

CS471 – Web Technologies (Laboratory)		Lab Week 2 The Internet Protocols
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This lab session covers the usage of the Wireshark application to monitor and capture the outgoing and incoming packets from a network connection (WIFI, ethernet, etc.). Specifically, students should be able to analyze HTTP, HTTPS, TCP/IP, and UDP protocols using Wireshark, a network protocol analyzer, and draw conclusions.

Pre-lab Preparation:

1. Review the basics and the structure of HTTP, TCP/IP, and UDP protocols,
2. Install Wireshark and ensure it is running on your computer,
3. Create an online, *publically accessible* Git repository to host and upload your work in the labs. We recommend you use GitHub or GitLab.

Lab Activities:

Part 1: Capturing HTTP Traffic.

Task 1: Start Wireshark and capture packets.

- Step 1: Open Wireshark.
- Step 2: Select the network interface connected to the internet (e.g., Ethernet or Wi-Fi).
- Step 3: Click the "Start Capturing Packets" button (the shark fin icon).
- Step 4: Open your favorite web browser and navigate to (<https://qu.edu.sa>) website.
- Step 5: After the website has fully loaded, stop capturing packets by clicking the red stop button in Wireshark.

Task 2: Filter HTTP packets and analyze them.

- Step 1: In the filter bar, type http and press Enter. This filters out only the HTTP packets from the capture.
- Step 2: Select any HTTP packet to view its details.
- Step 3: Observe the HTTP request and response messages. Note the method (GET, POST), URL, response codes (200 OK, 404 Not Found), etc.

Part 2: Analyzing TCP/IP Traffic.

Task 1: Filter TCP packets

- Step 1:** Clear the previous filter and type TCP to focus on TCP packets.
- Step 2:** Select a TCP packet related to your HTTP request/response.
- Step 3:** Right-click on the packet and select "Follow" -> "TCP Stream".
- Step 4:** This shows the entire conversation between the client and server.

Task 2: Analyze TCP handshake and investigate Data Transfer and Termination

- Step 1:** Find and select packets related to the TCP three-way handshake:
- SYN: Initiates a connection.
 - SYN-ACK: Acknowledges and responds to the SYN.
 - ACK: Acknowledges the SYN-ACK and establishes the connection.
- Step 2:** Note the sequence and acknowledgment numbers. Screenshot and upload your image to your online git repository.
- Step 3:** Observe the data packets exchanged between the client and server. Take a screenshot and upload it to your online git repo.

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Step 4: Look at the TCP termination process (FIN, ACK packets).

Part 3: Capturing and Analyzing UDP Traffic

Task 1: Generate UDP traffic and capture packets

Step 1: Open a network application that uses UDP (e.g., streaming video, VoIP software, or custom script).

Step 2: Start the application to generate UDP traffic.

Step 3: Start capturing packets in Wireshark while the UDP application is running.

Step 4: After sufficient traffic is generated, stop capturing packets.

Task 2: Filter and analysis UDP Packets

Step 1: In the filter bar, type UDP and press Enter.

Step 2: This filters out only the UDP packets from the capture.

Step 3: Select any UDP packet to view its details.

Step 4: Observe the source and destination ports, length, and data.

Step 5: Compare the simplicity of UDP headers with TCP headers.

Part 4: Comparing TCP and UDP by filling in the following tables. Save your work (e.g., in an MS Word document), and upload it to your online git repo.

Task 1: Fill in the following table and provide reasons.

	TCP or UDP	Reasons
Reliability and Connection Establishment	TCP	is reliable because it uses a three-way handshake to establish a connection and ensures data delivery.
Data Integrity and Ordering	UDP	is unreliable because it does not use a handshake mechanism and does not guarantee data delivery or ordering.

Task 2: Identify the use Cases and Performance of TCP and UDP.

	TCP	UDP
Use cases		
Performance		

Wireshark interface showing packet capture from Wi-Fi. The main pane displays a list of packets, with packet 172 selected. The packet details pane shows the structure of the selected packet, including Ethernet II, Internet Protocol Version 4, and Hypertext Transfer Protocol. The packet bytes pane shows the raw data in hexadecimal and ASCII.

Wireshark - Follow TCP Stream (tcp.stream eq 172) شبكة Wi-Fi

GET / HTTP/1.1
Cache-Control: max-age = 3600
Connection: Keep-Alive
Accept: */*
If-Modified-Since: Mon, 12 Feb 2024 22:07:27 GMT
If-None-Match: "65ca969f-12b"
User-Agent: Microsoft-CryptoAPI/10.0
Host: x2.c.lencr.org

HTTP/1.1 304 Not Modified
Content-Type: application/pkix-crl
Last-Modified: Mon, 12 Feb 2024 22:07:27 GMT
ETag: "65ca969f-12b"
Cache-Control: max-age=3600
Expires: Fri, 06 Sep 2024 16:24:21 GMT
Date: Fri, 06 Sep 2024 15:24:21 GMT
Connection: keep-alive

Device: VFP_9180CB40-9416-420F-A810-C5E02683FA, id 0
Ff7b0b0:ra:aa), Dst: Intel 4e:5d:5 (70:d8:21:4e:5d:5)
Protocol Version 4, Src: 23.41.62.133, Dst: 192.168.0.126
Version: 4 = 0100
Header Length: 20 bytes (5) = 0101
Internet Services Field: 0x00 (OSCP: C5b, ICH: Not-ICF)
Total Length: 52
Identification: 0x0000 (0)
Flags: 0x2, Don't fragment = 010
Fragment Offset: 0 = 0000 0000 0000 0...

Wi-Fi4U45T2.pcapng شبكة_wireshark

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Wi-Fi4U45T2.pcapng شبكة_wireshark

The image shows a Wireshark packet capture of a UDP stream. The top pane displays the packet list, showing 100 packets, all of type 'Protected Payload (K0)' and destination '192.168.0.126'. The middle pane shows the packet details for packet 100, including 'Protected Payload (K0)' and 'Protected Payload (K0)'. The bottom pane shows the packet bytes in hexadecimal and ASCII, with the ASCII column displaying the text 'e {Device\\NPf {9108C840-9060-42BF-MD30-C5EA20683FFA}, Id 0'.