

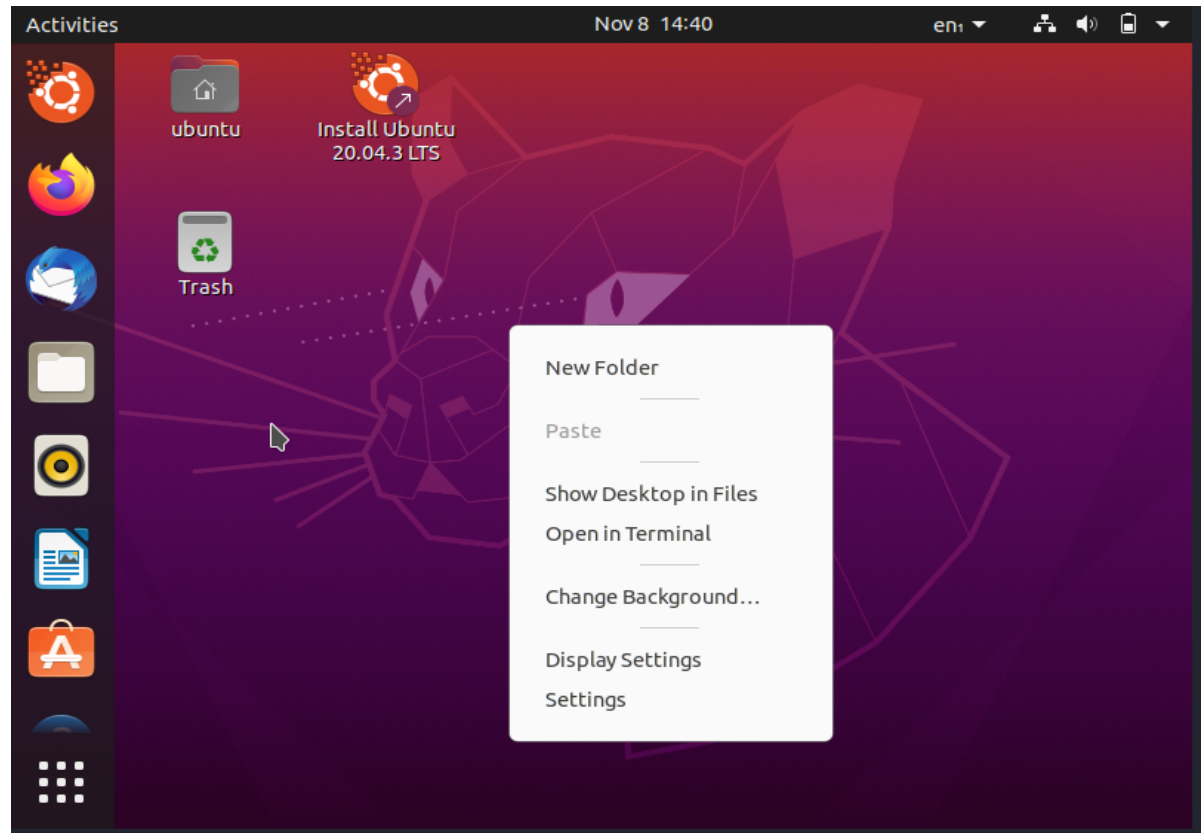
Network Programming Lab - Program Steps 4 and 5

Program 4

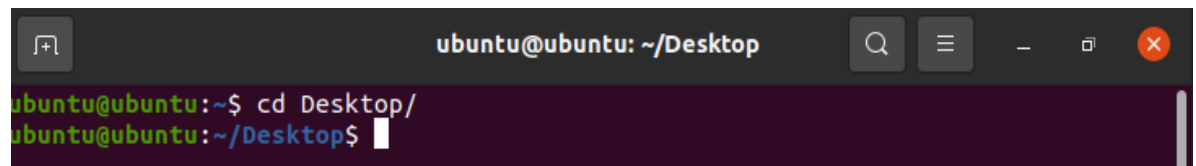
1. UDP Program Execution Steps:

Steps :

- Open Terminal using **CTRL+ALT+T** or right-click and select **Open in Terminal**.



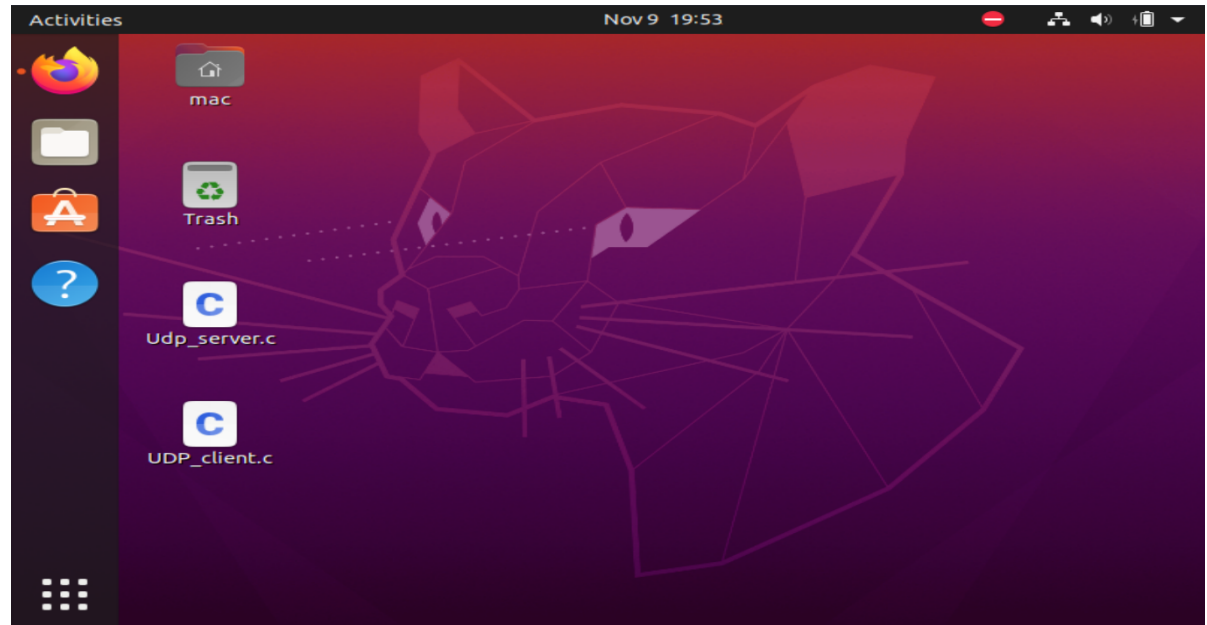
- Once opened, type the following command in the terminal:
cd Desktop/



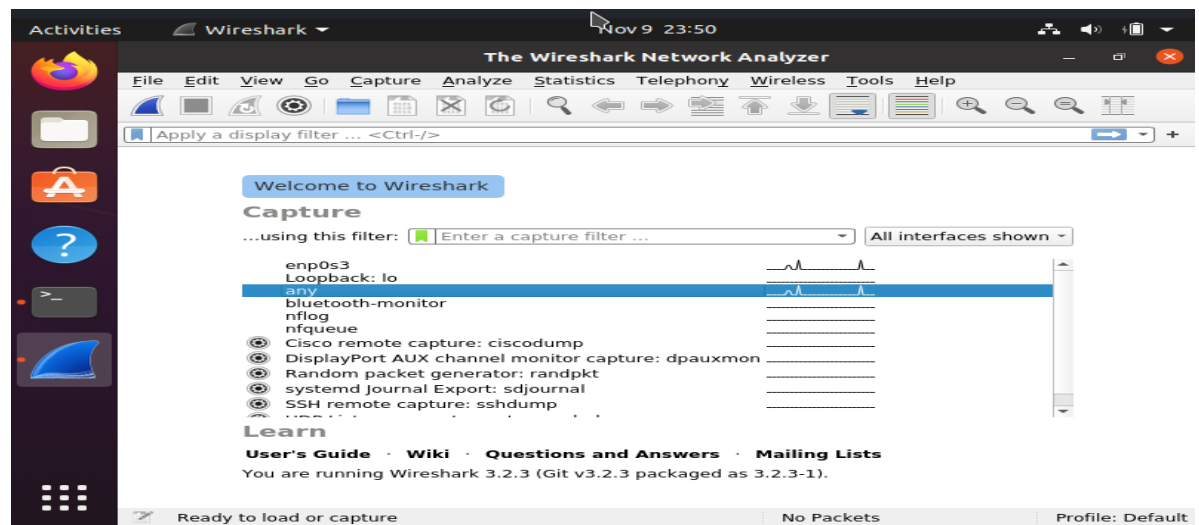
This command will change your default terminal path to desktop. (**Note: Linux is case-sensitive, so type the command as it is**)

[Before going through the next sequence of commands, make sure that both the UDP programs are located on the desktop]

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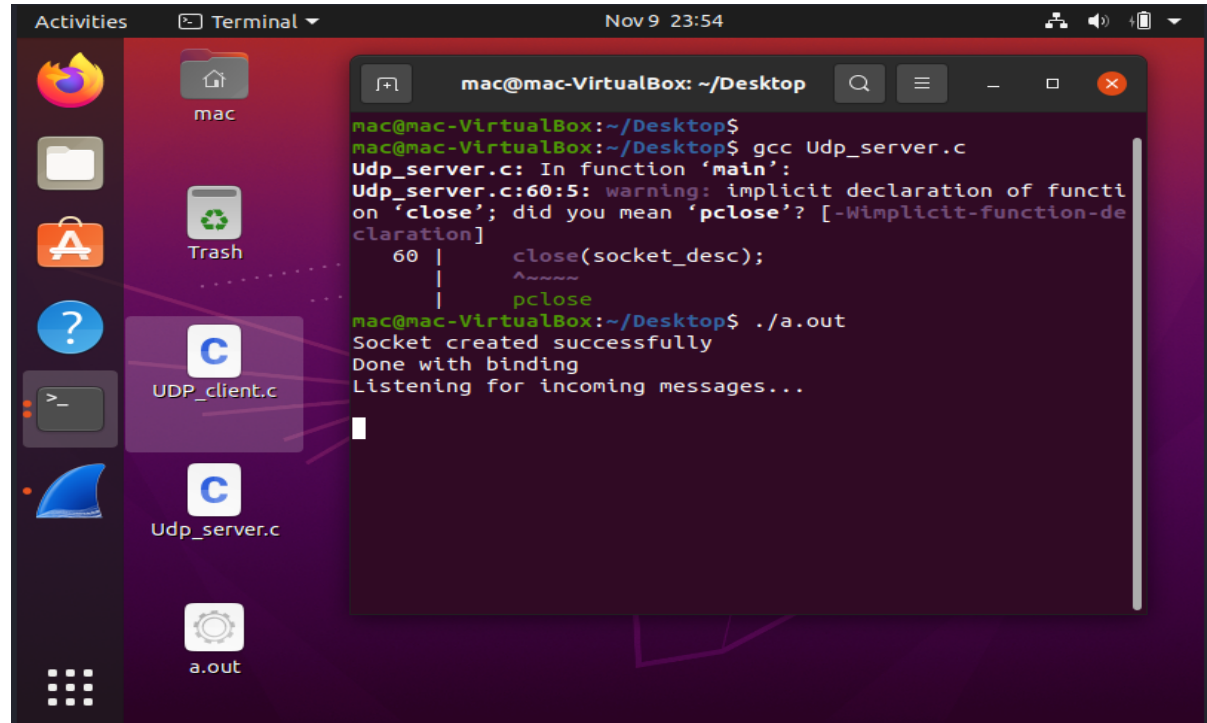


- Before executing the program, open **Wireshark** and double-click on **any-interface** for packet capture process to start.



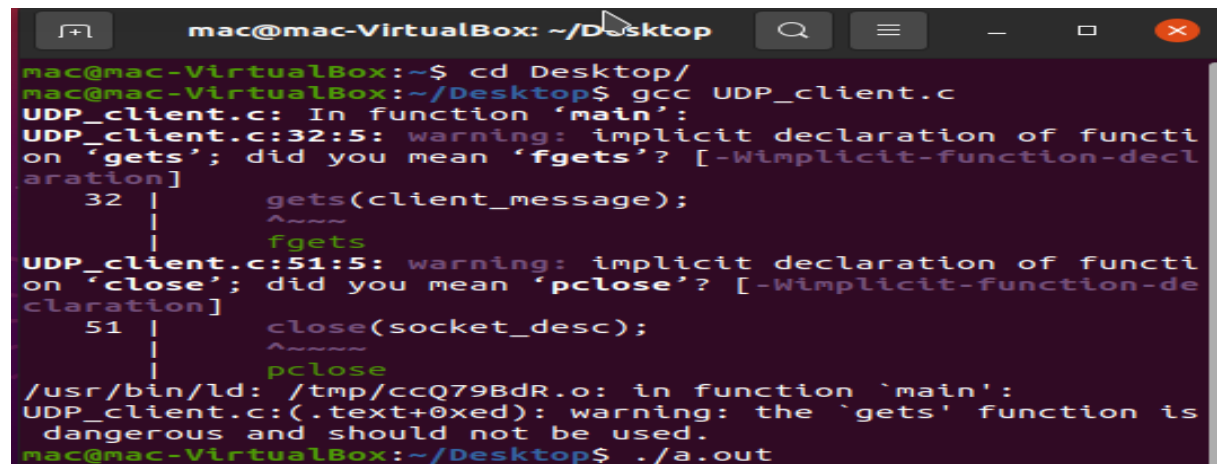
- To compile the C program, type the following command in the same order as follows in the terminal:
gcc Udp_server.c
- To execute the program type, object code file name in the terminal as follows :
./a.out

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- Open another terminal and change its path to Desktop using Cd command and run the c code as shown below:

```
cd Desktop/  
gcc UDP_client.c  
./a.out
```



- Once the client program is executed, it will ask you to enter the appropriate message that will be sent to the server.
- After the execution of the program, go to Wireshark and stop the capturing process and check for the packet that has the source and the destination address as **127.0.0.1**.

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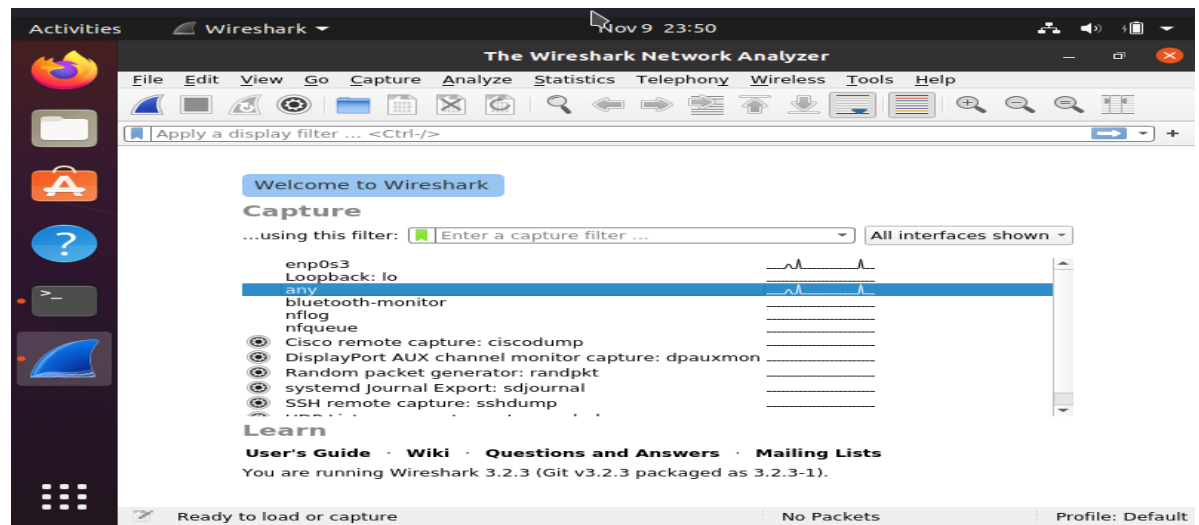
No.	Time	Source	Destination	Protocol	Length	Info
37	114.173773103	127.0.0.1	127.0.0.1	UDP	46	52671 → 2000 Len=2
38	114.174065990	127.0.0.1	127.0.0.1	UDP	46	2000 → 52671 Len=2

- Analyze the UDP Packets.

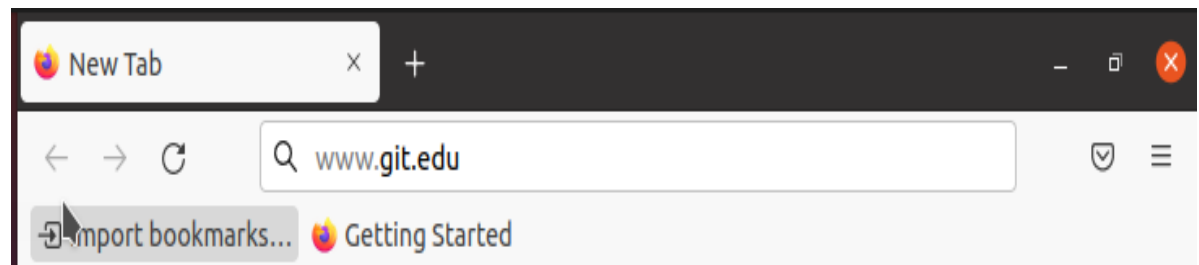
2. Capturing UDP Packets with browser :

Steps:

- Open Wireshark and double-click on **any-interface** to start the packet capture process.

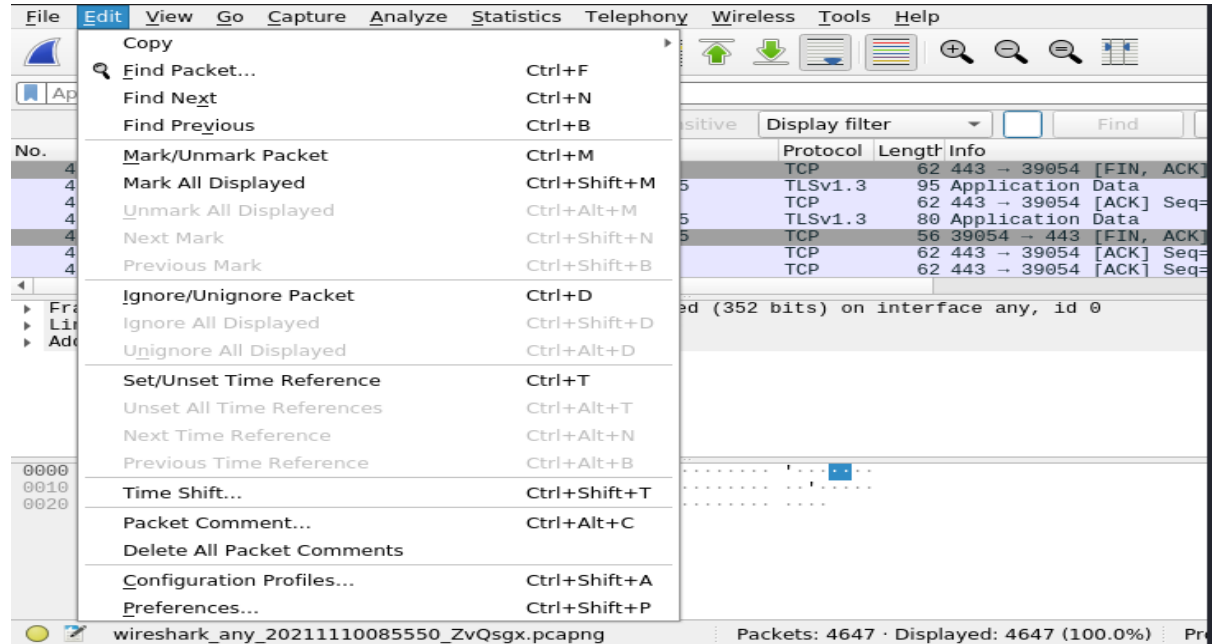


- Open the browser and enter any website's fully qualified domain name in the browser address bar and hit enter.

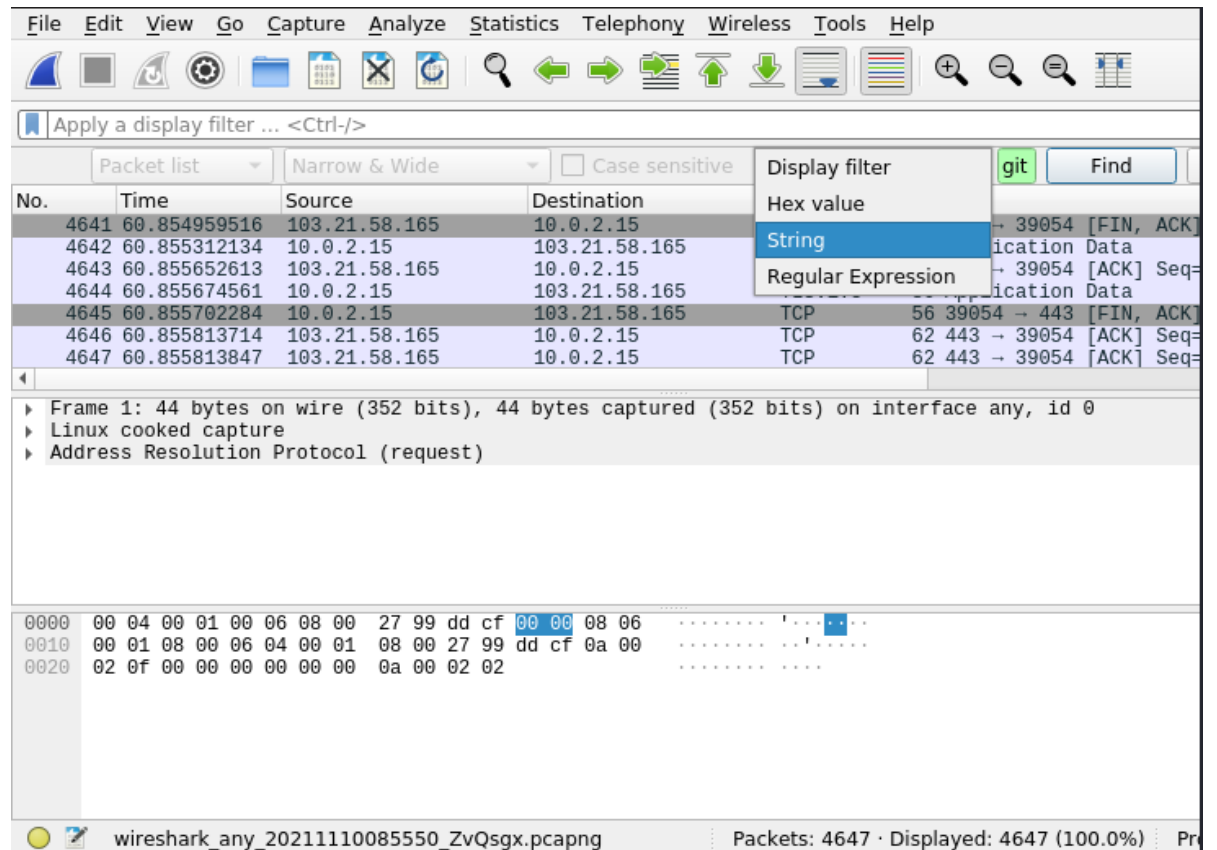


- After the site is fully loaded, stop the capturing process in Wireshark go to edit in the menu bar and select find packet option or just press CTRL+F.

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- In Find Packet menu bar, select the **String** option in the **display filter** drop-down menu and enter the name of the website in the next box and click on find.



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- The arrow indicating towards the packet is the **request packet**, and the arrow coming out from the packet is the **response packet**.

29	2.596256998	127.0.0.1	127.0.0.53	DNS	84	10 Stand
30	2.596339428	127.0.0.53	127.0.0.1	DNS	100	10 Stand

- Click on any request or response DNS packet and examine UDP packet.

29	2.596256998	127.0.0.1	127.0.0.53	DNS	84
30	2.596339428	127.0.0.53	127.0.0.1	DNS	100
31	2.596359901	127.0.0.1	127.0.0.53	DNS	84
32	2.596453517	10.0.2.15	192.168.94.247	DNS	73

▶	Frame 29: 84 bytes on wire (672 bits), 84 bytes captured (672 bits) on
▶	Linux cooked capture
▶	Internet Protocol Version 4, Src: 127.0.0.1, Dst: 127.0.0.53
▼	User Datagram Protocol, Src Port: 45580, Dst Port: 53
	Source Port: 45580
	Destination Port: 53
	Wireshark : 48
	Checksum: 0xfe77 [unverified]
	[Checksum Status: Unverified]
	[Stream index: 10]
▶	[Timestamps]
▶	Domain Name System (query)

Program 5

1. TCP Program Execution Steps:

Steps :

- Open Terminal using **CTRL+ALT+T** or right-click and select **Open in Terminal**.
- Once opened, type the following command in the terminal:

cd Desktop/

[Before going through the next sequence of commands, make sure that both the TCP programs are located on the desktop]

- Before executing the program, open **Wireshark** and double-click on **any-interface** for packet capture process to start.
- To compile the C program, type the following command in the same order as follows in the terminal:

gcc server.c

- To execute the program type, object code file name in the terminal as follows :

./a.out

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```
mac@mac-VirtualBox:~/Desktop$ gcc server.c
mac@mac-VirtualBox:~/Desktop$ ./a.out
Create the socket
Socket created
bind done
Waiting for incoming connections...
```

- Open another terminal and change its path to Desktop using Cd command and run the c code as shown below:

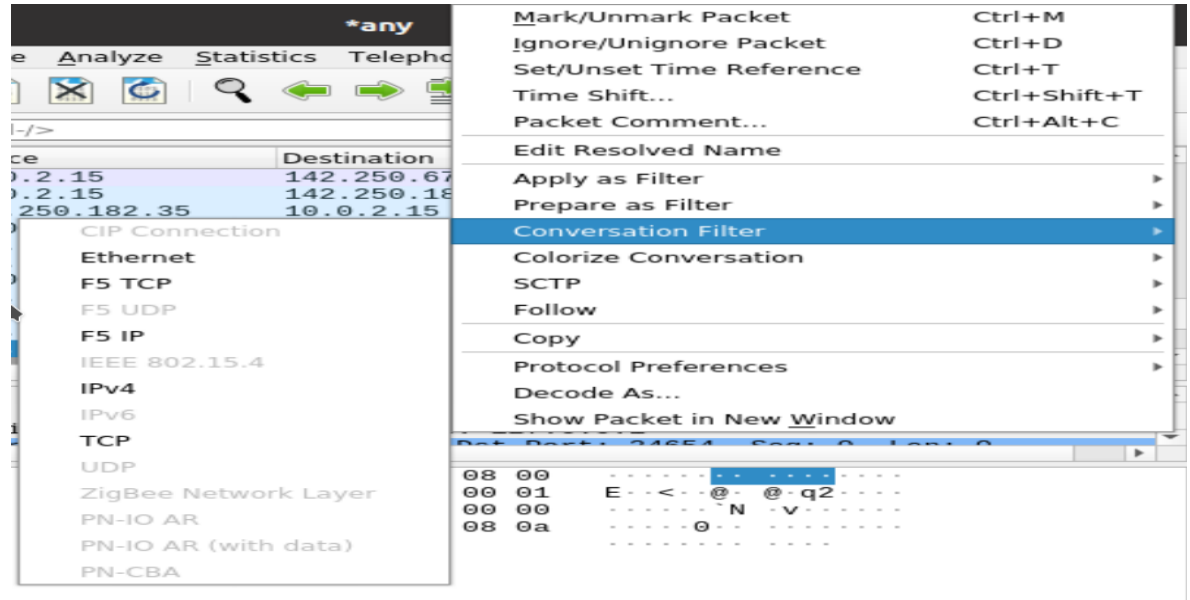
```
cd Desktop/
gcc client.c
./a.out
```

- Once the client program is executed, it will ask you to enter a message type **hi** **without any space** and hit enter.
- The server will replay back with **hi there!** Message.

```
mac@mac-VirtualBox:~$ cd Desktop/
mac@mac-VirtualBox:~/Desktop$ gcc client.c
client.c: In function 'main':
client.c:81:5: warning: implicit declaration of function 'gets'; did you mean 'fgets'? [-Wimplicit-function-declaration]
   81 |     gets(SendToServer);
      |     ^~~~~
      |     fgets
/usr/bin/ld: /tmp/cc6kcA65.o: in function 'main':
client.c:(.text+0x462): warning: the 'gets' function is dangerous and should not be used.
mac@mac-VirtualBox:~/Desktop$ ./a.out
Create the socket
Socket is created
Sucessfully conected with server
Enter the Message: hi
Response Hi there !
Server Response : Hi there !
```

- Once the program execution is completed, stop the capturing process in Wireshark.
- In Wireshark, check for the packets that has the source and destination address as **127.0.0.1** and select any one of these packets, right-click and hover on conversation filter and select TCP.

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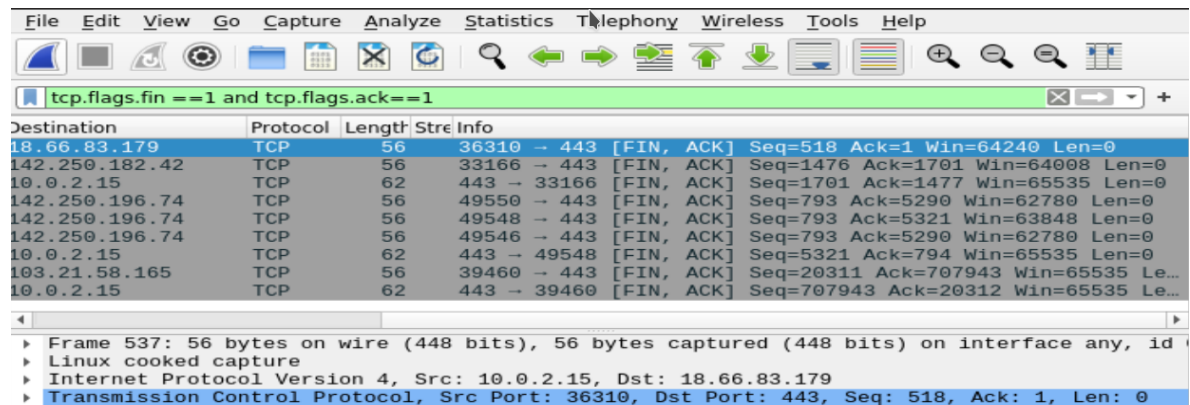
- Once done analyze the TCP Packets.

2. Capturing TCP Packets with browser :

Steps:

- Open Wireshark and double-click on **any-interface** to start the packet capture process.
- Open the browser and enter any website's fully qualified domain name in the browser address bar and hit enter.
- After the site is fully loaded, stop the capturing process, in Wireshark.
- Type the following in, apply a filter column and hit-enter :

tcp.flags.fin==1 and tcp.flags.ack==1



- Select any one of these listed packets, right-click and hover on conversation filter and select TCP.
- Once done analyze the TCP Packets.