Analyze TCP, UDP and IPV4 Header using Wireshark

TCP Analysis using Wireshark

TCP, or Transmission Control Protocol, is one of the main protocols in IP networking. Wireshark, being a potent network protocol analyzer, provides the ability to dissect the details of TCP communication. It can be utilized to analyze TCP connections in-depth, offering valuable insights about the network traffic.

In performing TCP analysis, Wireshark enables users to visualize and examine the intricate details of TCP packets. These details may include source and destination ports, sequence and acknowledgement numbers, flags, and more. It also allows users to investigate the mechanisms of TCP flow control, error control, and congestion control. Users can view the TCP window size, identify retransmissions, and observe how TCP responds to network congestion.

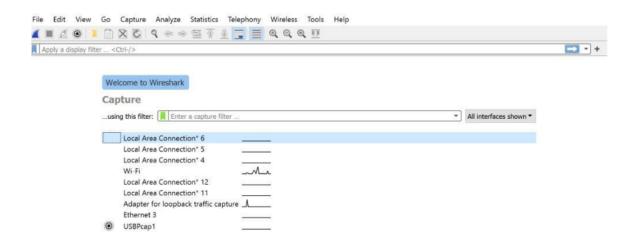
In addition to these, Wireshark provides a graphical representation of the communication flow between systems. This feature proves vital in identifying potential issues or anomalies with the TCP connections. It empowers users with the ability to perform deep packet inspection, which can provide detailed information like packet timing, TCP handshake information, and even the payload data itself. By leveraging these data, users can gain important insights into their network's behavior, aiding them to troubleshoot issues effectively and optimize network performance efficiently.

Furthermore, Wireshark provides the functionality to filter the TCP segments based on specific criteria. This includes filtering by source and destination IP addresses, ports, and specific flags in the TCP header. This greatly enhances the efficiency of analyzing TCP traffic, allowing users to focus on particular aspects or incidents in the network traffic.

To launch Wireshark, follow these steps:

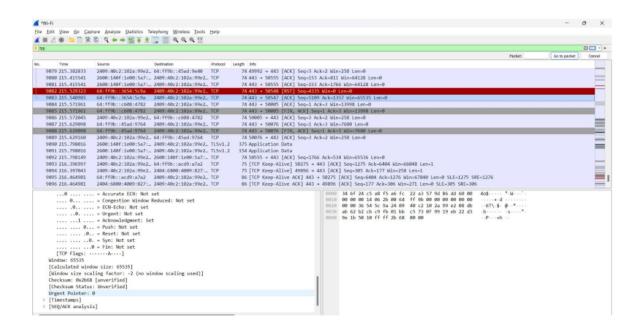
Open the start menu or application directory on your computer.

- Locate and click on the Wireshark application to open it. If it's not there, you might need to install it first.
- Once the application is open, you'll see an interface with a list of available network connections.
- Select the network connection you wish to monitor. Usually, this will be the connection you're currently using to connect to the internet.
- Click on the 'Start' button to begin capturing packets on that network.
- You are now running Wireshark and can begin your analysis.

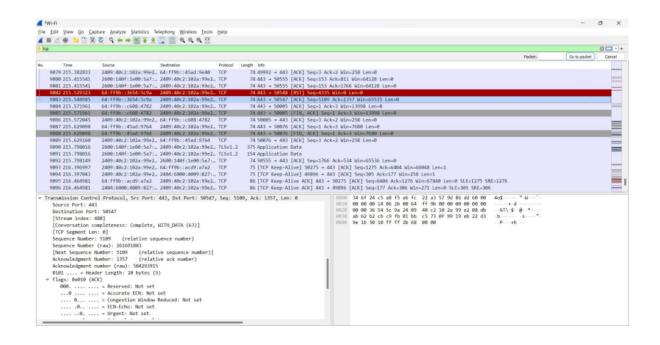


Now we have the captured packets and you will be having the captured packet list on the screen. Since we are concerned here with only TCP packets as we are doing TCP analysis, we shall be filtering out TCP packets from the packet pool.

In the display filter bar on the screen, enter TCP and apply the filter.



From analyzing the menu in the menu bar select display filters or from capture select capture filters and then TCP only and ok



Below, you will find a list of TCP packets. The first three packets in the list are part of the three-way handshake mechanism of TCP, which is used to establish a connection.

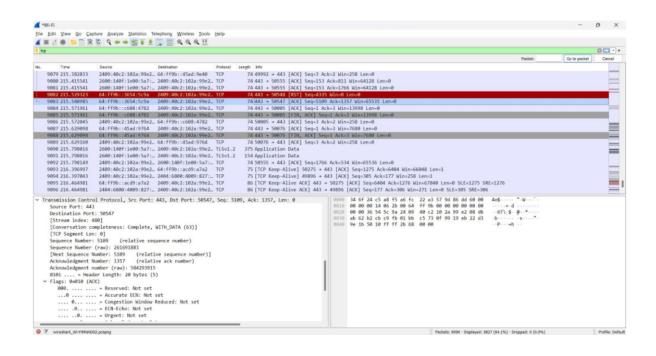
Here's a brief overview of this mechanism and the three steps involved:

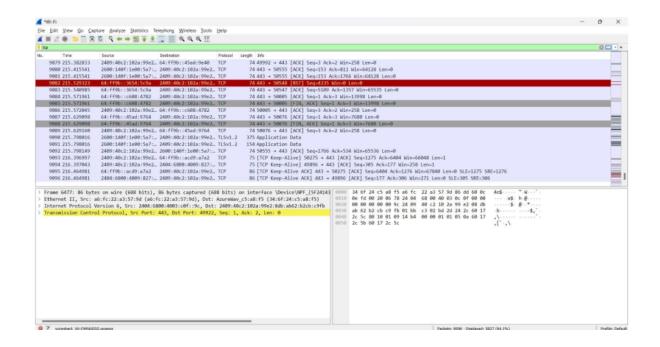
- Your local host sends a synchronization packet (SYN) to the server it wants to connect to.
- The server responds by sending an acknowledgment packet (ACK) to your local host, indicating that it has received the SYN request and also sends a synchronization packet (SYN) to confirm the connection. This is known as an SYN+ACK packet.
- Your local host responds to this request by sending an ACK after receiving the SYN from the server.

The following parameters are important when analyzing TCP packets:

- **Source port**: The port of your host network used for communication.
- **Destination port**: The port of the destination server.
- **TCP segment length**: Represents the data length in the selected packet.
- **Sequence number:** A method used by Wireshark to give each packet a particular index for tracking purposes. This index starts at 0.
- **Next sequence number**: The sum of the sequence number and the segment length of the current packet.
- **Acknowledgment number**: Contains the byte length of data received.
- **Header length**: The length of the TCP header, which can vary from 20 to 60.

The first three packets of the TCP list exhibit the three connection establishment steps, with each packet type (ACK, SYN, SYN-ACK) listed on their respective sides. To examine a packet more closely, you can select it and view the TCP parameters in the expert view in the packet detail section just below the packet list.





UDP Analysis using Wireshark

User Datagram Protocol (UDP) is another core communication protocol used in IP networking. Unlike TCP, it is a connectionless protocol with no guarantee of data

delivery, making it faster but less reliable. Wireshark can be used to analyze UDP traffic just as effectively as TCP.

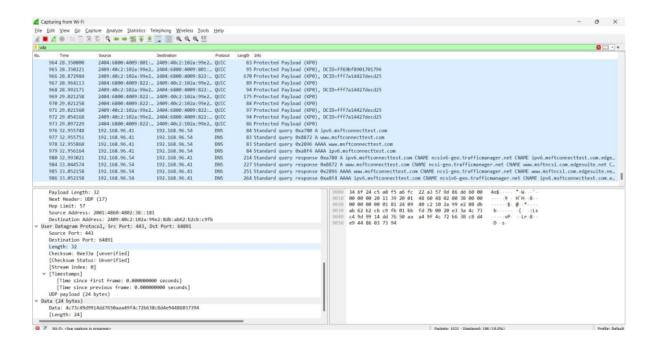
To filter and analyze UDP packets, you can follow the same initial steps as for TCP analysis. However, in the display filter bar, enter udp instead of tcp to display only UDP packets.

UDP analysis in Wireshark can provide valuable information about the network traffic, such as the source and destination ports, length of the data, and the payload data itself. Additionally, Wireshark allows you to view any potential issues with the UDP traffic, such as errors or packet loss.

Wireshark also provides a graphical representation of the communication flow between systems for UDP traffic, similar to TCP. This can help identify potential issues or anomalies in the UDP traffic.

To examine a packet more closely, you can select it and view the UDP parameters in the expert view in the packet detail section just below the packet list. Here, you will find the details of the UDP packet, including the source port, destination port, and length of data.

Please note that, unlike TCP, UDP does not have sequence or acknowledgment numbers, and there is no three-way handshake mechanism. This is because, as a connectionless protocol, UDP does not establish a connection before data transmission. As a result, the analysis of UDP packets is somewhat more straightforward than that of TCP packets.



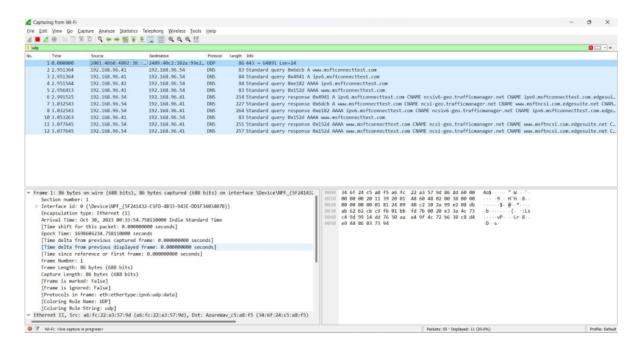
UDP HEADER:

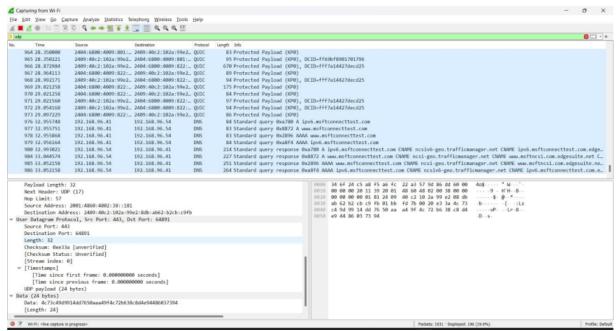
The UDP header is much simpler than the TCP header. It has only four fields: Source Port, Destination Port, Length, and Checksum.

- Source Port: This field identifies the sending port.
- **Destination Port**: This is the port to which the packet is sent.
- **Length**: This field specifies the length in bytes of the UDP header and the encapsulated data. The minimum length is 8 bytes, the length of the header.
- **Checksum**: This is used for error-checking of the header and data.

These fields can be analyzed directly in Wireshark by selecting a UDP packet and examining the details in the packet details pane. The Source Port and Destination Port fields can give you an understanding of the endpoints of the communication. The Length field can tell you the size of the data being transmitted, and the Checksum field can help you verify the integrity of the data.

Please note that because UDP is a connectionless protocol, these fields are the only ones available in the UDP header. There is no sequence or acknowledgment information, as there is in TCP, because UDP does not guarantee delivery or require a connection setup phase.





IPv4 Analysis using Wireshark

Internet Protocol version 4 (IPv4) is the fourth version of the Internet Protocol (IP). It is one of the core protocols of standards-based internetworking methods on the Internet. Wireshark can be used to dissect and analyze IPv4 packets effectively, providing valuable insights about the network traffic.

To analyze IPv4 packets, follow the same initial steps as for TCP or UDP analysis, but in the display filter bar, enter ip to display only IPv4 packets.

The IPv4 header contains crucial information about the packet, including the source and destination IP addresses, the protocol used (TCP, UDP, ICMP, etc.), and other parameters like TTL (Time to Live), flags, and header checksum.

The source and destination IP addresses provide information about who is sending the packet and to whom. The protocol field indicates the protocol used by the data portion of the IP packet. The TTL field is used to avoid packet loops in the network, decrementing the value by one for each router crossed by the packet. The flag field is used for fragmentation and reassembly of packets, and the header checksum is used for error checking of the header.

By analyzing these fields, users can gain insights into their network's behavior, aiding them to troubleshoot issues effectively and optimize network performance efficiently. For a more detailed view of an IPv4 packet, select a packet from the packet list to display the packet details below. This will provide a comprehensive view of the IPv4 header fields.

Please note that unlike TCP and UDP, IP is a network layer protocol and does not have port numbers. Therefore, the analysis of IP packets focuses on network layer information. However, the encapsulated transport layer protocol (TCP, UDP, etc.) can be further analyzed by digging into the packet content.

Wireshark allows you to view any potential issues with the IPv4 traffic, such as errors or packet loss. It also provides a graphical representation of the communication flow between systems, which can help identify potential issues or anomalies in the IPv4 traffic.

IPv4, or Internet Protocol Version 4, Its characteristics include:

• It uses a 32-bit address scheme allowing for a total of just over 4 billion addresses.

- Addresses are divided into five classes: A, B, C, D, and E.
- It uses a dotted decimal notation, meaning addresses appear as four sets of numbers separated by periods.
- It supports unicast, broadcast, and multicast operations.
- It includes fields for options such as security, record route, timestamp, and more.
- IPv4 headers include a checksum.
- It is connectionless, where each packet is handled independently from others.
- It allows for fragmentation of packets, which can then be reassembled.

