes from 10.5.16.92: icmp_seq=3 ttl=64 time=0.741 ms
520 bytes from 10.5.16.92: icmp_seq=4 ttl=64 time=0.699 ms
520 bytes from 10.5.16.92: icmp_seq=5 ttl=64 time=0.531 ms
--- 10.5.16.92 ping statistics ---
5 packets transmitted, 5 received, 0% packet loss, time 4064ms rtt min/avg/max/mdev = 0.531/0.694/0.768/0.084 ms
ping -c 5 -s 128 -W 100 10.5.16.92
PING 10.5.16.92 (10.5.16.92) 128(156) bytes of data.
136 bytes from 10.5.16.92: icmp_seq=1 ttl=64 time=0.567 ms
136 bytes from 10.5.16.92: icmp_seq=2 ttl=64 time=0.482 ms
136 bytes from 10.5.16.92: icmp_seq=3 ttl=64 time=0.530 ms
136 bytes from 10.5.16.92: icmp_seq=4 ttl=64 time=0.442 ms
136 bytes from 10.5.16.92: icmp_seq=5 ttl=64 time=1.01 ms
--- 10.5.16.92 ping statistics ---
5 packets transmitted, 5 received, 0% packet loss, time 4053ms
rtt min/avg/max/mdev = 0.442/0.605/1.008/0.205 ms
   n ping -c 5 -s 64 -W 100 10.5.16.92
PING 10.5.16.92 (10.5.16.92) 64(92) bytes of data.
72 bytes from 10.5.16.92: icmp_seq=1 ttl=64 time=0.459 ms
72 bytes from 10.5.16.92: icmp_seq=2 ttl=64 time=0.470 ms
72 bytes from 10.5.16.92: icmp_seq=3 ttl=64 time=0.622 ms
72 bytes from 10.5.16.92: icmp_seq=4 ttl=64 time=0.700 ms
72 bytes from 10.5.16.92: icmp_seq=5 ttl=64 time=0.474 ms
--- 10.5.16.92 ping statistics ---
5 packets transmitted, 5 received, 0% packet loss, time 4065ms
rtt min/avg/max/mdev = 0.459/0.545/0.700/0.098 ms
```

Above is the result of pinging my friends IP Address with different packet sizes of 64, 128, 512 bytes and timeout 100. The terminal output shows the packet loss percentage, min, avg, max, and mdev/stddev of round-trip time.

4.

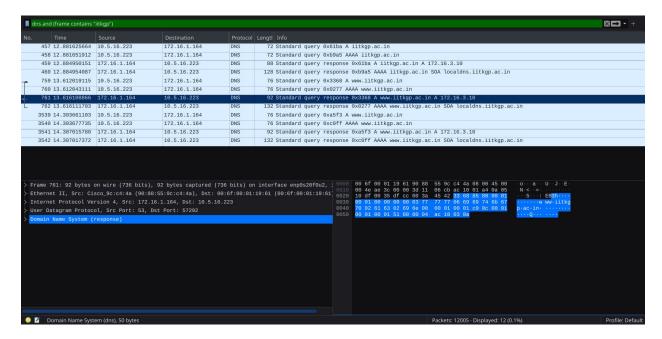
```
traceroute www.google.com (142.251.42.68), 30 hops max, 60 byte packets
1 _gateway (10.5.16.2) 0.489 ms 0.467 ms 0.453 ms
2 10.120.2.33 (10.120.2.33) 0.446 ms 3.458 ms 3.451 ms
3 10.255.1.3) 4.653 ms 3.806 ms 3.838 ms
4 * * *
5 * * *
6 * * *
7 * * *
8 142.250.172.80 (142.250.172.80) 48.244 ms 55.572 ms 72.14.204.62 (72.14.204.62) 49.428 ms
9 * * *
10 142.250.277.72 (142.250.277.72) 47.158 ms 108.170.238.198 (108.170.238.198) 53.976 ms bom12s21-in-f4.1e100.net (142.251.42.68) 54.239 ms
```

Above is the report of running traceroute for www.google.com. There are 10 lines, so 10 hosts.

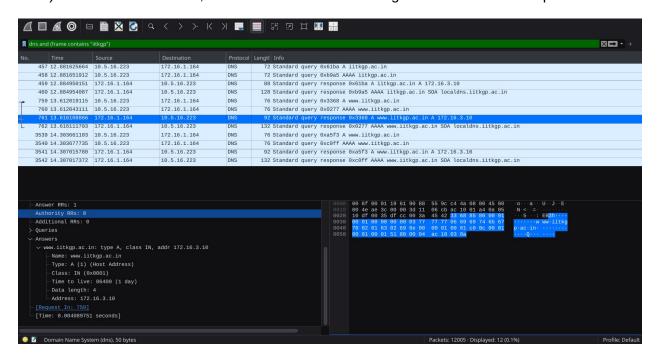
The "* *" basically means that the hop did not respond, which can be due to various reasons like Firewall blocking ICMP, router not responding, packet loss etc

Part 2

1.



a) From the screenshot, we can see that DNS is using UDP in the observed packets.



b) The source IP Address of the DNS Query is 10.5.16.223.

The destination IP Address of the DNS Query is 172.16.1.164.

- c) As we see in the screenshot, 6 queries are sent from the machine to DNS server during name-to-IP resolution.
- d) The DNS Server 172.16.1.164 replies with actual IP Addresses.
- e) Only one DNS server is involved, and it does respond.

f) From the screenshot,

Name: iitkgp.ac.in

Type: A (1) (Host Address)

Class: IN (0x0001)

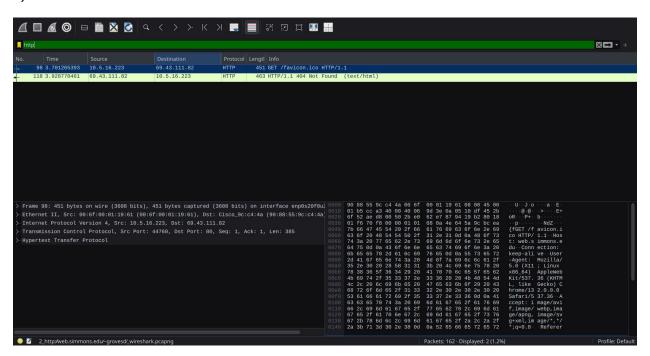
TTL: 86400 (1 day)

Resolved IP Address: 172.16.3.10

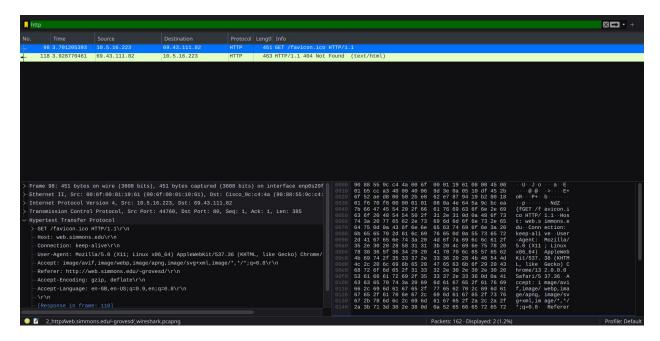
Data length: 4

2.

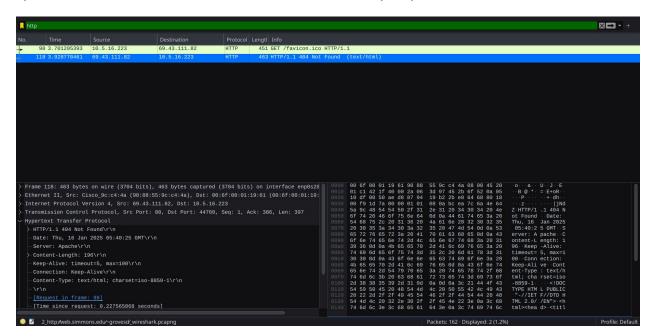
a)



Above is a screenshot of the result after initiating web traffic for the web server http://web.simmons.edu/~grovesd/ and filtering for http in Wireshark.

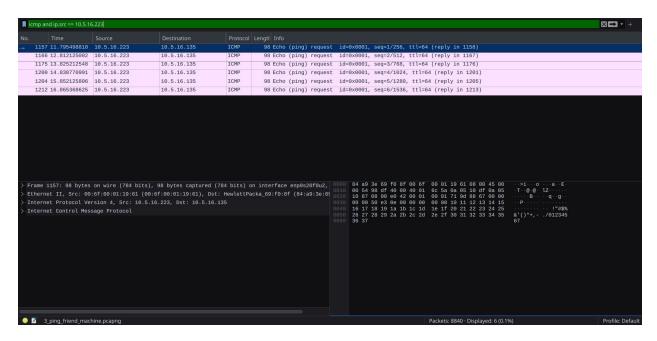


b) This is a screenshot of the above window, with the http request.

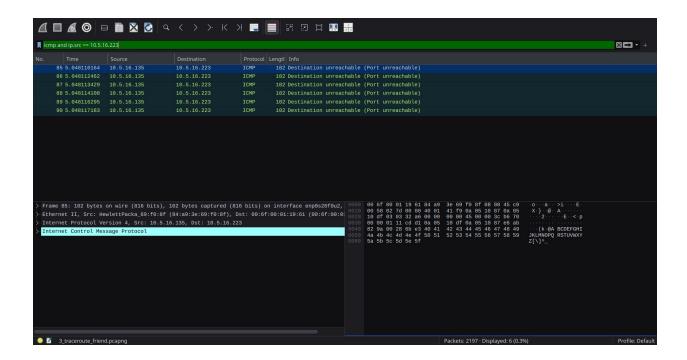


This is a screenshot of the above window, capturing the http response.

c) As we can see, 2 http packets have been exchange between the client and the server.

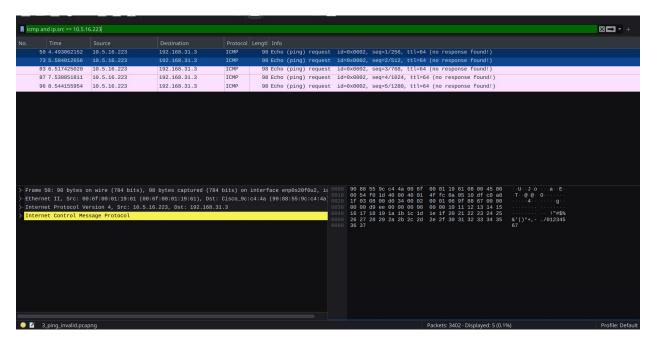


a) Above is a result of running ping command to generate ICMP traffic for my friends machine(10.5.16.135) and capturing it in Wireshark.



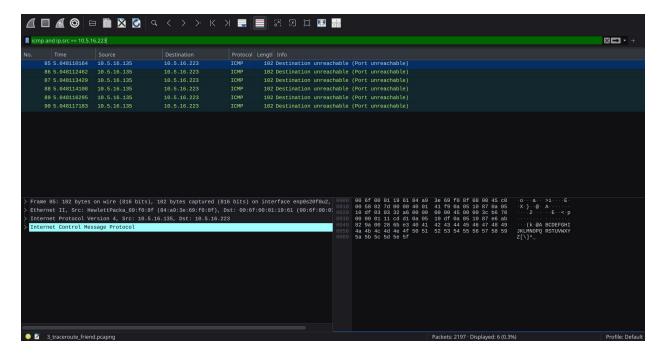
Above is a result of running traceroute command to generate ICMP traffic for my friends machine(10.5.16.135) and capturing it in Wireshark.I don't kow the correct reason behind the "port unreachable" messages, but it seems to me that the Institute network uses NAT, which translates the internal IP addresses into a single external IP address. This is probably interfering with the normal operation of traceroute and leading to these messages.

b)

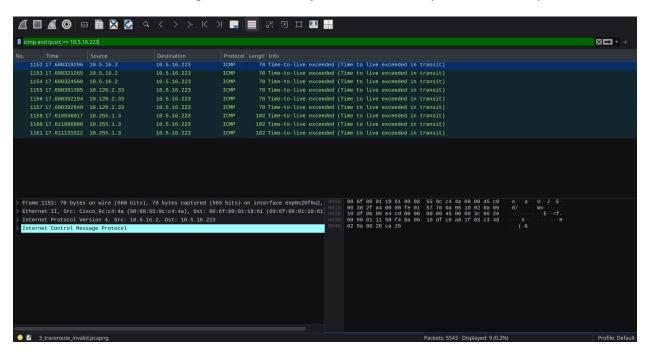


Above is the result of sending a ping to 192.168.31.3 and capturing the network traffic in Wireshark. When a ping (ICMP Echo Request) is sent to a host that is unreachable, there will be no ICMP Echo Reply. Wireshark will capture the outgoing ICMP Echo Request, but there won't be a corresponding ICMP Echo Reply. That's why we can see in the brackets - "no response found".

c)



Above is the result of running traceroute for my friend's machine(reachable host).



Above is the result of running traceroute for 192.168.31.3, an unreachable host.

When we run a traceroute to an unreachable host, the packets are sent out with increasing TTL values. Each router along the way decrements the TTL until it reaches zero. If the host is unreachable, the packets never reach their destination. Instead, an intermediate router will eventually send back an ICMP "time to live exceeded in transit" message, indicating that the

packet was discarded because the TTL expired. This is the reason behind the "Time to live exceeded in transit" messages.