CS471 – Web Technologies (Laboratory)

Lab-1: The Internet Protocols

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Part 1: Capturing HTTP Traffic.

Task 1: Start Wireshark and capture packets.

Step 1: Open Wireshark.

Step 2: Select the network interface connected to the internet (e.g., Ethernet or Wi-Fi).

Step 3: Click the "Start Capturing Packets" button (the shark fin icon).

Step 4: Open your favorite web browser and navigate to (https://qu.edu.sa) website.

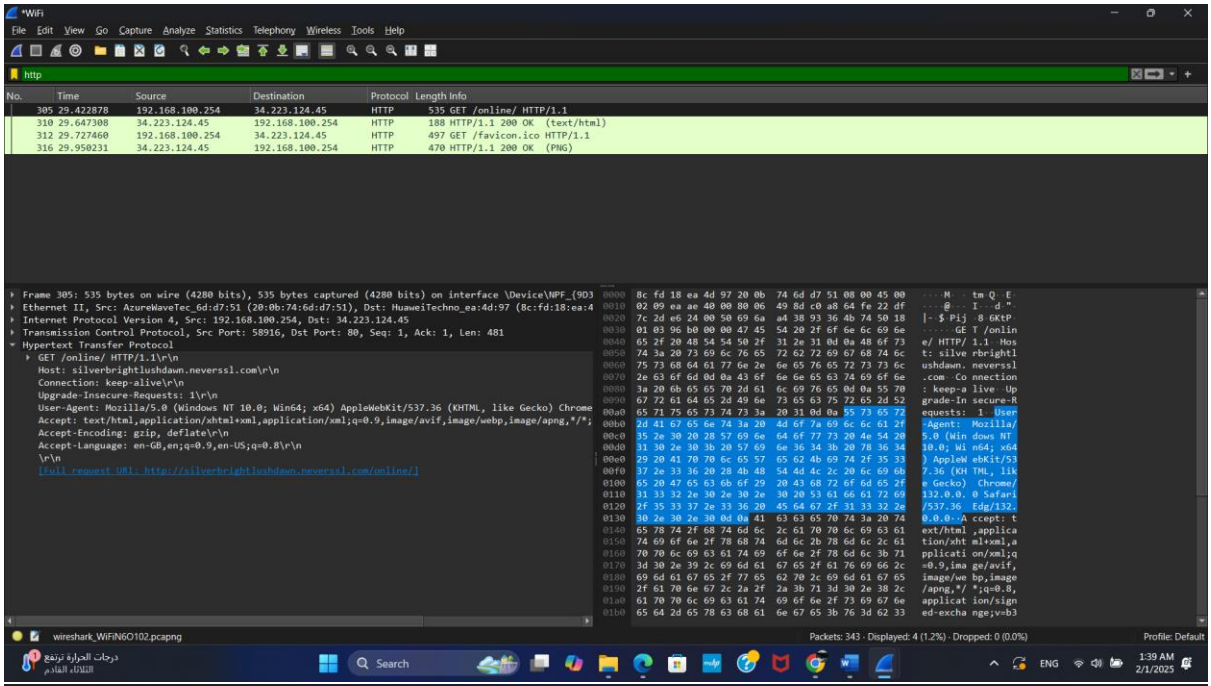
Step 5: After the website has fully loaded, stop capturing packets by clicking the red stop button in Wireshark.

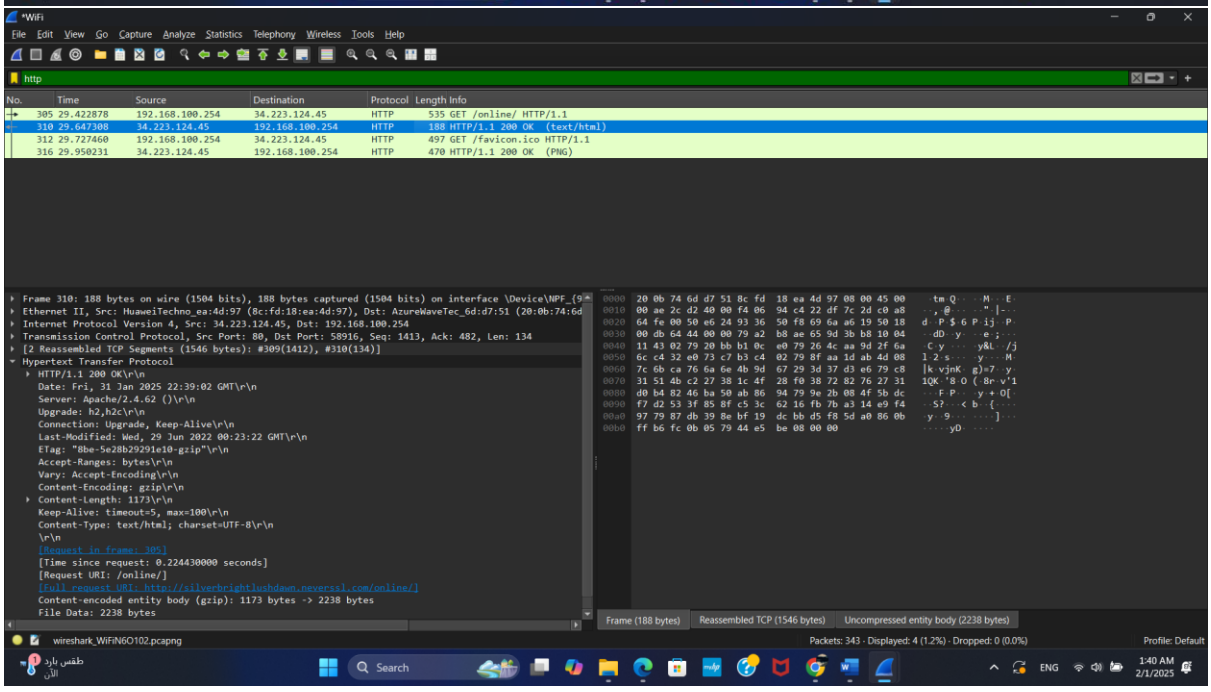
Task 2: Filter HTTP packets and analyze them.

Step 1: In the filter bar, type http and press Enter. This filters out only the HTTP packets from the capture.

Step 2: Select any HTTP packet to view its details.

Step 3: Observe the HTTP request and response messages. Note the method (GET, POST), URL, response codes (200 OK, 404 Not Found), etc.





Part 2: Analyzing TCP/IP Traffic.

Task 1: Filter TCP packets

Step 1: Clear the previous filter and type TCP to focus on TCP packets.

Step 2: Select a TCP packet related to your HTTP request/response.

Step 3: Right-click on the packet and select "Follow" -> "TCP Stream".

Step 4: This shows the entire conversation between the client and server.

Task 2: Analyze TCP handshake and investigate Data Transfer and Termination Step 1:

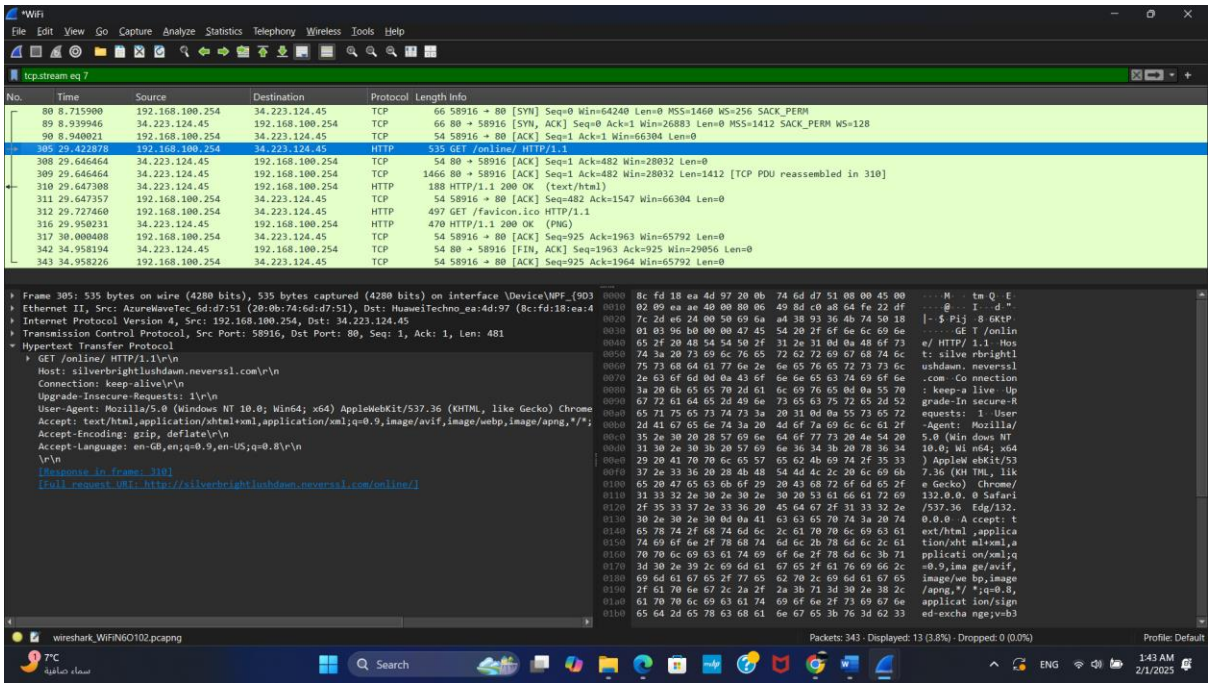
- Find and select packets related to the TCP three-way handshake:
- SYN: Initiates a connection.
- SYN-ACK: Acknowledges and responds to the SYN.

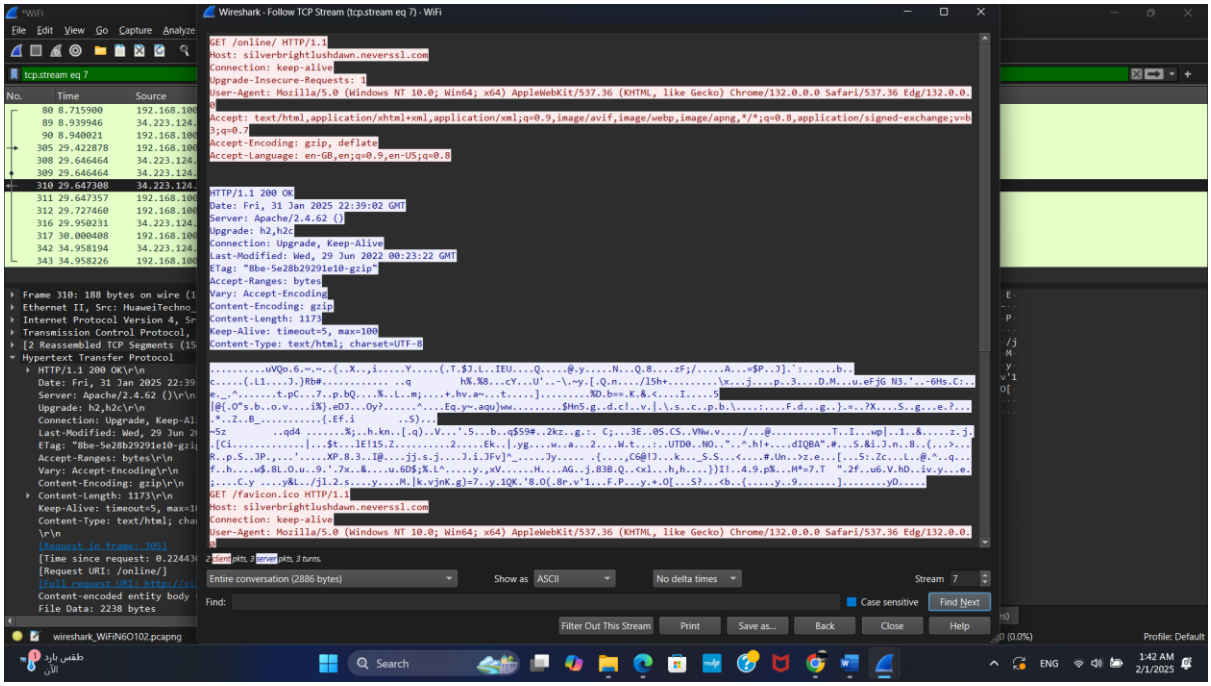
ACK: Acknowledges the SYN-ACK and establishes the connection.

Step 2: Note the sequence and acknowledgment numbers. Screenshot and upload your image to your online git repository.

Step 3: Observe the data packets exchanged between the client and server. Take a screenshot and upload it to your online git repo.

Step 4: Look at the TCP termination process (FIN, ACK packets).





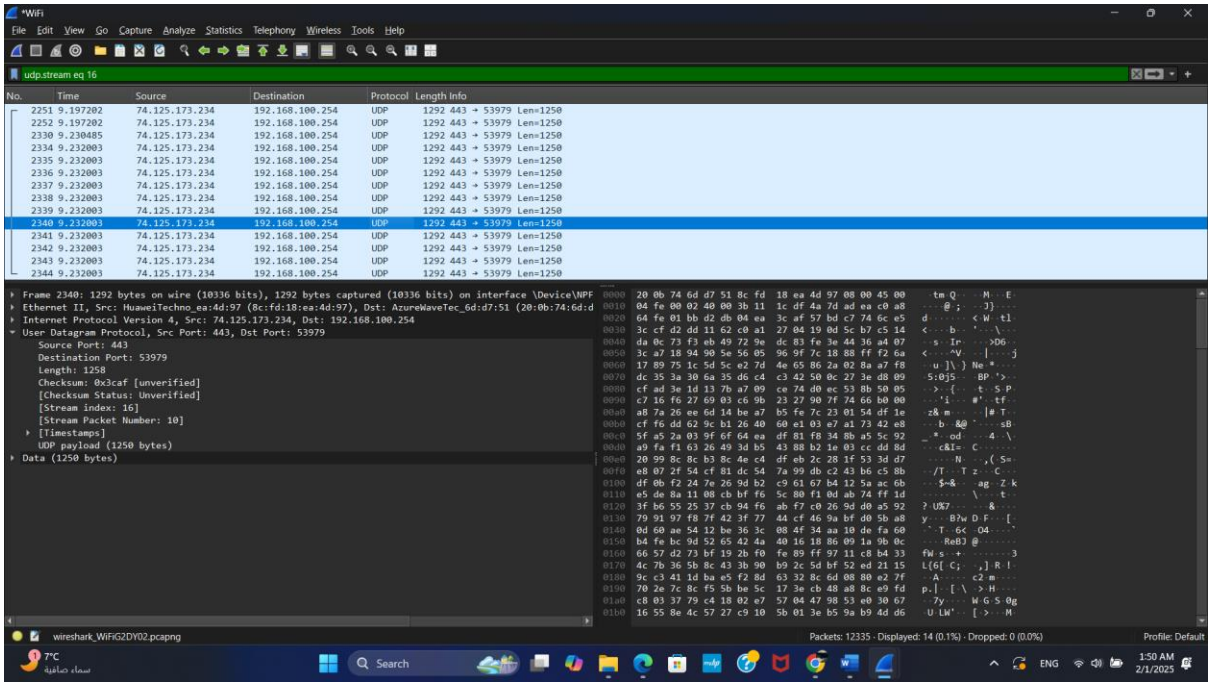
Part 3: Capturing and Analyzing UDP Traffic

Task 1: Generate UDP traffic and capture packets

Step 1: Open a network application that uses UDP (e.g., streaming video, VoIP software, or custom script).
Step 2: Start the application to generate UDP traffic.
Step 3: Start capturing packets in Wireshark while the UDP application is running.
Step 4: After sufficient traffic is generated, stop capturing packets.

Task 2: Filter and analysis UDP Packets

Step 1: In the filter bar, type UDP and press Enter.
Step 2: This filters out only the UDP packets from the capture.
Step 3: Select any UDP packet to view its details.
Step 4: Observe the source and destination ports, length, and data.
Step 5: Compare the simplicity of UDP headers with TCP headers.



Part 4: Comparing TCP and UDP by filling in the following tables. Save your work (e.g., in an MS Word document), and upload it to your online git repo.

Task 1: Fill in the following table and provide reasons.

	TCP or UDP	Reasons
Reliability and Connection Establishment	TCP	Reliable, connection-oriented (3-way handshake). ensures ordered, error-free delivery (good for web, emails).
Data Integrity and Ordering	TCP	Ensures **data integrity** with error checking and retransmissions. Maintains **ordering** by delivering packets in sequence.

Task 2: Identify the use Cases and Performance of TCP and UDP.

	TCP	UDP
Use cases	File transfers, web browsing, email, remote login (reliable delivery).	Streaming, gaming, DNS, network monitoring (speed & low latency).
Performance	Slower, heavier (error checking, flow control).	Faster, lighter (no connection setup, minimal overhead).