

## TASK 3

### 1.DNS

The screenshot shows a NetworkMiner capture of DNS traffic. The list view shows numerous DNS queries and responses for the domain youtube.com, including both A (IPv4) and AAAA (IPv6) records. The details view provides a breakdown of each packet's structure, and the hex/dump/ASCII views show the raw network data. A green bar highlights the DNS section of the interface.

After capturing the packets, I filtered the packets at search bar by typing DNS, these are all the DNS packets.

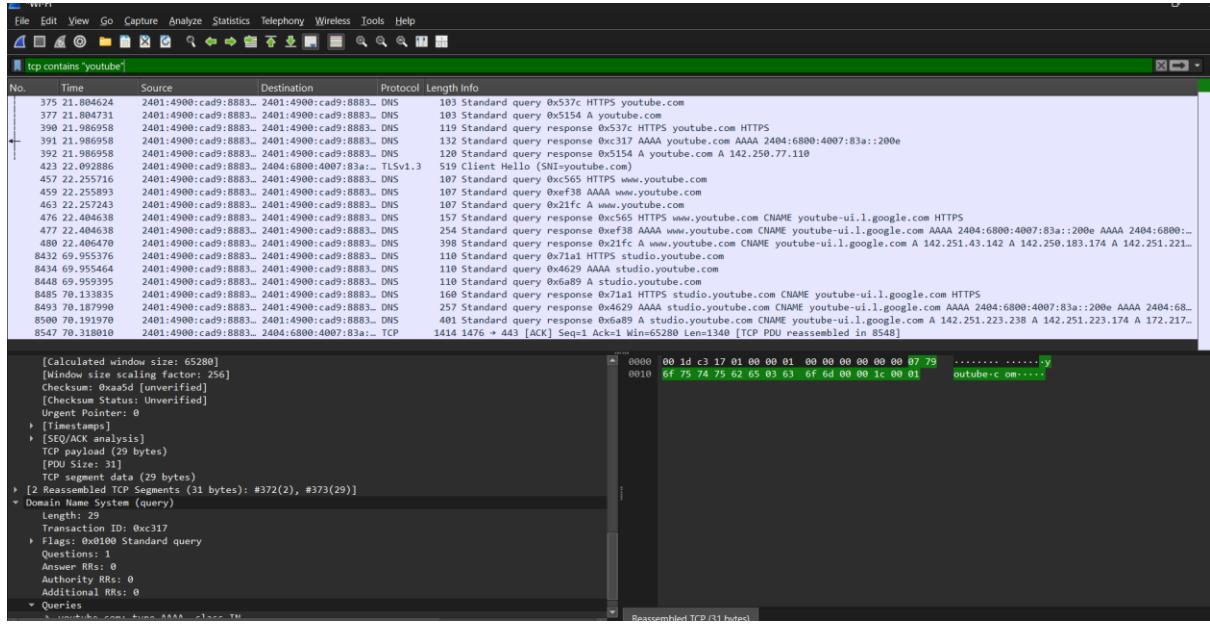
The capture shows both A (IPv4) and AAAA (IPv6) DNS queries for youtube.com. DNS responses returned multiple IP addresses, indicating CDN-based load balancing. The domain www.youtube.com was resolved using a CNAME record pointing to youtube-ui.l.google.com.

When I search youtube url, the browser breaks down the url into different parts and dns will kick off first find the server ip for the request. And send the response in multiple DNS, because the server picks up the fastest and reliable one. This will leads to loadbalancing.

- **A** - ip v4 address
- **AAA** - ip v6 address

We can see the responses are in AAA which shows that the response is in ipv6 address. Because ipv6 have lot of address due to growth of digital gadgets usage we are moving towards ipv6 address.

## 2. TCP



TCP- Transmission Control Protocol, is more secure and reliable connection, it follows 3 way handshake like data, acknowledgement, data. It sends the data after the acknowledgement of previous frame.

Here the server has an established connection earlier, packet 1447-143. Client has established the connection through text called SNI, visible because TLS is not full established.

Here tcp takes place instead of udp because pf the reliability and no place buffering while streaming a video.

- TLS data is split across multiple TCP packets
- Wireshark reassembles them
- This packet alone does NOT contain full TLS message

TLS Is an abbreviation of Transmission Layer Securiy, it is used to secure the application that works on public networks, without security Anyone can see our data. HTTP is an insecure protocol any one can access the plain text, to resolve this HTTPS came in existence. TLS make wrap with HTTP to create the HTTPS.