Practical 9: Capture ARP & ICMP Protocol Traffic using Wireshark.

Software & Hardwere Requirements:

Wireshark

Knowledge requirements: basic knowledge of wireshark softwere...

Question:

Q-1. What are the features in Wireshark?

Answer:

The following are some of the many features Wireshark provides:

- > Available for UNIX and Windows.
- > Capture live packet data from a network interface.
- ➤ Open files containing packet data captured with tcpdump/WinDump, Wireshark, and many other packet capture programs.
- Import packets from text files containing hex dumps of packet data.
- > Display packets with very detailed protocol information.
- Save packet data captured.
- Export some or all packets in a number of capture file formats.
- > Filter packets on many criteria.
- > Search for packets on many criteria.
- Colorize packet display based on filters.
- > Create various statistics.

Theory:

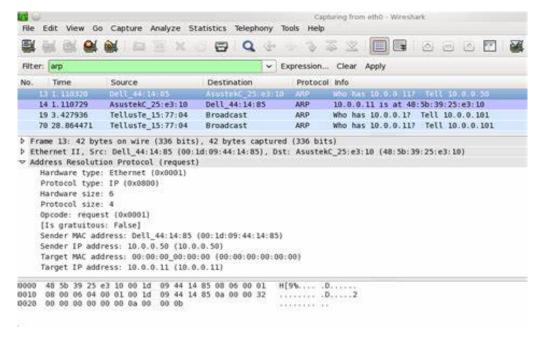
To capture ARP traffic:

- ♦ Start Wireshark, but do not yet start a capture.
- ♦ Open an elevated/administrator command prompt.
- ♦ Use ipconfig to display the default gateway address. Note the Default Gateway displayed.
- ♦ Start a Wireshark capture.
- \Rightarrow Use <u>arp -d</u> to clear the ARP cache.
- ♦ Use ping <default gateway address> to ping the default gateway address.
- ♦ Use <u>arp -a</u> to view the ARP cache and confirm an entry has been added for the default gateway address.
- ♦ Close the command prompt.
- ♦ Stop the Wireshark capture.

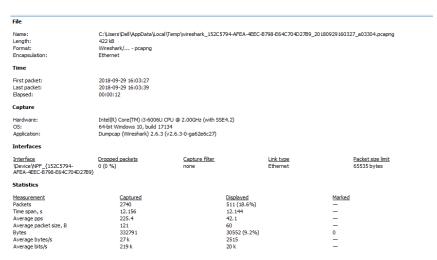
Start a Wireshark capture. Open a Windows console window, and generate some ICMP traffic by using the Ping command line tool to check the connectivity of a neighboring machine (or your home router).

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Stop the capture and Wireshark should now look something like Figure 10. The Address Resolution Protocol (ARP) and ICMP packets are difficult to pick out, create a display filter to only show ARP or ICMP packets.



Now, we can find out statics of that particular frame contains each and every information of that particular frame as follows:



Now, we have flow graph of that frame means how frame passes through each and every component from sender to receiver.

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Now, similar things as ARP but now for ICMP:::

```
> Frame 275: 90 bytes on wire (720 bits), 90 bytes captured (720 bits) on interface 0
Ethernet II, Src: IntelCor_c5:fc:a1 (2c:6e:85:c5:fc:a1), Dst: HonHaiPr_0e:ae:f9 (28:56:5a:0e:ae:f9)
  Destination: HonHaiPr_0e:ae:f9 (28:56:5a:0e:ae:f9)
       Address: HonHaiPr_0e:ae:f9 (28:56:5a:0e:ae:f9)
       .....0. .... = LG bit: Globally unique address (factory default)
       .... ...0 .... = IG bit: Individual address (unicast)

✓ Source: IntelCor_c5:fc:a1 (2c:6e:85:c5:fc:a1)
       Address: IntelCor_c5:fc:a1 (2c:6e:85:c5:fc:a1)
       ......0. .... = LG bit: Globally unique address (factory default)
       .... ...0 .... = IG bit: Individual address (unicast)
    Type: IPv6 (0x86dd)
Internet Protocol Version 6, Src: fe80::f9cb:816f:d578:59e3, Dst: ff02::16
   0110 .... = Version: 6
  .......... 0000 0000 0000 0000 = Flow Label: 0x00000
    Payload Length: 36
   Next Header: IPv6 Hop-by-Hop Option (0)
Hop Limit: 1
    Source: fe80::f9cb:816f:d578:59e3
    Destination: ff02::16

✓ IPv6 Hop-by-Hop Option

      Next Header: ICMPv6 (58)
      Length: 0
      [Length: 8 bytes]
    > Router Alert
      PadN
```

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Flow Graph for ICMP frame:



CONCLUSION:

In this practical we study and perform about arp and icmp protocol traffic using wireshark.

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