

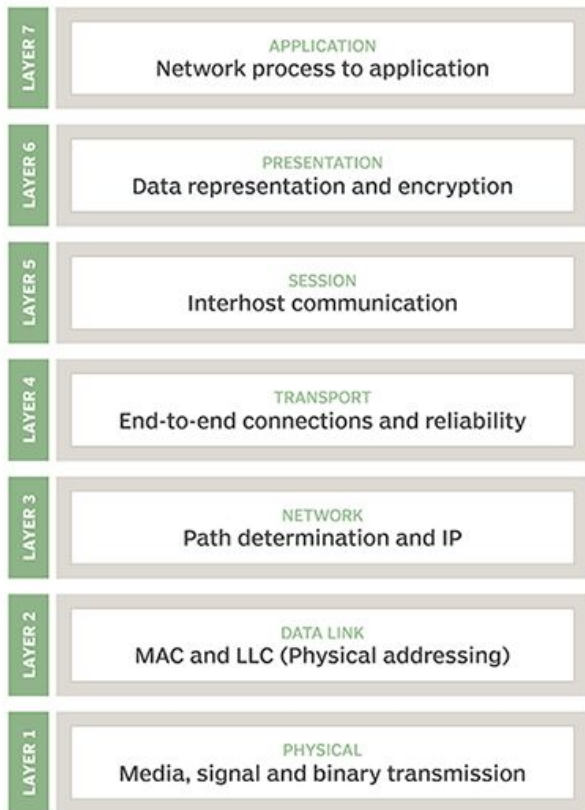


**UNLV CYBER SECURITY CLUB**

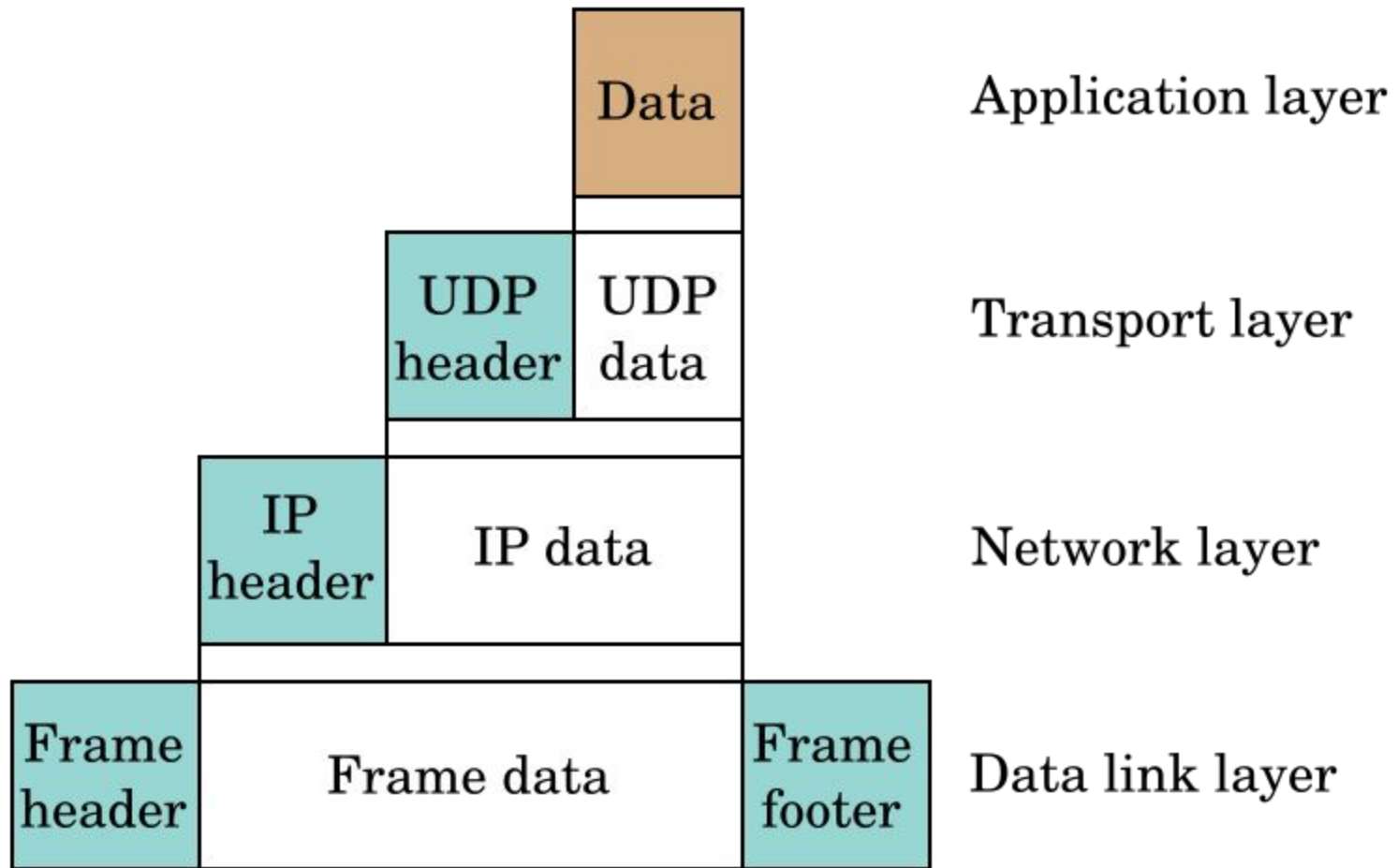
# Network Traffic Analysis

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# The OSI model



- Layer 7: **DATA**
  - HTTP(S), DHCP, DNS, TSL/SSL, FTP, TELNET
- Layer 4: **SEGMENTS**
  - TCP, UDP, port numbers
- Layer 3: **PACKETS**
  - IP(v4/v6), ICMP
- Layer 2: **FRAMES**
  - MAC, ARP, Ethernet
- Layer 1: **BITS**
  - Copper cables, fiber optics, hubs



# Addressing Schemes

Transport Layer: PORTS

Network Layer: IP ADDRESSES

Data Link Layer: MAC ADDRESSES

# Quick Explanation of Other Protocols

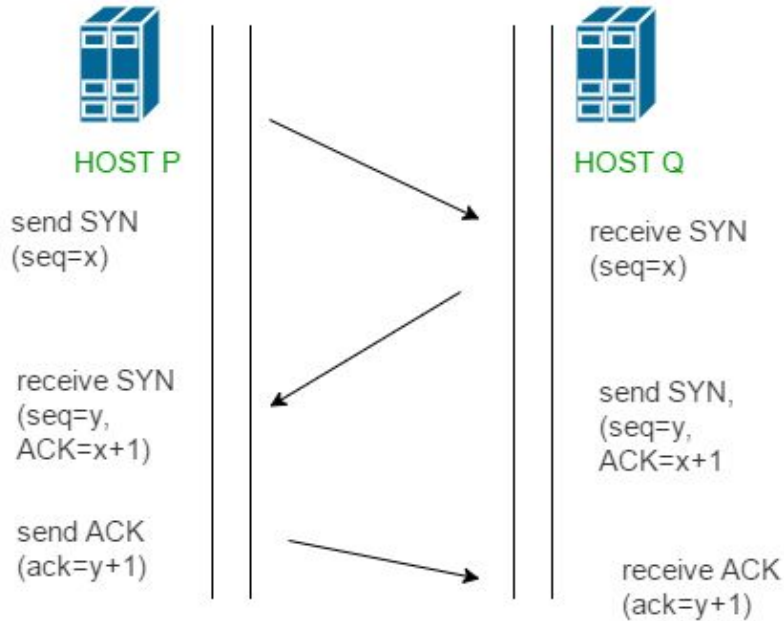
## File Transfer Protocol (FTP)

## Telnet

- uses TCP port 23
- bidirectional interactive communication (CLI)

## Internet Control Message Protocol (ICMP)

- layer 3, no port number
- includes ping, traceroute
- used for diagnostic / error control purposes



## TCP 3-WAY HANDSHAKE

- establishes synchronized connections between a client & server

# Address Resolution Protocol (ARP)

- computers can communicate via IP addresses
  - but in order for them to communicate at Layer3, they need to be able to communicate at both Layer2 and Layer1
- layer 2 communication → MAC addresses
- question: if I know the IP address of a server that I want to talk to, but I **don't** know the MAC address, how can I **find the MAC address of the server?**
- answer: ARP



# Types of HTTP Authentication

- Basic Auth
- Cookies
  - helps prevent XSRF (Cross-Site Request Forgery)
- Tokens
  - JSON Web Tokens
  - helps prevent XSS (Cross-Site Scripting)
- Signatures
- One-Time Passwords
  - Time-based
  - HMAC-based

# HTTP Basic Authentication

- Basic Auth
  - username and password
  - doesn't require cookies, etc.
  - client sends an Authorization HTTP header
  - structure
    - username:password
    - base64 encoded

```
curl --header "Authorization: Basic user:pass" https://website.com
```

# Internet Control Message Protocol (ICMP)

- Layer3 protocol
- DOES NOT exist on a TCP/UDP port
- commonly used ICMP is ping
  - echo request / echo reply
  - just sends empty bytes
  - Time to Live (TTL): how long the packet is going to attempt to find the other computer before it's dropped

# FTP Methods

- Like with what we've seen for HTTP, FTP has its own methods that define behavior/action

[https://en.wikipedia.org/wiki/List\\_of\\_FTP\\_commands](https://en.wikipedia.org/wiki/List_of_FTP_commands)