

# Wireshark in-depth Tutorial

Wireshark is an open-source and free network traffic inspection tool. It captures and displays packets in real-time for offline analysis in a human-readable format with microscopic details. It requires some sound knowledge of basic networking and is considered an essential tool for system administrators and network security experts.

Wireshark is the de-facto go-to tool for several network problems that vary from network troubleshooting, security issue examination, inspecting network traffic of a suspicious application, debugging protocol implementations, along with network protocol learning purposes, etc.

The Wireshark project was initiated in 1998. Thanks to the global networking expert's voluntary contribution, it continues to make updates for new technologies and encryption standards. Hence, it's by far one of the best packet analyzer tools and is utilized as a standard commercial tool by various government agencies, educational institutes, and non-profit organizations.

The Wireshark tool is composed of a rich set of features. Some of them are the following:

- Multiplatform: it is available for Unix, Mac, and Window systems.
- It captures packets from various network media, i.e., Wireless LAN, Ethernet, USB, Bluetooth, etc.
- It opens packet files captured by other programs such as Oracle snoop and atmsnoop, Nmap, tcpdump, Microsoft Network Monitor, SNORT, and [many others](#).
- It saves and exports captured packet data in various formats (CSV, XML, plaintext, etc.).
- It provides description support for protocols including SSL, WPA/WPA2, IPsec, and many others.
- It includes capture and display filters.

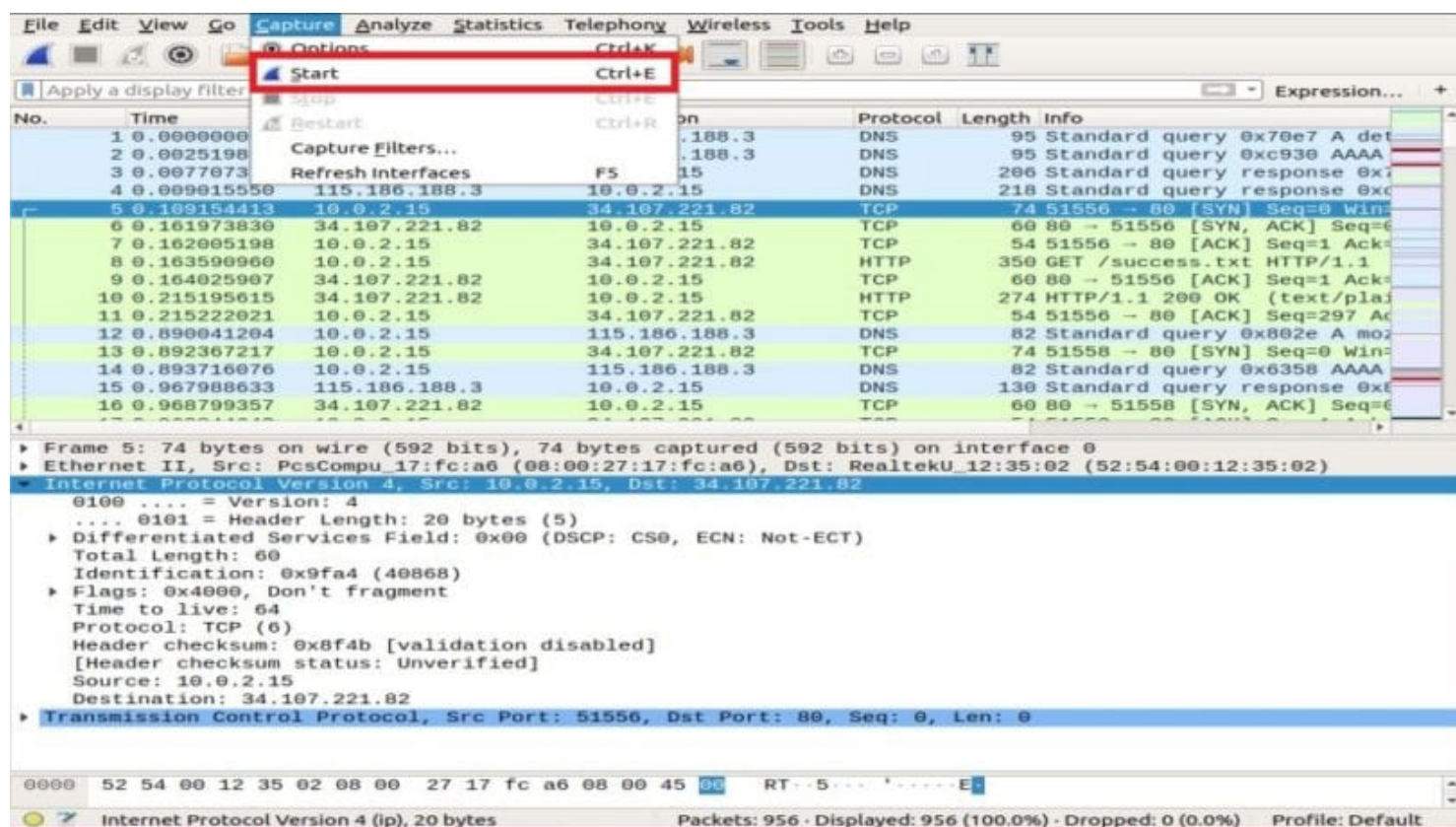
However, Wireshark won't warn you of any malicious activity. It will only help you inspect and identify what is happening on your network. Moreover, it will only analyze network protocol/activities and won't perform any other activity like sending/intercepting packets.

This article provides an in-depth tutorial that begins with the basics (i.e., filtering, Wireshark network layers, etc.) and takes you into the depth of traffic analysis.

## Wireshark Filters

Wireshark comes with powerful filter engines, Capture Filters and Display Filters, to remove noise from the network or already captured traffic. These filters narrow down the unrequired traffic and display only the packets that you want to see. This feature helps network administrators to troubleshoot the problems at hand.

Before going into the details of filters. In case you are wondering how to capture the network traffic without any filter, you can either press Ctrl+E or go to the Capture option on the Wireshark interface and click Start.



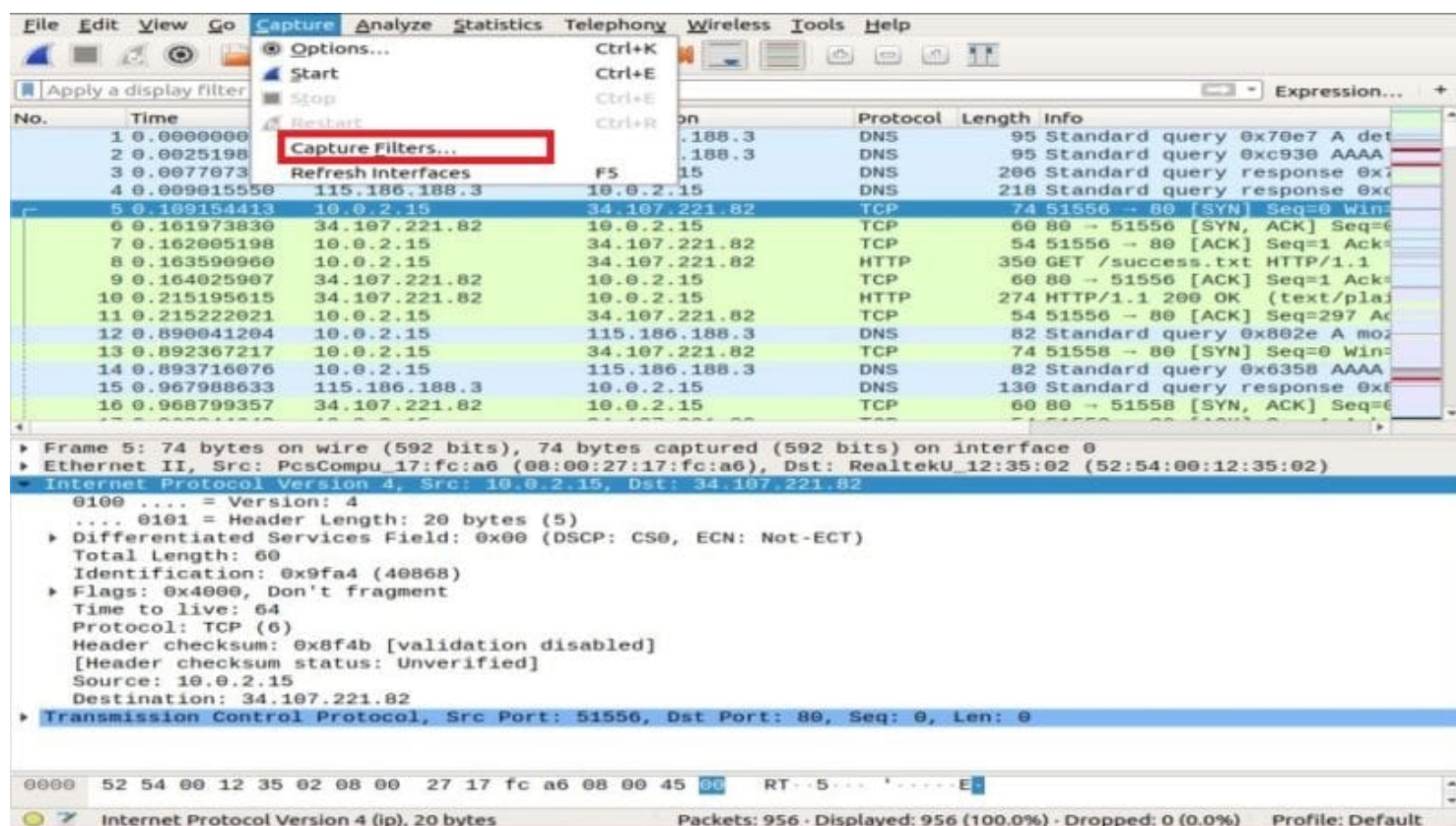
Now, let's dig deep into the available filters.

## Capture Filter

Wireshark provides support in reducing the size of a raw packet capture by allowing you to use a Capture Filter. But it only captures the packet traffic that matches the filter and disregards the rest of it. This feature helps you monitor and analyze the traffic of a specific application using the network.

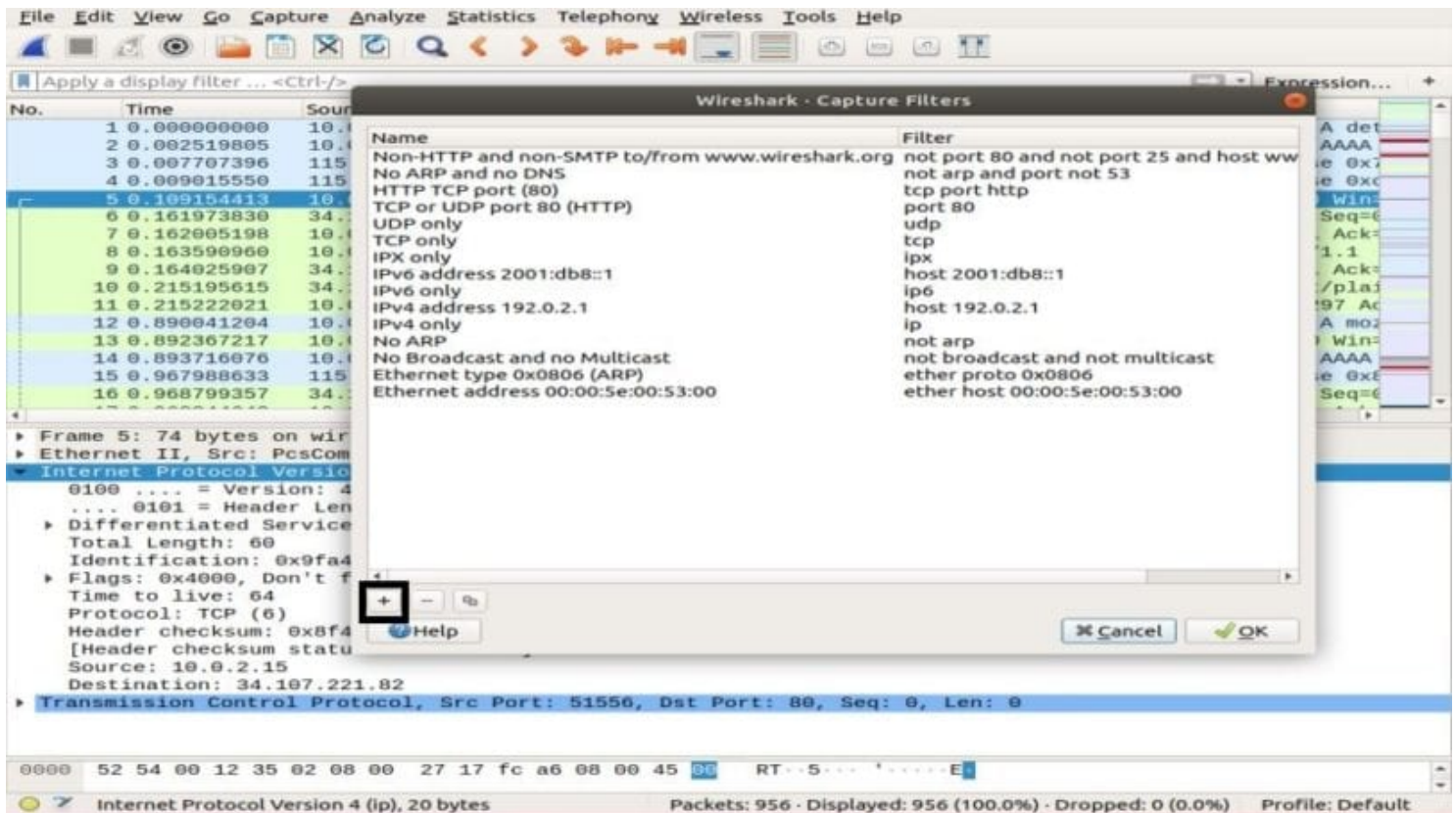
Do not confuse this filter with display filters. **It's not a display filter.** This filter appears at the main window that is needed to set before starting packet capture. Moreover, you cannot modify this filter during the capture.

You can go to the **Capture** option of the interface and select **Capture Filters**.





You will be prompted with a window, as shown in the snapshot. You can choose any filter from the list of filters or add/create a new filter by clicking on the + button.



Examples of the list of helpful Capture Filters:

- **host ip\_address** – captures traffic, only between the specific communicating IP address
- **net 192.168.0.0/24** – captures traffic between IP address ranges/CIDRs
- **port 53** – captures DNS traffic
- **tcp portrange 2051-3502** – captures TCP traffic from port range 2051-3502
- **port not 22 and not 21** – capture all the traffic except SSH and FTP

# Display Filter

Display filters allow you to hide some packets from the already captured network traffic. These filters can be added above the captured list and can be modified on the fly. You can now control and narrow down the packets you want to concentrate on while hiding the unnecessary packets.

You can add filters in the display filter toolbar right above the first pane containing packet information. This filter can be used to display packets based on protocol, source IP address, destination IP address, ports, value and information of fields, comparison between fields, and a lot more.

That's right! You can build a combination of filters using logical operators like `==`, `!=`, `||`, `&&`, etc.

Some examples of display filters of a single TCP protocol and a combination filter are shown below:

No.	Time	Source	Destination	Protocol	Length	Info
5	0.109154413	10.0.2.15	34.107.221.82	TCP	74	51556 → 80 [SYN] Seq=0 Win=0
6	0.161973830	34.107.221.82	10.0.2.15	TCP	60	80 → 51556 [SYN, ACK] Seq=0 Win=0
7	0.162005198	10.0.2.15	34.107.221.82	TCP	54	51556 → 80 [ACK] Seq=1 Ack=0
8	0.163590960	10.0.2.15	34.107.221.82	HTTP	350	GET /success.txt HTTP/1.1
9	0.164025907	34.107.221.82	10.0.2.15	TCP	60	80 → 51556 [ACK] Seq=1 Ack=0
10	0.215195615	34.107.221.82	10.0.2.15	HTTP	274	HTTP/1.1 200 OK (text/plain)
11	0.215222021	10.0.2.15	34.107.221.82	TCP	54	51556 → 80 [ACK] Seq=297 Ack=0
13	0.892367217	10.0.2.15	34.107.221.82	TCP	74	51558 → 80 [SYN] Seq=0 Win=0
16	0.968799357	34.107.221.82	10.0.2.15	TCP	60	80 → 51558 [SYN, ACK] Seq=0 Win=0
17	0.968844643	10.0.2.15	34.107.221.82	TCP	54	51558 → 80 [ACK] Seq=1 Ack=0
18	0.969265366	10.0.2.15	34.107.221.82	HTTP	355	GET /success.txt?ipv4 HTTP/1.1
19	0.969652739	34.107.221.82	10.0.2.15	TCP	60	80 → 51558 [ACK] Seq=1 Ack=0
20	1.015152240	34.107.221.82	10.0.2.15	HTTP	274	HTTP/1.1 200 OK (text/plain)
21	1.015173228	10.0.2.15	34.107.221.82	TCP	54	51558 → 80 [ACK] Seq=302 Ack=0
29	1.106559278	10.0.2.15	52.41.252.192	TCP	74	44234 → 443 [SYN] Seq=0 Win=0
34	1.197512905	10.0.2.15	13.35.175.36	TCP	74	59064 → 443 [SYN] Seq=0 Win=0
35	1.242466414	13.35.175.36	10.0.2.15	TCP	60	443 → 59064 [SYN, ACK] Seq=0 Win=0
36	1.242519674	10.0.2.15	13.35.175.36	TCP	54	59064 → 443 [ACK] Seq=1 Ack=0
37	1.251822187	10.0.2.15	13.35.175.36	TLSv1.3	571	Client Hello
38	1.252187250	13.35.175.36	10.0.2.15	TCP	60	443 → 59064 [ACK] Seq=1 Ack=0
39	1.292210065	10.0.2.15	13.35.175.36	TCP	54	59064 → 443 [FIN, ACK] Seq=1 Ack=0
40	1.293022589	13.35.175.36	10.0.2.15	TCP	60	443 → 59064 [ACK] Seq=1 Ack=0
41	1.299632628	13.35.175.36	10.0.2.15	TLSv1.3	1406	Server Hello, Change Cipher
42	1.299632900	13.35.175.36	10.0.2.15	TCP	1474	443 → 59064 [ACK] Seq=1413
43	1.299698321	10.0.2.15	13.35.175.36	TCP	54	59064 → 443 [RST] Seq=519 Win=0
44	1.299765741	10.0.2.15	13.35.175.36	TCP	54	59064 → 443 [RST] Seq=519 Win=0
45	1.299974589	13.35.175.36	10.0.2.15	TCP	60	443 → 59064 [RST, ACK] Seq=1 Ack=0
46	1.435045209	52.41.252.192	10.0.2.15	TCP	60	443 → 44234 [SYN, ACK] Seq=1 Ack=0
47	1.435096756	10.0.2.15	52.41.252.192	TCP	54	44234 → 443 [ACK] Seq=1 Ack=0
48	1.441776535	10.0.2.15	52.41.252.192	TLSv1.2	571	Client Hello
49	1.442494516	52.41.252.192	10.0.2.15	TCP	60	443 → 44234 [ACK] Seq=1 Ack=0

Frame 5: 74 bytes on wire (592 bits), 74 bytes captured (592 bits) on interface 0  
 Ethernet II, Src: PcsCompu\_17:fc:a6 (08:00:27:17:fc:a6), Dst: RealtekU\_12:35:02 (52:54:00:12:35:02)  
 Internet Protocol Version 4, Src: 10.0.2.15, Dst: 34.107.221.82  
 Transmission Control Protocol, Src Port: 51556, Dst Port: 80, Seq: 0, Len: 0  
 0000 52 54 00 12 35 02 08 00 27 17 fc a6 08 00 45 00 RT..5...E..

Transmission Control Protocol: Protocol      Packets: 956 · Displayed: 822 (86.0%) · Dropped: 0 (0.0%)      Profile: Default

# Network Layers in Wireshark

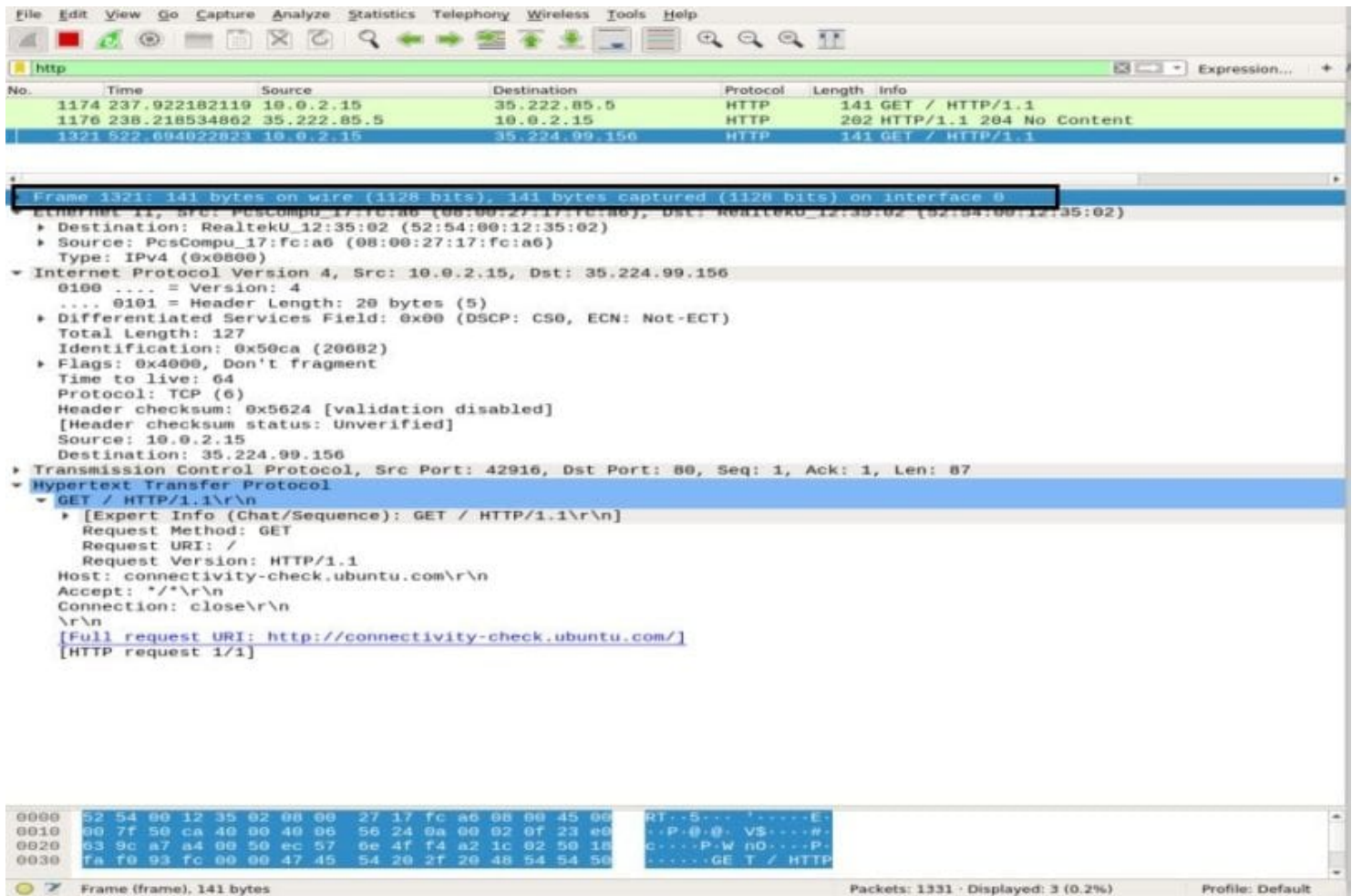
Other than packet inspection, Wireshark presents OSI layers that aids in the troubleshooting process. Wireshark shows the layers in reverse order, such as:

1. Physical Layer
2. Data Link Layer
3. Network Layer
4. Transport Layer
5. Application Layer

Note that Wireshark does not always show the Physical layer. We will now dig in each layer to understand the important aspect of packet analysis, and what each layer presents in Wireshark.

# Physical Layer

The Physical layer, as shown in the following snapshot, presents the physical summary of the frame, such as hardware information. As a network administrator, you do not generally extract information from this layer.



# Data Link Layer

The next data link layer contains the source and destination network card address. It is relatively simple as it only delivers the frame from the laptop to the router or the next adjacent frame in the physical medium.



The image shows a Wireshark packet capture of an HTTP GET request. The packet list at the top shows three packets, with the third packet (frame 1321) selected. The packet details pane shows the structure of the packet, including the Ethernet II header, Internet Protocol Version 4 header, and Hypertext Transfer Protocol section. The packet bytes pane shows the raw data in hexadecimal and ASCII.

No.	Time	Source	Destination	Protocol	Length	Info
1174	237.922182119	10.0.2.15	35.222.85.5	HTTP	141	GET / HTTP/1.1
1176	238.218534862	35.222.85.5	10.0.2.15	HTTP	262	HTTP/1.1 204 No Content
1321	522.694022823	10.0.2.15	35.224.99.156	HTTP	141	GET / HTTP/1.1

Frame 1321: 141 bytes on wire (1128 bits) - 141 bytes captured (1128 bits) on interface 0

Ethernet II, Src: PcsCompu 17:fc:a6 (08:00:27:17:fc:a6), Dst: RealtekU 12:35:02 (52:54:00:12:35:02)

- Source: PcsCompu 17:fc:a6 (08:00:27:17:fc:a6)
- Type: IPv4 (0x0800)

Internet Protocol Version 4, Src: 10.0.2.15, Dst: 35.224.99.156

0100 .... = Version: 4

.... 0101 = Header Length: 20 bytes (5)

Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)

Total Length: 127

Identification: 0x50ca (20682)

Flags: 0x4000, Don't fragment

Time to live: 64

Protocol: TCP (6)

Header checksum: 0x5624 [validation disabled]

[Header checksum status: Unverified]

Source: 10.0.2.15

Destination: 35.224.99.156

Transmission Control Protocol, Src Port: 42916, Dst Port: 80, Seq: 1, Ack: 1, Len: 87

Hypertext Transfer Protocol

GET / HTTP/1.1\r\n

Host: connectivity-check.ubuntu.com\r\n

Accept: /\*\r\n

Connection: close\r\n

\r\n

[Full request URI: http://connectivity-check.ubuntu.com/]

[HTTP request 1/1]

0000 52 54 00 12 35 02 08 00 27 17 fc a6 08 00 45 00 RT=5...E

0010 00 7f 50 ca 40 00 40 00 56 24 0a 00 02 0f 23 e0 P@0VS#

0020 63 9c a7 a4 00 50 ec 57 6e 4f f4 a2 1c 02 50 18 c...P-Wn0...P

0030 fa f0 93 fc 00 00 47 45 54 20 2f 20 48 54 54 50 .....GE T / HTTP

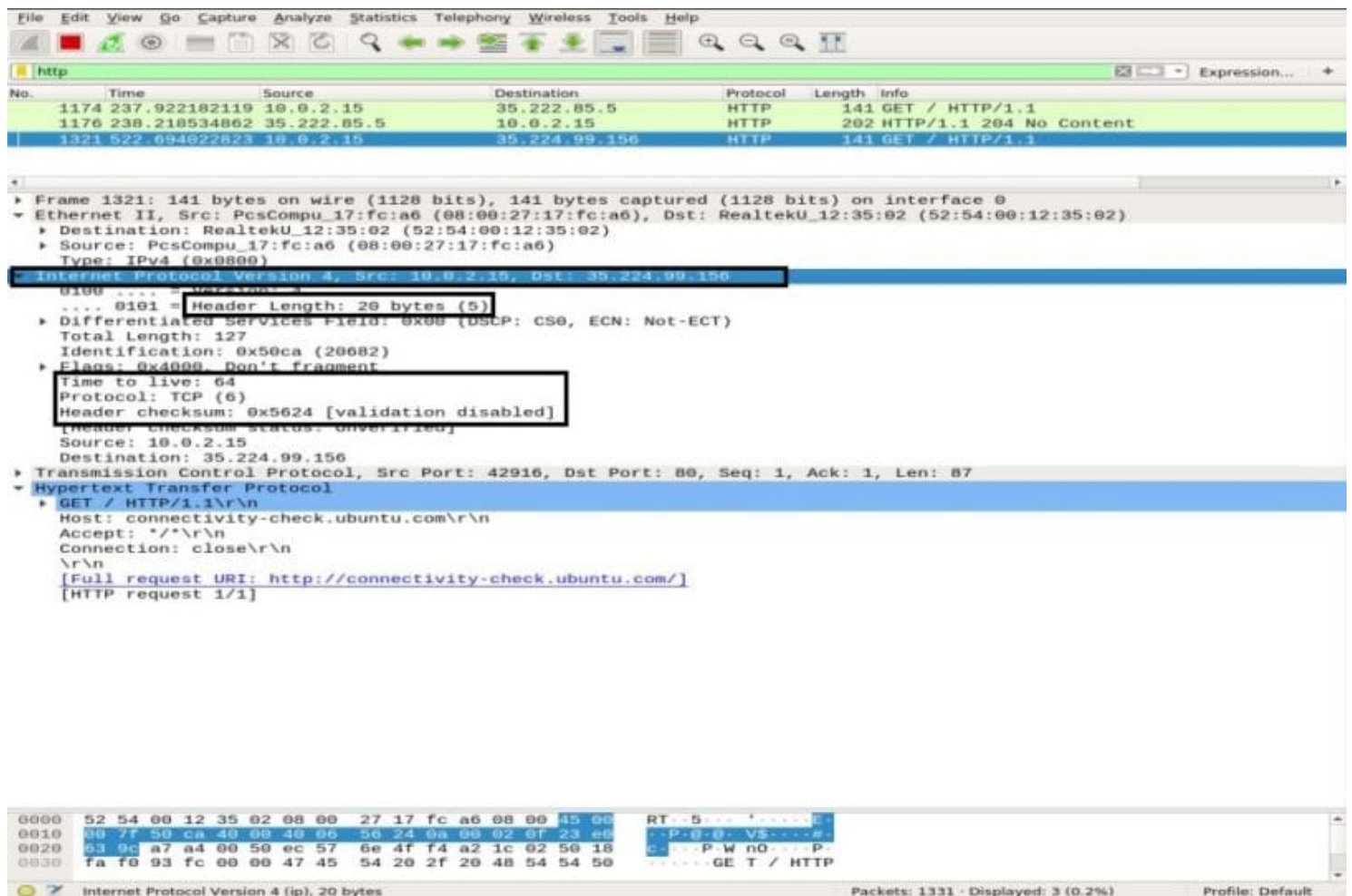
Ethernet (eth), 14 bytes

Packets: 1331 · Displayed: 3 (0.2%)

Profile: Default

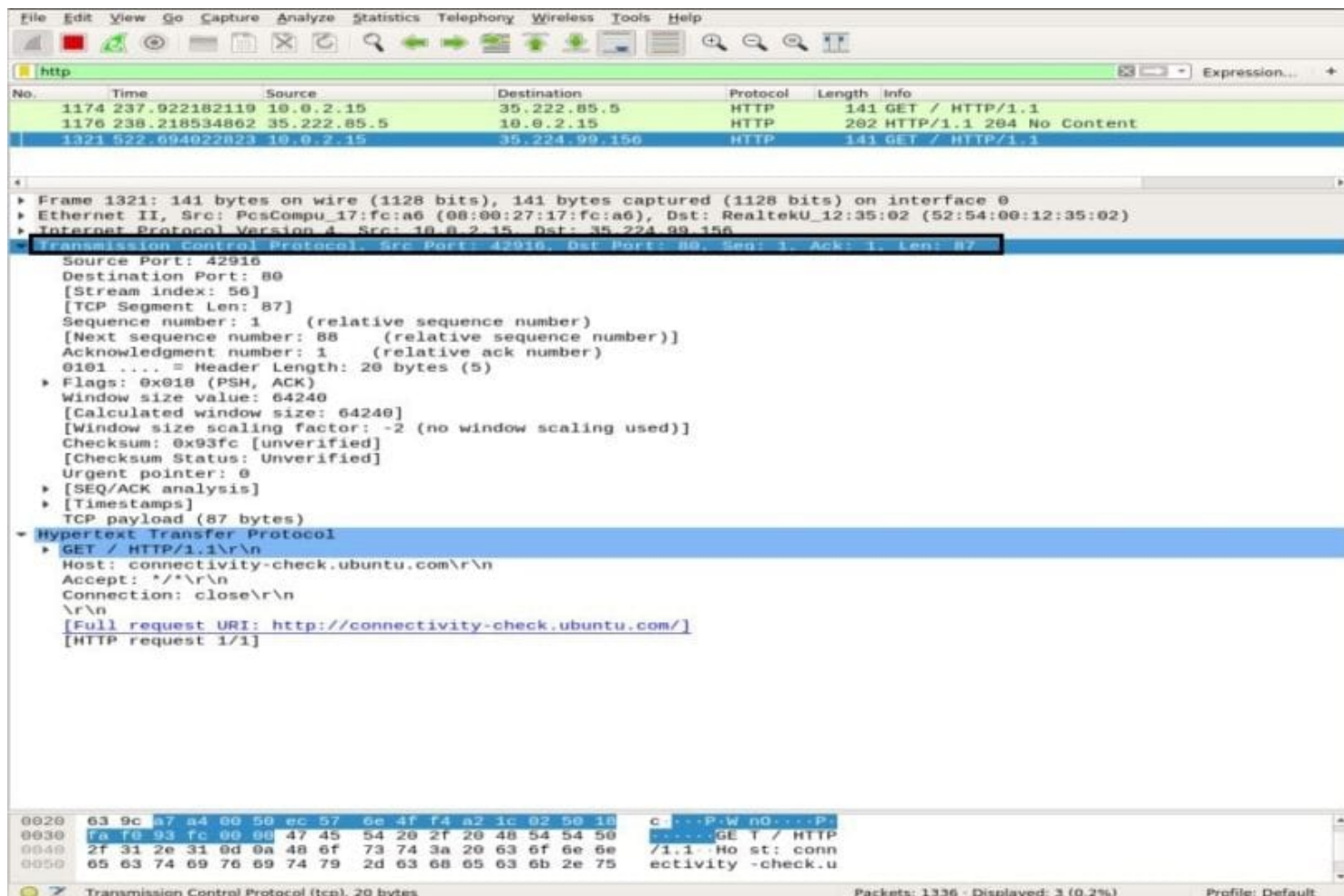
# Network Layer

The network layer presents the source and destination IP addresses, IP version, header length, total packet length, and loads of other information.



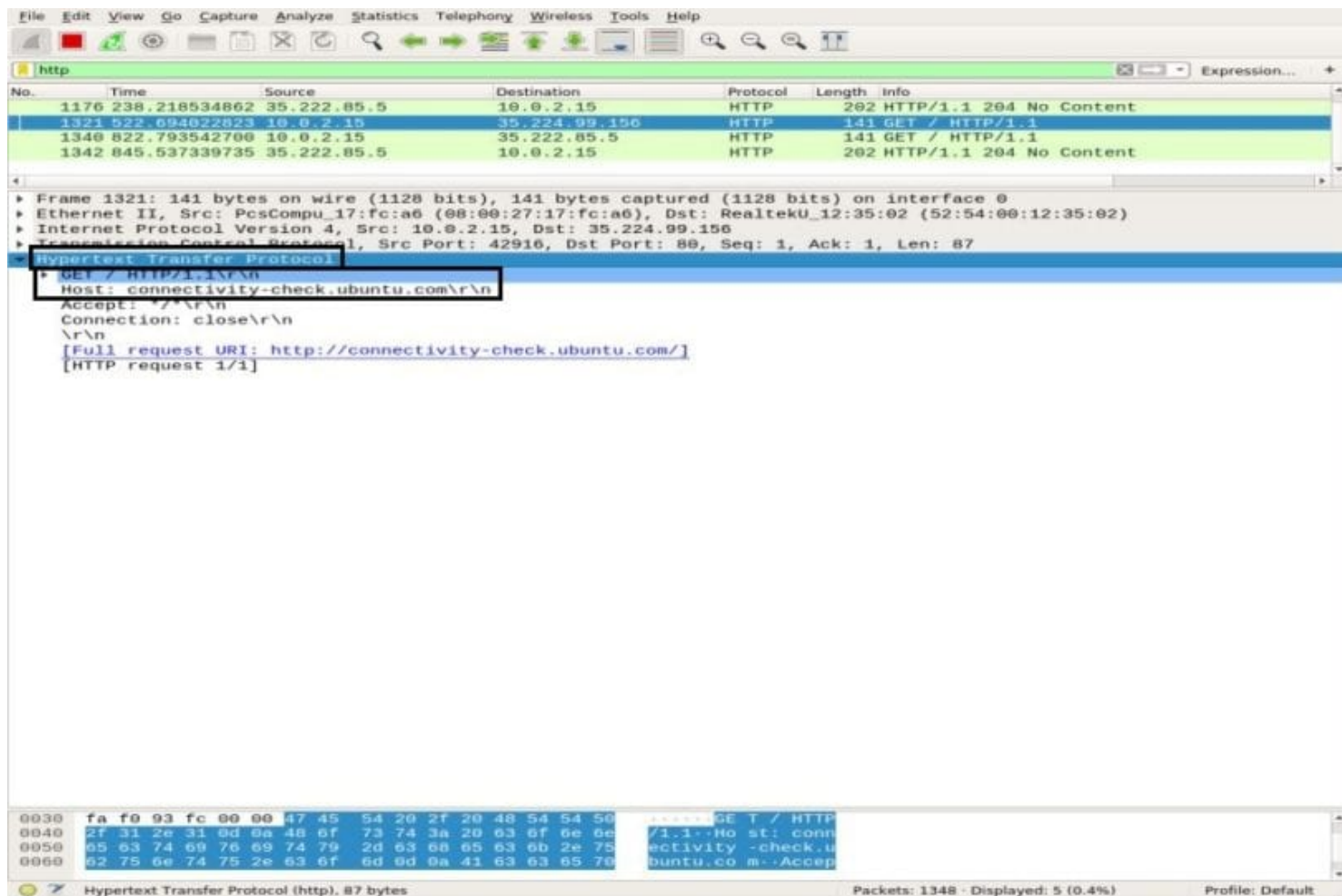
# Transport Layer

In this layer, Wireshark displays information about the transport layer, which consists of the SRC port, DST port, header length, and sequence number that changes for each packet.



# Application Layer

In the final layer, you can see what type of data is being sent over the medium and which application is being used, such as FTP, HTTP, SSH, etc.



# Traffic Analysis

## ICMP Traffic Analysis

ICMP is used for error reporting and testing by determining if the data reaches the intended destination on time or not. Ping utility uses ICMP messages to test the speed of the connection between devices, and report how long the packet takes to reach its destination then come back.

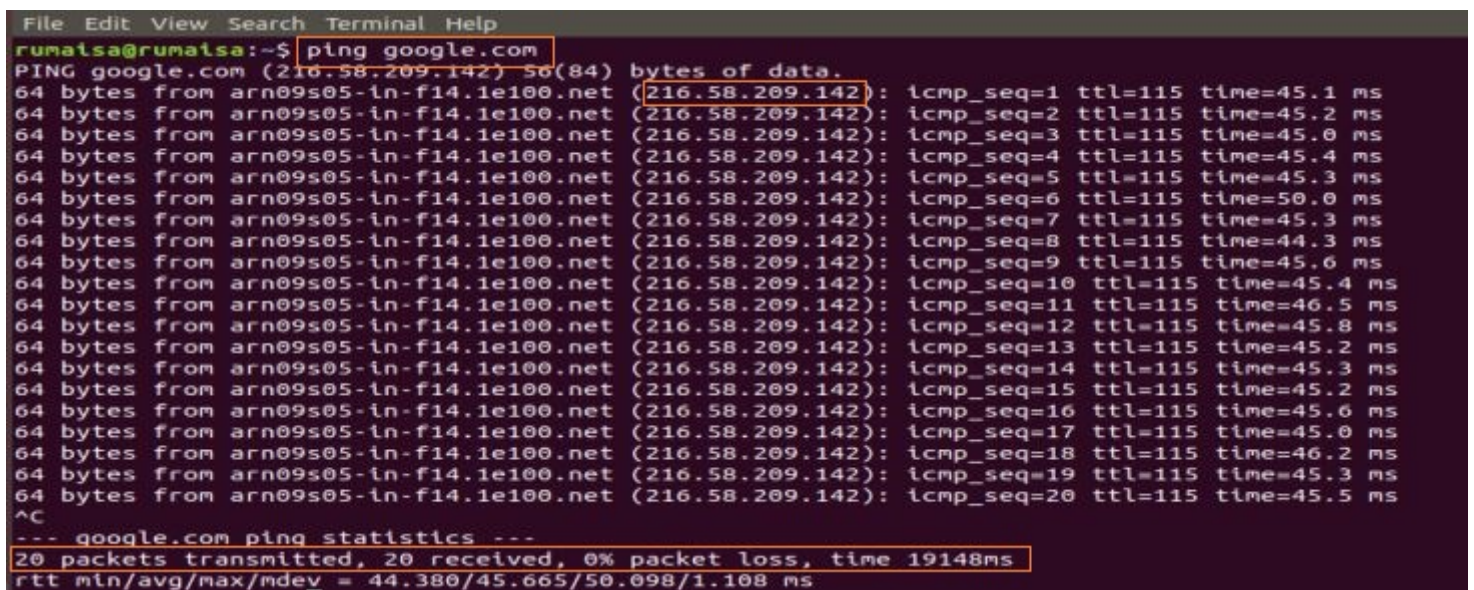
The ping uses ICMP\_echo\_request message to the device on the network, and the device responds by ICMP\_echo\_reply message. To capture packets on the



Wireshark, start the Capture function of the Wireshark, open the terminal, and run the following command:

```
ubuntu$ubuntu:~$ ping google.com
```

Use **Ctrl+C** to terminate the packet capture process in Wireshark. In the snapshot below, you can notice the **ICMP packet sent = ICMP packet received** with 0% packet loss.



```
File Edit View Search Terminal Help
rumalsa@rumalsa:~$ ping google.com
PING google.com (216.58.209.142) 56(84) bytes of data.
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=1 ttl=115 time=45.1 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=2 ttl=115 time=45.2 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=3 ttl=115 time=45.0 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=4 ttl=115 time=45.4 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=5 ttl=115 time=45.3 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=6 ttl=115 time=50.0 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=7 ttl=115 time=45.3 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=8 ttl=115 time=44.3 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=9 ttl=115 time=45.6 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=10 ttl=115 time=45.4 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=11 ttl=115 time=46.5 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=12 ttl=115 time=45.8 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=13 ttl=115 time=45.2 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=14 ttl=115 time=45.3 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=15 ttl=115 time=45.2 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=16 ttl=115 time=45.6 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=17 ttl=115 time=45.0 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=18 ttl=115 time=46.2 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=19 ttl=115 time=45.3 ms
64 bytes from arn09s05-in-f14.1e100.net (216.58.209.142): icmp_seq=20 ttl=115 time=45.5 ms
^C
--- google.com ping statistics ---
20 packets transmitted, 20 received, 0% packet loss, time 19148ms
rtt min/avg/max/mdev = 44.380/45.665/50.098/1.108 ms
```

In the Wireshark capture pane, select the first ICMP\_echo\_request packet and observe the details by opening the middle Wireshark pane.

In the Network Layer, you can notice the source **Src** as my ip\_address, whereas the destination **Dst** ip\_address is of Google server, whereas the IP layer mentions the protocol to be ICMP.

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000000	10.0.2.15	115.186.188.3	DNS	81	Standard query 0x1c6a A google.com OP
2	0.007276749	115.186.188.3	10.0.2.15	DNS	97	Standard query response 0x1c6a A goog
3	0.007849934	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=1
4	0.052985880	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=1
5	1.013424014	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=2
6	1.058656548	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=2
7	2.015424164	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=3
8	2.060457953	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=3
9	3.017962265	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=4
10	3.063361664	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=4
11	4.019583477	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=5
12	4.064785250	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=5

<p>Frame 3: 98 bytes on wire (784 bits), 98 bytes captured (784 bits) on interface 0</p> <p>Ethernet II Src: PcsCompu 17:fc:a6 (08:00:27:17:fc:a6) Dst: RealtekU 12:35:02 (52:54:00:12:35:02)</p> <p>Internet Protocol Version 4, Src: 10.0.2.15, Dst: 216.58.209.142</p> <p>0100 .... = Version: 4</p> <p>.... 0101 = Header Length: 20 bytes (5)</p> <p>Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)</p> <p>Total Length: 84</p> <p>Identification: 0xb9e6 (47590)</p> <p>Flags: 0x4000, Don't fragment</p> <p>Time to live: 64</p> <p>Protocol: ICMP (1)</p> <p>Header checksum: 0xcaea [validation disabled]</p> <p>Source: 10.0.2.15</p> <p>Destination: 216.58.209.142</p> <p>Internet Control Message Protocol</p> <p>Type: 8 (Echo (ping) request)</p> <p>Code: 0</p> <p>Checksum: 0x46c8 [correct]</p> <p>[Checksum Status: Good]</p> <p>Identifier (BE): 19797 (0x4d55)</p> <p>Identifier (LE): 21837 (0x554d)</p> <p>Sequence number (BE): 1 (0x0001)</p> <p>Sequence number (LE): 256 (0x0100)</p> <p>[Response frame: 4]</p> <p>Timestamp from icmp data: Nov 6, 2020 19:18:55.000000000 PKT</p> <p>[Timestamp from icmp data (relative): 0.218641285 seconds]</p> <p>Data (48 bytes)</p>	<p>0000 52 54 00 12 35 02 08 00 27 17 fc a6 08 00 45 00 RT 5</p> <p>0010 00 54 b9 e6 40 00 40 01 ca ea 0a 00 02 0f d8 3a 1 0 0</p> <p>0020 d1 8e 08 00 46 c8 4d 55 00 01 4f 5b a5 5f 00 00 F MU 0</p> <p>0030 00 00 ad 53 03 00 00 00 00 00 10 11 12 13 14 15 S</p>
---	---

Internet Protocol Version 4 (ip), 20 bytes

Packets: 44 · Displayed: 44 (100.0%) · Dropped: 0 (0.0%) Profile: Default

Now, we zoom into the ICMP packet details by expanding Internet Control Message Protocol and decode the highlighted boxes in the snapshot below:

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000000	10.0.2.15	115.186.188.3	DNS	81	Standard query 0x1c6a A google.com OP
2	0.007276749	115.186.188.3	10.0.2.15	DNS	97	Standard query response 0x1c6a A goog
3	0.007849934	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=1
4	0.052985880	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=1
5	1.013424014	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=2
6	1.058656548	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=2
7	2.015424164	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=3
8	2.060457953	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=3
9	3.017962265	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=4
10	3.063361664	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=4
11	4.019503477	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=5
12	4.064785250	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=5

Frame 3: 98 bytes on wire (784 bits), 98 bytes captured (784 bits) on interface 0  
 Ethernet II, Src: PcsCompu\_17:fc:a6 (08:00:27:17:fc:a6), Dst: RealtekU\_12:35:02 (52:54:00:12:35:02)  
 Internet Protocol Version 4, Src: 10.0.2.15, Dst: 216.58.209.142  
 Internet Control Message Protocol  
 Type: 8 (Echo (ping) request)  
 Code: 0  
 Checksum: 0x46c8 [correct]  
 Identifier (BE): 19797 (0x4d55)  
 Identifier (LE): 21837 (0x554d)  
 Sequence number (BE): 1 (0x0001)  
 Sequence number (LE): 256 (0x0100)  
 [Response frame: 4]  
 Timestamp from icmp data: Nov 6, 2020 19:18:55.000000000 PKT  
 [Timestamp from icmp data (relative): 0.218041285 seconds]  
 Data (48 bytes)

0000	52 54 00 12 35 02 08 00	27 17 fc a6 08 00 4d 55	RT - 5
0010	00 54 b9 e0 40 00 40 01	ca ea 9a 00 02 0f 00 3a	T - 0
0020	d1 8e 08 00 46 c8 4d 55	00 01 4f 5b a5 5f 00 00	F MU 0
0030	00 00 ad 53 03 00 00 00	00 00 10 11 12 13 14 15	S

Internet Protocol Version 4 (ip), 20 bytes      Packets: 44 - Displayed: 44 (100.0%) - Dropped: 0 (0.0%)      Profile: Default

- Type: 08-bit field set to 8 means Echo request message
- Code: always zero for ICMP packets
- checksum: 0x46c8
- Identifier Number (BE): 19797
- Identifier Number (LE): 21837
- Sequence Number (BE): 1
- Sequence Number (LE): 256

The identifier and the sequence numbers are matched to aid in identifying the replies to echo requests. Similarly, before packet transmission, the checksum is computed and added to the field to be compared against the checksum in the received data packet.



Now, in the ICMP reply packet, notice the IPv4 layer. The source and destination addresses have swapped.

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000000	10.0.2.15	115.186.188.3	DNS	81	Standard query 0x1c6a A google.com OP
2	0.007276749	115.186.188.3	10.0.2.15	DNS	97	Standard query response 0x1c6a A goog
3	0.007849934	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=1
4	0.052985880	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=1
5	1.013424014	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=2
6	1.058656548	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=2
7	2.015424164	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=3
8	2.060457953	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=3
9	3.017962265	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=4
10	3.063361664	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=4
11	4.019563477	10.0.2.15	216.58.209.142	ICMP	98	Echo (ping) request id=0x4d55, seq=5
12	4.064785250	216.58.209.142	10.0.2.15	ICMP	98	Echo (ping) reply id=0x4d55, seq=5

Frame 4: 98 bytes on wire (784 bits), 98 bytes captured (784 bits) on interface 0  
Ethernet II, Src: RealtekU 12:35:02 (52:54:00:12:35:02), Dst: PcsCompu\_17:fc:a6 (08:00:27:17:fc:a6)  
Internet Protocol Version 4, Src: 216.58.209.142, Dst: 10.0.2.15  
0100 .... = Version: 4  
.... 0101 = Header Length: 20 bytes (5)  
Differentiated Services Field: 0x0a (DSCP: Unknown, ECN: ECT(0))  
Total Length: 84  
Identification: 0x20ce (8398)  
Flags: 0x0000  
Time to live: 115  
Protocol: ICMP (1)  
Header checksum: 0x70f9 [validation disabled]  
[Header checksum status: Unverified]  
Source: 216.58.209.142  
Destination: 10.0.2.15  
Internet Control Message Protocol

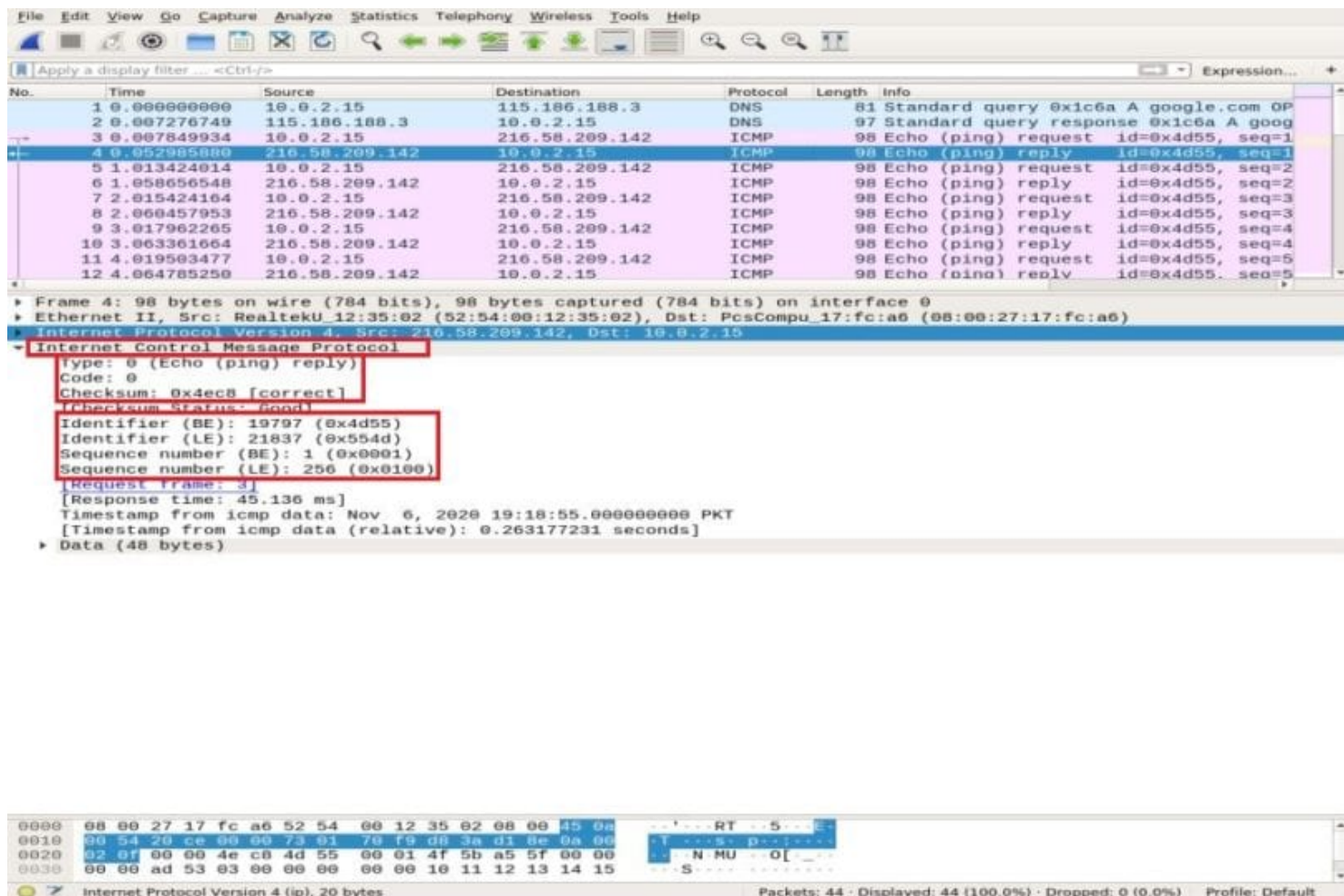
0000 08 00 27 17 fc a6 52 54 00 12 35 02 08 00 45 0a ... RT ... 5 ... E  
0010 00 54 20 ce 00 00 73 01 70 f9 d8 3a d1 8e 0a 00 ... T ... s ... p ...  
0020 02 0f 00 00 4e c8 4d 55 00 01 4f 5b a5 5f 00 00 ... N MU ... O ...  
0030 00 00 ad 53 03 00 00 00 00 00 10 11 12 13 14 15 ... S ...

Internet Protocol Version 4 (ip), 20 bytes  
Packets: 44 · Displayed: 44 (100.0%) · Dropped: 0 (0.0%) · Profile: Default

In the ICMP layer, verify and compare the following important fields:

- Type: 08-bit field set to 0 means Echo reply message
- Code: always 0 for ICMP packets
- checksum: 0x46c8
- Identifier Number (BE): 19797
- Identifier Number (LE): 21837
- Sequence Number (BE): 1
- Sequence Number (LE): 256





You can notice that the ICMP reply echoes the same request checksum, identifier, and sequence number.

## HTTP Traffic Analysis

HTTP is a Hypertext Transfer application layer protocol. It is used by the world wide web and defines rules when the HTTP client/server transmits/receives HTTP commands. The most commonly used HTTP methods are POST and GET:

**POST:** this method is used to securely send confidential information to the server that doesn't appear in the URL.

**GET:** this method is usually used to retrieve data from the address bar from a web server.

Before we dig deeper into HTTP packet analysis, we will first briefly demonstrate the TCP three-way-handshake in Wireshark.

## **TCP Three-Way-Handshake**

In a three-way handshake, the client initiates a connection by sending an SYN packet and receiving an SYN-ACK response from the server, which is acknowledged by the client. We will use the Nmap TCP connect scan command to illustrate TCP handshake between client and server.

```
ubuntu$ubuntu:~$ nmap -sT google.com
```

In the Wireshark packet capture pane, scroll to the top of the window to notice various three-ways-handshakes established based on particular ports.

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000000	10.0.2.15	115.186.188.3	DNS	81	Standard query 0x0b29 A google.com OP
2	0.000270374	10.0.2.15	115.186.188.3	DNS	81	Standard query 0xaba2 AAAA google.com
3	0.010416772	115.186.188.3	10.0.2.15	DNS	97	Standard query response 0x0b29 A goog
4	0.010445113	115.186.188.3	10.0.2.15	DNS	109	Standard query response 0xaba2 AAAA g
5	0.013475011	10.0.2.15	216.58.209.142	TCP	74	52172 → 80 [SYN] Seq=0 Win=64240 Len=
6	0.013593192	10.0.2.15	216.58.209.142	TCP	74	56274 → 443 [SYN] Seq=0 Win=64240 Len=
7	0.059914486	216.58.209.142	10.0.2.15	TCP	60	80 → 52172 [SYN, ACK] Seq=0 Ack=1 Win=
8	0.059953434	10.0.2.15	216.58.209.142	TCP	54	52172 → 80 [ACK] Seq=1 Ack=1 Win=6424
9	0.060007797	216.58.209.142	10.0.2.15	TCP	60	443 → 56274 [SYN, ACK] Seq=0 Ack=1 Wi
10	0.060023774	10.0.2.15	216.58.209.142	TCP	54	56274 → 443 [ACK] Seq=1 Ack=1 Win=642
11	0.060079098	10.0.2.15	216.58.209.142	TCP	54	52172 → 80 [RST, ACK] Seq=1 Ack=1 Win=
12	0.060175321	10.0.2.15	216.58.209.142	TCP	54	56274 → 443 [RST, ACK] Seq=1 Ack=1 Wi
13	0.061129025	10.0.2.15	216.58.209.142	TCP	74	35908 → 135 [SYN] Seq=0 Win=64240 Len=
14	0.061230214	10.0.2.15	216.58.209.142	TCP	74	47558 → 22 [SYN] Seq=0 Win=64240 Len=
15	0.061302833	10.0.2.15	216.58.209.142	TCP	74	52180 → 80 [SYN] Seq=0 Win=64240 Len=
16	0.061418054	10.0.2.15	216.58.209.142	TCP	74	35714 → 113 [SYN] Seq=0 Win=64240 Len=
17	0.061507662	10.0.2.15	216.58.209.142	TCP	74	44748 → 21 [SYN] Seq=0 Win=64240 Len=
18	0.061585223	10.0.2.15	216.58.209.142	TCP	74	38734 → 53 [SYN] Seq=0 Win=64240 Len=
19	0.061661932	10.0.2.15	216.58.209.142	TCP	74	44920 → 587 [SYN] Seq=0 Win=64240 Len=
20	0.061717050	10.0.2.15	216.58.209.142	TCP	74	44354 → 3389 [SYN] Seq=0 Win=64240 Le
21	0.061761521	10.0.2.15	216.58.209.142	TCP	74	56292 → 443 [SYN] Seq=0 Win=64240 Len
22	0.061884801	10.0.2.15	216.58.209.142	TCP	74	40020 → 3300 [SYN] Seq=0 Win=64240 Le
23	0.100961145	216.58.209.142	10.0.2.15	TCP	60	80 → 52180 [SYN, ACK] Seq=0 Ack=1 Win=
24	0.107005056	10.0.2.15	216.58.209.142	TCP	54	52180 → 80 [ACK] Seq=1 Ack=1 Win=6424
25	0.107173395	10.0.2.15	216.58.209.142	TCP	54	52180 → 80 [RST, ACK] Seq=1 Ack=1 Win=
26	0.107387762	10.0.2.15	216.58.209.142	TCP	74	35004 → 23 [SYN] Seq=0 Win=64240 Len=
27	0.107549945	10.0.2.15	216.58.209.142	TCP	74	49462 → 1723 [SYN] Seq=0 Win=64240 Le
28	0.109212054	216.58.209.142	10.0.2.15	TCP	60	443 → 56292 [SYN, ACK] Seq=0 Ack=1 Wi
29	0.109261043	10.0.2.15	216.58.209.142	TCP	54	56292 → 443 [ACK] Seq=1 Ack=1 Win=642
30	0.109368959	10.0.2.15	216.58.209.142	TCP	54	56292 → 443 [RST, ACK] Seq=1 Ack=1 Wi
31	0.109567473	10.0.2.15	216.58.209.142	TCP	74	41154 → 993 [SYN] Seq=0 Win=64240 Len
32	0.109754219	10.0.2.15	216.58.209.142	TCP	74	36510 → 554 [SYN] Seq=0 Win=64240 Len
33	1.005184227	10.0.2.15	216.58.209.142	TCP	74	[TCP Retransmission] 40020 → 3300 [SY
34	1.005325898	10.0.2.15	216.58.209.142	TCP	74	[TCP Retransmission] 44354 → 3389 [SY
35	1.005417413	10.0.2.15	216.58.209.142	TCP	74	[TCP Retransmission] 44920 → 587 [SYN

Frame 1: 81 bytes on wire (648 bits), 81 bytes captured (648 bits) on interface 0  
 Ethernet II, Src: PcsCompu\_17:fc:a6 (08:00:27:17:fc:a6), Dst: RealtekU\_12:35:02 (52:54:00:12:35:02)  
 Internet Protocol Version 4, Src: 10.0.2.15, Dst: 115.186.188.3  
 0100 .... = Version: 4  
 .... 0101 = Header Length: 20 bytes (5)  
 Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)  
 Total Length: 67  
 Identification: 0x8c6f (35951)  
 Flags: 0x4000, Don't fragment  
 Time to live: 64  
 Protocol: UDP (17)  
 0000 52 54 00 12 35 02 08 00 27 17 fc a6 08 00 45 00 RT: 5 ... ..  
 0010 00 43 8c 6f 40 00 40 11 72 6e 9a 00 02 0f 73 ba C:00:00:rn...s  
 0020 bc 03 df 83 00 35 00 2f 3c 0d 0b 29 01 00 00 01 .5 / < ) ...  
 0030 00 00 00 00 00 01 06 67 6f 6f 67 6c 65 03 63 6f .....g oogle.co

wireshark\_enp0s3\_20201107161254\_UlqdwF.pcapng      Packets: 2044 · Displayed: 2044 (100.0%)      Profile: Default

Use the **tcp.port == 80** filter to see if the connection is established via port 80. You can notice the complete three-way-handshake, i.e., **SYN**, **SYN-ACK**, and **ACK**, highlighted at the top of the snapshot, illustrating a reliable connection.



The image shows a Wireshark packet capture. The top pane displays a list of captured packets. The middle pane shows the details of the selected packet (Frame 5), and the bottom pane shows the raw packet data in hexadecimal and ASCII.

No.	Time	Source	Destination	Protocol	Length	Info
5	0.013475011	10.0.2.15	216.58.209.142	TCP	74	52172 → 80 [SYN] Seq=0 Win=64240 Len=0 MSS
7	0.059914486	216.58.209.142	10.0.2.15	TCP	60	80 → 52172 [SYN, ACK] Seq=0 Ack=1 Win=6553
8	0.059953434	10.0.2.15	216.58.209.142	TCP	54	52172 → 80 [ACK] Seq=1 Ack=1 Win=64240 Len
11	0.060679090	10.0.2.15	216.58.209.142	TCP	54	52172 → 80 [RST, ACK] Seq=1 Ack=1 Win=6424
15	0.061362633	10.0.2.15	216.58.209.142	TCP	74	52180 → 80 [SYN] Seq=0 Win=64240 Len=0 MSS
23	0.106961145	216.58.209.142	10.0.2.15	TCP	60	80 → 52180 [SYN, ACK] Seq=0 Ack=1 Win=6553
24	0.107005056	10.0.2.15	216.58.209.142	TCP	54	52180 → 80 [ACK] Seq=1 Ack=1 Win=64240 Len
25	0.107173395	10.0.2.15	216.58.209.142	TCP	54	52180 → 80 [RST, ACK] Seq=1 Ack=1 Win=6424
56	1.368984291	10.0.2.15	216.58.209.142	TCP	74	52228 → 80 [SYN] Seq=0 Win=64240 Len=0 MSS
68	1.415698972	216.58.209.142	10.0.2.15	TCP	60	80 → 52228 [SYN, ACK] Seq=0 Ack=1 Win=6553
69	1.415752653	10.0.2.15	216.58.209.142	TCP	54	52228 → 80 [ACK] Seq=1 Ack=1 Win=64240 Len
70	1.416010626	10.0.2.15	216.58.209.142	TCP	54	52228 → 80 [RST, ACK] Seq=1 Ack=1 Win=6424
461	2.706010564	10.0.2.15	216.58.209.142	TCP	74	53032 → 80 [SYN] Seq=0 Win=64240 Len=0 MSS
489	2.753360158	216.58.209.142	10.0.2.15	TCP	60	80 → 53032 [SYN, ACK] Seq=0 Ack=1 Win=6553
490	2.753401998	10.0.2.15	216.58.209.142	TCP	54	53032 → 80 [ACK] Seq=1 Ack=1 Win=64240 Len
491	2.754717734	10.0.2.15	216.58.209.142	TCP	54	53032 → 80 [RST, ACK] Seq=1 Ack=1 Win=6424
1365	4.033273177	10.0.2.15	216.58.209.142	TCP	74	54834 → 80 [SYN] Seq=0 Win=64240 Len=0 MSS
1440	4.104230386	216.58.209.142	10.0.2.15	TCP	60	80 → 54834 [SYN, ACK] Seq=0 Ack=1 Win=6553
1441	4.104298692	10.0.2.15	216.58.209.142	TCP	54	54834 → 80 [ACK] Seq=1 Ack=1 Win=64240 Len
1442	4.104641917	10.0.2.15	216.58.209.142	TCP	54	54834 → 80 [RST, ACK] Seq=1 Ack=1 Win=6424

Frame 5: 74 bytes on wire (592 bits), 74 bytes captured (592 bits) on interface 0  
 Ethernet II, Src: PcsCompu17:fc:a6 (08:00:27:17:fc:a6), Dst: RealtekU12:35:02 (52:54:00:12:35:02)  
 Internet Protocol Version 4, Src: 10.0.2.15, Dst: 216.58.209.142  
 0100 .... = Version: 4  
 .... 0101 = Header Length: 20 bytes (5)  
 Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)  
 Total Length: 60  
 Identification: 0x3ba0 (15264)  
 Flags: 0x4000, Don't fragment  
 Time to live: 64  
 Protocol: TCP (6)

0000 52 54 00 12 35 02 08 00 27 17 fc a6 08 00 45 00 RT=5  
 0010 00 3c 3b a0 40 00 40 06 49 44 0a 00 02 0f d8 3a  
 0020 d1 8e cb cc 00 50 45 5c 80 09 00 00 00 00 a0 02  
 0030 fa f6 b6 06 00 00 02 84 65 b4 04 02 08 0a 77 23  
 ... PEV ... wff

Internet Protocol Version 4 (ip), 20 bytes  
 Packets: 2044 · Displayed: 20 (1.0%) · Dropped: 0 (0.0%) · Profile: Default

# HTTP Packet Analysis

For HTTP packet analysis, go to your browser and paste the Wireshark documentation URL:

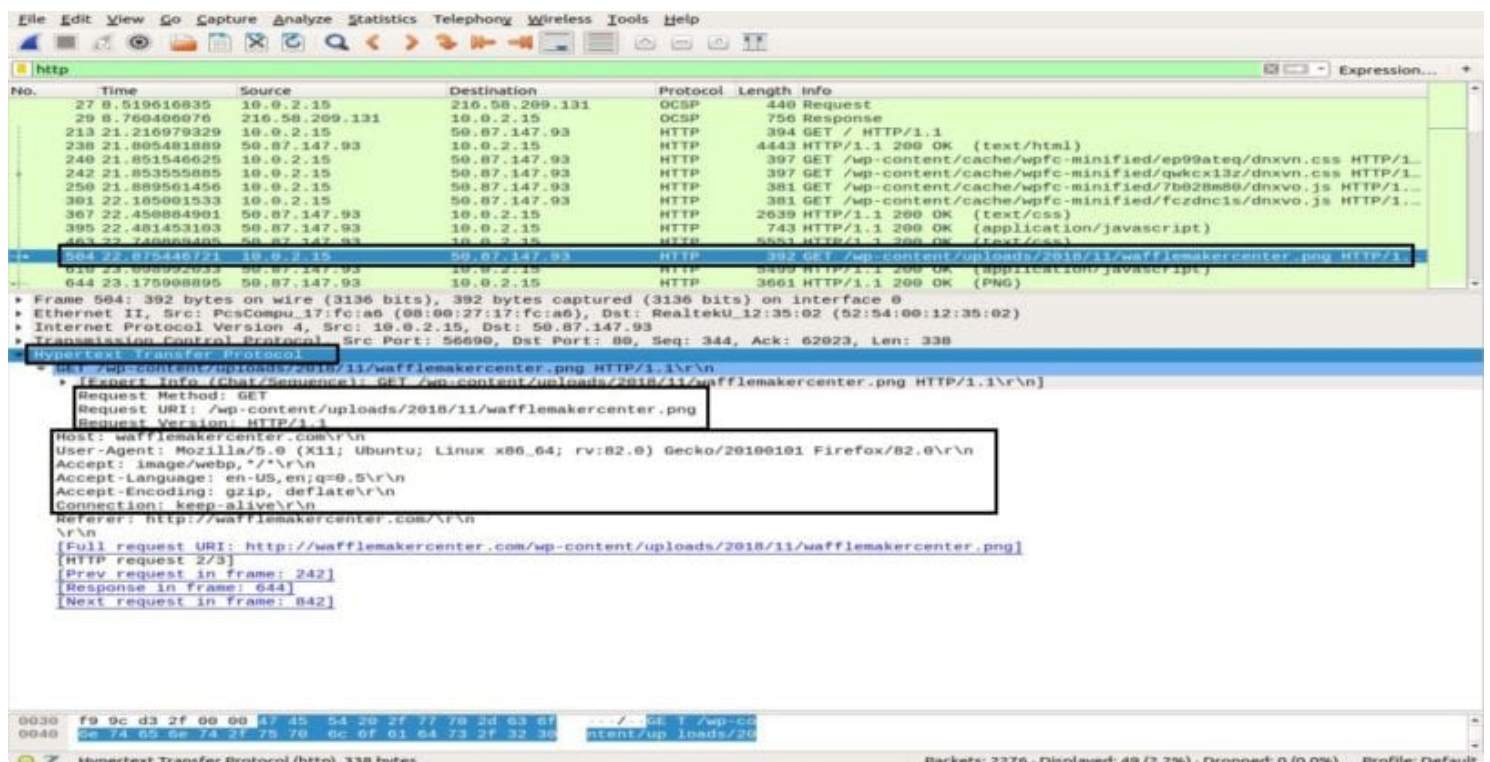
<http://www.wafflemaker.com> and download the user's guide PDF. In the meantime, Wireshark must be capturing all the packets.

Apply an HTTP filter and look for the **HTTP GET** request sent to the server by the client. To view an HTTP packet, select it, and expand the application layer in the middle pane. There can be a lot of headers in a request, depending upon the website and browser as well. We will



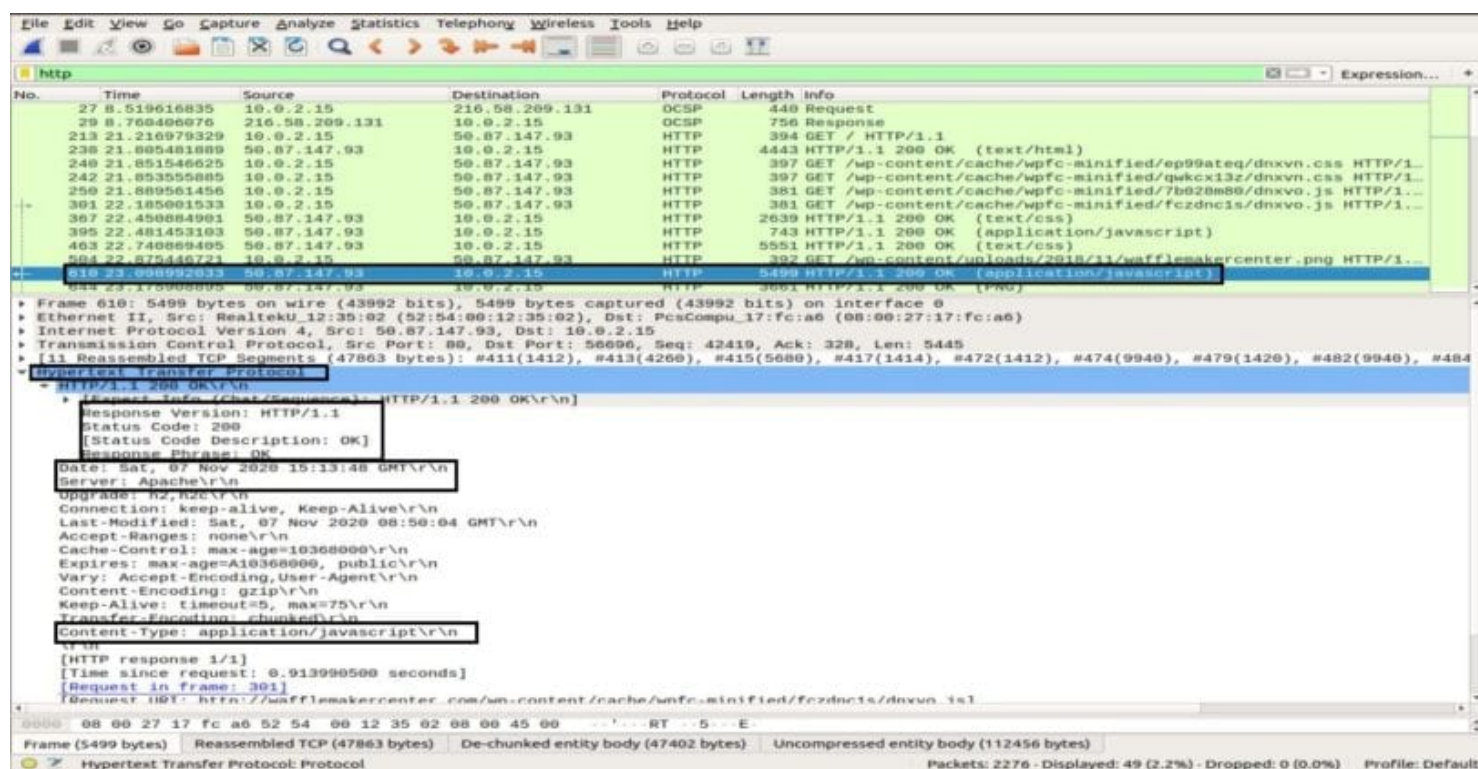
analyze the headers present in our request in the snapshot below.

- **Request Method:** the HTTP request method is GET
- **Host:** identifies the name of the server
- **User-Agent:** informs about the client-side browser type
- **Accept, Accept-Encoding, Accept-language:** informs the server about the file type, accepted encoding at the client-side, i.e., gzip, etc., and the accepted language
- **Cache-Control:** shows how the requested information is cached
- **Pragma:** shows the cookie's name and values the browser holds for the website
- **Connection:** header that controls whether the connection stays open after the transaction



In the **HTTP OK** packet from server to client, observing the information in the Hypertext Transfer Protocol layer shows “**200 OK**“. This information indicates a normal successful transfer. In the HTTP OK packet, you can observe different headers in comparison to the **HTTP GET** packet. These headers contain information about the requested content.

- **Response Version:** informs about the HTTP version
- **Status Code, Response Phrase:** sent by the server
- **Date:** the time when the server received the HTTP GET packet
- **Server:** server details (Nginx, Apache, etc.)
- **Content-type:** type of content (json, txt/html, etc.)
- **Content-length:** total length of content; our file is 39696 bytes



In this section, you have learned how HTTP works and what happens whenever we request content on the web.

## Conclusion

Wireshark is the most popular and powerful network sniffer and analysis tool. It is widely used in day-to-day packet analysis tasks in various organizations and institutes. In this article, we have studied some beginner to medium level topics of the Wireshark in Ubuntu. We have learned the type of filters offered by Wireshark for packet analysis. We have covered the network layer model in Wireshark and performed in-depth ICMP and HTTP packet analysis.

However, learning and understanding various aspects of this tool is a long hard journey. Hence, there are a lot of other online lectures and tutorials available to help you around specific topics of Wireshark. You can follow the official user guide available on the [Wireshark website](#). Moreover, once you have built the basic understanding of protocol analysis, it's also advised to use a tool like [Varonis](#) that points you at the potential threat and then use Wireshark to investigate for better understanding.

## About the author



A security enthusiast who loves Terminal and Open Source. My area of expertise is Python, Linux (Debian), Bash, Penetration testing, and Firewalls. I'm born and raised in Wazirabad, Pakistan and currently doing Undergraduation from National University of Science and Technology (NUST). On Twitter i go by [@UsamaAzad14](https://twitter.com/UsamaAzad14)

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