

Week 5 lab reports

Members:

1. Harshita 191cs120
2. Keerthana 191cs231

1. Develop a code to illustrate a secure socket connection between client and server.

IMPLEMENTATION:

SSL connection between client and server using python.

SERVER --

- Firstly we created a socket and bind it to the address and the port.
- If we want to create a secure connection, we must create a SSL default context for the server.
- Now we have to load the key and all the required certificates to create the function.
- We created the server certificate using the following command:

```
openssl req -new -newkey rsa:2048 -days 365 -nodes -x509 -keyout serb=ver.key -out server.csr
```

certificate and key files will be downloaded in the given path.

- We used the `load_cert_chain()` function to load the certificate and key into the program file.
- Now we created a function that waits for a client and accepts when the address matches and then uses `ssl.wrap_socket()` making `server_side=True` to enable client certificates.
- Then we established the SSL connection using `getpeercert()` function.
- Finally we are free to send the messages from the server to the client and vice versa.

CLIENT--

- We did the same thing here too. We have created a socket and created the default SSL context in order to establish a secure connection.
- The client certificate can be created in a similar way to the server.
- Use the `load_cert_chain()` function to load the certificate and key.

- Similarly, use `ssl.wrap_socket()` to enable the certificates and establish the SSL connection using `getpeercert()` function.
- Now, we can send and receive messages from the server.

```
home > sky7l3r > Documents > CN_Lab > server.py > ...
1  import socket
2  from socket import AF_INET, SOCK_STREAM, SO_REUSEADDR, SOL_SOCKET, SHUT_RDWR
3  import ssl
4
5  listen_addr = '127.0.0.1'
6  listen_port = 8082
7  server_cert = 'server.crt'
8  server_key = 'server.key'
9  client_certs = 'client.crt'
10
11 context = ssl.create_default_context(ssl.Purpose.CLIENT_AUTH)
12 context.verify_mode = ssl.CERT_REQUIRED
13 context.load_cert_chain(certfile=server_cert, keyfile=server_key)
14 context.load_verify_locations(cafile=client_certs)
15
16 bindsocket = socket.socket()
17 bindsocket.bind((listen_addr, listen_port))
18 bindsocket.listen(5)
19
20 while True:
21     print("Waiting for client")
22     newsocket, fromaddr = bindsocket.accept()
23     print("Client connected: {}:{}".format(fromaddr[0], fromaddr[1]))
24     conn = context.wrap_socket(newsocket, server_side=True)
25     print("SSL established. Peer: {}".format(conn.getpeercert()))
26
27     msg = "Welcome to Server!"
28     # The system calls send(), sendto(), and sendmsg() are used to transmit a message to another socket.
29     conn.send(bytes(msg, 'utf-8'))
30     print("Closing connection")
31     conn.shutdown(socket.SHUT_RDWR)
32     conn.close()
33     break
```

```
Get Started  server.py  client.py  X
home > sky7l3r > Documents > CN_Lab > client.py > ...
1  import socket
2  import ssl
3
4  host_addr = '127.0.0.1'
5  host_port = 8082
6  server_sni_hostname = 'example.com'
7  server_cert = 'server.crt'
8  client_cert = 'client.crt'
9  client_key = 'client.key'
10
11 context = ssl.create_default_context(
12 |     ssl.Purpose.SERVER_AUTH, cafile=server_cert)
13 context.load_cert_chain(certfile=client_cert, keyfile=client_key)
14
15 s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
16 conn = context.wrap_socket(
17 |     s, server_side=False, server_hostname=server_sni_hostname)
18 conn.connect((host_addr, host_port))
19 print("SSL established. Peer: {}".format(conn.getpeercert()))
20 # print("Sending: 'Hello, world!'")
21 # conn.send(b"Hello, world!")
22 # print("Closing connection")
23 data = conn.recv(1024)
24
25 print(str(data.decode('utf-8')))
26 conn.close()
27
```

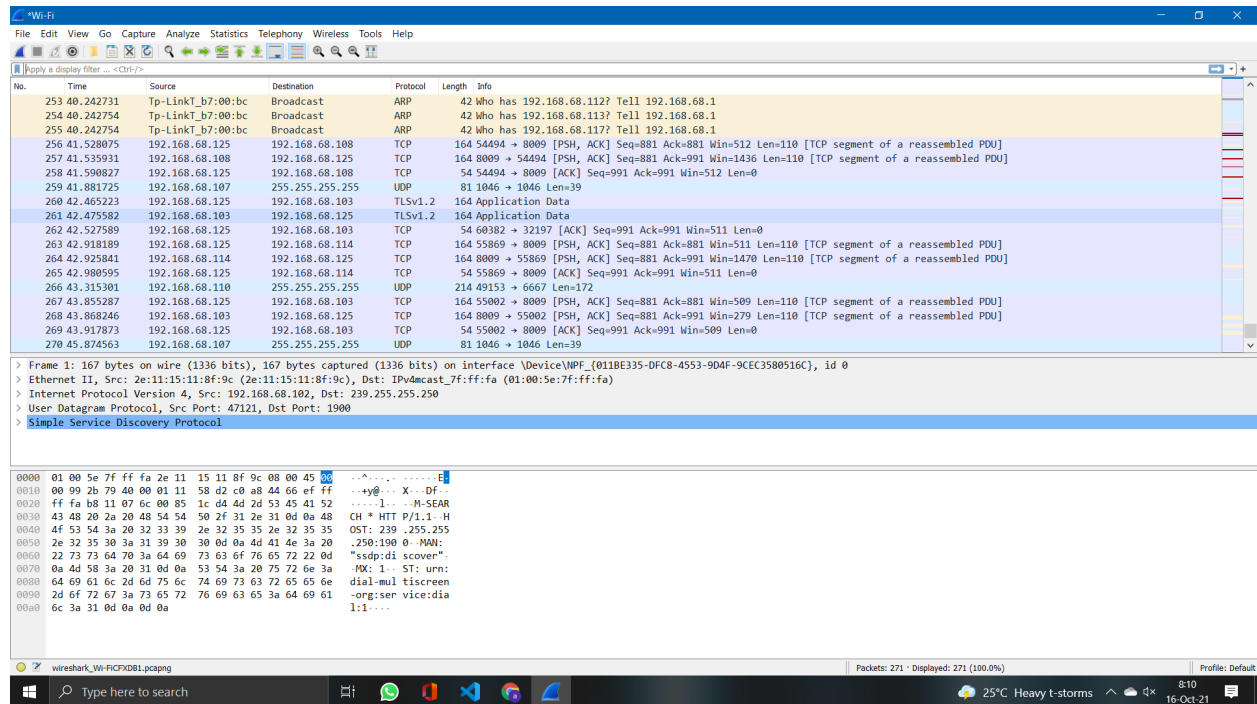
2. Capture TCP Packets and:

- a. Analyse the three-way handshake during the establishment of the communication.

b. Identify if there are any retransmitted segments.

IMPLEMENTATION:

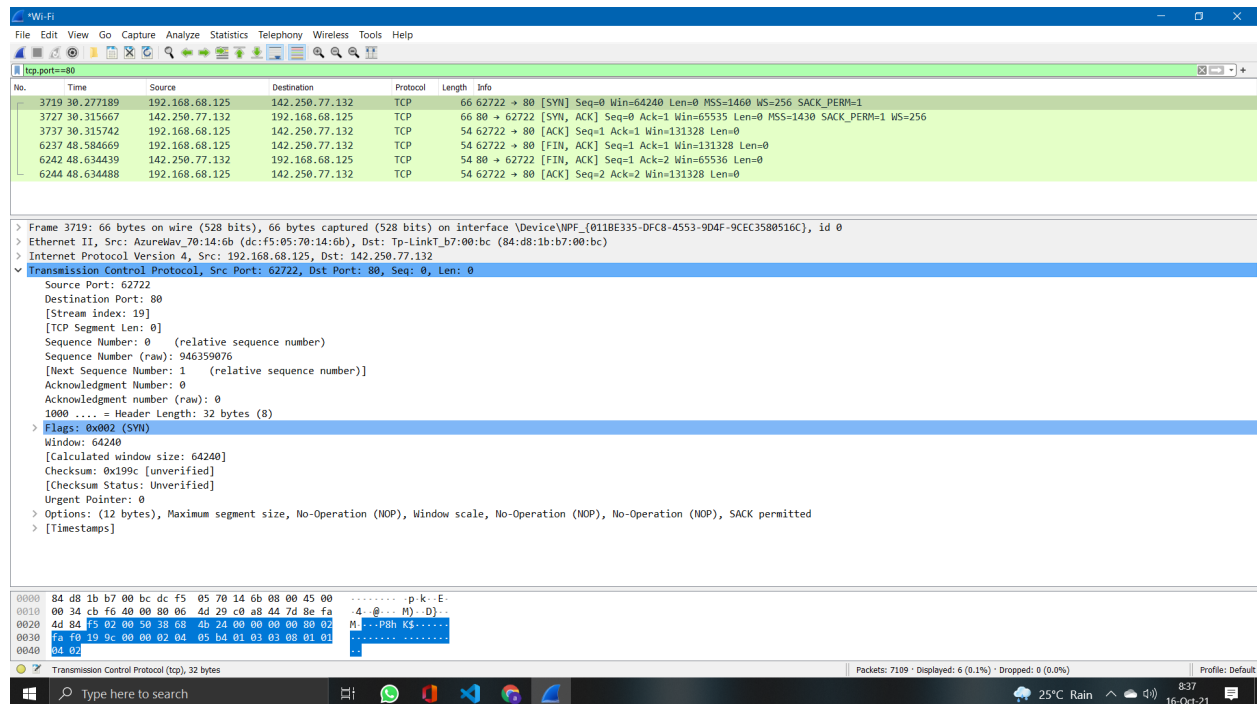
- Firstly Open Wireshark and choose a local network to capture network traffic.
- Clear the present traffic and open a browser and access a website.
- Now you can see network traffic captured in wireshark.
- Filter the TCP packets using the tcp filter.
- Now we can see that the top three packets of the traffic will be [SYN],[SYN, ACK] and [ACK] respectively. This implies that the three way hand shake is done and the client can make a request to server.
- Now we must analyse the above three identified packets.
- SYN: We can see that the seq : 0 and length: 0 and in the flags, the synchronization number is set to 1 and the acknowledgement number is set to 0 as it is the first request going to the server.
- SYN,ACK : Here we can see that the seq: 0 and Ack: 1 which means that the request is gone to the server. The synchronization and acknowledgement flags are both set to 1.
- ACK: Here we can see that the seq: 1 and ack: 1 and in the flags, the synchronization is set to 0 and acknowledgement flag is set to 1 which means that the connection is established.
- Since, a successful three way handshake is done, the real data communication can be started.



Observe the packet details in the middle Wireshark packet details pane. Notice that it is an Ethernet II / Internet Protocol Version 4 / Transmission Control Protocol frame

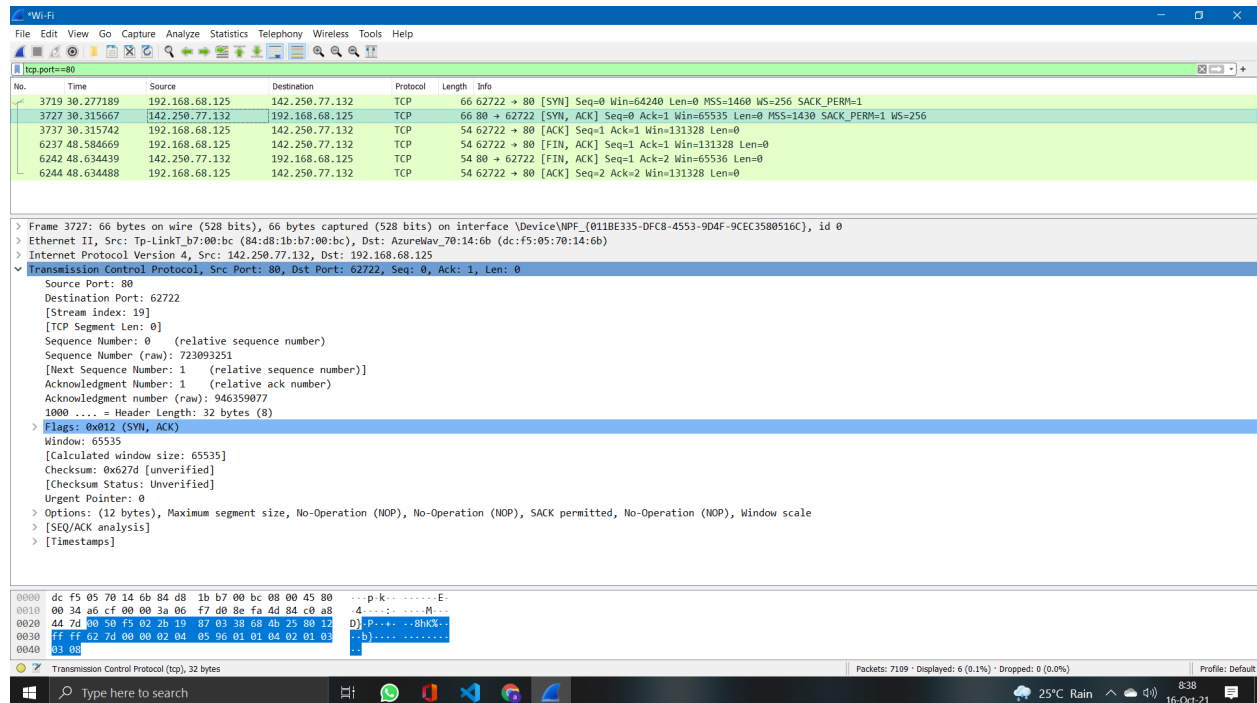
Then

Capturing TCP packets.



Observe the flag settings. Notice that SYN is set, indicating the first segment in the TCP three-way handshake.

Observe the Sequence number. Notice that it is 0 (relative sequence number). To see the actual sequence number, select the Sequence number to highlight the sequence number in the bottom Wireshark bytes pane



Observe the Acknowledgement number. Notice that it is 1 (relative ack number). To see the actual acknowledgement number, select Acknowledgement number to highlight the acknowledgement number in the bottom pane. Notice that the actual acknowledgement number is one greater than the sequence number in the previous segment.

Observe the flag settings. Notice that SYN and ACK are set, indicating the second segment in the TCP three-way handshake.

The screenshot shows a Wireshark packet capture of a TCP three-way handshake. The packet list at the top shows five packets. The third packet (No. 3, Time 6237.30, Source 192.168.68.125, Destination 142.250.77.132, Protocol TCP, Length 54) is selected. The details pane for this packet shows the following information:

- Source Port: 62722
- Destination Port: 80
- [Stream index: 19]
- [TCP Segment Len: 0]
- Sequence Number: 1 (relative sequence number)
- Sequence Number (raw): 946359077
- [Next Sequence Number: 1 (relative sequence number)]
- Acknowledgment Number: 1 (relative ack number)
- Acknowledgment number (raw): 723093252
- 0101 = Header Length: 20 bytes (5)
- Flags: 0x010 (ACK)
- Window: 513
- [Calculated window size: 131328]
- [Window size scaling factor: 256]
- Checksum: 0xa131 [unverified]
- [Checksum Status: Unverified]
- Urgent Pointer: 0
- [SEQ/ACK analysis]
- [Timestamps]

The packet bytes pane at the bottom shows the raw data of the selected packet, with the acknowledgment number 1 highlighted in blue. A OneDrive notification is visible in the bottom right corner, stating "Screenshot saved. The screenshot was added to your OneDrive."

Observe the Acknowledgement number. Notice that it is 1 (relative ack number). To see the actual acknowledgement number, select Acknowledgement number to highlight the acknowledgement number in the bottom pane.

Observe the flag settings. Notice that ACK is set, indicating the third segment in the TCP three-way handshake. The client has established a TCP connection with the server

Wi-Fi

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tcp.port==80

No.	Time	Source	Destination	Protocol	Length	Info
3719	30.277189	192.168.68.125	142.250.77.132	TCP	66	62722 → 80 [SYN] Seq=0 Win=64240 Len=0 MSS=1460 WS=256 SACK_PERM=1
3727	30.315667	142.250.77.132	192.168.68.125	TCP	66	80 → 62722 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=0 MSS=1430 SACK_PERM=1 WS=256
3737	30.315742	192.168.68.125	142.250.77.132	TCP	54	62722 → 80 [ACK] Seq=1 Ack=1 Win=131328 Len=0
6237	48.584669	192.168.68.125	142.250.77.132	TCP	54	62722 → 80 [FIN, ACK] Seq=1 Ack=1 Win=131328 Len=0
6242	48.634439	142.250.77.132	192.168.68.125	TCP	54	80 → 62722 [FIN, ACK] Seq=1 Ack=2 Win=65536 Len=0
6244	48.634488	192.168.68.125	142.250.77.132	TCP	54	62722 → 80 [ACK] Seq=2 Ack=2 Win=131328 Len=0

> Frame 6237: 54 bytes on wire (432 bits), 54 bytes captured (432 bits) on interface \Device\NPF_{011BE335-DFC8-4553-904F-9CEC3580516C}, id 0

> Ethernet II, Src: AzureNav_70:14:6b (dc:f5:05:70:14:6b), Dst: Tp-LinkT_b7:00:bc (84:d8:1b:b7:00:bc)

> Internet Protocol Version 4, Src: 192.168.68.125, Dst: 142.250.77.132

> Transmission Control Protocol, Src Port: 62722, Dst Port: 80, Seq: 1, Ack: 1, Len: 0

Source Port: 62722
Destination Port: 80
[Stream index: 19]
[TCP Segment Len: 0]
Sequence Number: 1 (relative sequence number)
Sequence Number (raw): 946359077
[Next Sequence Number: 2 (relative sequence number)]
Acknowledgment Number: 1 (relative ack number)
Acknowledgment number (raw): 723093252
0101 = Header Length: 20 bytes (5)
> Flags: 0x011 (FIN, ACK)
Window: 513
[Calculated window size: 131328]
[Window size scaling factor: 256]
Checksum: 0xa130 [unverified]
[Checksum Status: Unverified]
Urgent Pointer: 0
> [Timestamps]

0000 84 d8 1b b7 00 bc dc f5 05 70 14 6b 08 00 45 00p.k..E.
0010 00 28 cb f8 40 00 06 dd 33 c0 a0 44 7d 8e fa ..(....M..
0020 4d 84 f5 02 00 50 38 68 4b 25 2b 19 87 04 50 11 D].P....:8hk&P.
0030 02 01 a1 30 00 000..

Transmission Control Protocol (tcp), 20 bytes

Packets: 7109 · Displayed: 6 (v1.16) · Dropped: 0 (0.0%)

25°C Rain 838 16-Oct-21

Observe the flag settings. Notice that FIN and ACK are set, indicating the first segment in the TCP teardown handshake. The client has indicated it is closing the TCP connection with the server.

Wi-Fi

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help

tcp.port==80

No.	Time	Source	Destination	Protocol	Length	Info
3719	30.277189	192.168.68.125	142.250.77.132	TCP	66	62722 → 80 [SYN] Seq=0 Win=64240 Len=0 MSS=1460 WS=256 SACK_PERM=1
3727	30.315667	142.250.77.132	192.168.68.125	TCP	66	80 → 62722 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=0 MSS=1430 SACK_PERM=1 WS=256
3737	30.315742	192.168.68.125	142.250.77.132	TCP	54	62722 → 80 [ACK] Seq=1 Ack=1 Win=131328 Len=0
6237	48.584669	192.168.68.125	142.250.77.132	TCP	54	62722 → 80 [FIN, ACK] Seq=1 Ack=1 Win=131328 Len=0
6242	48.634439	142.250.77.132	192.168.68.125	TCP	54	80 → 62722 [FIN, ACK] Seq=1 Ack=2 Win=65536 Len=0
6244	48.634488	192.168.68.125	142.250.77.132	TCP	54	62722 → 80 [ACK] Seq=2 Ack=2 Win=131328 Len=0

> Frame 6242: 54 bytes on wire (432 bits), 54 bytes captured (432 bits) on interface \Device\NPF_{011BE335-DFC8-4553-904F-9CEC3580516C}, id 0

> Ethernet II, Src: Tp-LinkT_b7:00:bc (84:d8:1b:b7:00:bc), Dst: AzureNav_70:14:6b (dc:f5:05:70:14:6b)

> Internet Protocol Version 4, Src: 142.250.77.132, Dst: 192.168.68.125

> Transmission Control Protocol, Src Port: 80, Dst Port: 62722, Seq: 1, Ack: 2, Len: 0

Source Port: 80
Destination Port: 62722
[Stream index: 19]
[TCP Segment Len: 0]
Sequence Number: 1 (relative sequence number)
Sequence Number (raw): 723093252
[Next Sequence Number: 2 (relative sequence number)]
Acknowledgment Number: 2 (relative ack number)
Acknowledgment number (raw): 946359078
0101 = Header Length: 20 bytes (5)
> Flags: 0x011 (FIN, ACK)
Window: 256
[Calculated window size: 65536]
[Window size scaling factor: 256]
Checksum: 0xa230 [unverified]
[Checksum Status: Unverified]
Urgent Pointer: 0
> [SEQ/ACK analysis]
> [Timestamps]

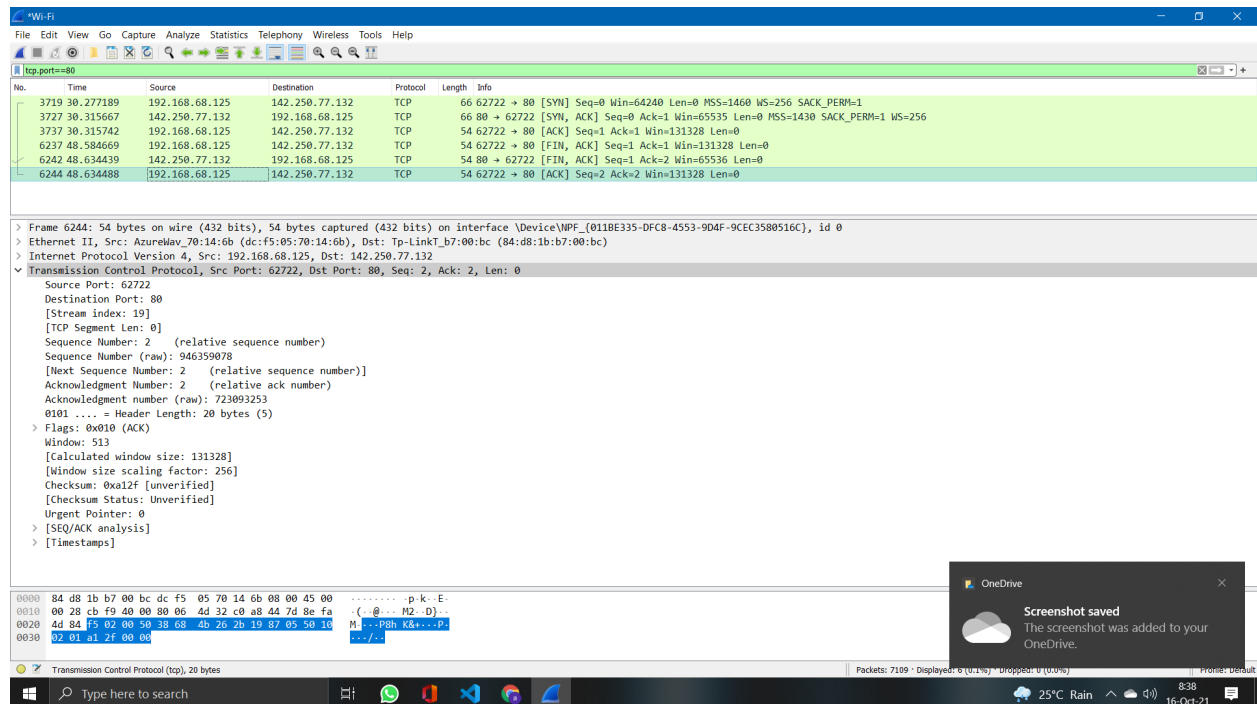
0000 dc f5 05 70 14 6b 84 d8 1b b7 00 bc 08 00 45 00p.k..E.
0010 00 28 ca db 00 00 3a 06 d3 d0 8e fa 4d 84 c0 a8 ..(....M..
0020 44 7d 80 50 f5 02 2b 19 87 04 38 68 4b 25 50 11 D].P....:8hk&P.
0030 01 00 a2 30 00 000..

Transmission Control Protocol (tcp), 20 bytes

Packets: 7109 · Displayed: 6 (v1.16) · Dropped: 0 (0.0%)

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Observe the flag settings. Notice that FIN and ACK are set, indicating the second segment in the TCP three-way handshake. The server has indicated it is closing the TCP connection with the client.



Close Wireshark to complete this activity. **Quit without Saving** to discard the captured traffic

B) Yes, there can be retransmitted segments, when the server is trying to establish a connection but doesn't receive the response within a stipulated time

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