COMPUTER COMMUNICATION NETWORKS

LAB EXPERIMENT 13

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<u>AIM:</u> Packet Capture using Wireshark.

Using Wireshark capture – Address Resolution Protocol (Network Layer), TCP Packet, UDP and Ethernet frames on Data Link layer. Check the values of each field and attach a screenshot output obtained.

THEORY:

1. **HTTP:** The Hypertext Transfer Protocol (HTTP) is an application layer protocol for distributed, collaborative, hypermedia information systems. HTTP functions as a request—response protocol in the client—server computing model. A web browser, for example, may be the client and an application running on a computer hosting a website may be the server. The client submits an HTTP request message to the server. The server, which provides resources such as HTML files and other content, or performs other functions on behalf of the client, returns a response message to the client.

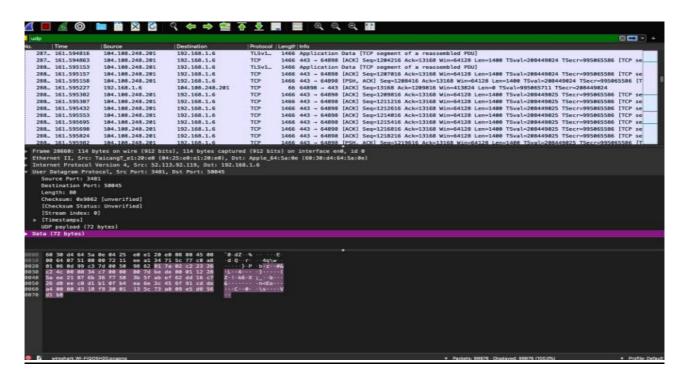
- 2. TCP: The Transmission Control Protocol (TCP) is one of the main protocols of the Internet protocol suite. TCP is connection-oriented, and a connection between client and server is established before data can be sent. The server must be listening (passive open) for connection requests from clients before a connection is established. Three-way handshake (active open), retransmission, and error-detection adds to reliability but lengthens latency.
- 3. ARP: The acronym ARP stands for Address Resolution Protocol which is one of the most important protocols of the Network layer in the OSI model. ARP finds the hardware address, also known as Media Access Control (MAC) address, of a host from its known IP address. The devices of the network peel the header of the data link layer from the protocol data unit (PDU) called frame and transfers the packet to the network layer (layer 3 of OSI) where the network ID of the packet is validated with the destination IP's network ID of the packet and if it's equal then it responds to the source with the MAC address of the destination, else the packet reaches the gateway of the network and broadcasts packet to the devices it is connected with and validates their network ID
- 4. **UDP:** The UDP stands for user datagram protocol. this layer provides datagram based connectionless transport layer (layer 4) functionality in the Internet protocol family. UDP is only a thin layer, and provides not much more than the described UDP port multiplexing

Outputs:

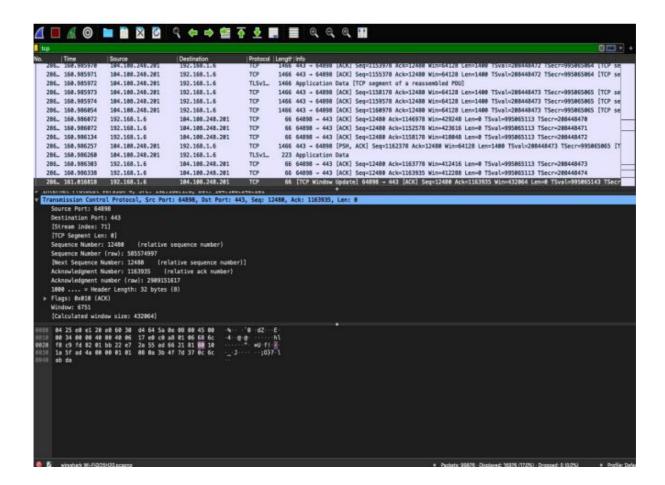
• ARP:

```
8--
                                                                                                                                                                           22 192.168.1.6 is at 68:38:64:64:5a:96
8 Who has 192.168.1.6 if at 66:38:64:64:5a:86
88 Who has 192.168.1.6 Tell 192.168.1.1
42 192.168.1.6 is at 66:38:64:64:5a:86
88 Who has 192.168.1.6 Tell 192.168.1.6
89 Who has 192.168.1.6 Tell 192.168.1.1
40 192.168.1.6 is at 66:38:64:64:5a:86
80 Who has 192.168.1.6 Tell 192.168.1.1
42 192.168.1.6 is at 66:38:64:64:5a:86
80 Who has 192.168.1.6 Tell 192.168.1.1
42 192.168.1.6 is at 66:38:64:64:5a:86
81 Who has 192.168.1.7 Tell 192.168.1.1
42 192.168.1.8 is at 66:38:64:64:5a:86
82 Who has 192.168.1.7 Tell 192.168.1.1
                                                                                                    Apple 64:5a:0e
        226. 133.581275
226. 133.581322
                                                    TaicangT e1:28:e8
                                                                                                                                                    ARP
                                                                                                    TaicangT_e1:20:e8
                                                    Apple 64:5a:0e
                                                  Apple_64:5a:0e
TaicangT_e1:20:e0
Apple_64:5a:0e
TaicangT_e1:20:e0
Apple_64:5a:0e
TaicangT_e1:20:e0
Apple_64:5a:0e
TaicangT_e1:20:e0
Apple_64:5a:0e
SamsungE_e0:76:bd
        233. 138.788887
                                                                                                    Apple 64:5a:0e
       233. 138.788067
233. 138.7880651
248. 143.929797
248. 143.929851
257. 148.915348
257. 154.068748
267. 154.068748
269. 155.525295
278. 159.115782
                                                                                                  Apple_64:5a:0e
TaicangT_e1:20:e8
Tapple_64:5a:0e
TaicangT_e1:20:e8
Apple_64:5a:0e
TaicangT_e1:20:e8
Apple_64:5a:0e
TaicangT_e1:20:e8
Broadcast
Apple_64:5a:0e
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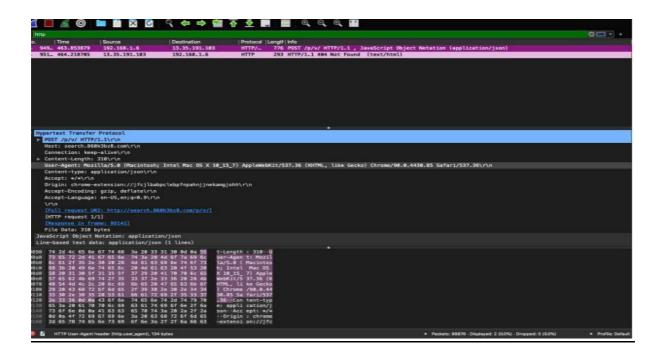
UDP:



• TCP:



HTTP:



<u>CONCLUSION:</u> From this experiment we have studied how to use the software Wireshark and use it to monitor, implement and check our UDP, TCP and HTTP and ARP.