# CSSE 490 -- NETWORK SECURITY Rose-Hulman Institute of Technology

## Lab 1: Introduction to Networking

### Learning Objectives

#### At the end of this lab, you should be able to:

- Identify the data link and network layer protocols.
- Capture traffic on a network using tcpdump and/or scapy.
- Examine network packets captured on the wire.
- Craft and send network packets to achieve a certain goal.

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Question	Points	Score
Question 1	10	
Question 2	5	
Question 3	10	
Question 4	15	
Question 5	5	
Question 6	15	
Question 7	5	
Question 8	5	
Question 9	10	
Question 10	5	
Question 11	10	
Question 12	15	
Question 13	10	
Question 14	15	
Question 15	15	
Question 16	30	
Question 17	0	
Question 18	0	
Question 19	0	
Total:	180	

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Winter 2024-2025

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Dec 05, 2024 Lab 1 Page 1 of 11

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		ckets, there are two packets that show up in ou think these packets are for.
2.2 Digging int	o ARP	
Question 4. (15 points ARP protocol?	) Based on your observation	s in this section, what is the purpose of the
Question 5. (5 points)	Where are ARP mappings s	tored on a machine?

Dec 05, 2024 Lab 1 Page 2 of 11

	btaining a map					.AU (1)
<b>ion 7</b> . (5 point	ts) On average	, how often i	s an ARP rec	quest refresh	ed?	

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Winter 2024-2025

Dec 05, 2024 Lab 1 Page 3 of 11

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sudden, hostB di		rio: hostA is pinging hostB, but all of a ou think hostA will do after it asks hostB response?

3	3 The ICMP protocol
Ί	The questions below refer to the ICMP section of the lab documentation.
3	3.1 ping
S	stion 9. (10 points) Based on your observations, draw a simple structure of an ICMP packet, tacking together the different headers that must be present in the packet so that communication can happen successfully.

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#### 3.2 Digging into an ICMP packet

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**Question 10**. (5 points) Describe the setup of your experiment and the commands you used to launch it.

Dec 05, 2024 Lab 1 Page 5 of 11

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4	Implement	tation			
4.1	traceroute				
		s) Describe an ex	h you can captu	ire packets to exa	$\min \epsilon$
		s) Based on the on the path between		scribe how trace	oute

Dec 05, 2024 Lab 1 Page 7 of 11

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<b>Question 14</b> . (15 po	nts) Implement traceroute usin	ng your chosen programming language.
4.2 The ghost	machine	
	nts) Describe your exploit using attacker should do in order to trice	text and/or diagrams. Make sure to list all ck hostA.

Question 16. (30 points) Implement your exploit using your chosen programming language.

Dec 05, 2024 Lab 1 Page 8 of 11

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5	Wra	ap-up										
		(0 points) this lab.	In your	own	words,	please	write	a quick	summary	of wha	ıt you	have
Questi	ion 18.	(0 points)	How mu	ıch ti	me did	it take	you to	comple	te this lab	?		

Dec 05, 2024 Lab 1 Page 9 of 11

Winter 2024-2025	Name:		Network	SECURITY
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Question 19. (0 points) anonymous feedback,	Do you have any feedback about this lab? feel free to detach this page and slide it under	(If you'd like to leave an er my door).

Dec 05, 2024 Lab 1 Page 11 of 11