# CS-Go Packet Traffic

- Two Players(Server is Player).
- Two Players( Server is not playing)
- Ten Player (Server is not playing )

*Server has wireshark.

# *Two Players(Server -> Playing )*

- Capturing Time : 5 minutes 30 seconds.
- Total Packet capture =32481.
- Average Packet size = 135 byts.
- Average Frequency = 98.291.
- Total Byts Captured =4399099.
- Average Byts Per Second = 13312.15.
- IPv4->99.64%, ARP-> .28% and Ipv6-> .08%
- UDP->99.31% and TCP ->.33%

# *Two Players(Server -> Not Playing )*

- Capturing time : 5 Minutes 48 seconds.
- Total Packet capture =69310
- Average Packet size = 143 byts.
- Average Frequency = 199.291.
- Total Byts Captured =9881127.
- Average Byts Per Second = 28392.45.
- IPV4->99.7% ARP->.20% and IPV6-> .09%
- UDP->99.51% and TCP ->.19%

# *Ten Players(Server -> Not Playing )*

- Capturing time : 5 Minutes 30 seconds.
- Total Packet capture =211187.
- Average Packet size = 173 byts.
- Average Frequency = 638.291.
- Total Byts Captured =36833048.
- Average Byts Per Second = 111357.
- IPV4->99.34% ARP->.59% and IPV6-> .07%
- UDP->99.28% and TCP ->.03%

# Observation

- Server Port : 27015 and Player  Port : 27005.
- Real Time ( Almost all packets Use UDP.)
- Frequency Increases with No of Players.

# ARP in IPv4

- Used To Match IP address with Mac address( physical address) On LAN.
- Generate ARP Request and Broadcasts it  to all nodes in LAN.
- Gets MAC Address and Store it in Cache.
- Both Nodes Update ARP Cache.

# Security Issues in ARP

- ARP Spoofing. (False ARP messages are sent over a LAN)
- MAC Flooding.( Translation table that tracks which MAC addresses are on which physical ports has a limited amount of memory)
- MAC Duplicating