#### PART1:

1. list the essential packets No. used for TCP/TLS1.3 handshakes and write down their message types.

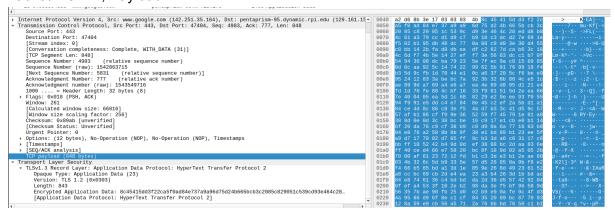
There should be total 5 or 6 packets.

A:

- 1. Packet N0.1: Message Type: SYN
- 2. Packet NO.2; Message Type: SYN / ACK
- 3. Packet NO.3; Message Type: ACK
- 4. Packet NO.4; Message Type: Client Hello
- 5. Packet NO.6; Message Type: Server Hello, Change Cipher Spec
- 6. Packet NO.12; Message Type: Change Cipher Spec
- 2. Pick an application data packet and write down its No. What's the payload you can find in that packet?

A:

## Packet NO.22; Payload:

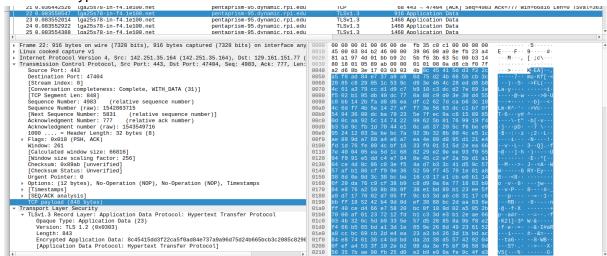


3. Now it is the time to use the keys to decrypt the traffic. go to Preferences->Protocols->TLS->(Pre)-Master\_scret log file. Select the part1keys.txt you generated before. Compare with the payload you saw before in your selected application data packet , what's the difference?

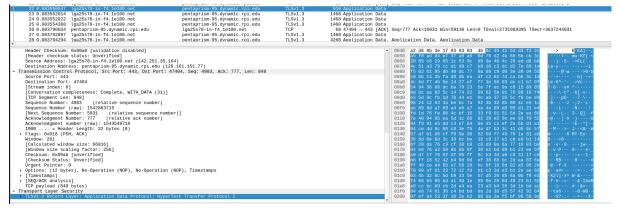
A:

The packets are decrypted by the txt file.

# Before decryption:



## After decryption:



4. Continue to find a packet No. that contains plain text HTTP header method :GET. Write down the packet No. and all other header fields and values in the packet.

A:

:GET: Packet N0.14

## PART2:

1. List the No. of packets that contains TLS hello messages, and describe how you find them.

Filter by "tls.handshake.type == 1", which corresponds with "Client Hello" message. Packet NO.1

2. List the all the frame types in the QUIC packet that contains clienthello message.

A:

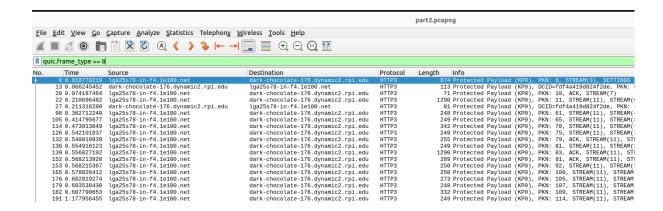
**CRYPTO** 

3. Do you see any stream frame types in payload packets? If you see it, list packet No. If not, explain why.

A:

Filtered packets with "quic.frame type == 8".

All the packets shown in snapshot are steam frame types in payload packets.

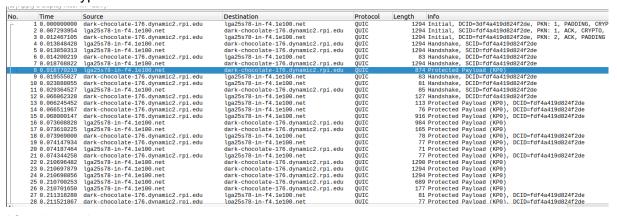


Now repeat the same decryption step by using part2keys.txt. Look for any packet that
contains plain text HTTP header. If you find one, write down the Packet No. If not, explain
why.

A:

After decryption, some of the QUIC becomes HTTPS3 (as packet NO.8), and the stream frame showed up.

### Before decryption:



### After decryption:

