

BASIC NETWORK PROTOCLS

EXPLAINING

BY

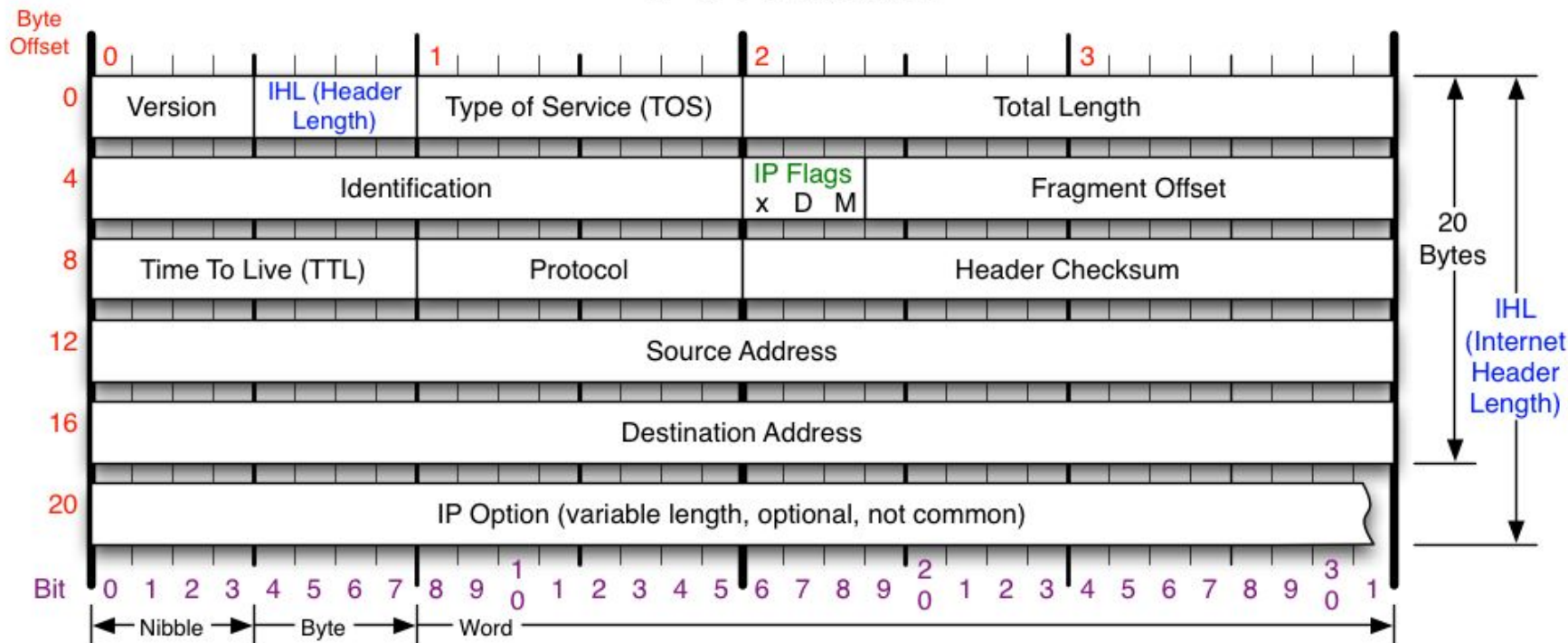
TRAFFIC ANALYZING

IP

Internet

Protocol

IPv4 Header



Version

Version of IP Protocol. 4 and 6 are valid. This diagram represents version 4 structure only.

Header Length

Number of 32-bit words in TCP header, minimum value of 5. Multiply by 4 to get byte count.

Protocol

IP Protocol ID. Including (but not limited to):

1 ICMP	17 UDP	57 SKIP
2 IGMP	47 GRE	88 EIGRP
6 TCP	50 ESP	89 OSPF
9 IGRP	51 AH	115 L2TP

Total Length

Total length of IP datagram, or IP fragment if fragmented. Measured in Bytes.

Fragment Offset

Fragment offset from start of IP datagram. Measured in 8 byte (2 words, 64 bits) increments. If IP datagram is fragmented, fragment size (Total Length) must be a multiple of 8 bytes.

Header Checksum

Checksum of entire IP header

IP Flags

x D M

x 0x80 reserved (evil bit)
D 0x40 Do Not Fragment
M 0x20 More Fragments follow

RFC 791

Please refer to RFC 791 for the complete Internet Protocol (IP) Specification.

Ip_TASK:

You have HEX representation of IP-header:

45 00 03 e4 b5 d0 20 00 40 01 9b 44 02 01 01 02 02 01 01 01

Find out and present in human-readable format:

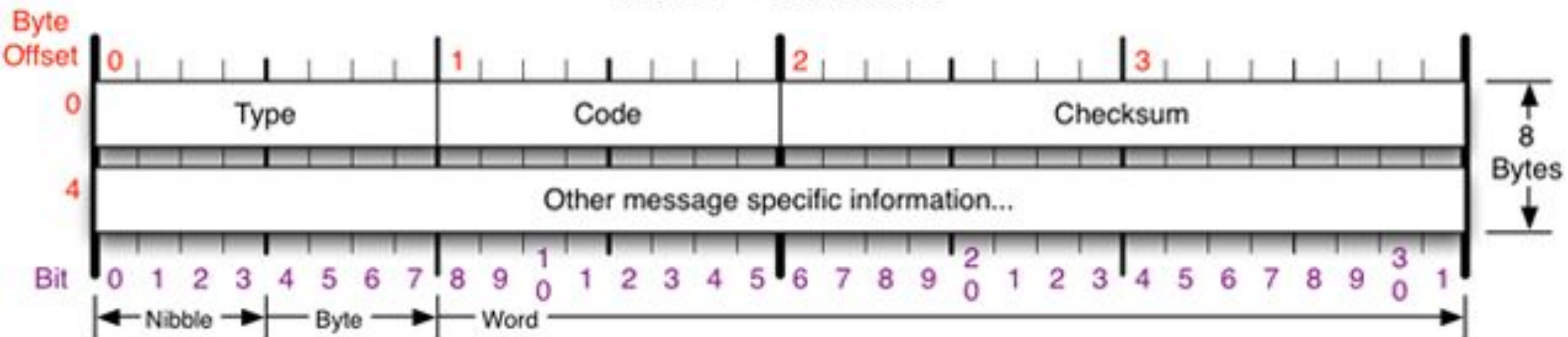
1. Internet Protocol version
2. Header length
3. Total length (Header length + Data)
4. TTL
5. Next level (transport) protocol
6. Source address
7. Destinations address

ICMP

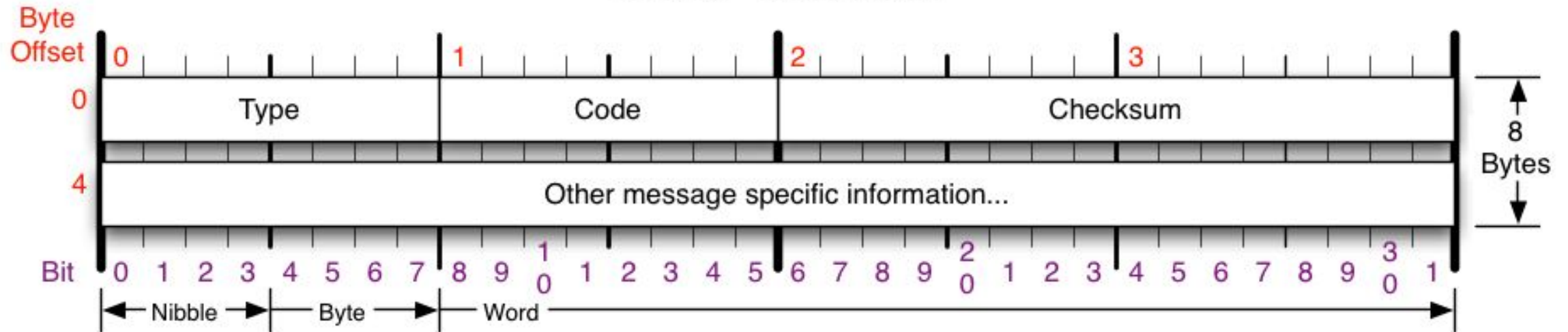
Internet **C**ontrol **M**essage

Protocol

ICMP Header



ICMP Header



ICMP Message Types

Type	Code/Name	Type	Code/Name	Type	Code/Name
0	Echo Reply	3	Destination Unreachable (continued)	11	Time Exceeded
3	Destination Unreachable	12	Host Unreachable for TOS	0	TTL Exceeded
0	Net Unreachable	13	Communication Administratively Prohibited	1	Fragment Reassembly Time Exceeded
1	Host Unreachable	4	Source Quench	12	Parameter Problem
2	Protocol Unreachable	5	Redirect	0	Pointer Problem
3	Port Unreachable	0	Redirect Datagram for the Network	1	Missing a Required Operand
4	Fragmentation required, and DF set	1	Redirect Datagram for the Host	2	Bad Length
5	Source Route Failed	2	Redirect Datagram for the TOS & Network	13	Timestamp
6	Destination Network Unknown	3	Redirect Datagram for the TOS & Host	14	Timestamp Reply
7	Destination Host Unknown	8	Echo	15	Information Request
8	Source Host Isolated	9	Router Advertisement	16	Information Reply
9	Network Administratively Prohibited	10	Router Selection	17	Address Mask Request
10	Host Administratively Prohibited			18	Address Mask Reply
11	Network Unreachable for TOS			30	Traceroute

Checksum

Checksum of ICMP header

RFC 792

Please refer to RFC 792 for the Internet Control Message protocol (ICMP) specification.

Type	Code	Description
0 – Echo Reply	0	Echo reply
3 – Destination Unreachable	0	Destination network unreachable
	1	Destination host unreachable
	2	Destination protocol unreachable
	3	Destination port unreachable
	4	Fragmentation needed and DF flag set
	5	Source route failed
5 – Redirect Message	0	Redirect datagram for the Network
	1	Redirect datagram for the host
	2	Redirect datagram for the Type of Service and Network
	3	Redirect datagram for the Service and Host
8 – Echo Request	0	Echo request
9 – Router Advertisement	0	Use to discover the addresses of operational routers
10 – Router Solicitation		
11 – Time Exceeded	0	Time to live exceeded in transit
	1	Fragment reassembly time exceeded
12 – Parameter Problem	0	Pointer indicates error
	1	Missing required option
	2	Bad length
13 – Timestamp	0	Used for time synchronization
14 – Timestamp Reply	0	Reply to Timestamp message

icmp_TASK:

1. Open Wireshark and start sniffing on WLAN interface
2. Use filtering bar to display only ICMP traffic
3. Try to ping <https://www.webpagetest.org/>.

Analyze what is going on?

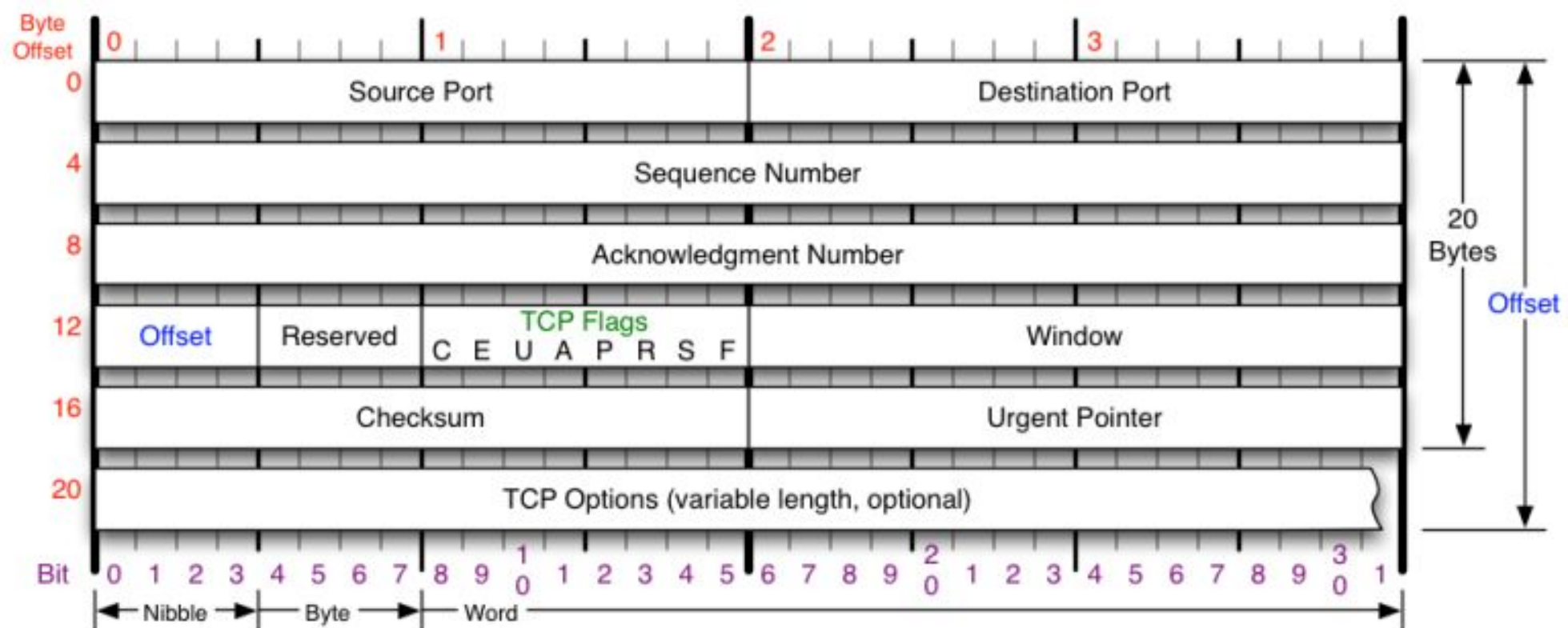
4. Try to tracert <https://www.webpagetest.org/>.

Analyze what is going on?

TCP

Transmission Control

Protocol



TCP Flags

C E U A P R S F

- Congestion Window
- C 0x80 Reduced (CWR)
- E 0x40 ECN Echo (ECE)
- U 0x20 Urgent
- A 0x10 Ack
- P 0x08 Push
- R 0x04 Reset
- S 0x02 Syn
- F 0x01 Fin

Congestion Notification

ECN (Explicit Congestion Notification). See RFC 3168 for full details, valid states below.

Packet State	DSB	ECN bits
Syn	00	11
Syn-Ack	00	01
Ack	01	00
No Congestion	01	00
No Congestion	10	00
Congestion	11	00
Receiver Response	11	01
Sender Response	11	11

TCP Options

- 0 End of Options List
- 1 No Operation (NOP, Pad)
- 2 Maximum segment size
- 3 Window Scale
- 4 Selective ACK ok
- 8 Timestamp

Checksum

Checksum of entire TCP segment and pseudo header (parts of IP header)

Offset

Number of 32-bit words in TCP header, minimum value of 5. Multiply by 4 to get byte count.

RFC 793

Please refer to RFC 793 for the complete Transmission Control Protocol (TCP) Specification.

Флаги (управляющие биты)

- **SYN** — синхронизация номеров последовательности
- **ACK** — поле «*Номер подтверждения*» задействовано
- **PSH** — инструктирует получателя протолкнуть данные, накопившиеся в приёмном буфере, в приложение пользователя
- **FIN** — указывает на завершение соединения
- **RST** — оборвать соединения, сбросить буфер (очистка буфера)

- **URG** — поле «*Указатель важности*» задействовано
(англ. *Urgent pointer field is significant*)

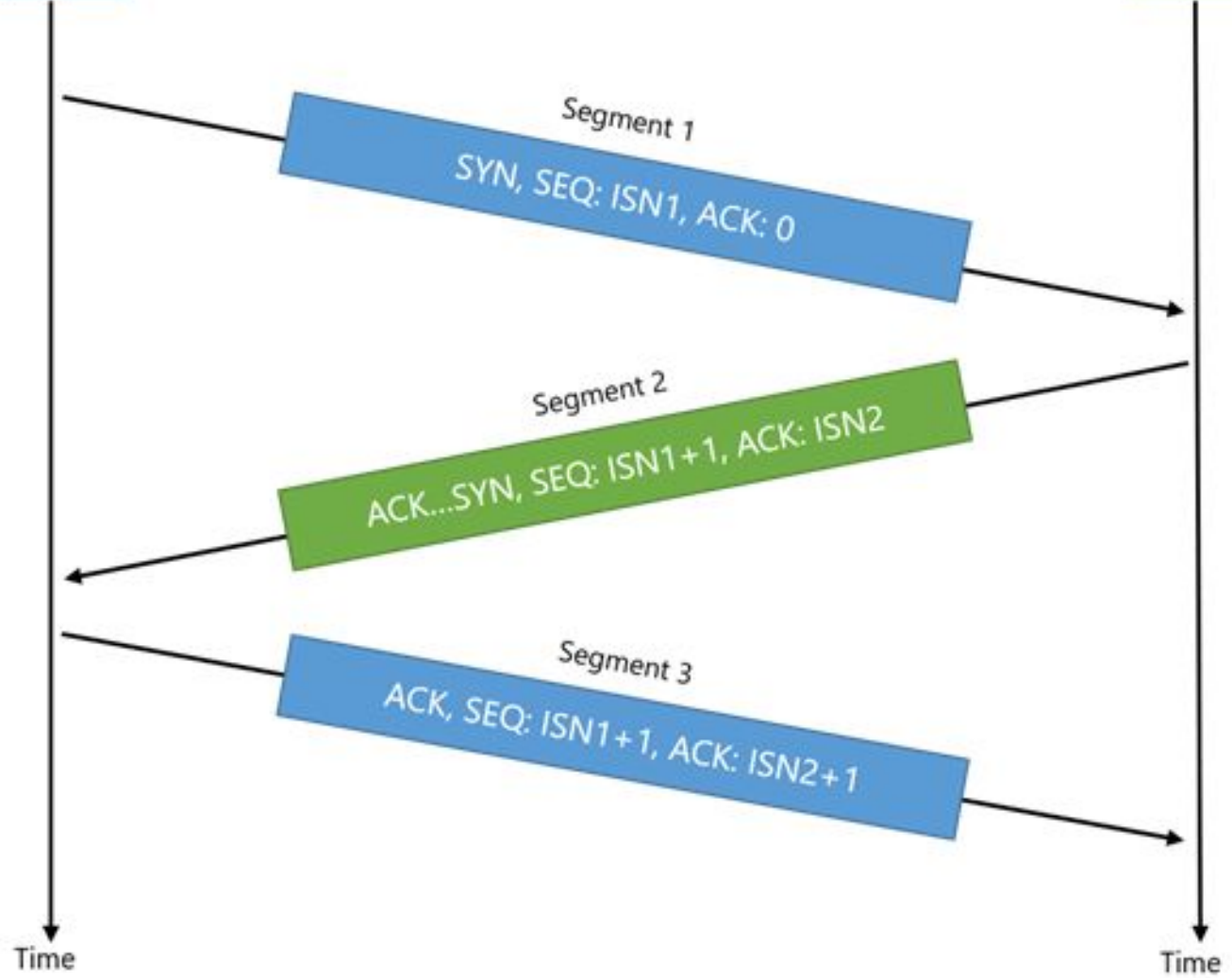
Initiating TCP Peer

Receiving TCP Peer

TCP 3-Handshake



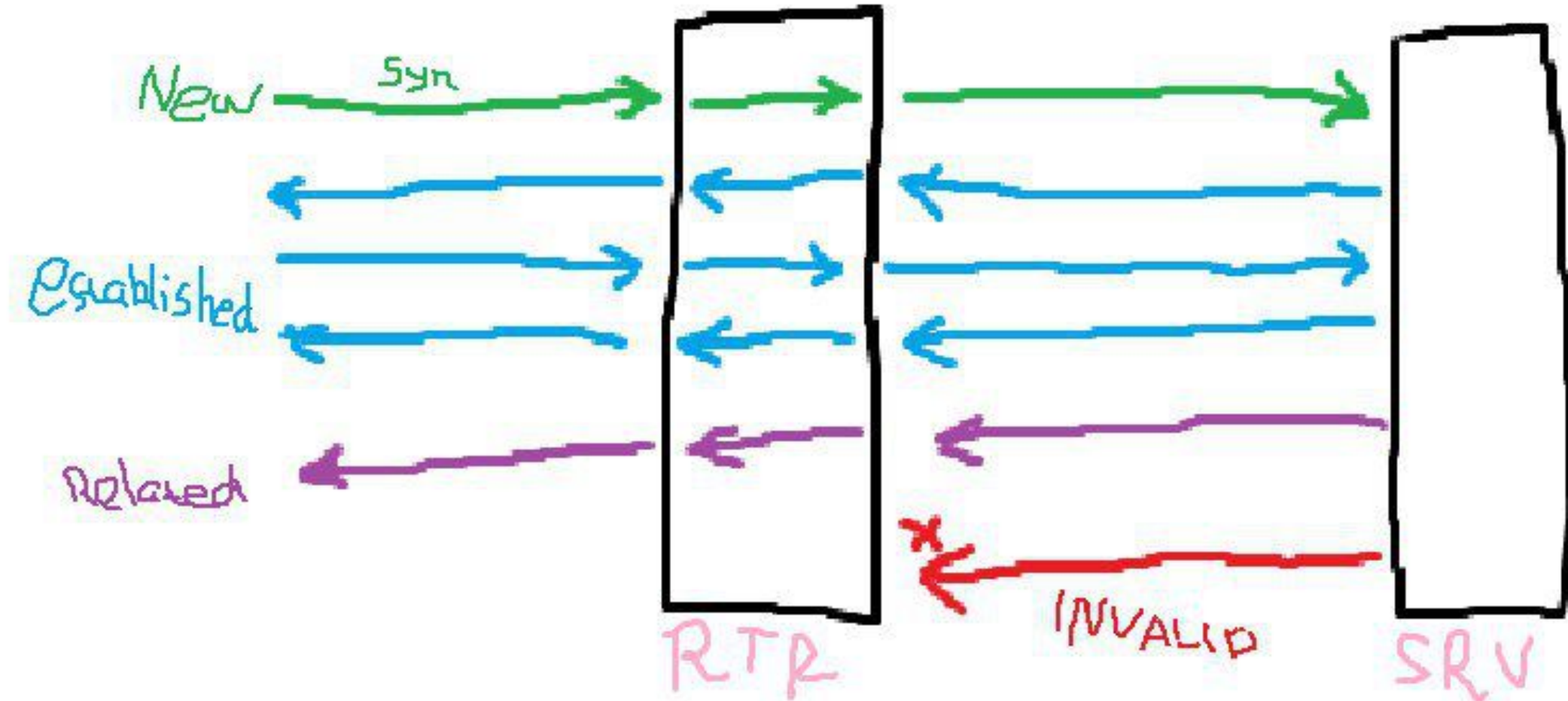
- SYN : Synchronize
- ACK : Acknowledge
- ISN : Initial Sequence Number



tcp_TASK:

1. Open Wireshark and start sniffing on WLAN interface
2. Use filter bar to display only TCP traffic
3. Send GET request to <http://google.com>. Analyze the TCP-session establishment process (use **curl** tool from bash or **powershell**)

Connection types



tls_TASK:

1. Use filter bar to display only TCP traffic
2. Send GET request to [http\[s\]://google.com](http[s]://google.com). (use **curl** tool from bash or **powershell**)
3. Delete all filters. Analyze, where is HTTP protocol?

UDP

User Datagram

Protocol

0

15

16

31

Source Port Number(16 bits)

Destination Port Number(16 bits)

Length(UDP Header + Data)16 bits

UDP Checksum(16 bits)

Application Data (Message)

UDP usage

- Used for simple request response communication when **size of data is less** and hence there **is lesser concern about flow and error control**.
- UDP is used for some **routing update protocols** like RIP(Routing Information Protocol).
- Normally used for **real time applications**

udp_TASK:

1. Open Wireshark and start sniffing on WLAN interface
2. Use filtering bar to display only udp traffic
3. Let`s disscused: How many ports are exist?
4. Try scanning all ports at <https://www.webpagetest.org>.
5. Which ports were discovered and which are open?