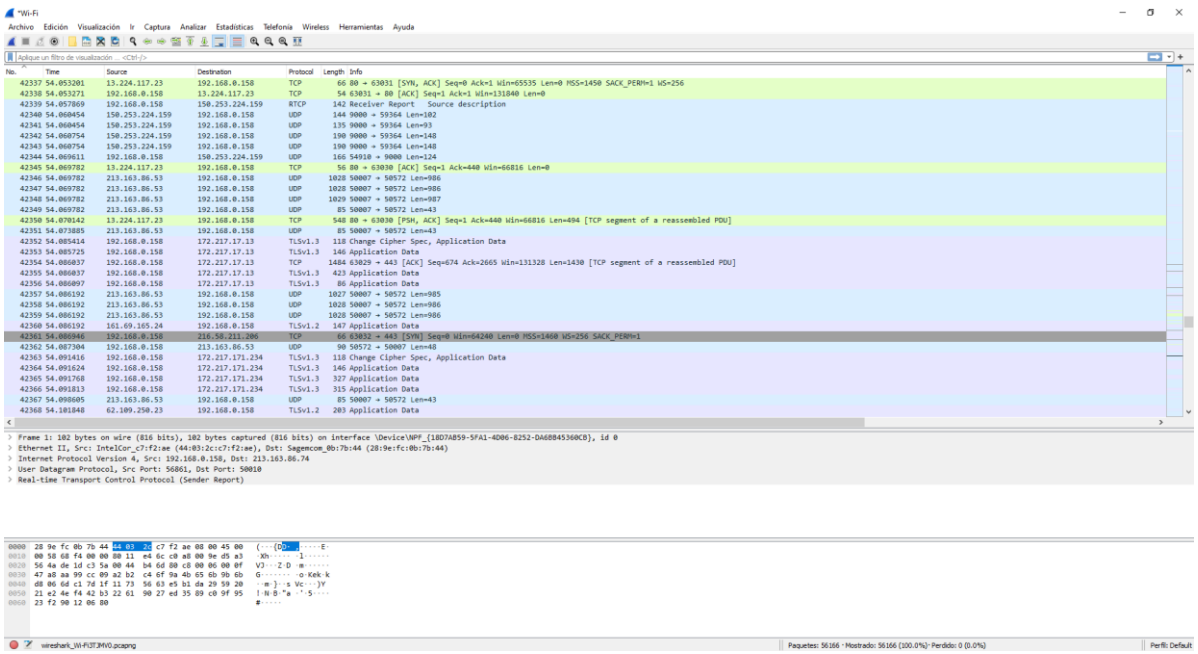
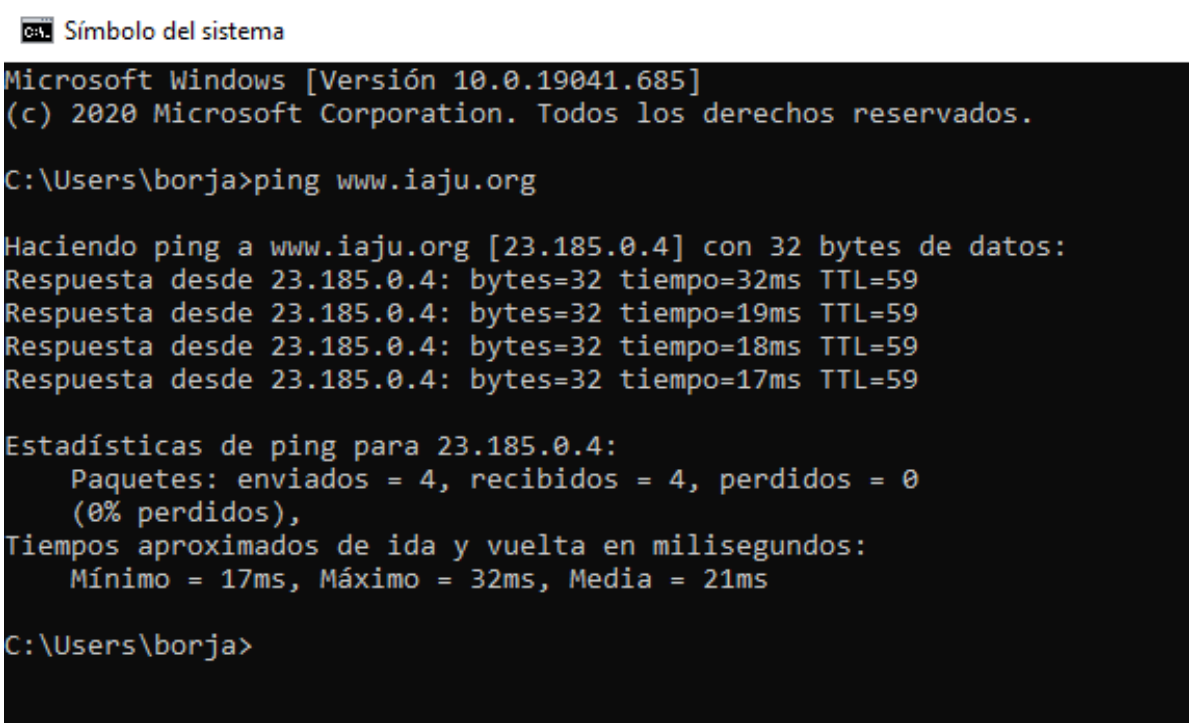
**LAB 2: Name:** Laura Ferrer Haba.

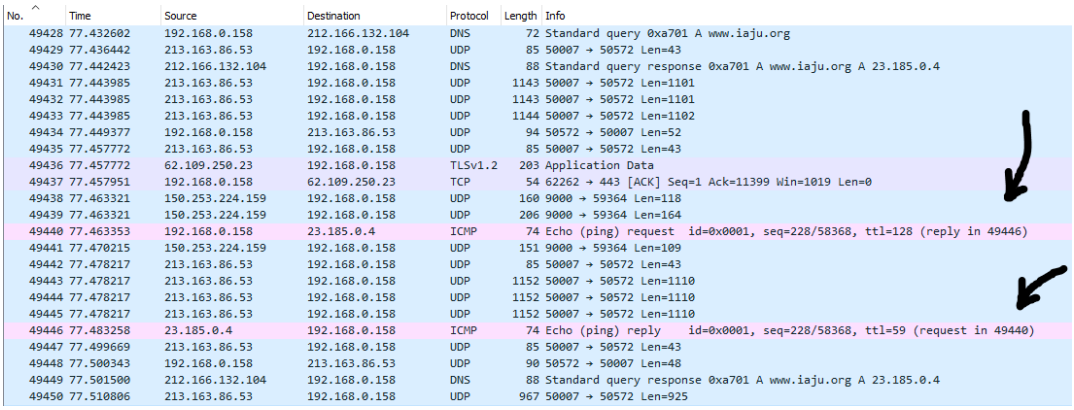
For this first step we will make a screenshot of Wireshark and it will be our first packet capture. First, we will have to open Wireshark, go to our active interface and we will make a screenshot of the *ping* [www.iaju.org](http://www.iaju.org). For doing the ping we have to go to shell of Windows (cmd).

## Question 1:




When we make the ping to [www.iaju.org](http://www.iaju.org), we are making ping to the IP 23.185.0.4. This direction must appear in the packet capture. In the next screenshot we can see the ping.



| No. | Time | Source | Destination | Protocol | Length | Info |
|---|---|---|---|---|---|---|
| 49428 | 77.432602 | 192.168.0.158 | 212.166.132.104 | DNS | 72 | Standard query 0xa701 A www.iaju.org |
| 49429 | 77.436442 | 213.163.86.53 | 192.168.0.158 | UDP | 85 | 50007 → 50572 Len=43 |
| 49430 | 77.442423 | 212.166.132.104 | 192.168.0.158 | DNS | 88 | Standard query response 0xa701 A www.iaju.org A 23.185.0.4 |
| 49431 | 77.443985 | 213.163.86.53 | 192.168.0.158 | UDP | 1143 | 50007 → 50572 Len=1101 |
| 49432 | 77.443985 | 213.163.86.53 | 192.168.0.158 | UDP | 1143 | 50007 → 50572 Len=1101 |
| 49433 | 77.443985 | 213.163.86.53 | 192.168.0.158 | UDP | 1144 | 50007 → 50572 Len=1102 |
| 49434 | 77.449377 | 192.168.0.158 | 213.163.86.53 | UDP | 94 | 50572 → 50007 Len=52 |
| 49435 | 77.457772 | 213.163.86.53 | 192.168.0.158 | UDP | 85 | 50007 → 50572 Len=43 |
| 49436 | 77.457772 | 62.109.250.23 | 192.168.0.158 | TLSv1.2 | 203 | Application Data |
| 49437 | 77.457951 | 192.168.0.158 | 62.109.250.23 | TCP | 54 | 62262 → 443 [ACK] Seq=1 Ack=11399 Win=1019 Len=0 |
| 49438 | 77.463321 | 150.253.224.159 | 192.168.0.158 | UDP | 160 | 9000 → 59364 Len=118 |
| 49439 | 77.463321 | 150.253.224.159 | 192.168.0.158 | UDP | 206 | 9000 → 59364 Len=164 |
| 49440 | 77.463353 | 192.168.0.158 | 23.185.0.4 | ICMP | 74 | Echo (ping) request id=0x0001, seq=228/58368, ttl=128 (reply in 49446) |
| 49441 | 77.470215 | 150.253.224.159 | 192.168.0.158 | UDP | 151 | 9000 → 59364 Len=109 |
| 49442 | 77.478217 | 213.163.86.53 | 192.168.0.158 | UDP | 85 | 50007 → 50572 Len=43 |
| 49443 | 77.478217 | 213.163.86.53 | 192.168.0.158 | UDP | 1152 | 50007 → 50572 Len=1110 |
| 49444 | 77.478217 | 213.163.86.53 | 192.168.0.158 | UDP | 1152 | 50007 → 50572 Len=1110 |
| 49445 | 77.478217 | 213.163.86.53 | 192.168.0.158 | UDP | 1152 | 50007 → 50572 Len=1110 |
| 49446 | 77.483258 | 23.185.0.4 | 192.168.0.158 | ICMP | 74 | Echo (ping) reply id=0x0001, seq=228/58368, ttl=59 (request in 49440) |
| 49447 | 77.499669 | 213.163.86.53 | 192.168.0.158 | UDP | 85 | 50007 → 50572 Len=43 |
| 49448 | 77.500343 | 192.168.0.158 | 213.163.86.53 | UDP | 90 | 50572 → 50007 Len=48 |
| 49449 | 77.501500 | 212.166.132.104 | 192.168.0.158 | DNS | 88 | Standard query response 0xa701 A www.iaju.org A 23.185.0.4 |
| 49450 | 77.510806 | 213.163.86.53 | 192.168.0.158 | UDP | 967 | 50007 → 50572 Len=925 |

**<u>Question 2:</u> What information looks familiar to you?**

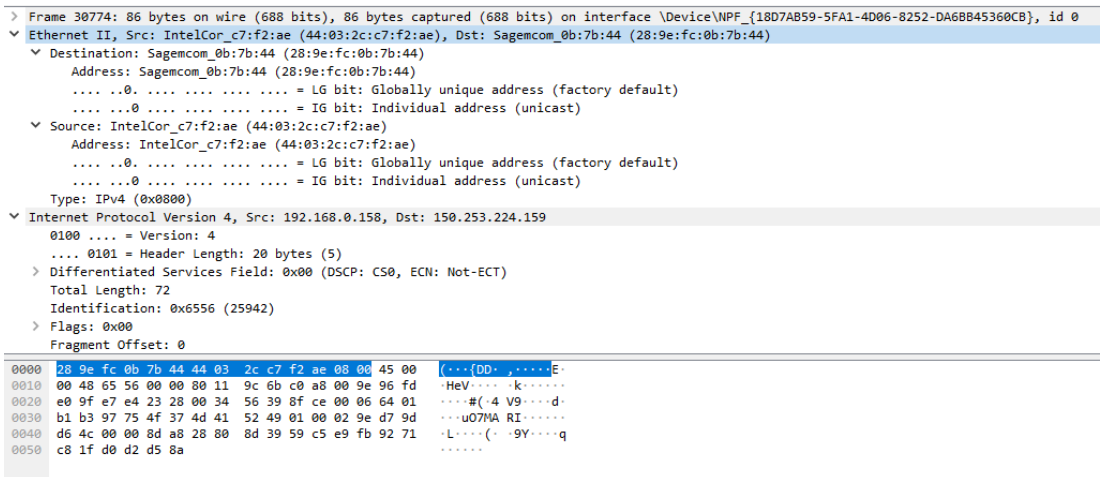
There are several protocols that looks familiar to me because we learnt it in class.

a. ***UDP*** *(User Datagram Protocol)*: is one of the tow protocols that the Internet has, this is a *connectionless* protocol. It sends packets between applications, letting applications build their own protocols on top as needed.
b. ***TCP*** *(Transmission Control Protocol)*: is the other protocol that the Internet has, this is a *connection-oriented* protocol. It makes connections and adds reliability with retransmissions, along with flow control and congestion control.
c. ***DNS*** *(Domain Name System)*: this protocol translate the computers names to IP addresses.
d. ***RTCP*** *(Real-Time Transport Control Protocol)*: this protocol provide feedback on delay, it does not transport any media samples and handles feedback, synchronization, and the user interface.

**<u>Question 3:</u> What information does not look familiar?**

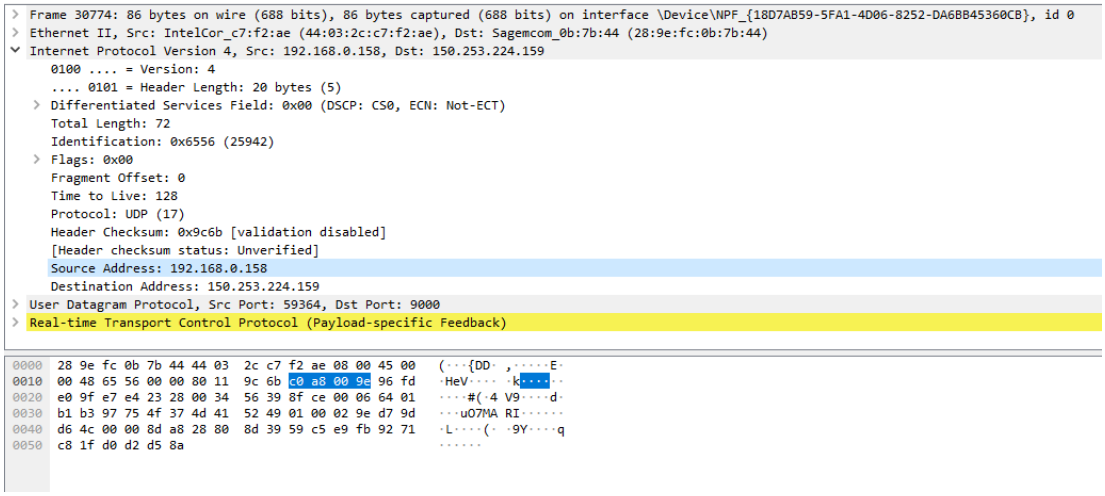
The protocols that we do not now are the *ARP, ICMP, ICMPv6, IGMPv6, MDNS, STUN* and *TLSv1.2.*

**<u>Question 4:</u>**

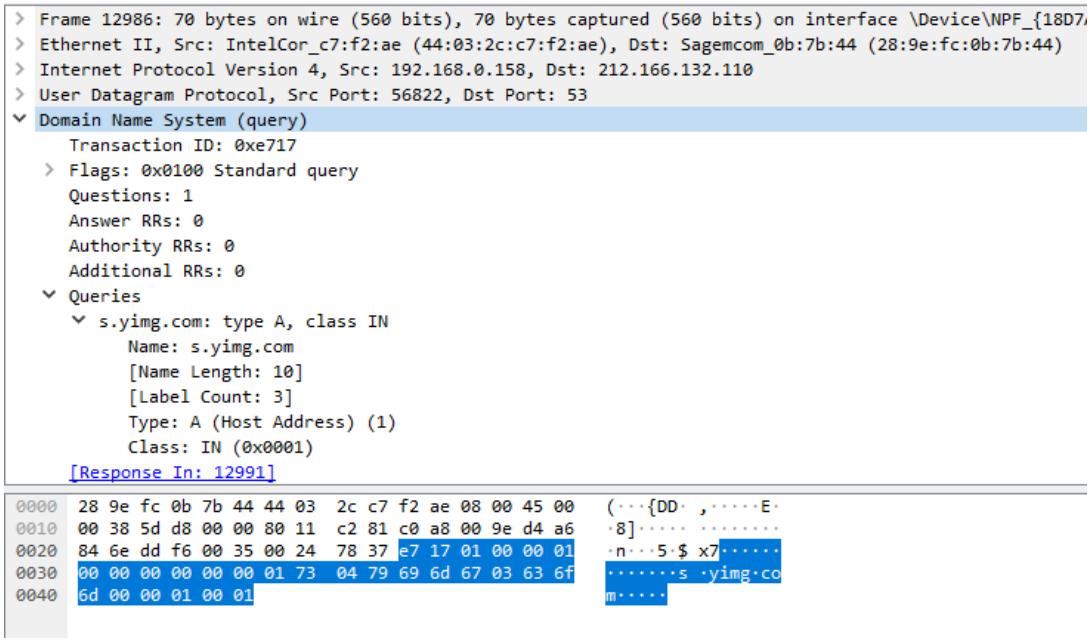


```
> Frame 30774: 86 bytes on wire (688 bits), 86 bytes captured (688 bits) on interface \Device\NPF_{18D7AB59-5FA1-4D06-8252-DA6BB45360CB}, id 0
v Ethernet II, Src: IntelCor_c7:f2:ae (44:03:2c:c7:f2:ae), Dst: Sagemcom_0b:7b:44 (28:9e:fc:0b:7b:44)
  v Destination: Sagemcom_0b:7b:44 (28:9e:fc:0b:7b:44)
      Address: Sagemcom_0b:7b:44 (28:9e:fc:0b:7b:44)
      .... ..0. .... .... .... .... = LG bit: Globally unique address (factory default)
      .... ...0 .... .... .... .... = IG bit: Individual address (unicast)
  v Source: IntelCor_c7:f2:ae (44:03:2c:c7:f2:ae)
      Address: IntelCor_c7:f2:ae (44:03:2c:c7:f2:ae)
      .... ..0. .... .... .... .... = LG bit: Globally unique address (factory default)
      .... ...0 .... .... .... .... = IG bit: Individual address (unicast)
    Type: IPv4 (0x0800)
v Internet Protocol Version 4, Src: 192.168.0.158, Dst: 150.253.224.159
    0100 .... = Version: 4
    .... 0101 = Header Length: 20 bytes (5)
  > Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)
    Total Length: 72
    Identification: 0x6556 (25942)
  > Flags: 0x00
    Fragment Offset: 0
```

```
0000  28 9e fc 0b 7b 44 44 03  2c c7 f2 ae 08 00 45 00   (···{DD· ,·····E·
0010  00 48 65 56 00 00 80 11  9c 6b c0 a8 00 9e 96 fd   ·HeV···· ·k·····
0020  e0 9f e7 e4 23 28 00 34  56 39 8f ce 00 06 64 01   ····#(·4 V9····d·
0030  b1 b3 97 75 4f 37 4d 41  52 49 01 00 02 9e d7 9d   ···uO7MA RI·····
0040  d6 4c 00 00 8d a8 28 80  8d 39 59 c5 e9 fb 92 71   ·L····(· ·9Y····q
0050  c8 1f d0 d2 d5 8a                                 ·····
```

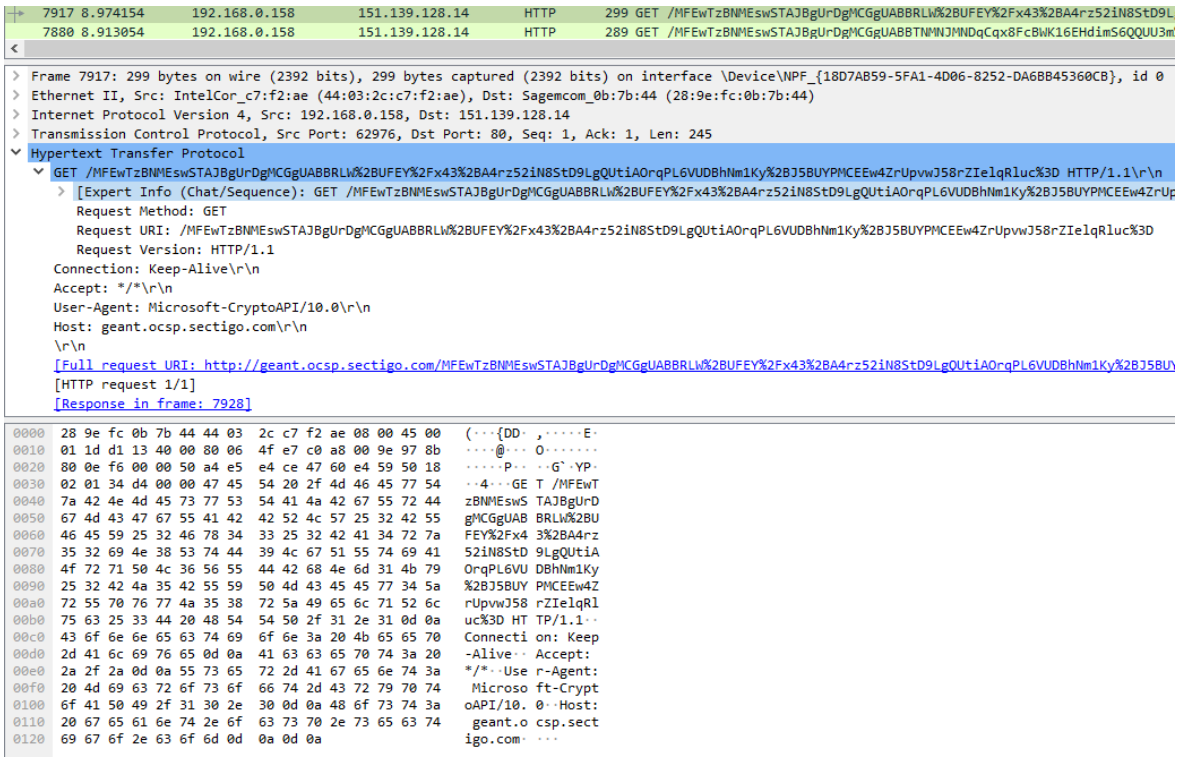



**<u>Question 5:</u> What is the DNS name being requested? What is DNS record type is being requested? What is the length of the request (bytes on wire)? Provide a screenshot of the DNS query analysed.**



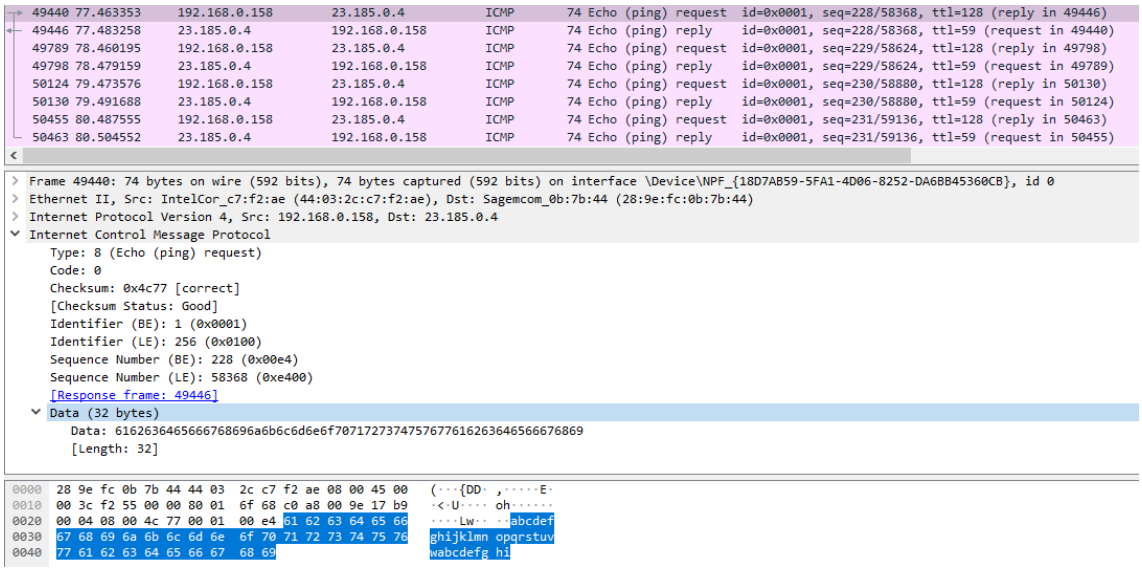

The name of the DNS (this protocol has been seen in class before) that has been requested is *s.xymg.com,* we can find this name in the properties of the Queries. The type that is requested is A, this means is for IPv4 address. The last thing that we have been asked is the length of the request, the value of the length is 70 bytes.

**<u>Question 6:</u> What is the Host: you are requesting data from? What is the Request URI? What is the Request Version? Provide a screenshot.**

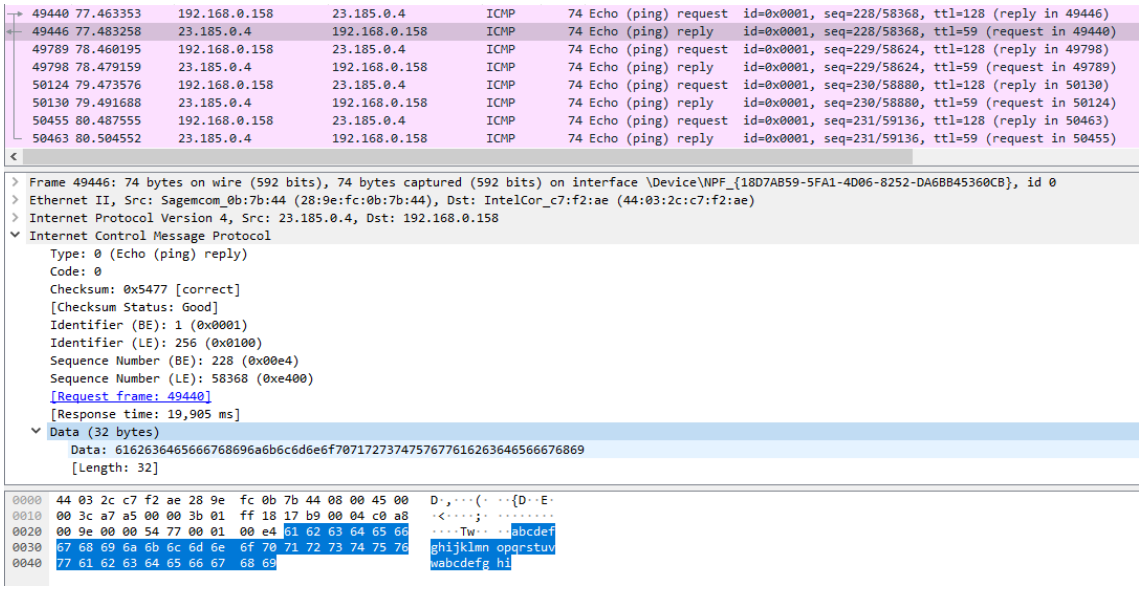



The name of the Host that are requesting data from is *geant.ocsp.sectigo.com\r\n*. The Request URI (*Uniform Resource Identifier*), identifies a resource by name, location or both and indicated if an identified resource is available and where is it, is */MFEwTzBNMEswSTAJ…*, the Request Version *HTTP/1.1*, persistent connections are enabled by default and work well with proxies. It also allows the client to send multiple requests at the same time through the same connection (pipelining, this can send 2 requests before the first request has arrived) which makes it possible to eliminate the Round-Trip delay time for each request.

**<u>Question 7:</u> Now find the reply that matches your request. What are the differences between the ICMP echo request and the ICMP echo reply packets?**



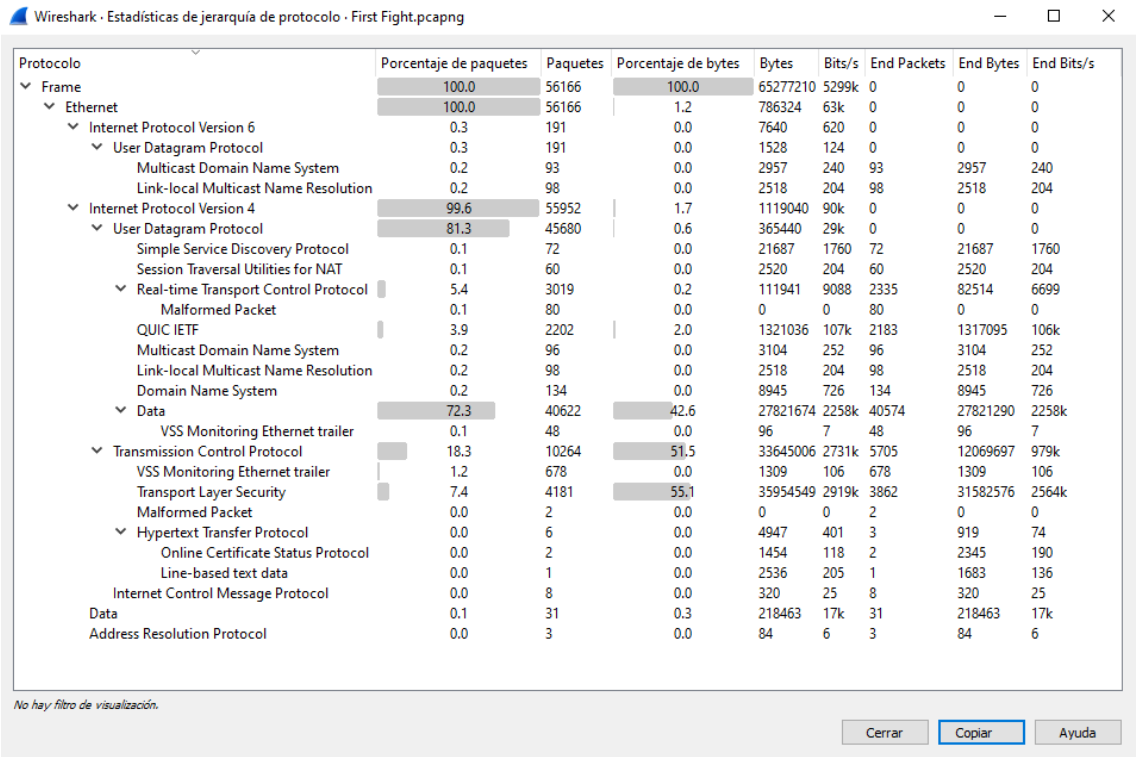

Request.




Reply.

The difference between ICMP echo request and the ICMP echo reply packets are the type, in the ICMP request the type is 8, this mean that is a request. In the ICMP reply the type is 0, this mean that is a reply. Another difference is the checksum. In the ICMP request is 0x4c77 and in the ICMP reply is 0x5477.

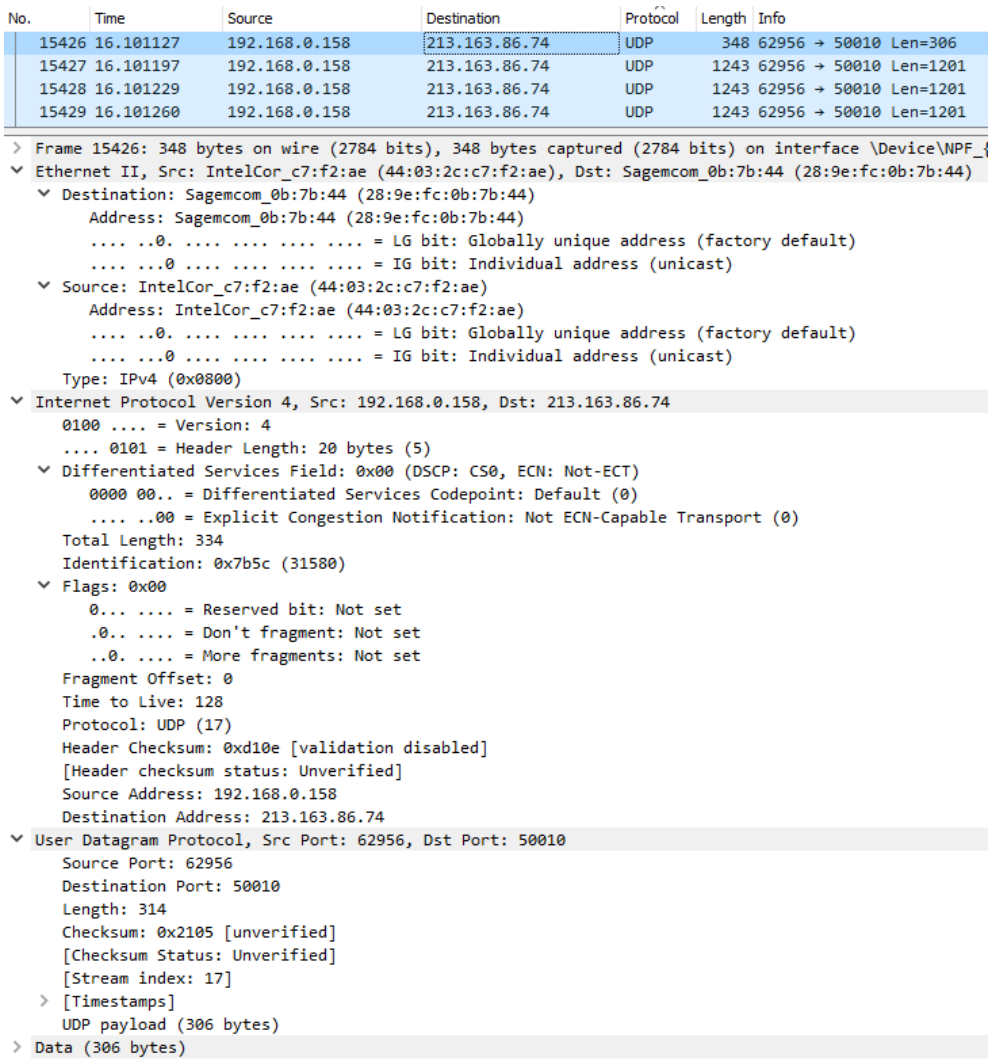
**Question 8: What is it used for?**




| Protocolo | Porcentaje de paquetes | Paquetes | Porcentaje de bytes | Bytes | Bits/s | End Packets | End Bytes | End Bits/s |
|---|---|---|---|---|---|---|---|---|
| Frame | 100.0 | 56166 | 100.0 | 65277210 | 5299k | 0 | 0 | 0 |
| Ethernet | 100.0 | 56166 | 1.2 | 786324 | 63k | 0 | 0 | 0 |
| Internet Protocol Version 6 | 0.3 | 191 | 0.0 | 7640 | 620 | 0 | 0 | 0 |
| User Datagram Protocol | 0.3 | 191 | 0.0 | 1528 | 124 | 0 | 0 | 0 |
| Multicast Domain Name System | 0.2 | 93 | 0.0 | 2957 | 240 | 93 | 2957 | 240 |
| Link-local Multicast Name Resolution | 0.2 | 98 | 0.0 | 2518 | 204 | 98 | 2518 | 204 |
| Internet Protocol Version 4 | 99.6 | 55952 | 1.7 | 1119040 | 90k | 0 | 0 | 0 |
| User Datagram Protocol | 81.3 | 45680 | 0.6 | 365440 | 29k | 0 | 0 | 0 |
| Simple Service Discovery Protocol | 0.1 | 72 | 0.0 | 21687 | 1760 | 72 | 21687 | 1760 |
| Session Traversal Utilities for NAT | 0.1 | 60 | 0.0 | 2520 | 204 | 60 | 2520 | 204 |
| Real-time Transport Control Protocol | 5.4 | 3019 | 0.2 | 111941 | 9088 | 2335 | 82514 | 6699 |
| Malformed Packet | 0.1 | 80 | 0.0 | 0 | 0 | 80 | 0 | 0 |
| QUIC IETF | 3.9 | 2202 | 2.0 | 1321036 | 107k | 2183 | 1317095 | 106k |
| Multicast Domain Name System | 0.2 | 96 | 0.0 | 3104 | 252 | 96 | 3104 | 252 |
| Link-local Multicast Name Resolution | 0.2 | 98 | 0.0 | 2518 | 204 | 98 | 2518 | 204 |
| Domain Name System | 0.2 | 134 | 0.0 | 8945 | 726 | 134 | 8945 | 726 |
| Data | 72.3 | 40622 | 42.6 | 27821674 | 2258k | 40574 | 27821290 | 2258k |
| VSS Monitoring Ethernet trailer | 0.1 | 48 | 0.0 | 96 | 7 | 48 | 96 | 7 |
| Transmission Control Protocol | 18.3 | 10264 | 51.5 | 33645006 | 2731k | 5705 | 12069697 | 979k |
| VSS Monitoring Ethernet trailer | 1.2 | 678 | 0.0 | 1309 | 106 | 678 | 1309 | 106 |
| Transport Layer Security | 7.4 | 4181 | 55.1 | 35954549 | 2919k | 3862 | 31582576 | 2564k |
| Malformed Packet | 0.0 | 2 | 0.0 | 0 | 0 | 2 | 0 | 0 |
| Hypertext Transfer Protocol | 0.0 | 6 | 0.0 | 4947 | 401 | 3 | 919 | 74 |
| Online Certificate Status Protocol | 0.0 | 2 | 0.0 | 1454 | 118 | 2 | 2345 | 190 |
| Line-based text data | 0.0 | 1 | 0.0 | 2536 | 205 | 1 | 1683 | 136 |
| Internet Control Message Protocol | 0.0 | 8 | 0.0 | 320 | 25 | 8 | 320 | 25 |
| Data | 0.1 | 31 | 0.3 | 218463 | 17k | 31 | 218463 | 17k |
| Address Resolution Protocol | 0.0 | 3 | 0.0 | 84 | 6 | 3 | 84 | 6 |

The protocol hierarchy is a nested list of all protocols used in any of the captured packets. Each row contains the statistical values of one protocol. It used for detecting anomalies such as a UDP flooding attack. In the first column appears the protocol's name, the next column is the percentage of protocol packets. The packets column is the absolute number of packets. The Bytes column is the absolute number of bytes. The MBit/s column is the bandwidth of the protocol, relative to the capture time. The End Packets is the absolute number of packets of his protocol with the highest protocol to decode. The End Bytes is the absolute number of bytes of this protocol with the highest protocol to decode. End MBit/s is the bandwidth of his protocol, relative to the capture time with the highest protocol to decode.

**<u>Question 9:</u> What data is stored in the Ethernet header? What data is in the network layer (IP) header? What data is in the transport layer header (either TCP or UDP)?**



| No. | Time | Source | Destination | Protocol | Length | Info |
|---|---|---|---|---|---|---|
| 15426 | 16.101127 | 192.168.0.158 | 213.163.86.74 | UDP | 348 | 62956 → 50010 Len=306 |
| 15427 | 16.101197 | 192.168.0.158 | 213.163.86.74 | UDP | 1243 | 62956 → 50010 Len=1201 |
| 15428 | 16.101229 | 192.168.0.158 | 213.163.86.74 | UDP | 1243 | 62956 → 50010 Len=1201 |
| 15429 | 16.101260 | 192.168.0.158 | 213.163.86.74 | UDP | 1243 | 62956 → 50010 Len=1201 |

```
> Frame 15426: 348 bytes on wire (2784 bits), 348 bytes captured (2784 bits) on interface \Device\NPF_{
v Ethernet II, Src: IntelCor_c7:f2:ae (44:03:2c:c7:f2:ae), Dst: Sagemcom_0b:7b:44 (28:9e:fc:0b:7b:44)
  v Destination: Sagemcom_0b:7b:44 (28:9e:fc:0b:7b:44)
      Address: Sagemcom_0b:7b:44 (28:9e:fc:0b:7b:44)
      .... ..0. .... .... .... .... = LG bit: Globally unique address (factory default)
      .... ...0 .... .... .... .... = IG bit: Individual address (unicast)
  v Source: IntelCor_c7:f2:ae (44:03:2c:c7:f2:ae)
      Address: IntelCor_c7:f2:ae (44:03:2c:c7:f2:ae)
      .... ..0. .... .... .... .... = LG bit: Globally unique address (factory default)
      .... ...0 .... .... .... .... = IG bit: Individual address (unicast)
    Type: IPv4 (0x0800)
v Internet Protocol Version 4, Src: 192.168.0.158, Dst: 213.163.86.74
    0100 .... = Version: 4
    .... 0101 = Header Length: 20 bytes (5)
  v Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)
      0000 00.. = Differentiated Services Codepoint: Default (0)
      .... ..00 = Explicit Congestion Notification: Not ECN-Capable Transport (0)
    Total Length: 334
    Identification: 0x7b5c (31580)
  v Flags: 0x00
      0... .... = Reserved bit: Not set
      .0.. .... = Don't fragment: Not set
      ..0. .... = More fragments: Not set
    Fragment Offset: 0
    Time to Live: 128
    Protocol: UDP (17)
    Header Checksum: 0xd10e [validation disabled]
    [Header checksum status: Unverified]
    Source Address: 192.168.0.158
    Destination Address: 213.163.86.74
v User Datagram Protocol, Src Port: 62956, Dst Port: 50010
    Source Port: 62956
    Destination Port: 50010
    Length: 314
    Checksum: 0x2105 [unverified]
    [Checksum Status: Unverified]
    [Stream index: 17]
  > [Timestamps]
    UDP payload (306 bytes)
> Data (306 bytes)
```

The data that is store in the Ethernet is the destination, in which we can find the address. The source, in which we can find the address. And the type.

The data that is store in the IPv4 is the differentiated Services Field, in which we can find the total length and the identification. The flags, in which we can find the fragment Offset, Time to Live, Protocol, Header Checksum, Source Address and Destination Address.

The data that is stored in the UDP is the Source Port, Length, Checksum, Stream index, Timestamps and UDP payload.

**<u>Question 10:</u> What percentage of your network traffic was IPv4? What about IPv6? and TCP vs UDP?**

There are two types of percentage. In IPv4, the packet's percentage is 99,6% and the byte's percentage is 1,7%. In IPv6, the packet's percentage is 0,3%, and the byte's percentage is 0%. In TCP, the packet's percentage is 18,3% and the byte's percentage is 51,5%. And in UDP, the packet's percentage is 81,3% and the byte's percentage is 0,6%.