CSE 421

Lab 2 :Observing DNS and ARP in Packet Tracer

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Introduction:

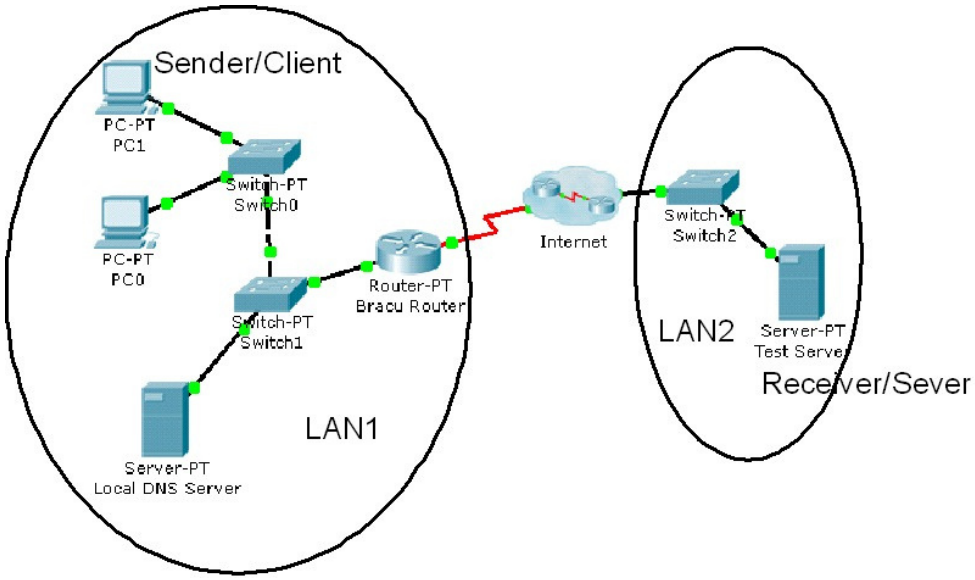
Simulation mode in Packet Tracer captures all network traffic flowing through the entire network . You will observe the packets involved in DNS and ARP process. These two protocols are the helping protocols when a web page is requested using HTTP.

Objectives:

1. Explore how PT uses the OSI Model and TCP/IP Protocols.
• Creating a Simple PDU (test packet)
• Switching from Realtime to Simulation Mode

2. Examine a Web Request Packet Processing and Contents
• Accessing the PDU Information Window, OSI Model View
• Investigating the layers and addresses in the OSI Model View
• Animations of packet Flow

Task 1: Observe the network topology shown.

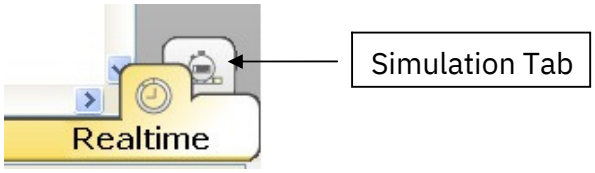


- PC0, PC1 and the Local DNS server, BRACU router is part of a Local area network. BRACU router connects this LAN to the Internet through an ISP. The Test server shown is on another Local area network.
- You will access the web page www.test.com which is stored in the Test Web Server through PC1's web browser.
- To access this web page this activity will show you how and what packets are created and how the packets move through the network.
- For this activity we will only focus on DNS and ARP.

Task 1: Capture a web request using a URL from a PC.

Step 1 – Switching from Realtime to Simulation Mode

- In the far lower right of the PT interface is the toggle between Realtime and Simulation mode. PT always starts in realtime mode, in which networking protocols operate with realistic timings.



- In simulation mode, you can visually see the flow of packets when you send data from an application. A new window named “Event List” will appear. This window will show the packets (PDUs) as colored envelopes.

Step 2 – Run the simulation and capture the traffic.

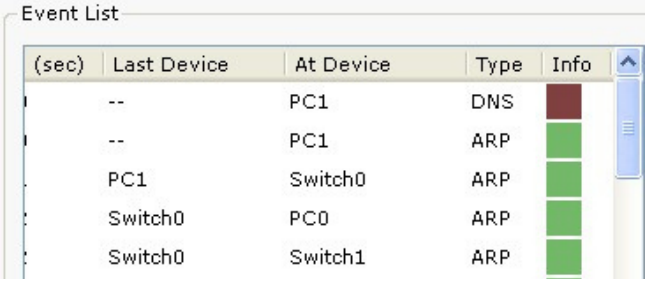
- Click on the PC1. Click on the Desktop tab. Open the Web Browser from the Desktop.
- Write www.test.com into the browser. Clicking on Go will initiate a web server request. Minimize the PC1 Client window.
- Look at the Event List Window. Two packets appear in the Event List, a DNS request from PC1 to the Local DNS server needed to resolve the URL “www.test.com” to the IP address of the Test server.
- Before the DNS request can be sent, we need to know the DNS Server’s MAC address. So the 2nd PDU is the ARP request needed to resolve the IP address of the DNS server to its hardware MAC address.
- Now click the Auto Capture / Play button in the Event List Window to run the simulation and capture events.
- Sit tight and observe the packets flowing through the network.

- When the above message appears Click “View Previous Events".
- Click on PC1. The web browser will now display a web page.
- Minimize the PC1 window again.

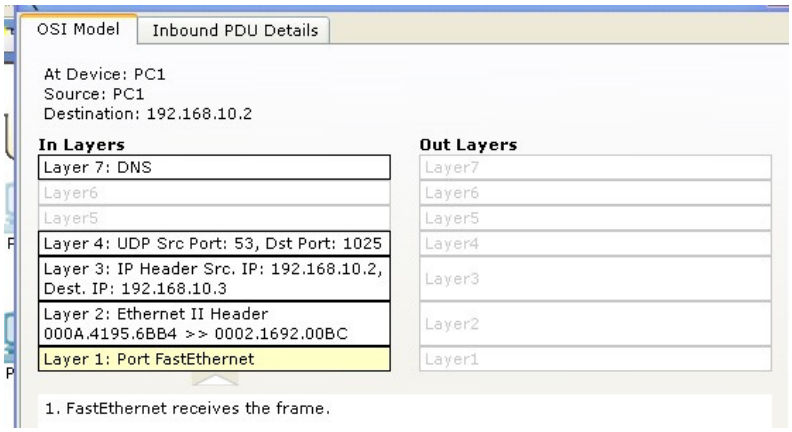
Step 3 – Examine the following captured traffic.

	Last Device	At Device	Type
1.	PC1	Switch 0	ARP
2.	Local DNS Server	Switch 1	ARP
3.	PC1	Switch 0	DNS
4.	Local DNS Server -	Switch 1	DNS
5.	-	PC1	HTTP

- Find the following packets given in the table above in the Event List , and click on the colored square in the Info column.



- When you click on the Info square for a packet in the event list the PDU information window opens.



- This windows displays the OSI layers and the information at each layer for each device. (At Device).
- If you click on these layers, the algorithm used by the device (in this case, the PC) is displayed. View what is going on at each layer.
- Examine the PDU information for the remaining events in the exchange.

Packets 1&2 representing ARP packets:

Packet 1 represents the ARP request by PC1. Which devices' MAC addresses are included as source and destination?

Here the source device is the PC1 and the destination is local DNS server.

Why is PC1 sending an ARP packet?

The local DNS server's MAC address is required by pc1 in order to create a trustworthy and stable connection because the IP address varies over time. That is why PC1 sent an ARP to learn the MAC address of the DNS server.

Why was this packet sent to all devices?

ARP is a broadcasting message, thus the devices that are a member of the broadcast's common domain get it. For this reason, a broadcasting message—which is treated as a packet—is sent to every device. Additionally, all devices received this packet in order to check the destination address with the associated devices and locate the correct address of the local DNS server.

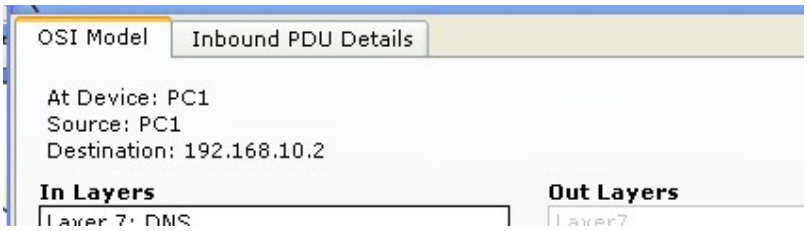
Packet 2 represents the ARP reply by the Local DNS server. What is the difference in the devices' MAC addresses are included as source and destination?

Here the source device is the local DNS server and the destination is PC1.

Packets 3&4 representing DNS packets:

~~Packet 3 represents the DNS request made~~ by PC1, why? Which devices' IP addresses are included as source and destination?

After getting the MAC address, PC1 made a DNS request in order to get the IP address of the test server. PC1's source IP address and the local DNS server's destination IP address



Click onto “Inbound PDU details” tab. Scroll down, you should come across “DNS Query”. What is the purpose of this DNS Query?

Obtaining the IP address of the target domain is the purpose of this DNS query.

Packet 4 is the reply from the DNS server, what is the difference between Packet 1 and Packet 2 source and destination IP addresses?

In the same way that packet 1 traveled from PC 1 to the local DNS server to obtain the MAC address, packet 2 was the reply with the MAC address that traveled from the local DNS server to PC 1.

For packet 4, click onto “Inbound PDU details” tab. Scroll down, do you see anything different after the DNS query?

Yes, after running a DNS query that includes the IP address of our target URL, I do see a difference.

Packets 5 is the HTTP request for the web page made by PC1.

Details of this packet will be observed later.