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PreLab & Lab 2 - 10/30/19

Pre-Lab Questions:

HTTP Questions

1. **Choose 5 HTTP status codes and describe each one**

401 Unauthorized- Request requires user authentication. The response must include a WWW-Authenticate header field containing a challenge applicable to the requested resource.
403 Forbidden- Server understood the request, but is refusing to fulfill it. In other other words, authorization will not help and the request should not be repeated.
404 Not Found- Server did not find anything matching the requested-URI (Uniform Resource Identifiers). Commonly used when the server does not wish to reveal exactly why the request has been refused
500 Internal Server Error- The server encountered an unexpected condition which prevented it from fulfilling the request
502 Bad Gateway- The server, while acting as a gateway or proxy, received an invaild response from the upstream server it accessed in attempting to fulfill the request

2. **List the 8 HTTP 1.1 methods and explain what they do**

Options - This method describes the communication options for the target resource
Get - It is used to retrieve information from the given server using a given URI.
Head - This method is the same as GET but it transfers the status line and header section only
Post - It is a request that is used to send data to the server (i.e. customer information, file upload using HTML forms)
Put - It replaces all current representations of the target resource with the upload content
Delete - It removes all current representations of the target resource given by a URI
Trace - This method performs a message loop-back test along the path to the target resource
Connect - This establishes a tunnel to the server identified by a given URI

3. **Use *wget* on *example.com* to view the last modified date of the webpage. What was the HTTP return status given and what command was used to do this?**

```
mininet@mininet-vm:~$ wget -S --spider example.com
Spider mode enabled. Check if remote file exists.
--2019-10-25 15:57:11--  http://example.com/
Resolving example.com (example.com)... 93.184.216.34, 2606:2800:220:1:248:1893:25c8:1946
Connecting to example.com (example.com)|93.184.216.34|:80... connected.
HTTP request sent, awaiting response...
  HTTP/1.1 200 OK
  Content-Encoding: gzip
  Accept-Ranges: bytes
  Cache-Control: max-age=604800
  Content-Type: text/html; charset=UTF-8
  Date: Fri, 25 Oct 2019 22:57:19 GMT
  Etag: "3147526947"
  Expires: Fri, 01 Nov 2019 22:57:19 GMT
  Last-Modified: Thu, 17 Oct 2019 07:18:26 GMT
  Server: ECS (oxr/831E)
  X-Cache: HIT
  Content-Length: 648
Length: 648 [text/html]
Remote file exists and could contain further links,
but recursion is disabled -- not retrieving.
```

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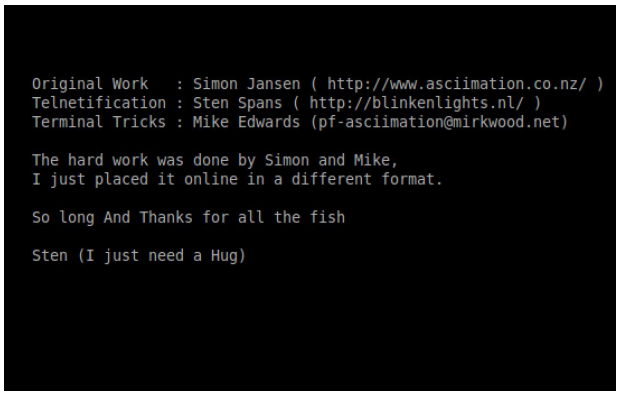
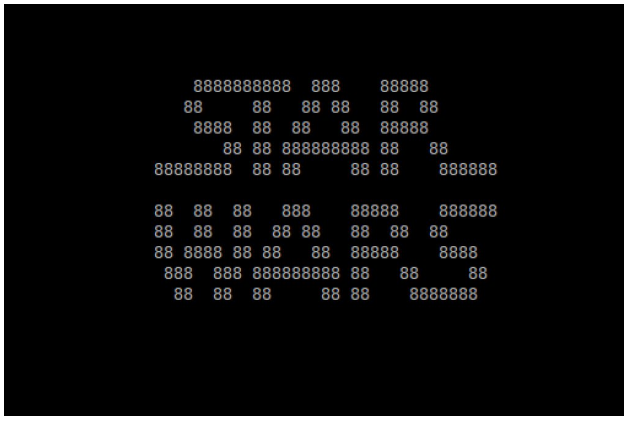
Using the command ***wget -S --spider example.com***, I was able to find out when the when the webpage was last modified, which was Oct. 17 2019. And the HTTP return status code was **200 ok**, which means that the request has been succeeded. The --spider allowed me to be able to look at the contents without downloading anything.

4. **Look up the *telnet* command. Use *telnet* to connect to *towel.blinkenlights.nl*. What does this telnet server do?**





The *telnet* command is a network protocol and the application that uses the protocol. It can be used to connect to remote computers and issue commands. Using the command *telnet towel.blinkenlights.nl,* this server shows the complete Star Wars (Episode IV) movie in ASCII characters.

DNS Questions

5. **In your own words describe what a DNS Resource Record (RR) is. Now using the command line tool *nslookup* find the MX-resource of ucsc.edu. What does this resource mean?**

A Resource Record (RR) is the unit of information entry in the DNS (Domain Name System) zone files. RRs are the "basic building" blocks of host-name and IP information, and are used to resolve all DNS queries.

```
mininet@mininet-vm:~$ nslookup -q=mx ucsc.edu
Server:         128.114.142.6
Address:        128.114.142.6#53

ucsc.edu        mail exchanger = 5 alt2.aspmx.l.google.com.
ucsc.edu        mail exchanger = 5 alt1.aspmx.l.google.com.
ucsc.edu        mail exchanger = 1 aspmx.l.google.com.
ucsc.edu        mail exchanger = 10 alt3.aspmx.l.google.com.
ucsc.edu        mail exchanger = 10 alt4.aspmx.l.google.com.
```

Using the command ***nslookup -q=mx ucsc.edu***, I was able to find the MX-resources of ucsc. It's describing the characteristics of the ucsc domain.

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6. **What does the command *nslookup -type=ns .* do? Explain its output.**

```
mininet@mininet-vm:~$ nslookup -type=ns .
Server:         128.114.142.6
Address:        128.114.142.6#53

Non-authoritative answer:
.       nameserver = b.root-servers.net.
.       nameserver = a.root-servers.net.
.       nameserver = i.root-servers.net.
.       nameserver = k.root-servers.net.
.       nameserver = c.root-servers.net.
.       nameserver = h.root-servers.net.
.       nameserver = m.root-servers.net.
.       nameserver = e.root-servers.net.
.       nameserver = l.root-servers.net.
.       nameserver = j.root-servers.net.
.       nameserver = f.root-servers.net.
.       nameserver = d.root-servers.net.
.       nameserver = g.root-servers.net.

Authoritative answers can be found from:
```

Using the command ***-type=ns*** to query NS (Name Server) to identify the nameservers of a given domain. Adding a "." to the end instead of a domain gives us 13 root servers with details.

TCP Questions

7. **How can multiple application services running on a single machine with a single IP address be uniquely identified?**

Multiple applications running on a single machine with a single IP can be uniquely identified using ***port addresses***. Each application has a different port address which allows us to distinguish them if they are on one computer.

8. **What is the purpose of the window mechanism in TCP?**

Windowing is done to ensure how many packets are sent at a time that depends on the size of the window and how each packet is acknowledged. It can also be used to control the flow of packets (data) between two networks as this method is used to get acknowledgement for each packet received at the receiver side.

9. **What is an MTU? What happens when a packet is larger than the MTU?**

MTU or Maximum Transmission Unit, is the largest size packet or frame, that can be sent in a packet- or frame-based network such as the internet. In other words, TCP uses MTU to determine the maximum size of each packet in any transmission. If a packet is larger than the MTU then it might get retransmissioned if the packet encounters a router that cant handle that large packet.

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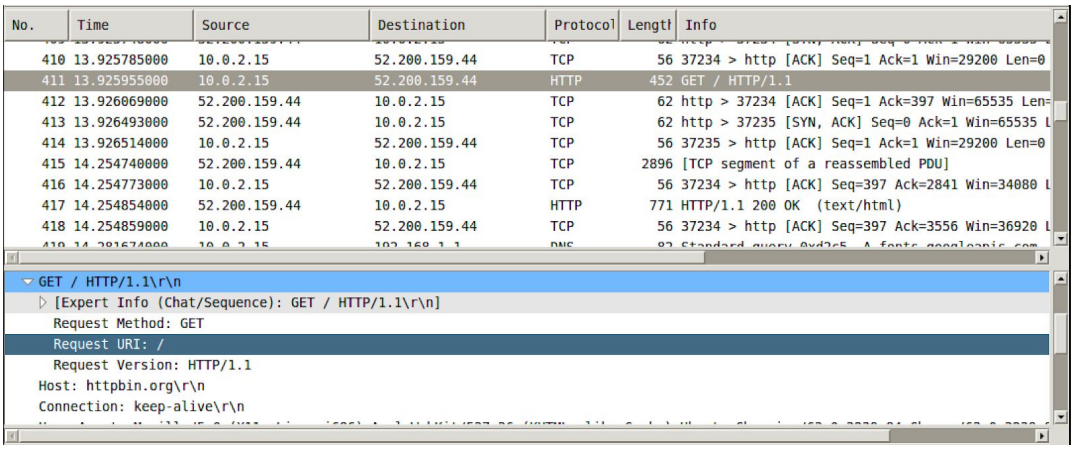
Lab Questions:

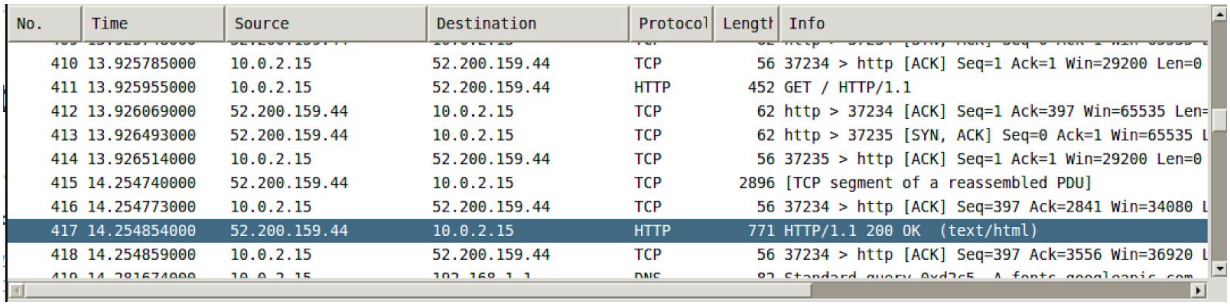
Part 1: HTTP

1. **Find the HTTP packet that corresponds to the initial request that your computer made. What HTTP method did your computer use to make this request? What URI did your computer request from the server?**



The packet that corresponds to the initial HTTP is packet number 411. The HTTP method my computer used to make the request was the GET method, which is the method to retrieve information from the given server using a given URI. The URI requested by the computer is "/"

2. **Find the HTTP packet that corresponds to the initial response the server made to your request. What HTTP status code did the server return? What is the content type of the response the server is sending back?**



The packet corresponding to the initial HTTP response the server made to my request was packet number 417. The status code returned was 200 ok. The content type the response server is sending back is text/html.

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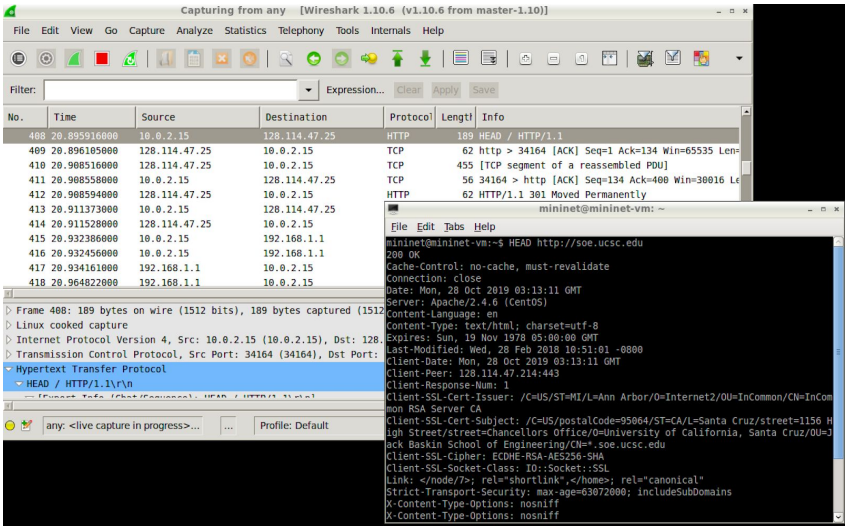
3. **Find the HTTP packets that correspond to the initial request and response that your computer made. What's different? Explain.**

Using Chromium and navigating to http://ucsc.edu

No.	Time	Source	Destination	Protocol	Length	Info
303	9.636563000	10.0.2.15	192.168.1.1	DNS	70	Standard query 0x2fc5 A ucsc.edu
304	9.767666000	192.168.1.1	10.0.2.15	DNS	86	Standard query response 0x2fc5 A 128.114.109.5
305	9.768178000	10.0.2.15	128.114.109.5	TCP	76	49346 > http [SYN] Seq=0 Win=29200 Len=0 MSS=14
306	9.768427000	10.0.2.15	128.114.109.5	TCP	76	49347 > http [SYN] Seq=0 Win=29200 Len=0 MSS=14
307	9.777368000	128.114.109.5	10.0.2.15	TCP	62	http > 49346 [SYN, ACK] Seq=0 Ack=1 Win=65535 L
308	9.777406000	10.0.2.15	128.114.109.5	TCP	56	49346 > http [ACK] Seq=1 Ack=1 Win=29200 Len=0
309	9.777616000	10.0.2.15	128.114.109.5	HTTP	449	GET / HTTP/1.1
310	9.777765000	128.114.109.5	10.0.2.15	TCP	62	http > 49346 [ACK] Seq=1 Ack=394 Win=65535 Len=
311	9.786150000	128.114.109.5	10.0.2.15	TCP	62	http > 49347 [SYN, ACK] Seq=0 Ack=1 Win=65535 L
312	9.786186000	10.0.2.15	128.114.109.5	TCP	56	49347 > http [ACK] Seq=1 Ack=1 Win=29200 Len=0
313	9.789300000	128.114.109.5	10.0.2.15	HTTP	616	HTTP/1.1 301 Moved Permanently (text/html)
314	9.789314000	10.0.2.15	128.114.109.5	TCP	56	49346 > http [ACK] Seq=394 Ack=561 Win=30240 Le
315	9.789356000	128.114.109.5	10.0.2.15	TCP	62	http > 49346 [FIN, ACK] Seq=561 Ack=394 Win=65

Packet 309 corresponds to the initial HTTP request made from my computer, which was the GET method, and the same URI was requested "/" The difference is that the server returned a 301 status code and is used for permanent URL redirection, meaning that current links using the URL that the response is received for should be updated.

4. **Using Chromium find a way to make a HTTP packet with a method other than GET. Take a sc of your packet and explain what you did to create it.**



In order for me to get the HTTP method HEAD (this method is the same as GET but it transfers the status line and header section only) I used terminal and typed "HEAD http://soe.ucsc.edu" which then created a packet in the screenshot above. The server has the status code 301 moved permanently.

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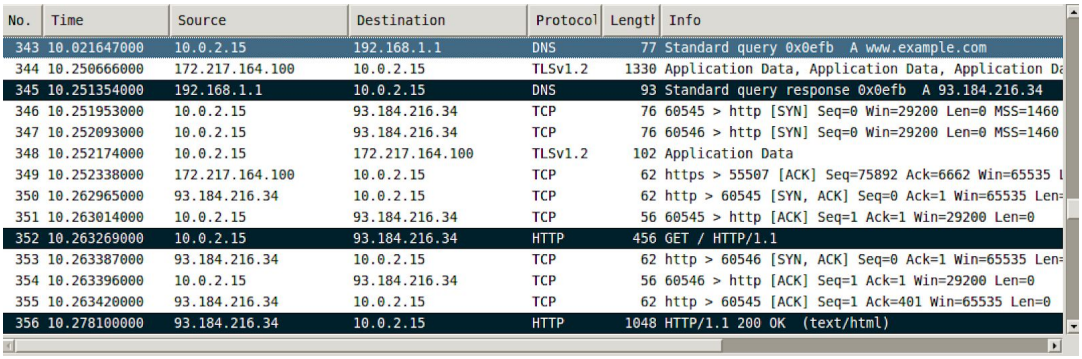
Part 2: DNS

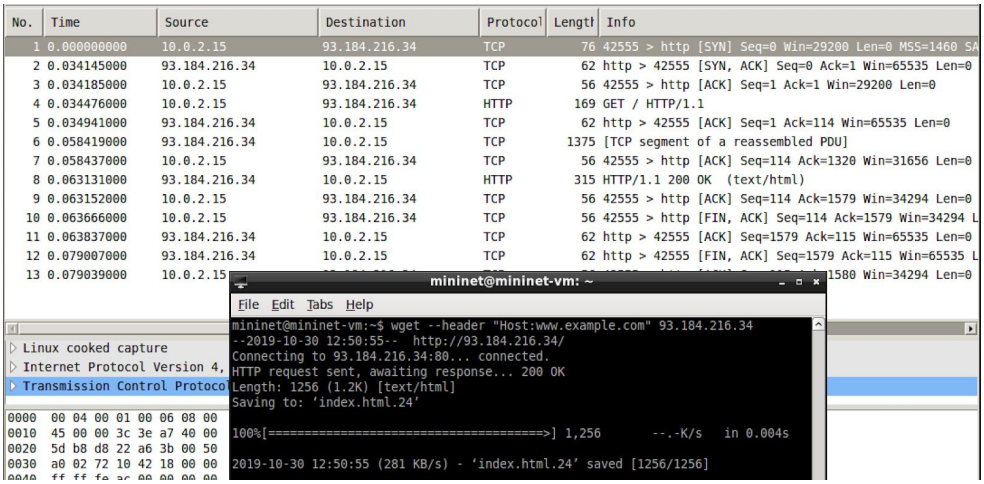
5. **Were any steps taken by your computer before the webpage was loaded? If so, using your captured packets in wireshark, find the packets that allows your computer to successfully load http://example.com**



No.	Time	Source	Destination	Protocol	Length	Info
343	10.021647000	10.0.2.15	192.168.1.1	DNS	77	Standard query 0x0efb A www.example.com
344	10.250666000	172.217.164.100	10.0.2.15	TLSv1.2	1330	Application Data, Application Data, Application Da
345	10.251354000	192.168.1.1	10.0.2.15	DNS	93	Standard query response 0x0efb A 93.184.216.34
346	10.251953000	10.0.2.15	93.184.216.34	TCP	76	60545 > http [SYN] Seq=0 Win=29200 Len=0 MSS=1460
347	10.252093000	10.0.2.15	93.184.216.34	TCP	76	60546 > http [SYN] Seq=0 Win=29200 Len=0 MSS=1460
348	10.252174000	10.0.2.15	172.217.164.100	TLSv1.2	102	Application Data
349	10.252338000	172.217.164.100	10.0.2.15	TCP	62	https > 55507 [ACK] Seq=75892 Ack=6662 Win=65535 L
350	10.262965000	93.184.216.34	10.0.2.15	TCP	62	http > 60545 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=
351	10.263014000	10.0.2.15	93.184.216.34	TCP	56	60545 > http [ACK] Seq=1 Ack=1 Win=29200 Len=0
352	10.263269000	10.0.2.15	93.184.216.34	HTTP	456	GET / HTTP/1.1
353	10.263387000	93.184.216.34	10.0.2.15	TCP	62	http > 60546 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=
354	10.263396000	10.0.2.15	93.184.216.34	TCP	56	60546 > http [ACK] Seq=1 Ack=1 Win=29200 Len=0
355	10.263420000	93.184.216.34	10.0.2.15	TCP	62	http > 60545 [ACK] Seq=1 Ack=401 Win=65535 Len=0
356	10.278100000	93.184.216.34	10.0.2.15	HTTP	1048	HTTP/1.1 200 OK (text/html)

The steps taken by my computer can be shown in DNS packets 343 and 345. The DNS performs a standard query (packet 343) to retrieve the IP address of www.example.com. It then sends a standard query response (packet 345) and that's when the TCP connections start. The TCP connection sends the HTTP 1.1 file (GET method) and we get a status code 200 ok. Looking at the source and destination IP addresses, we can verify that these are the correct packets. The IP address for www.example.com is: 93.184.216.34

6. **Use the command "sudo /etc/init.d/networking restart. Now, using wget, download the same content of www.example.com with its IP address you discovered in question 5, without sending DNS request.**



Using the command "wget --header "Host:www.example.com" 93.184.216.34" we were able to get the packets from above. We are only using the URL and the IP address, hence the bind. We only got those packets without sending DNS request.

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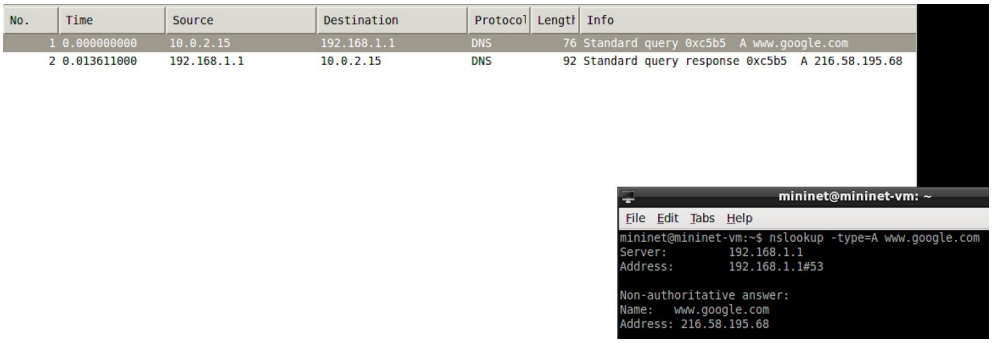
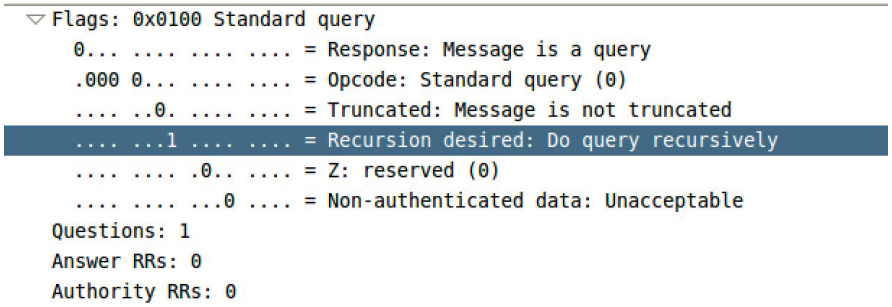
7. **Take a screenshot of the packets corresponding to your request, and the response from the server. If the request was resolved, what is the IP address you were given for www.google.com?**



Using the command “nslookup -type=A www.google.com” the request was resolved. The IP address given was:
216.58.195.68; This is displayed in the terminal and in packet 2

8. **Did your computer want to complete the request recursively? How do you know? Take a screenshot proving your answer**



Looking at the sc above, we can see that my computer did complete the request recursively. I checked under the Flags tab and under the “Recursion desired” we can see that it has a 1, meaning that it used recursion.

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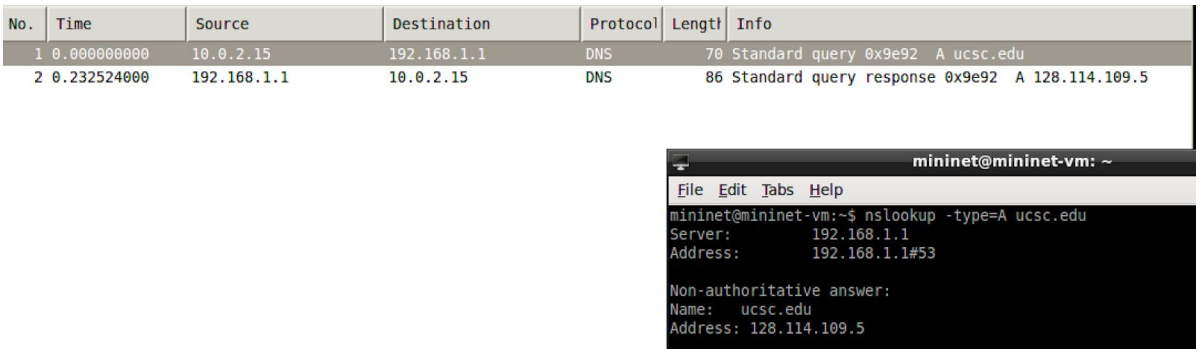
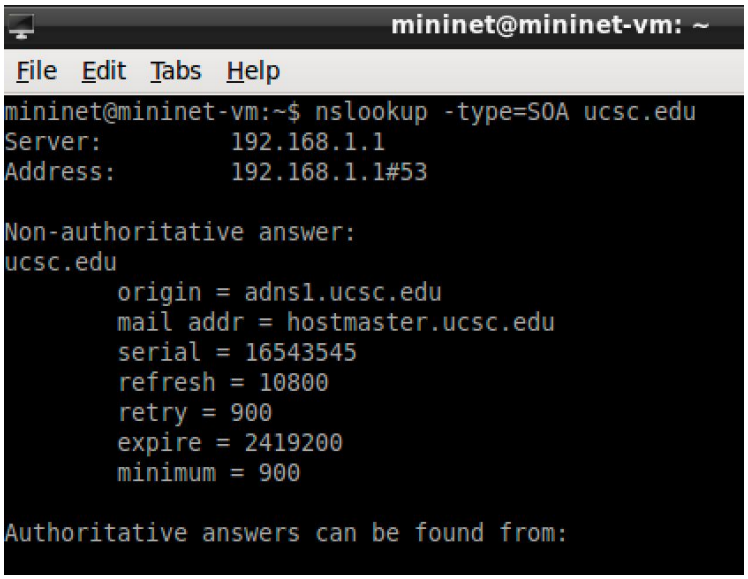
9. **Take a screenshot of the packets corresponding to your request, and the response from the server. If the request was resolved, what is the IP address you were given for ucsc.edu?**



Using the command “nslookup -type=A ucsc.edu” the request was resolved. The given IP for ucsc.edu is 128.114.109.5

10. **What is the authoritative name server for the ucsc.edu domain? How do you know?**



I used the Resource Record (RR) “SOA” because it specifies authoritative information about a DNS zone, which includes all the information seen above. With that, the authoritative name server for the ucsc.edu domain is: **adns1.ucsc.edu**.

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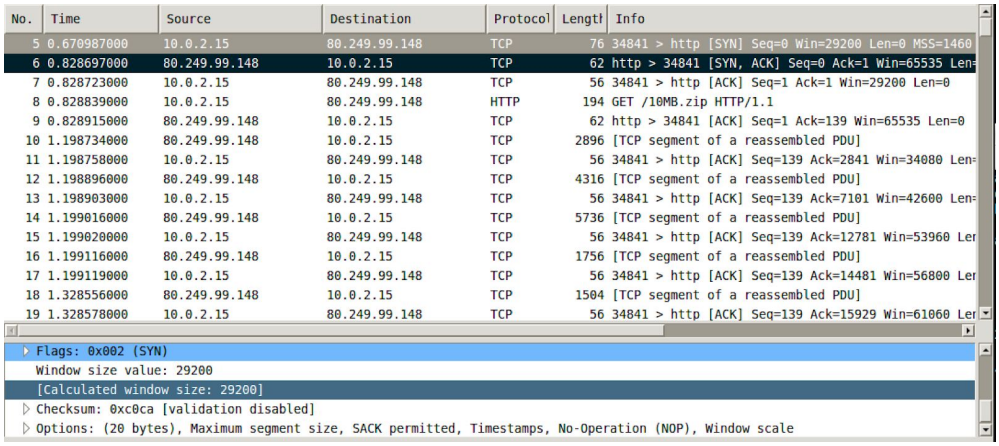
Part 3: TCP

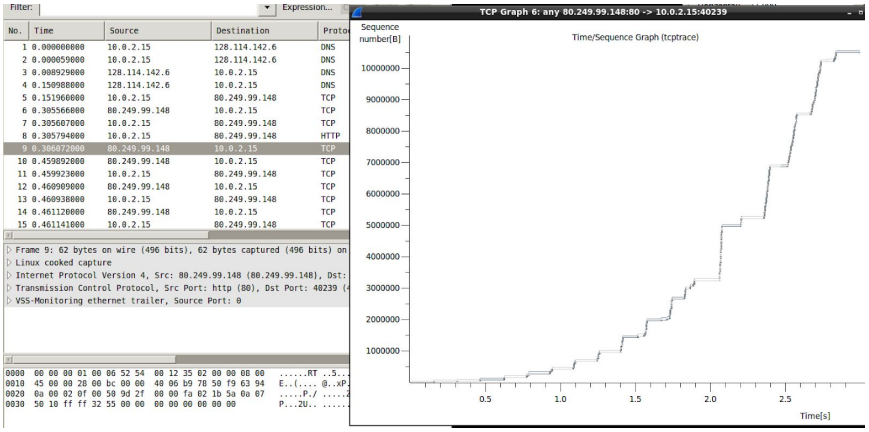
11. Find the packets corresponding with the SYN, SYN-ACK, and ACK that initiated the TCP connection for this file transfer. Take a screenshot of these packets. What was the initial window size that your computer advertised to the server? What was the initial window size that the server advertised to you?



There are a couple of packets that correspond to SYN, SYN-ACK, and ACK that initiated the TCP connection file transfer.
First SYN before the SYN-ACK (initial offering) = 29200
The SYN-ACK (response to the initial offering) = 65535

12. Find a packet from the download with a source of the server and a destination of your computer. Create a tcptrace graph with this packet selected. Explain what it is showing.

I will be using this packet:

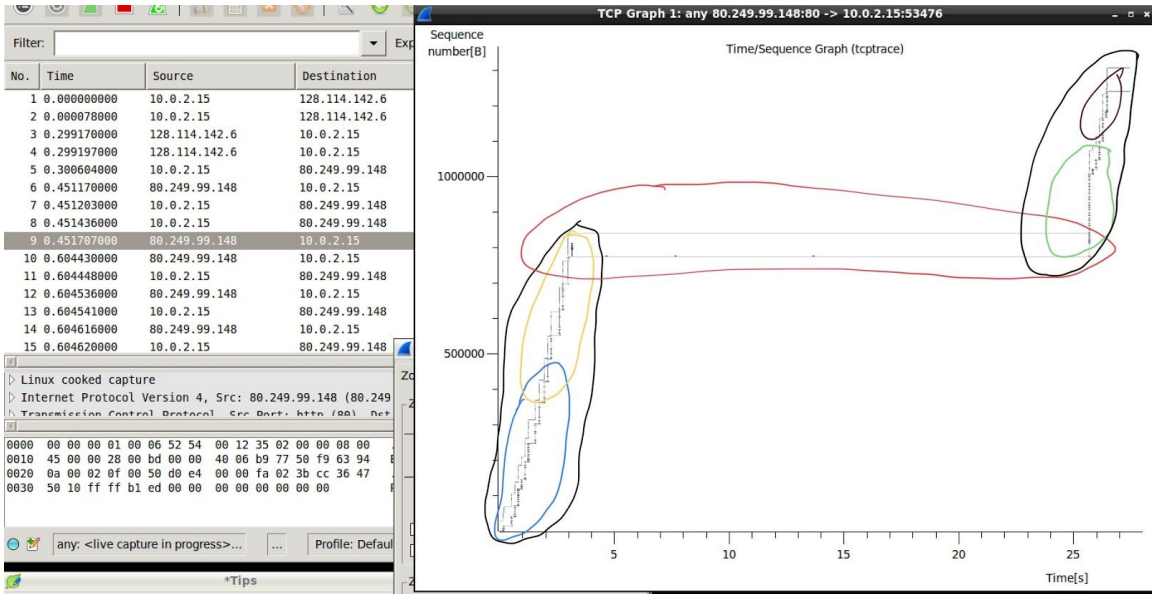


Packet 9s source address is the server's address (the file I downloaded) and the destination is my computer's address. The graph indicates that as time increases, the sequence number also

increases, which means that we are reducing the number of losses. The sequence number is the amount of data being processed in bytes.

13. Find a packet from the download with a source of the server and a destination of your computer. Create a tcptrace graph with this packet selected. Explain what it is showing. Using an image editing program, circle the areas where the 0% loss is shown, as well as where TCP is in slow-start and congestion-avoidance.

Using the commands:
sudo tc qdisc add dev eth0 root netem loss 100%
sudo tc qdisc change dev eth0 root netem loss 0%
Using the highlighted packet:



Packet 9 contains the source address of the server and the destination of my computer's address. It is showing what happens when there is 100% packet loss, waiting for a couple seconds and then changing it to 0% packet loss. From that we can see that:

- Blue circle = Slow start
- Yellow Circle = Congestion
- Black Circle = 0% Loss
- Red Circle = 100% Loss
- Green Circle = Recovering and slow start
- Burgundy Circle = Congestion avoidance
- 2nd Black Circle = 0% Loss

Essentially this graph is just showing the packets being processed.