

Cybersecurity

Network Simulation

Lab Assignment

Submitted by

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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

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

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

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

4. Protocol Data Units (PDUs)

OSI Layer	PDU Name	Notes

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

Physical		or airwaves.
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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 data like directing a package to the correct room within a building.

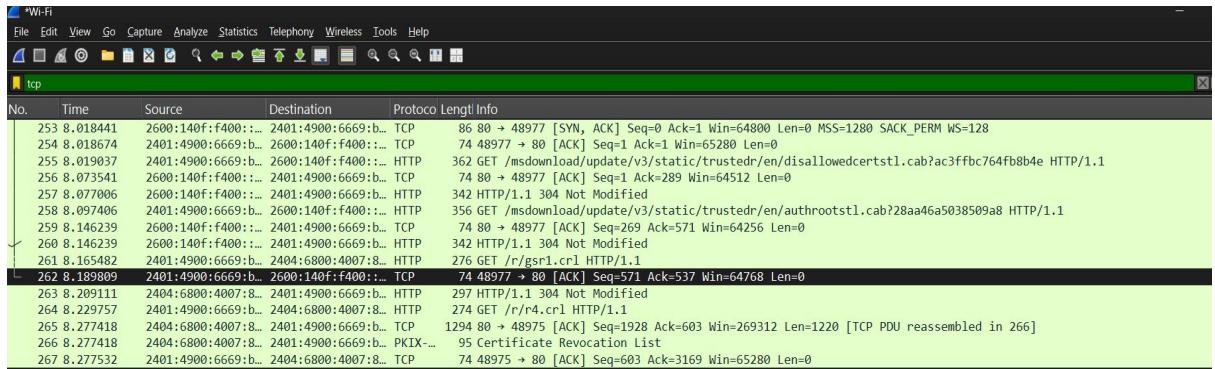
Part B – Wireshark Practical

1. HTTP Traffic

No.	Time	Source	Destination	Protocol	Length	Info
232	7.685488	2401:4900:6669:1b..	2404:6800:4007:8..	HTTP	274	GET /r/r1.crl HTTP/1.1
235	7.738970	2404:6800:4007:8..	2401:4900:6669:1b..	PKIX-*	558	Certificate Revocation List
244	7.869532	2401:4900:6669:1b..	2600:140f:2400:1..	HTTP	301	GET / HTTP/1.1
246	7.920211	2600:140f:2400:1..	2401:4900:6669:1b..	HTTP	337	HTTP/1.1 304 Not Modified
255	8.019037	2401:4900:6669:1b..	2600:140f:2400:1..	HTTP	362	GET /msdownload/update/v3/static/trustedr/en/disallowedcertstl.cab?ac3ffbc764fb8b4e HTTP/1.1
257	8.077066	2600:140f:2400:1..	2401:4900:6669:1b..	HTTP	342	HTTP/1.1 304 Not Modified
258	8.097406	2401:4900:6669:1b..	2600:140f:2400:1..	HTTP	356	GET /msdownload/update/v3/static/trustedr/en/authrootstl.cab?28aa46a5038509a8 HTTP/1.1
260	8.146239	2600:140f:2400:1..	2401:4900:6669:1b..	HTTP	342	HTTP/1.1 304 Not Modified
261	8.165482	2401:4900:6669:1b..	2404:6800:4007:8..	HTTP	276	GET /r/gsr1.crl HTTP/1.1
263	8.209111	2404:6800:4007:8..	2401:4900:6669:1b..	HTTP	297	HTTP/1.1 304 Not Modified
264	8.229757	2401:4900:6669:1b..	2404:6800:4007:8..	HTTP	274	GET /r/r4.crl HTTP/1.1
266	8.277418	2404:6800:4007:8..	2401:4900:6669:1b..	PKIX-*	95	Certificate Revocation List

```
Frame 260: 342 bytes on wire (2736 bits), 342 bytes captured (2736 bits) on interface \Device\NPF_{3E1386DF-A216-4D3-A205-9E8580841FF5}, id 0
Ethernet II, Src: 66:59:6a:4b:ce:71 (66:59:6a:4b:ce:71), Dst: AzureWaveTec_fae:e2:e7 (28:d0:43:fa:e2:e7)
Internet Protocol Version 6, Src: 2600:140f:f400:1:730:e20b, Dst: 2401:4900:6669:b32e:452c:4dd0:2761:1797
Transmission Control Protocol, Src Port: 80, Dst Port: 48977, Seq: 269, Ack: 571, Len: 268
- Hypertext Transfer Protocol
  - HTTP/1.1 304 Not Modified\r\n
    Content-Type: application/vnd.ms-cab-compressed\r\n
    Last-Modified: Thu, 28 Aug 2025 21:00:38 GMT\r\n
    ETag: "48ea40ce5e18dc1:0"\r\n
    Cache-Control: public,max-age=900\r\n
    Date: Mon, 01 Dec 2025 10:08:54 GMT\r\n
    Connection: keep-alive\r\n
    X-CCC: IN\r\n
    X-CID: 2\r\n
    \r\n
[Request in frame: 258]
[Time since request: 0.048833000 seconds]
[Request URI: /msdownload/update/v3/static/trustedr/en/authrootstl.cab?28aa46a5038509a8]
[Full request URI: http://ctld1.windowsupdate.com/msdownload/update/v3/static/trustedr/en/authrootstl.cab?28aa46a5038509a8]
```

2. TCP Packets



The Wi-Fi interface window shows a list of captured TCP packets. The table includes columns for No., Time, Source, Destination, Proto, Len/Info, and Info. The Info column provides detailed packet analysis.

No.	Time	Source	Destination	Proto	Len/Info	Info
253	8.018441	2600:140f:f400::...	2401:4900:6669:b...	TCP	86 80 → 48977 [SYN, ACK]	Seq=0 Ack=1 Win=64800 Len=0 MSS=1280 SACK_PERM WS=128
254	8.018674	2401:4900:6669:b...	2600:140f:f400::...	TCP	74 48977 → 80 [ACK]	Seq=1 Ack=1 Win=65280 Len=0
255	8.019037	2401:4900:6669:b...	2600:140f:f400::...	HTTP	362 GET /msdownload/update/v3/static/trustedr/en/disallowedcertstl.cab?ac3ffbc764fb8b4e HTTP/1.1	
256	8.073541	2600:140f:f400::...	2401:4900:6669:b...	TCP	74 80 → 48977 [ACK]	Seq=1 Ack=289 Win=64512 Len=0
257	8.077006	2600:140f:f400::...	2401:4900:6669:b...	HTTP	342 HTTP/1.1 304 Not Modified	
258	8.097406	2401:4900:6669:b...	2600:140f:f400::...	HTTP	356 GET /msdownload/update/v3/static/trustedr/en/authrootstl.cab?28aa46a5038509a8 HTTP/1.1	
259	8.146239	2600:140f:f400::...	2401:4900:6669:b...	TCP	74 80 → 48977 [ACK]	Seq=269 Ack=571 Win=64256 Len=0
260	8.146239	2600:140f:f400::...	2401:4900:6669:b...	HTTP	342 HTTP/1.1 304 Not Modified	
261	8.165482	2401:4900:6669:b...	2404:6800:4007:8...	HTTP	276 GET /r/gsr1.crl HTTP/1.1	
262	8.189869	2401:4900:6669:b...	2600:140f:f400::...	TCP	74 48977 → 80 [ACK]	Seq=571 Ack=537 Win=64768 Len=0
263	8.209111	2404:6800:4007:8...	2401:4900:6669:b...	HTTP	297 HTTP/1.1 304 Not Modified	
264	8.229757	2401:4900:6669:b...	2404:6800:4007:8...	HTTP	274 GET /r/r4.crl HTTP/1.1	
265	8.277418	2404:6800:4007:8...	2401:4900:6669:b...	TCP	1299 80 → 48975 [ACK]	Seq=1928 Ack=603 Win=269312 Len=1220 [TCP PDU reassembled in 266]
266	8.277418	2404:6800:4007:8...	2401:4900:6669:b...	PKIX-...	95 Certificate Revocation List	
267	8.277532	2401:4900:6669:b...	2404:6800:4007:8...	TCP	74 48975 → 80 [ACK]	Seq=603 Ack=3169 Win=65280 Len=0


```
> Frame 262: 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 6, Src: 2401:4900:6669:b32e:452c:4d00:2761:1797, Dst: 2600:140f:f400::1730:e20b
> Transmission Control Protocol, Src Port: 48977, Dst Port: 80, Seq: 571, Ack: 537, Len: 0
    Source Port: 48977
    Destination Port: 80
    [Stream index: 19]
    [Stream Packet Number: 10]
    > [Conversation completeness: Incomplete, DATA (15)]
        [TCP Segment Len: 0]
        Sequence Number: 571      (relative sequence number)
        Sequence Number (raw): 1121583577
        [Next Sequence Number: 571      (relative sequence number)]
        Acknowledgment Number: 537      (relative ack number)
        Acknowledgment number (raw): 4283702790
        0101 .... = Header Length: 20 bytes (5)
    > Flags: 0x010 (ACK)
        Window: 253
        [Calculated window size: 64768]
        [Window size scaling factor: 256]
        Checksum: 0xd4e [unverified]
        [Checksum Status: Unverified]
        Urgent Pointer: 0
    > [Timestamps]
    > [SEQ/ACK analysis]
```

3. UDP Packets

*Wi-Fi

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udp

No.	Time	Source	Destination	Protocol	Length	Info
30	0.166710	2401:4900:6669:b...	2404:6800:4007:8...	UDP	91	60383 → 443 Len=29
31	0.168794	10.86.197.254	10.86.197.217	DNS	75	Standard query 0x2e66 HTTPS www.gstatic.com
32	0.169273	10.86.197.254	10.86.197.217	DNS	75	Standard query 0xdd79 AAAA www.gstatic.com
33	0.169646	10.86.197.254	10.86.197.217	DNS	75	Standard query 0x2e4e A www.gstatic.com
34	0.170396	10.86.197.254	10.86.197.217	DNS	75	Standard query 0x3d61 HTTPS ssl.gstatic.com
35	0.170734	10.86.197.254	10.86.197.217	DNS	75	Standard query 0xbce AAAA ssl.gstatic.com
36	0.171040	10.86.197.254	10.86.197.217	DNS	75	Standard query 0x8ce2 A ssl.gstatic.com

```
> Frame 30: 91 bytes on wire (728 bits), 91 bytes captured (728 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 6, Src: 2401:4900:6669:b32e:452c:4dd0:2761:1797, Dst: 2404:6800:4007:805::2004
> User Datagram Protocol, Src Port: 60383, Dst Port: 443
    Source Port: 60383
    Destination Port: 443
    Length: 37
    Checksum: 0x19e4 [unverified]
    [Checksum Status: Unverified]
    [Stream index: 0]
    [Stream Packet Number: 1]
    [Timestamps]
    UDP payload (29 bytes)
    Data (29 bytes)
```

4. ICMP Packets

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icmp

No.	Time	Source	Destination	Protocol	Length	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	5.047666	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 66: 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: 66:59:6a:4b:ce:71 (66:59:6a:4b:ce:71), Dst: AzureWaveTec_fa:e2:e7 (28:d0:43:fa:e2:e7)
> Internet Protocol Version 4, Src: 8.8.8.8, Dst: 10.86.197.254
> Internet Control Message Protocol
    Type: 0 (Echo (ping) reply)
    Code: 0
    Checksum: 0x5557 [correct]
    [Checksum Status: Good]
    Identifier (BE): 1 (0x0001)
    Identifier (LE): 256 (0x0100)
    Sequence Number (BE): 4 (0x0004)
    Sequence Number (LE): 1024 (0x0400)
    [Request frame: 65]
    [Response time: 33.735 ms]
    Data (32 bytes)
```

No.	Time	Source	Destination	Protocol	Length	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

