Cybersecurity

Network Simulation

Lab Assignment

Submitted by

Rijwal vp

24UBC150

BCA A

OSI Model, TCP/IP Model & Wireshark Packet Analysis

part A –osi model theory

1. OSI Layer Explanations

Layer 1 – Physical Layer

The Physical Layer is the quiet workhorse of the network stack. It handles raw signal transmission—electrical pulses, light waves, or radio frequencies—that travel through

cables or the air. No interpretation of data occurs here; it only moves bits from one point to another. Technologies like Ethernet cables, fiber optics, connectors, voltage levels, and Wi-Fi radio waves operate in this layer. It can be compared to the actual road or railway track that vehicles use—without this foundation, nothing else in the network can function.

Layer 2 – Data Link Layer

At this layer, the network gains awareness of local devices. The Data Link Layer organizes bits into frames, assigns MAC addresses, and performs error detection using CRC. Switches, NICs, VLANs, ARP, and protocols like Ethernet and PPP belong

here. It behaves like a neighborhood traffic manager, ensuring frames reach the correct destination within the local network. It also handles collisions and quietly removes corrupted frames before they reach higher layers.

Layer 3 – Network Layer

The Network Layer enables communication beyond the local network. It manages logical addressing and routing using IP addresses, subnetting, and routers. Protocols like OSPF, RIP, and BGP help determine the optimal path for packets. Each router along the route decides where the packet should travel next. This layer functions like a long-

distance postal system, moving data from city to city (network to network) until it reaches its destination.

Layer 4 – Transport Layer

The Transport Layer ensures reliable and orderly communication. It decides whether data should be delivered with reliability (TCP) or speed (UDP). It segments data, assigns port numbers, manages flow control, retransmissions, and reassembly. Think of it as a courier service: TCP handles fragile packages with care, while UDP delivers items quickly with minimal overhead—ideal when speed matters more than accuracy.

Layer 5 – Session Layer

The Session Layer creates, controls, and terminates communication sessions between devices. It keeps track of who is communicating and maintains the session even if interruptions occur. Protocols like RPC and NetBIOS operate here. This layer can be compared to a meeting moderator who ensures conversation flows smoothly without participants talking over one another.

Layer 6 – Presentation Layer

The Presentation Layer acts as the translator of the network. It converts data

formats, handles encryption and decryption, and manages compression. Technologies such as SSL/TLS, JPEG, MP3, GIF, and encoding standards like ASCII and UTF-8 belong here. Imagine a multilingual editor who reformats and translates a document so the receiver gets it in the correct style and language.

Layer 7 – Application Layer

This is the topmost layer—the one visible to users. It provides interfaces for web browsing, email, file transfers, and other network services. Protocols like HTTP, HTTPS, FTP, SMTP, DNS, and DHCP

function here. It is similar to a service desk counter where users make their requests while the deeper layers handle the actual processing behind the scenes.

2. OSI Mnemonic

“Please Don’t Nap Too Soon, People Are Watching.”

Word	OSI Layer
Please	Physical
Don’t	Data Link
Nap	Network
Too	Transport
Soon	Session
People	Presentation
Are Watching	Application

3. OSI vs TCP/IP Model Comparison

The OSI model uses a detailed seven-layer structure to clearly separate networking functions—from raw signals to application-level services. It is considered a theoretical and educational model.
The TCP/IP model, however, is a practical four-layer framework used by real-world networks and the internet. It groups related tasks together, making it simpler and more implementation-focused.

The upper OSI layers (Application, Presentation, Session) merge into one

Application Layer in TCP/IP, while the lower layers (Data Link and Physical) combine into a **Network Access Layer**. Both models describe how data travels through a network but differ in granularity and structure

OSI Layer	TCP/IP Layer	Explanation
Application (L7)	Application Layer	TCP/IP combines user-facing services

		here.
Presentation (L6)	Application Layer	Formatting, encryption, compression are also handled by the TCP/IP Application layer.
Session (L5)	Application Layer	Session management is included within TCP/IP Application protocols.
Transport (L4)	Transport Layer	TCP/UDP control reliability and ports.
Network	Internet	IP, routing,

(L3)	Layer	addressing.
Data Link (L2)	Network Access Layer	Frames, MAC addresses, NICs.
Physical (L1)	Network Access Layer	Cables, signals, physical transmission.

4.Protocol Data Units (PDUs)

OSI Layer	PDU Name	Notes

Layer 4 – Transport	**Segment (TCP) / Datagram (UDP)**	TCP behaves like a careful courier (segments), while UDP tosses lightweight datagrams without ceremony.
Layer 3 – Network	**Packet**	Carries IP addresses and travels across multiple networks.
Layer 2 – Data Link	**Frame**	Wrapped with MAC addresses; perfect for local delivery.
Layer 1 –	**Bits**	Raw 1s and 0s racing through cables

Physical		or airwaves.

5. Addressing Concepts

1. MAC Address — Layer 2 (Data Link)

A MAC address is a hardware identifier built into the network interface card. It acts like a permanent name tag within a local network. Switches use MAC addresses to decide which port should receive a frame, ensuring efficient local delivery.

2. IP Address — Layer 3 (Network)

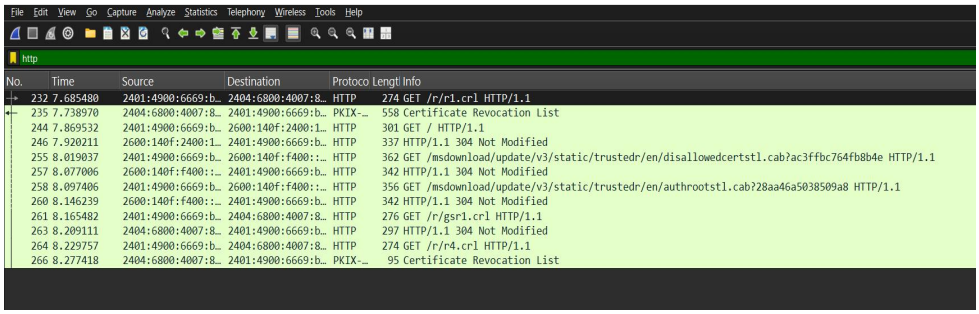
An IP address is a logical address used to identify devices across different networks. Routers use IP addresses to forward packets from one network to another. While MAC addresses tell "who is nearby," IP addresses tell routers "where in the world this data must go."

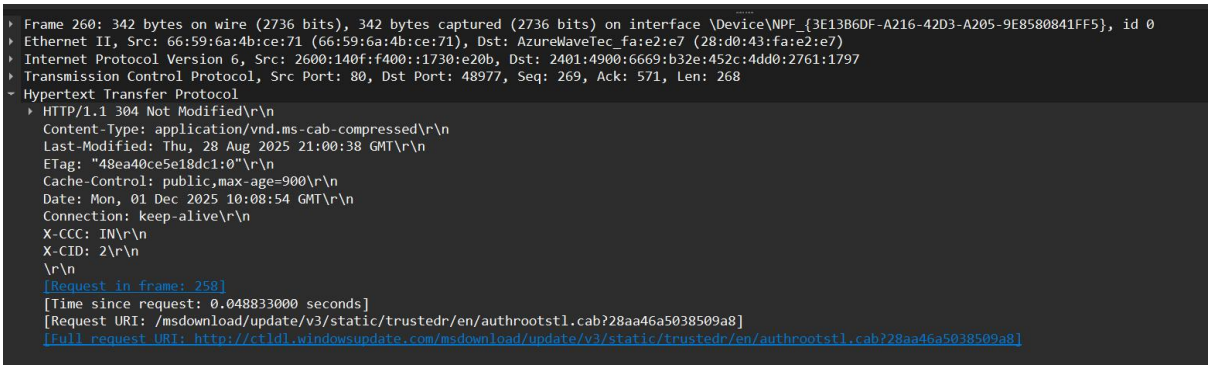
3. Port Number — Layer 4 (Transport)

A port number identifies the specific application or service running on a device. TCP and UDP use ports to ensure the correct application receives the datalike directing a package to the correct room within a building.

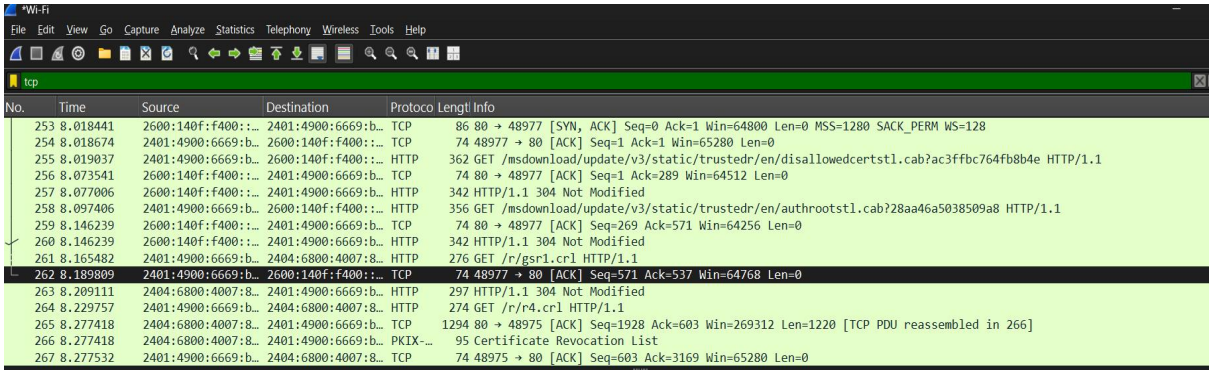
Part B – Wireshark Practical

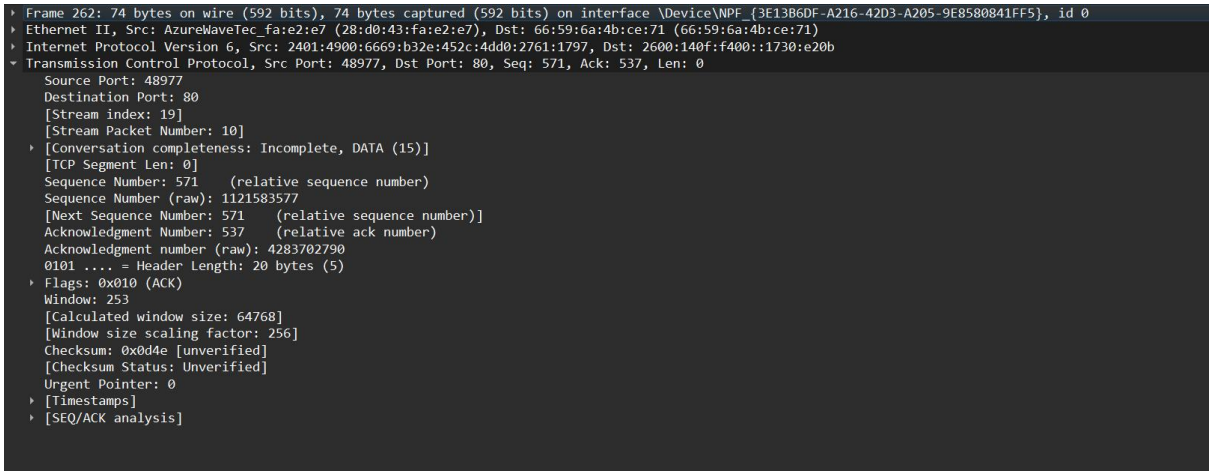
1.HTTP Traffic



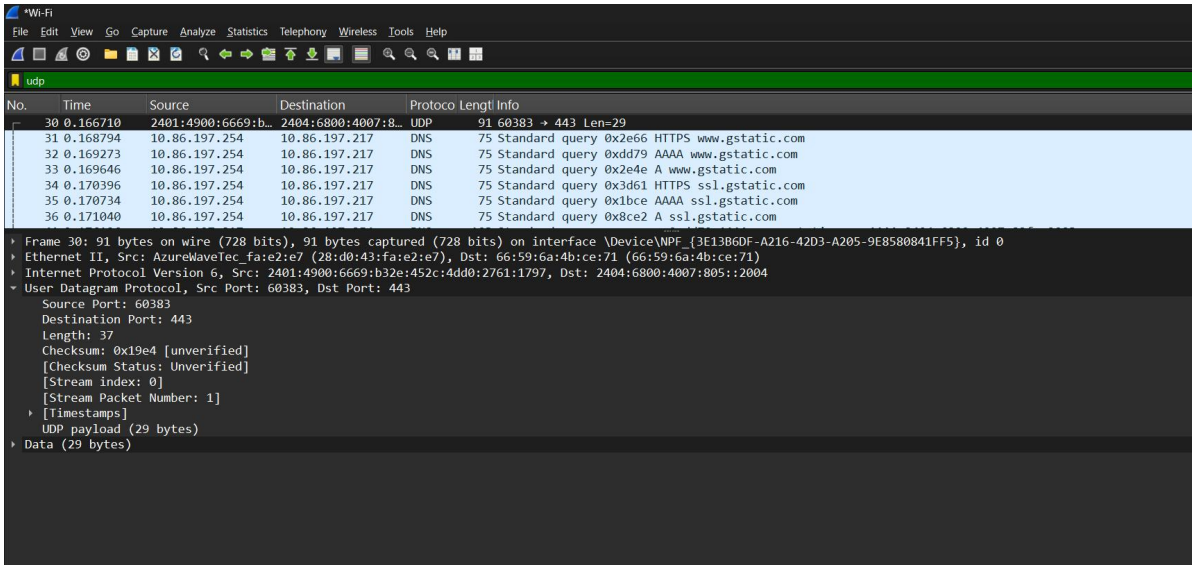


2.TCP Packets

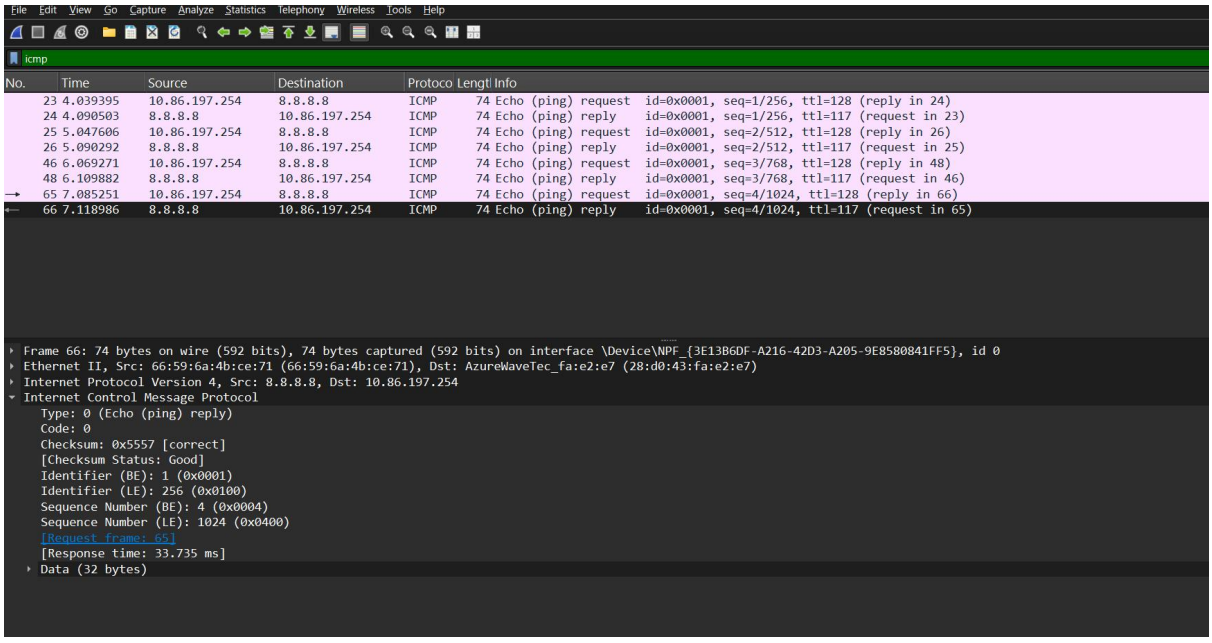


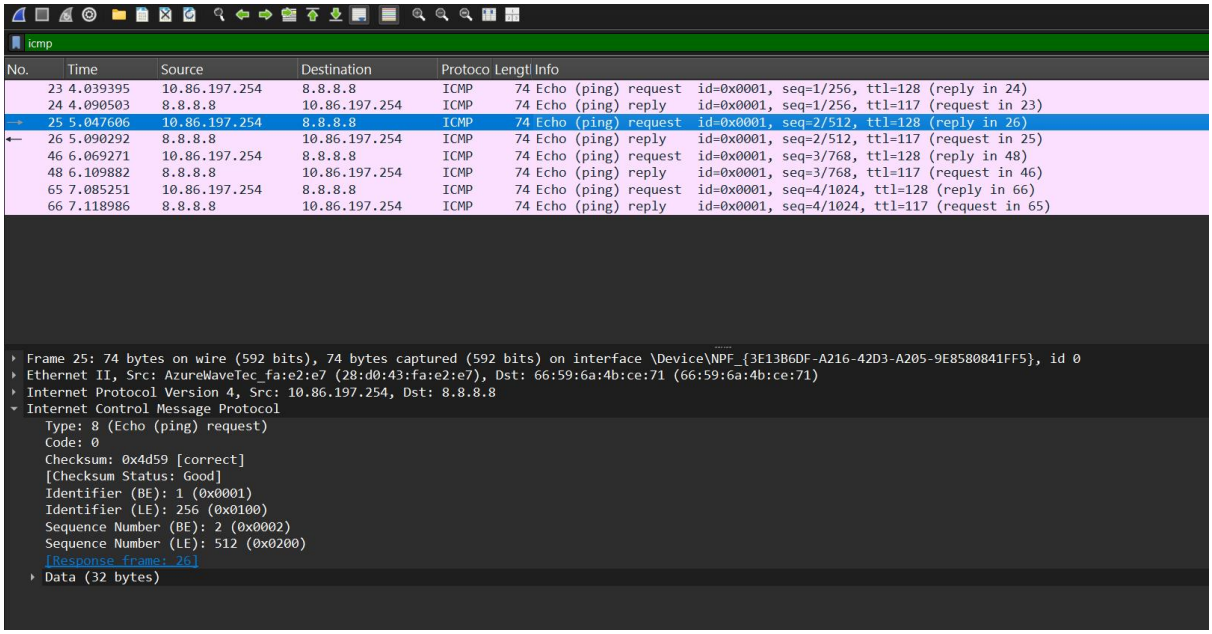


3.UDP Packets

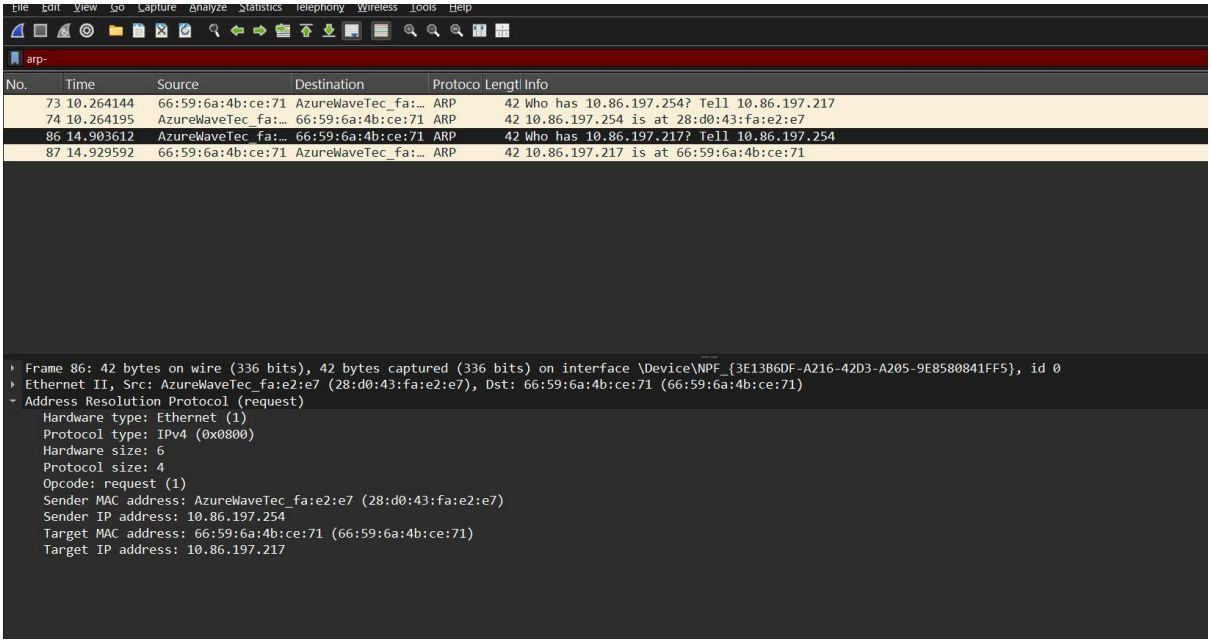


4.ICMP Packets




icmp
No. Time Source Destination Protoco Lengt Info
23 4.039395 10.86.197.254 8.8.8.8 ICMP 74 Echo (ping) request id=0x0001, seq=1/256, ttl=128 (reply in 24)
24 4.090503 8.8.8.8 10.86.197.254 ICMP 74 Echo (ping) reply id=0x0001, seq=1/256, ttl=117 (request in 23)
25 5.047606 10.86.197.254 8.8.8.8 ICMP 74 Echo (ping) request id=0x0001, seq=2/512, ttl=128 (reply in 26)
26 5.090292 8.8.8.8 10.86.197.254 ICMP 74 Echo (ping) reply id=0x0001, seq=2/512, ttl=117 (request in 25)
46 6.069271 10.86.197.254 8.8.8.8 ICMP 74 Echo (ping) request id=0x0001, seq=3/768, ttl=128 (reply in 48)
48 6.109882 8.8.8.8 10.86.197.254 ICMP 74 Echo (ping) reply id=0x0001, seq=3/768, ttl=117 (request in 46)
65 7.085251 10.86.197.254 8.8.8.8 ICMP 74 Echo (ping) request id=0x0001, seq=4/1024, ttl=128 (reply in 66)
66 7.118986 8.8.8.8 10.86.197.254 ICMP 74 Echo (ping) reply id=0x0001, seq=4/1024, ttl=117 (request in 65)
Frame 25: 74 bytes on wire (592 bits), 74 bytes captured (592 bits) on interface \Device\NPF_{3E13B6DF-A216-42D3-A205-9E8580841FF5}, id 0
Ethernet II, Src: AzureWaveTec_fa:e2:e7 (28:d0:43:fa:e2:e7), Dst: 66:59:6a:4b:ce:71 (66:59:6a:4b:ce:71)
Internet Protocol Version 4, Src: 10.86.197.254, Dst: 8.8.8.8
Internet Control Message Protocol
Type: 8 (Echo (ping) request)
Code: 0
Checksum: 0x4d59 [correct]
[Checksum Status: Good]
Identifier (BE): 1 (0x0001)
Identifier (LE): 256 (0x0100)
Sequence Number (BE): 2 (0x0002)
Sequence Number (LE): 512 (0x0200)
[Response frame: 26]
Data (32 bytes)

5.ARP Frames


File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
arp-
No. Time Source Destination Protoco Lengt Info
73 10.264144 66:59:6a:4b:ce:71 AzureWaveTec_fa:... ARP 42 Who has 10.86.197.254? Tell 10.86.197.217
74 10.264195 AzureWaveTec_fa:... 66:59:6a:4b:ce:71 ARP 42 10.86.197.254 is at 28:d0:43:fa:e2:e7
86 14.903612 AzureWaveTec_fa:... 66:59:6a:4b:ce:71 ARP 42 Who has 10.86.197.217? Tell 10.86.197.254
87 14.929592 66:59:6a:4b:ce:71 AzureWaveTec_fa:... ARP 42 10.86.197.217 is at 66:59:6a:4b:ce:71
Frame 86: 42 bytes on wire (336 bits), 42 bytes captured (336 bits) on interface \Device\NPF_{3E13B6DF-A216-42D3-A205-9E8580841FF5}, id 0
Ethernet II, Src: AzureWaveTec_fa:e2:e7 (28:d0:43:fa:e2:e7), Dst: 66:59:6a:4b:ce:71 (66:59:6a:4b:ce:71)
Address Resolution Protocol (request)
Hardware type: Ethernet (1)
Protocol type: IPv4 (0x0800)
Hardware size: 6
Protocol size: 4
Opcode: request (1)
Sender MAC address: AzureWaveTec_fa:e2:e7 (28:d0:43:fa:e2:e7)
Sender IP address: 10.86.197.254
Target MAC address: 66:59:6a:4b:ce:71 (66:59:6a:4b:ce:71)
Target IP address: 10.86.197.217