Computer Networks Lab Lab 2

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Prerequists - key terms

• Network Interface:

A network interface is the point of interconnection between a computer and a private or public network. A network interface is generally a network interface card (NIC), but does not have to have a physical form (we can not see it, it is not a hardware! Instead, the network interface can be implemented in software). For example, the loopback interface (127.0.0.1 for IPv4 and ::1 for IPv6) is not a physical device but a piece of software simulating a network interface.

• Network interface card (NIC):

A hardware component without which a computer cannot be connected over a network. It is a circuit board installed in a computer that provides a dedicated network connection to the computer. It is also called network interface controller, network adapter or LAN adapter.

NIC allows both wired and wireless communications. NIC allows communications between computers connected via local area network (LAN) as well as communications over large-scale network through Internet Protocol (IP). NIC is both a physical layer and a data link layer device, i.e. it provides the necessary hardware circuitry so that the physical layer processes and some data link layer processes can run on it.

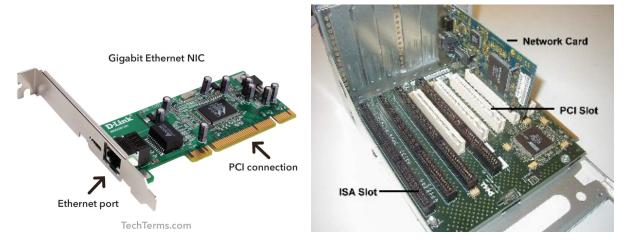


Figure 1: NIC with Ethernet port, PCI slot and ISA slot

There are two kinds of NIC cards:

- Internal Network Cards: The motherboard has a slot for the network card where it can be inserted. It requires network cables to provide network access. The first type uses Peripheral Component Interconnect (PCI) connection, while the second type uses Industry Standard Architecture (ISA).
- External Network Cards: In desktops and laptops that do not have an internal NIC, external NICs are used. External network cards are of two types: Wireless and USB based. Wireless network card needs to be inserted into the motherboard, however no network cable is required to connect to the network. They are useful while traveling or accessing a wireless signal.
- IP Address: Computers in internet are connected with underwater cables or wirelessly. If you want to download a file from the internet, then your computer must have a unique address so that other computers in the WAN knows where to send the file i.e know the location of your computer. That address of your computer is called a IP address. IP address is just a string of numbers written in a certain format. Hence, an IP address stands for Internet Protocol address. Internet Protocol is a set of rules that makes computer work. You can watch a video in your computer/mobile because the device you are using has an IP address and application like Youtube or Netflix sends you the data related to that video at this IP address.

In short, IP address is used to identify computers on the Internet. When your computer or device sends a request, like a search on Google, it tags the request with your IP address. That way Google knows where to send the response. Your IP address is usually based on a real-world location. Google might use your IP address to guess where you are and give you local results. For example, Google could use your IP address to give you the weather forecast for the town you're in when you search for weather.

Now IP address are of two types.

- **IPV4**:

- * IPV4 format: $\mathbf{N.N.N.N}$ where $\mathbf{N} \in [0, 255]$ in decimal
- * $N \in [00000000, 111111111]$ in binary. For each N, we require 8 bits or 1 byte.
- * For a IPV4 address, total memory required = 32 bits or 4 bytes
- * IPV4 is a 32 bit IP address
- * Total devices or total IPV4 address = 256^4 or $2^{32} = 4,294,967,296$ devices or IPV4 addresses

But total devices in current situation > 4,294,967,296

Hence, IPV6 was invented.

- **IPV**6:

- * $X \in [0000, 1111]$. For each X, we require 4 bits or 1 nibble.
- * For a IPV6 address, total memory required = 128 bits or 16 bytes
- * IPV6 is a 128 bit IP address
- * Total devices or total IPV6 address = 16^{32} or 2^{128} = 340,282,366,920,938,463,463,374,607,431,768,211,456 devices or IPV6 addresses

1 ipconfig

- ipconfig (internet protocol configuration): a console application in Microsoft Windows that displays all current TCP/IP network configuration values and can modify Dynamic Host Configuration Protocol DHCP and Domain Name System DNS settings.
- ifconfig (short for interface configuration): a system administration utility in Unix-like operating systems to configure, control, and query TCP/IP network interface parameters from a command line interface (CLI) or in system configuration scripts. The ifconfig command is used to get the information of active network-interfaces in a Unix-like operating system such as Linux, whereas ipconfig is used in the Windows OS.

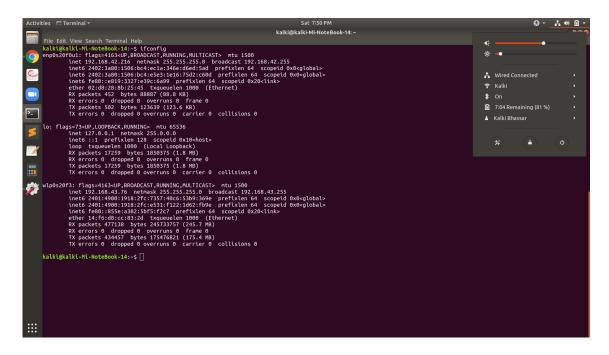


Figure 2: ifconfig: list all active network-interfaces

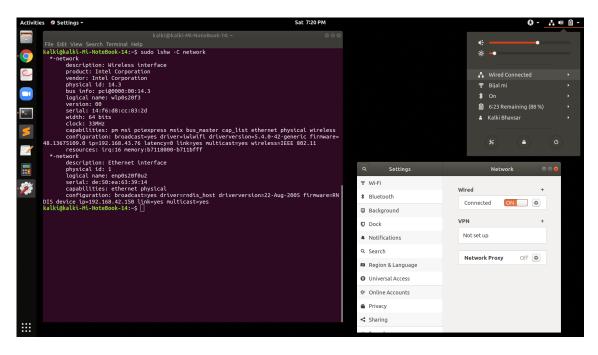


Figure 3: Wired Connection-enp0 as well as Wireless Connection-wlp0 $\,$

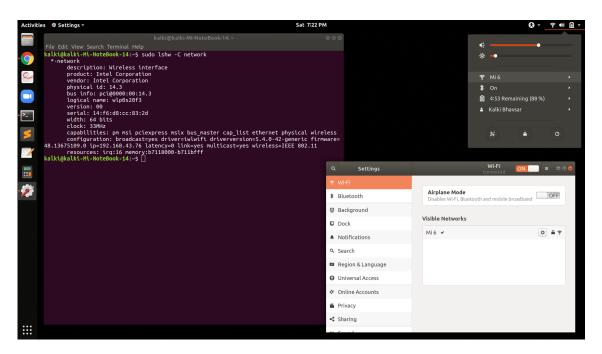


Figure 4: Only Wireless Connection-wlp0

2 ping

- Ping comes from a term used in sonar technology that sends out pulses of sound, and then listens for the echo to return.
- On a computer network, a ping tool is built into most operating systems that works in much the same way. You issue the ping command along with a specific URL or IP address. Your computer sends several packets of information out to that device, and then waits for a response. When it gets the response, the ping tool shows you how long each packet took to make the round trip—or tells you there was no reply.
- PING (Packet Internet Groper) command is used to check the network connectivity between host and server/host. This command takes as input the IP address or the URL and sends a data packet to the specified address with the message "PING" and get a response from the server/host this time is recorded which is called latency. Fast ping low latency means faster connection. Ping uses ICMP(Internet Control Message Protocol) to send an ICMP echo message to the specified host if that host is available then it sends ICMP reply message.
- That response shows the URL you're pinging, the IP address associated with that URL, and the size of the packets being sent on the first line. The next four lines show the replies from each individual packet, including the time (in milliseconds) it took for the response and the time-to-live (TTL) of the packet, which is the amount of time that must pass before the packet is discarded. At the bottom, you'll see a summary that shows how many packets were sent and received, as well as the minimum, maximum, and average response time.

Uses:

- Test whether your computer can reach another device—like your router—on your local network, or whether it can reach a device on the Internet. This can help you determine if a network problem is somewhere on your local network, or somewhere beyond.
- The time it takes packets to return to you can help you identify a slow connection, or if you're experiencing packet loss.
- If you want know the IP address for a particular URL, you can ping the URL.
- Ping a URL (like www.howtogeek.com) or IP address to see if you can reach an internet destination. If you get a successful response, you know that all the networking devices between you and that destination are working, including the network adapter in your computer, your router, and whatever devices exist on the internet between your router and the destination.
- Ping your router to see if you can reach it. If you can't successfully ping an internet location, you can then try pinging your router. A successful response lets you know that your local network is working okay, and that the problem reaching the internet location is somewhere out of your control.

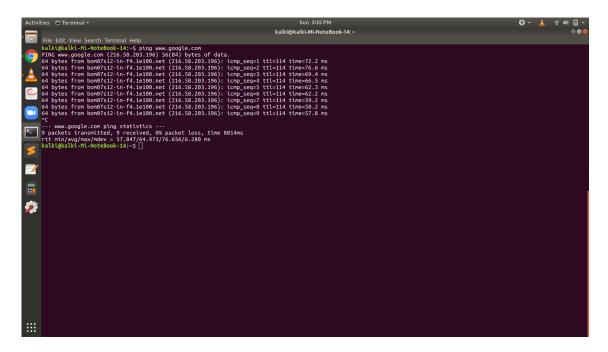


Figure 5: ping command: ping to www.google.com

3 route

- Intallation: \$sudo apt-get install net-tools
- route command in Linux is used when you want to work with the IP/kernel routing table.
- It is mainly used to set up static routes to specific hosts or networks via an interface.
- It is used for showing or update the IP/kernel routing table.

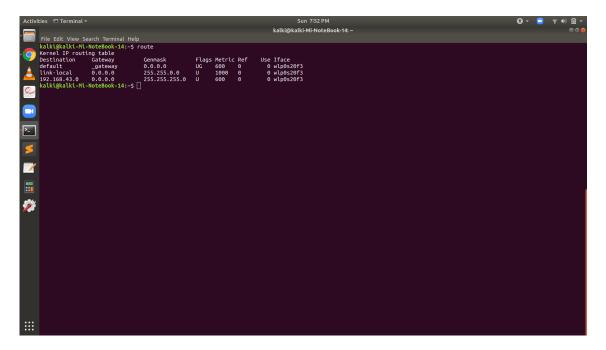


Figure 6: route

4 traceroute

- When packets are sent across the internet, they must hop from network to network.
- The traceroute command traces the route that packets takes to reach the host.
- It will show you how many hops it takes to reach the host and how long it took between each hop.
- This allows you to diagnose potential networking bottlenecks. (If the system working on a network is delivering a higher volume of data than what is supported by the existing capacity of the network, then a network bottleneck will occur. A common computing bottleneck culprit is network data interruption caused by microprocessor circuitry or TCP/IP).
- The example below shows the traceroute command output from your local PC to Google server.

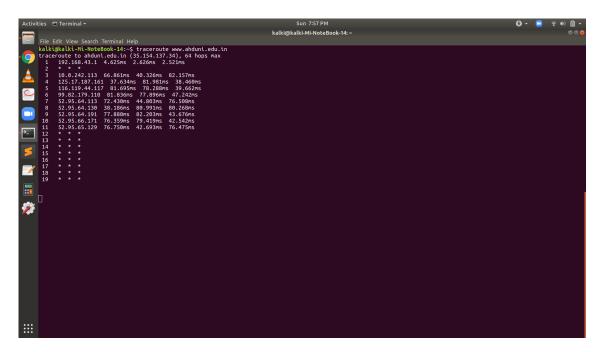


Figure 7: traceroute command: ping to www.ahduni.edu.in

5 netstat

- Netstat is a command line utility that can be utilized to list out all the network (socket) connections on a method comparable to network connections, routing tables, interface records, masquerade connections, multicast memberships etc.
- Usage:It can be used to troubleshoot network-related issues and verify connection statistics.

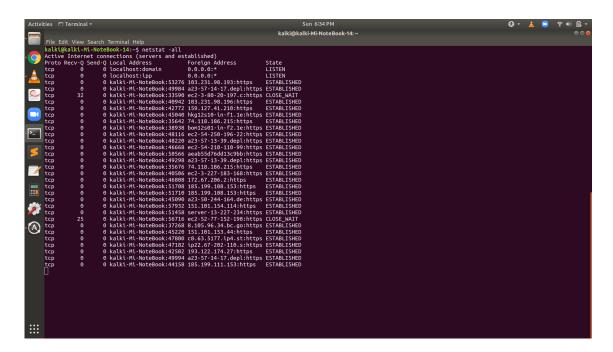


Figure 8: netstat -a: To show both listening and non-listening sockets.

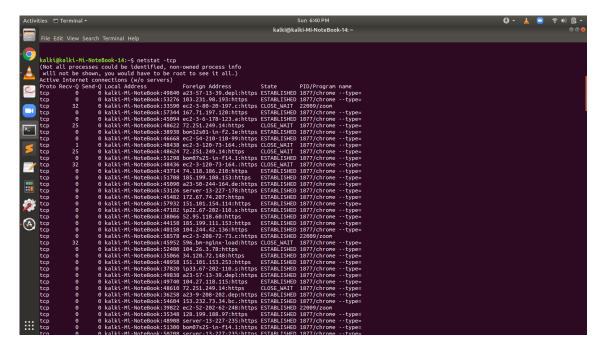


Figure 9: netstat -tcp: To list all tcp ports.

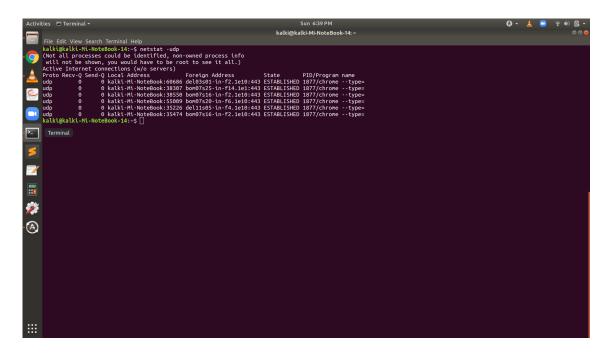


Figure 10: netstat -udp: To list all udp ports.

Figure 11: netstat –listening: To list only the listening ports.

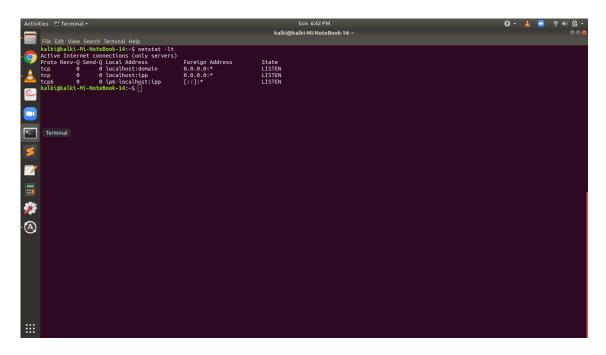


Figure 12: netstat -lt: To list only the listening tcp ports.

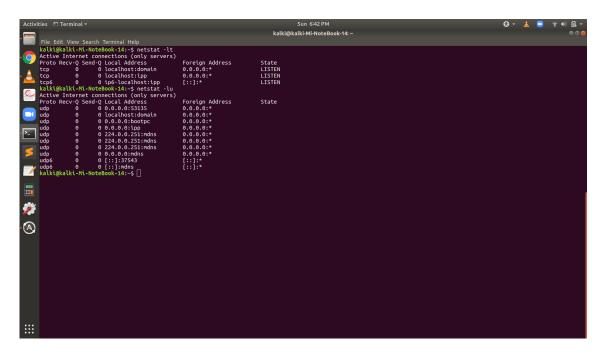


Figure 13: net stat -lu: To list only the listening udp ports. $\,$

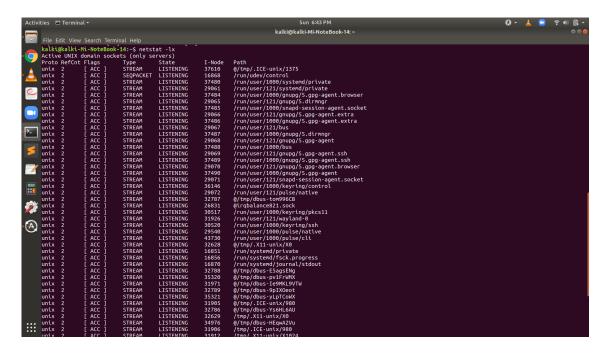


Figure 14: net stat -lx: To list only the listening UNIX ports.

6 wget

- The wget command is a command line utility for downloading files from the Internet. It supports downloading multiple files, downloading in the background, resuming downloads, limiting the bandwidth used for downloads and viewing headers.
- It is also a non-interactive network downloader. It means that it can work in the background, while the user is not logged on. The beauty of this is that most of the browsers require constant user's presence and it may be a hindrance when transferring a lot of data and this is where this command will help to start a retrieval and disconnect from the system letting wget finish the work.
- Usage: If a download fails due to network problem, it will keep retrying until the whole file has been retrieved. If the server supports re-getting, it will instruct the server to continue the download from where it left off.

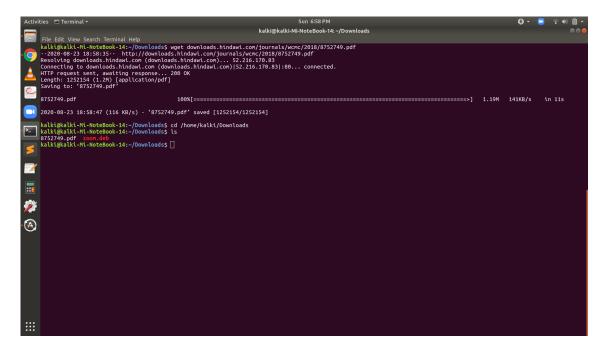


Figure 15: wget url

7 arp

- ARP stands for Address Resolution Protocol.
- \bullet It is used to find the media access control address (MAC address) of a network neighbour for a given IPv4 address.
- An ARP cache is a simple mapping of IP addresses to MAC addresses. Each time a computer's TCP/IP stack uses ARP to determine the Media Access Control (MAC) address for an IP address, it records the mapping in the ARP cache so that future ARP lookups go faster.
- arp command is used to manipulate the system ARP cache. More specifically, it manipulates or displays the kernel's IPv4 network neighbour cache and can add entries to the table, delete one, or display the current content.

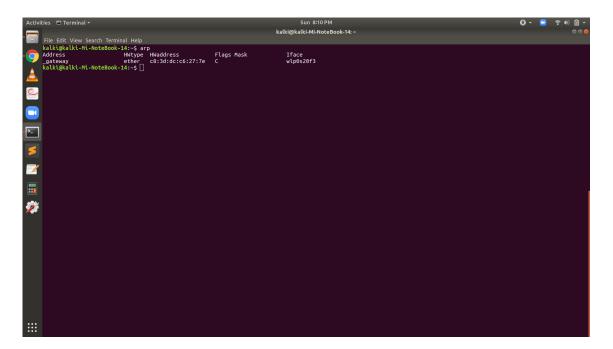


Figure 16: arp

$8 \quad ssh$

- $\bullet\,$ ssh stands for "Secure Shell".
- The ssh command provides a secure encrypted connection between two hosts(remote server/system) over an insecure network.
- Usage: This connection can also be used for terminal access, file transfers, and for tunneling other applications.

9 finger

- Intallation: \$sudo apt-get install finger
- Finger command is a user information lookup command which gives details of all the users logged in. This tool is generally used by system administrators. It provides details like login name, user name, idle time, login time, and in some cases their email address even.
- In short, it displays information about system users.

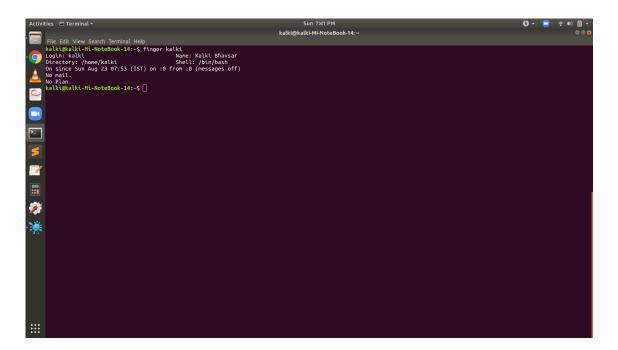


Figure 17: finger username

10 telnet

- Telnet is one of the earliest remote login protocols on the Internet. It was initally released in the early days of IP networking in 1969, and was for a long time the default way to access remote networked computers.
- It is a client-server protocol that provides the user a terminal session to the remote host from the telnet client application.
- Since the protocol provides no built-in security measures, it suffers from serious security issues that have limited its usefulness in environments where the network cannot be fully trusted. The use of Telnet over the public Internet should be avoided due to the risk of eavesdropping.
- ssh is a more secure remote login protocol than telnet.