



**Wireshark for Noobs**  
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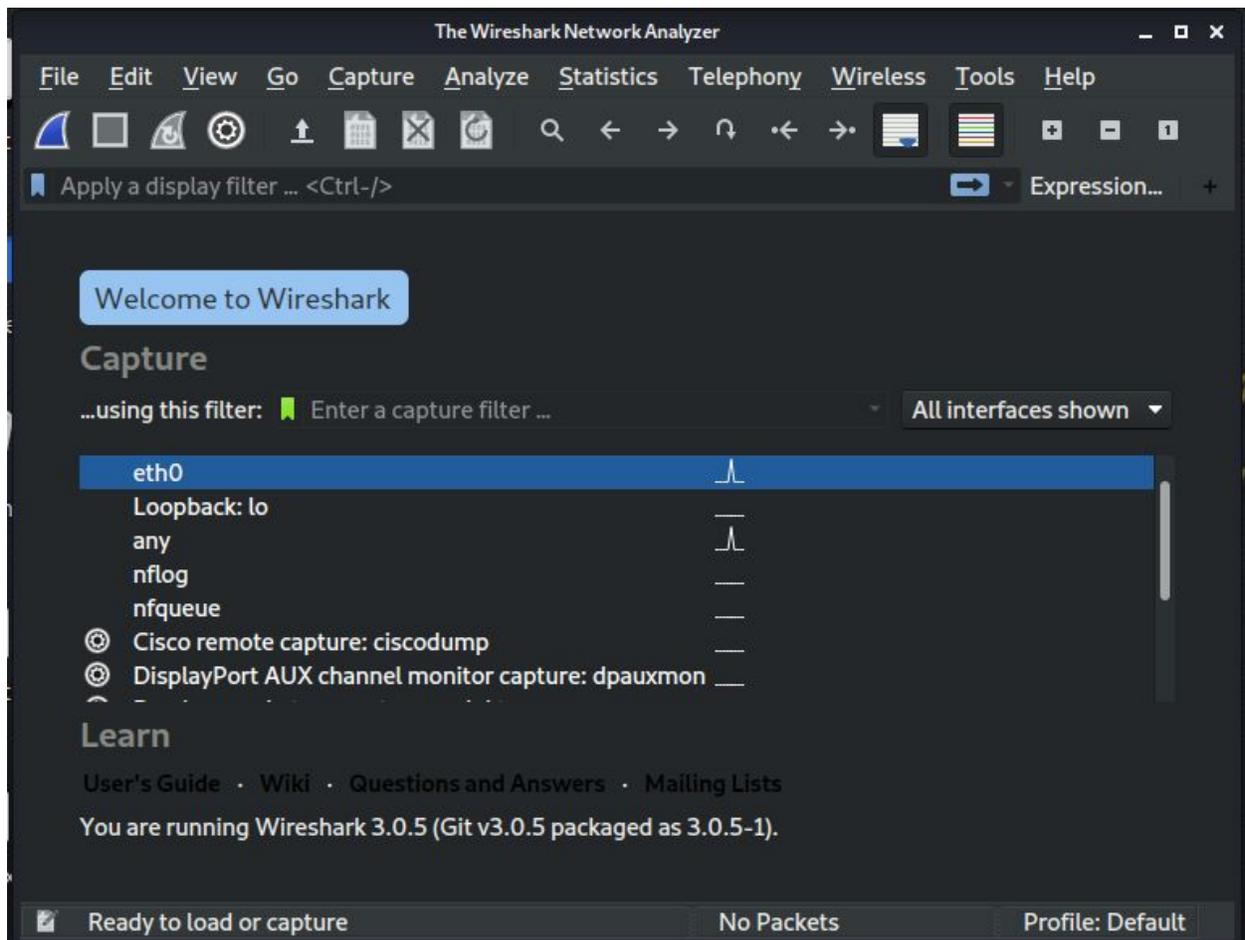
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## 1. Getting Started with Wireshark

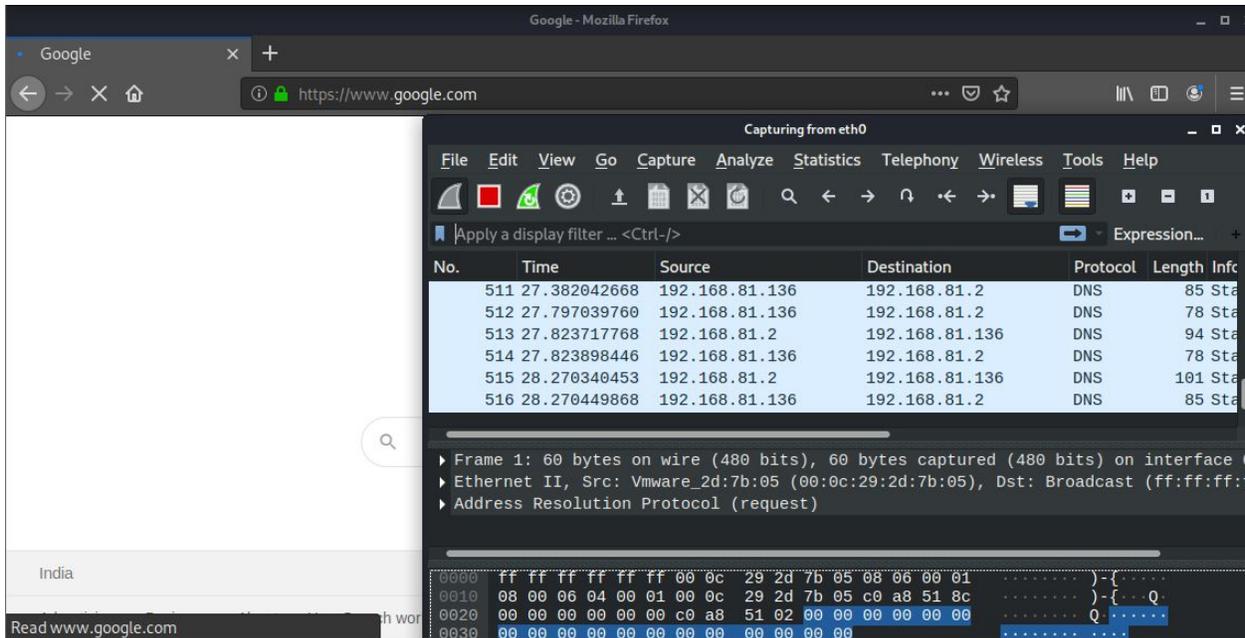


Wireshark comes pre-installed in kali linux.

Wireshark is a free and open-source packet analyzer. It is used for network troubleshooting, analysis, software and communications protocol development, and education. Originally named Ethereal, the project was renamed Wireshark in May 2006 due to trademark issues.

The **GUI of wireshark** have

1. Title Bar
2. Main Menu
3. Main Toolbar
4. Filter Toolbar
5. Packet List
6. Intelligent Scrollbar
7. Packet Details
8. Packet Bytes
9. Status Bar



In the above simply clicking on eth0 interface starts capturing packets, while **sniffing** we can **analyze** and can apply **filters** to see the exact requirement.

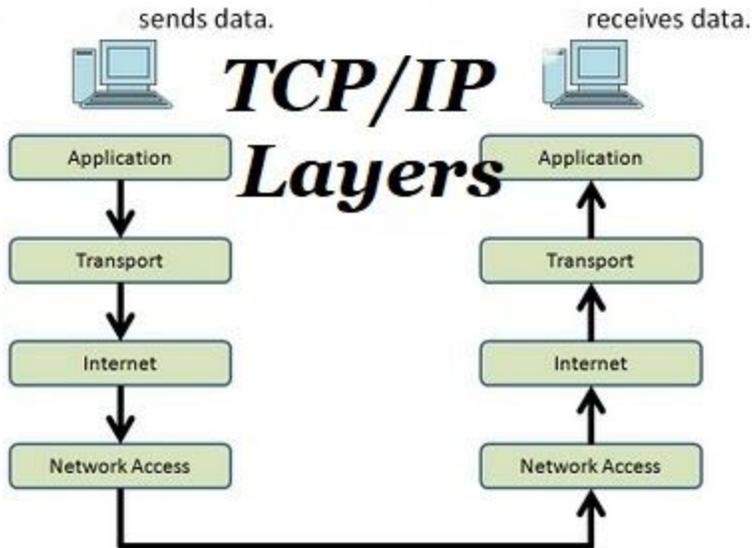
Define the **four layers of the TCP/IP** reference model.

the TCP layer handles the message to be transmitted. This message is usually broken down into small units. These small units are known as packets. Further, these packets are transmitted over the network.

These packets are received by the corresponding TCP layer in the receiver and reassembled into the original message.

TCP/IP Model have 4 layers, those are:

- Application Layer
- Transport Layer
- Internet Layer
- Network Layer



Application layer:

The first layer is the application layer. This layer provides the applications a standardized data exchange. The protocols for these layers are given below:

- Hypertext Transfer Protocol (HTTP)
- File Transfer Protocol (FTP)
- Post Office Protocol 3 (POP3)
- Simple Mail Transfer Protocol (SMTP)
- Simple Network Management Protocol (SNMP)

*This layered work with all these protocols.*

Transport layer:

The transport layer is the second layer of the TCP/IP model. The basic work of the transport layer is to maintain end-to-end communications. The protocols for these layers are given below:

- TCP
- User Datagram Protocol (UDP)

*These two protocols are used for the transport layer in TCP/IP.*

Network layer:

The third layer of TCP IP is a network layer. It is also known as the internet layer. The network layer deals with packets. The following are protocols uses in this layer.

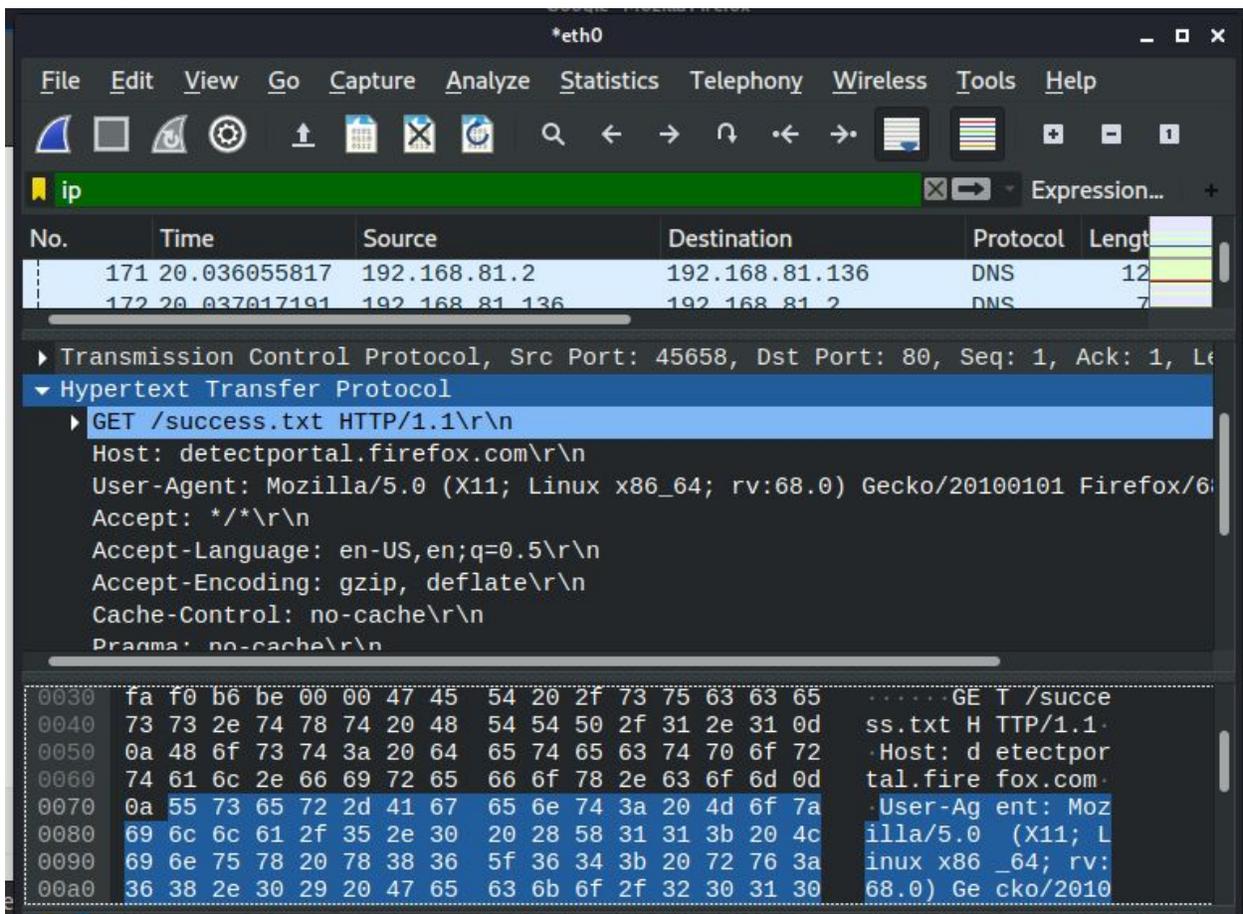
- IP
- Internet Control Message Protocol (ICMP)

Physical Layer

The last layer is the physical layer. This layered work with the following protocols.

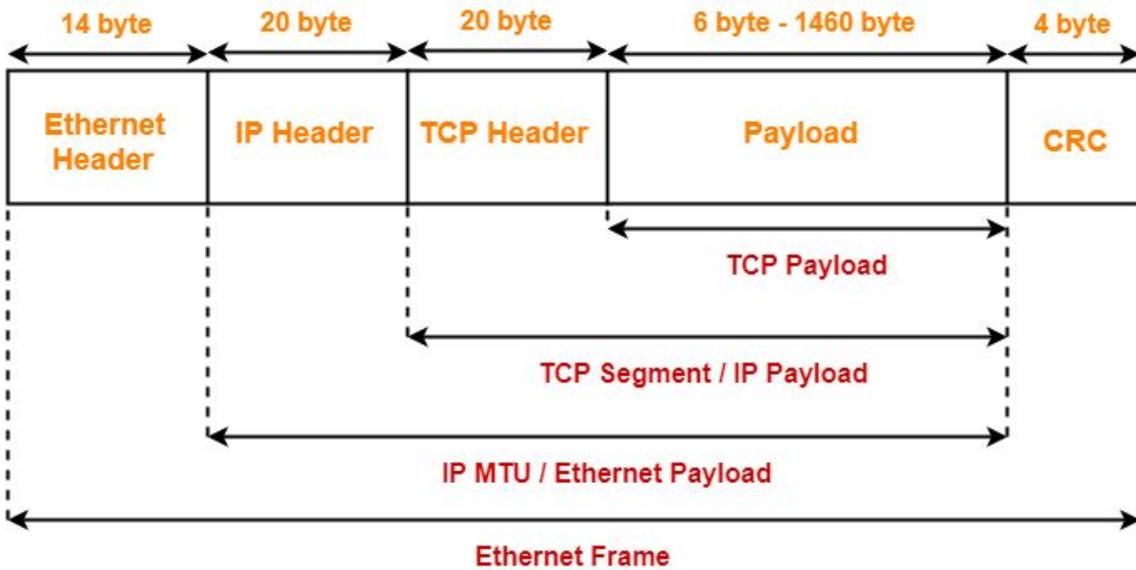
- Ethernet for LAN( local area networks)
- Address Resolution Protocol (ARP)

Examine **packet header data** with Wireshark



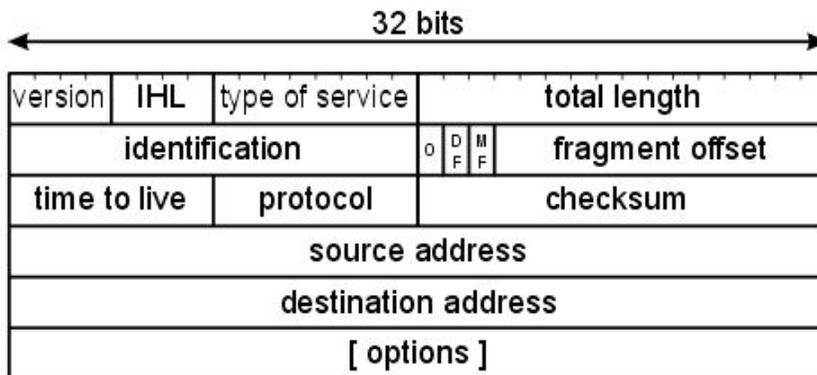
Pic. Headers of data packets shown above

Define the **header fields** of **Ethernet frame**, **Internet Protocol (IP)**, **Transport Control Protocol (TCP)**, and **User Datagram Protocol (UDP)** packets / different types of packet headers, including the header fields and their values



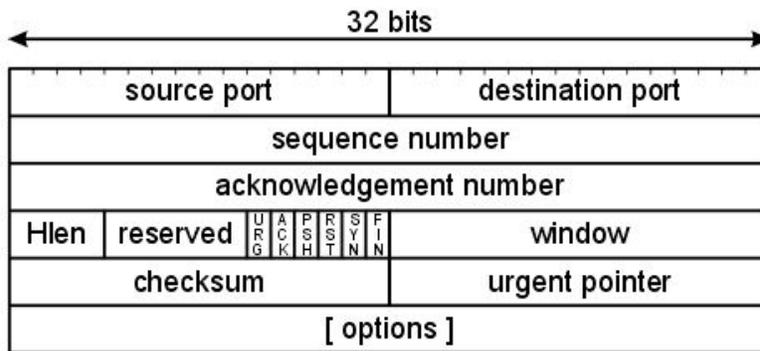
Ethernet Frame

### IP header format



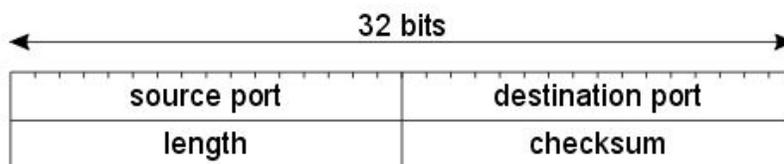
IP Protocol

### TCP header format



TCP Header

### UDP header format



UDP Header

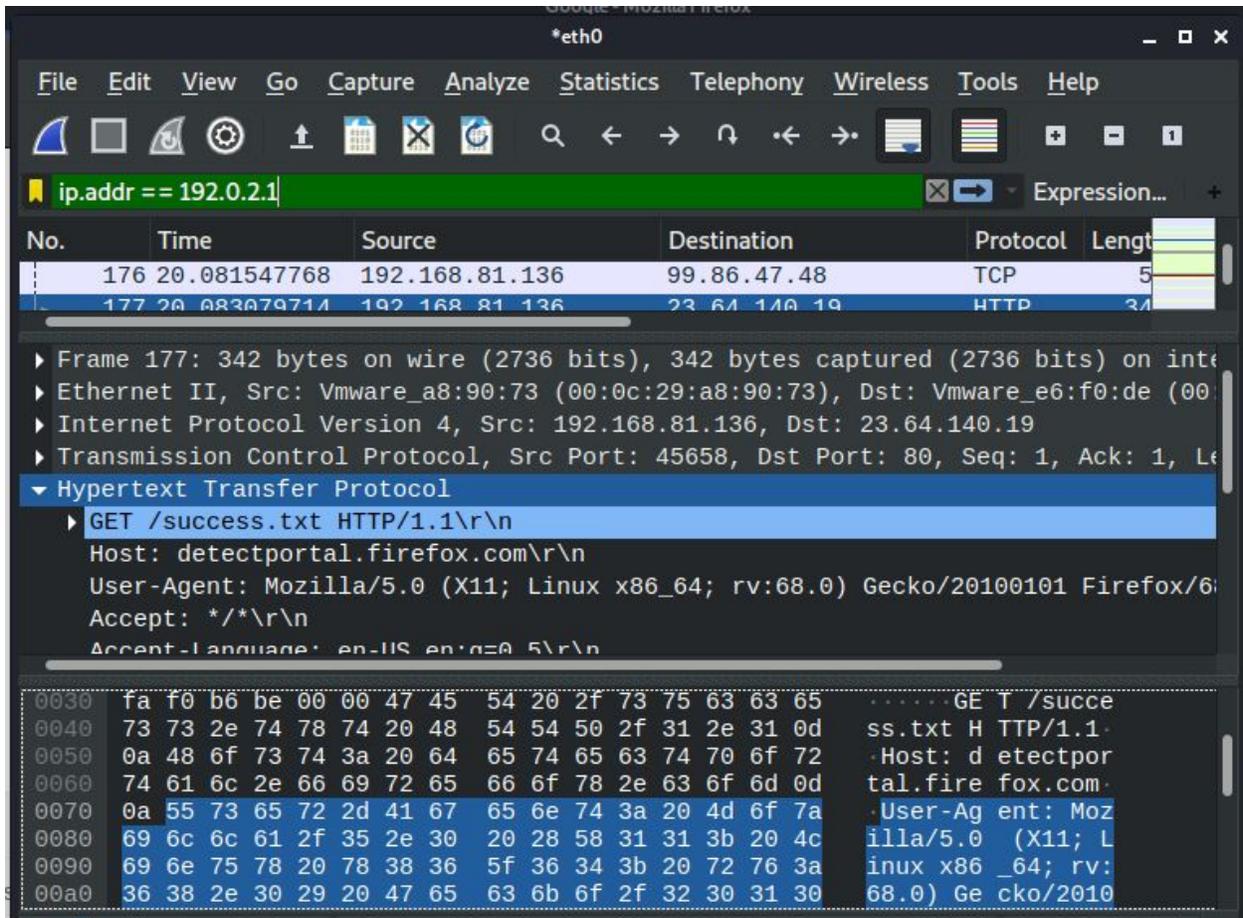
Compare and contrast **TCP** and **UDP**.

### Differences are-

Properties	TCP	UDP
Header	Dynamic header ( 20 – 60 B)	Static header of 8 Bytes
Max segment	any size or $2^{30}$ B	short message 65536 Bytes
Flow Control	Yes, Window and seq. no.	NO
Checksum	Compulsory	Optional
Connection nature	TCP+ IP = connection oriented	UDP+ IP= connection less
Error control	Own mechanism	Depends on ICMP (No self feature)
Support multicast	NO	YES
Support broadcast	NO	Yes
Examples service	HTTP,SMTP,FTP,TELNET	TFTP,DNS,SNMP

## 2. Start Sniffing: Perform a Live Capture of Network Traffic/Web Traffic

2.1 Filter Packets with the Filter Bar during capture and explain all possible filters used by you.



Capture only traffic to or from IP address 172.18.5.4:

`host 172.18.5.4`

Capture traffic to or from a range of IP addresses:

`net 192.168.0.0/24 or net 192.168.0.0 mask 255.255.255.0`

Capture traffic from a range of IP addresses:

`src net 192.168.0.0/24 or src net 192.168.0.0 mask 255.255.255.0`

Capture traffic to a range of IP addresses:

`dst net 192.168.0.0/24 or dst net 192.168.0.0 mask 255.255.255.0`

Capture only DNS (port 53) traffic:

port 53

Capture non-HTTP and non-SMTP traffic on your server (both are equivalent):

host www.example.com and not (port 80 or port 25)

host www.example.com and not port 80 and not port 25

Capture except all ARP and DNS traffic:

port not 53 and not arp

To capture vlan traffic

vlan

### 3. View Packet Summaries with the Packet List Window

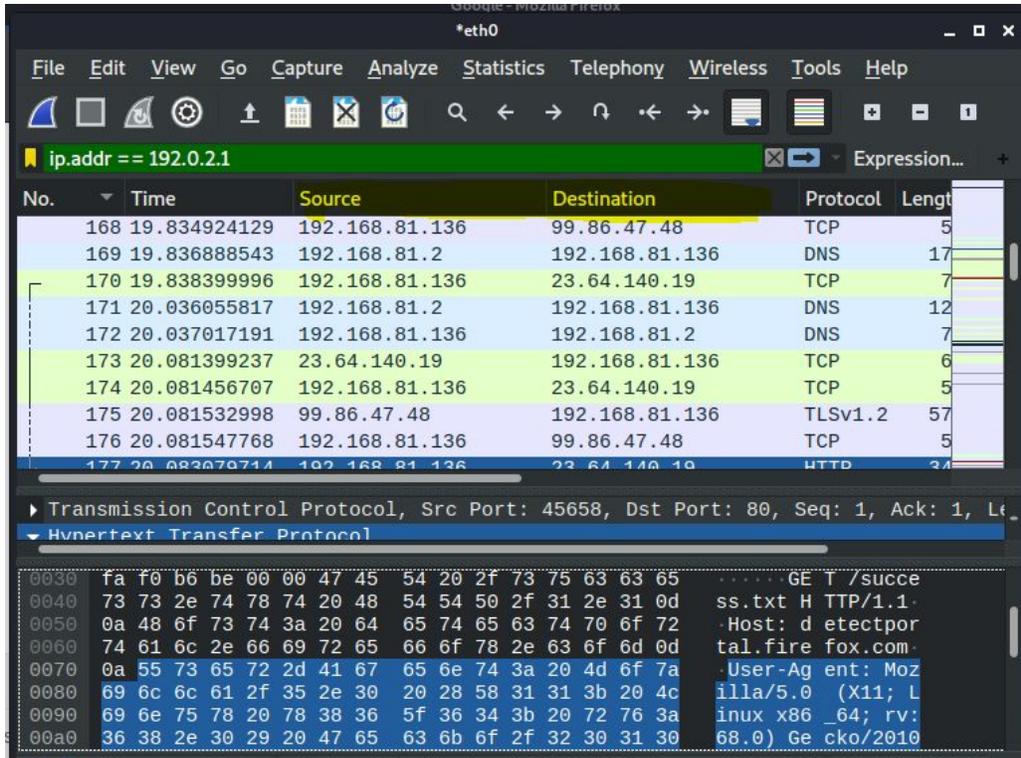
No.	Time	Source	Destination	Protocol	Length
3	0.000020180	192.168.81.140	192.168.81.2	NBNS	11
4	1.511808997	192.168.81.140	192.168.81.2	NBNS	11
5	3.024931189	192.168.81.140	192.168.81.2	NBNS	11
6	3.400696460	192.168.81.136	192.168.81.2	DNS	8
7	3.400823404	192.168.81.136	192.168.81.2	DNS	8
8	3.509137922	192.168.81.2	192.168.81.136	DNS	24
9	4.862447872	192.168.81.136	192.168.81.2	DNS	7
10	4.862660426	192.168.81.136	192.168.81.2	DNS	7
11	4.863220065	192.168.81.136	192.168.81.2	DNS	7
12	4.863306621	192.168.81.136	192.168.81.2	DNS	7

Packet number (No.): Numbers each packet starts with 1 for the first packet.

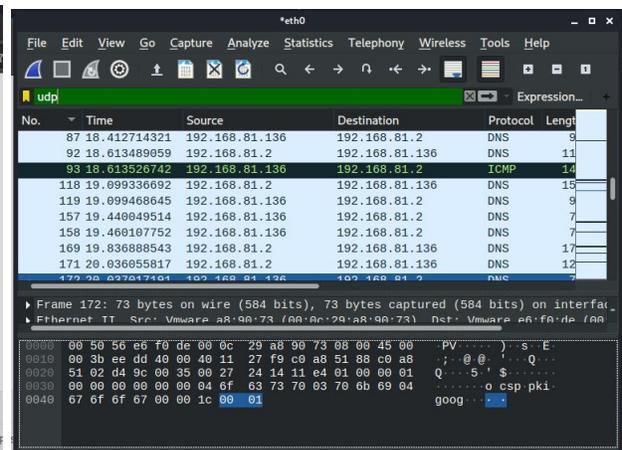
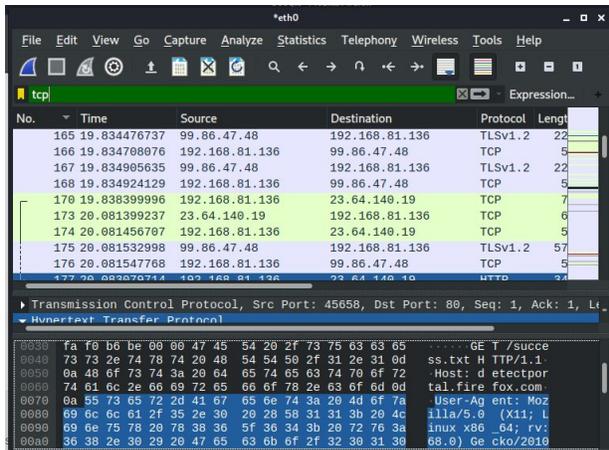
The screenshot shows the 'View' menu in Wireshark. The 'Time Display Format' option is selected, and its sub-menu is open, displaying various time display formats. The sub-menu options include:

- Date and Time of Day (1970-01-01 01:02:03.123456)
- Year, Day of Year, and Time of Day (1970/001 01:02:03.123456)
- Time of Day (01:02:03.123456)
- Seconds Since 1970-01-01
- Seconds Since Beginning of Capture
- Seconds Since Previous Captured Packet
- Seconds Since Previous Displayed Packet
- UTC Date and Time of Day (1970-01-01 01:02:03.123456)
- UTC Year, Day of Year, and Time of Day (1970/001 01:02:03.123456)
- UTC Time of Day (01:02:03.123456)
- Automatic (from capture file)
- Seconds
- Tenths of a second
- Hundredths of a second
- Milliseconds
- Microseconds
- Nanoseconds
- Display Seconds With Hours and Minutes

Timestamp (Time): Default is the number of seconds since the beginning of the capture



IP Addresses (Source, Destination): The source and destination address of the packet.



Protocols (Protocol): The packet protocol (TCP, UDP, NBNS, etc.).

The image shows a Wireshark network traffic analysis interface. The top menu bar includes File, Edit, View, Go, Capture, Analyze, Statistics, Telephony, Wireless, Tools, and Help. Below the menu is a toolbar with various icons. A filter bar at the top shows the filter expression 'tcp.flags.syn'. The main packet list table is as follows:

No.	Time	Source	Destination	Protocol	Length
160	19.628422937	192.168.81.136	216.58.196.106	TCP	5
161	19.628541353	216.58.196.106	192.168.81.136	TCP	129
162	19.628562008	192.168.81.136	216.58.196.106	TCP	5
163	19.628628668	216.58.196.106	192.168.81.136	TLSv1.3	64
164	19.628644409	192.168.81.136	216.58.196.106	TCP	5
165	19.834476737	99.86.47.48	192.168.81.136	TLSv1.2	22
166	19.834708076	192.168.81.136	99.86.47.48	TCP	5
167	19.834905635	99.86.47.48	192.168.81.136	TLSv1.2	22
168	19.834924129	192.168.81.136	99.86.47.48	TCP	5
170	19.838300006	192.168.81.136	216.58.196.106	TCP	74

Below the packet list, the details pane for Frame 170 is expanded, showing the following information:

- Frame 170: 74 bytes on wire (592 bits), 74 bytes captured (592 bits) on interface eth0
- Ethernet II Src: Vmware a8:90:73:08:00:45 Dst: Vmware e6:f0:de:00:03:07

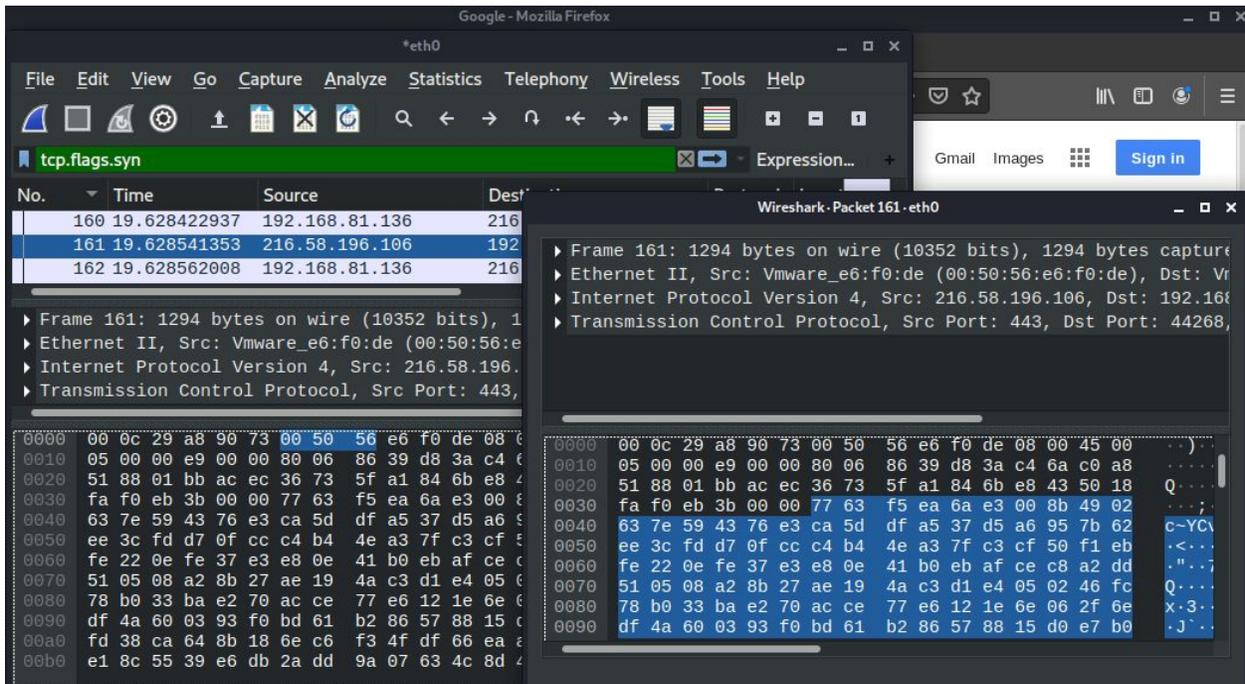
The raw packet bytes are displayed in hexadecimal and ASCII format:

```

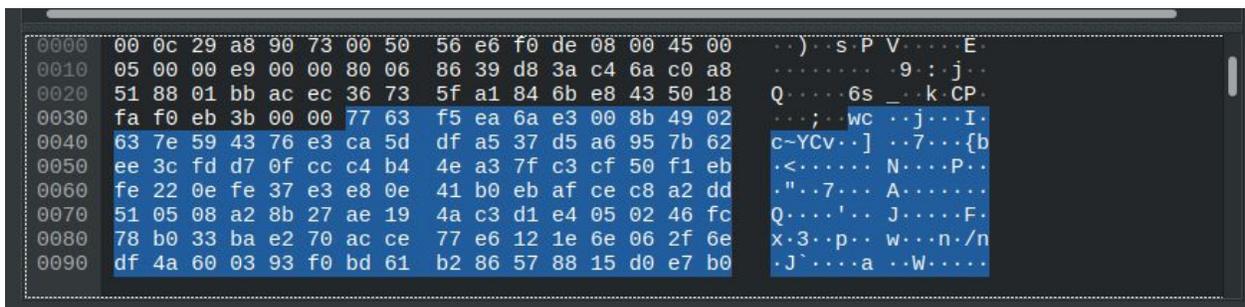
0000  00 50 56 e6 f0 de 00 0c 29 a8 90 73 08 00 45 00  .PV....).s.E
0010  00 3c a0 35 40 00 40 06 e5 02 c0 a8 51 88 17 40  <.5@.@...Q.@
0020  8c 13 b2 5a 00 50 03 b7 44 f5 00 00 00 00 a0 02  ...Z.P.D.....
0030  fa f0 b5 b2 00 00 02 04 05 b4 04 02 08 0a 44 c0  .....D.
0040  48 d9 00 00 00 00 01 03 03 07                    H.....
  
```

Additional Protocol Information (info): Example: for a TCP packet, this field states if it is a SYN, ACK, or FIN packet.

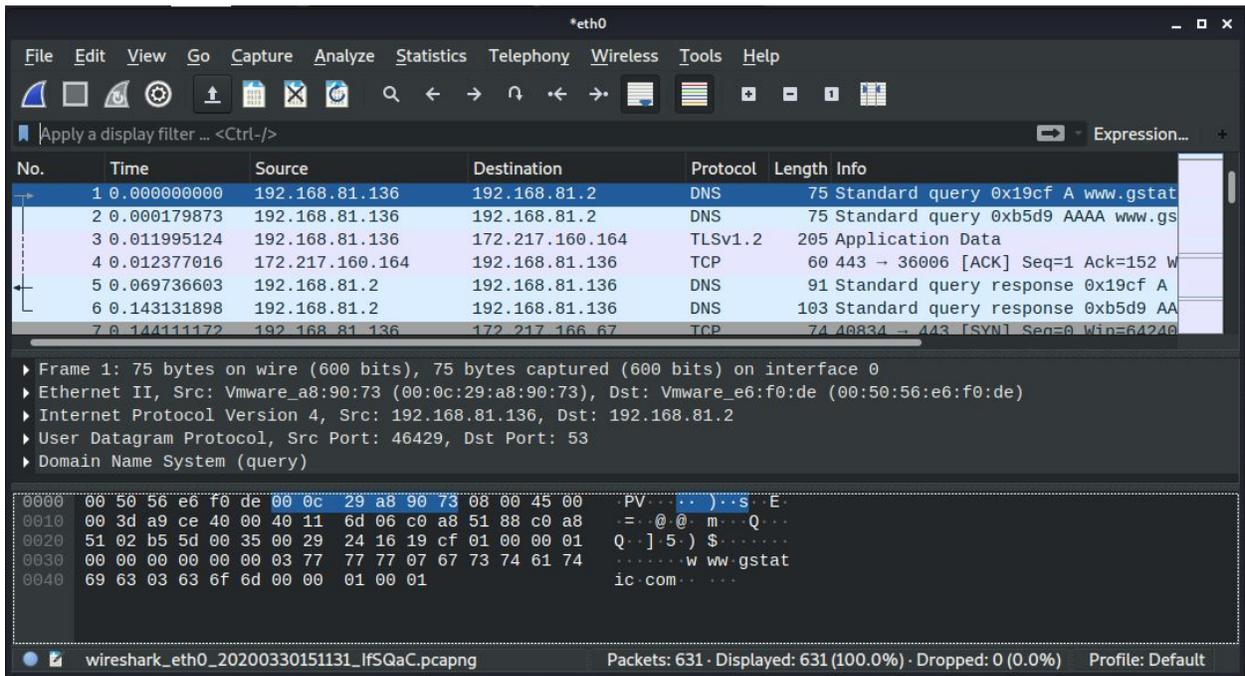
#### 4. Study Packet Details with the Packet Details Window



#### 5. View Packet Data with the Individual Packet Bytes Window

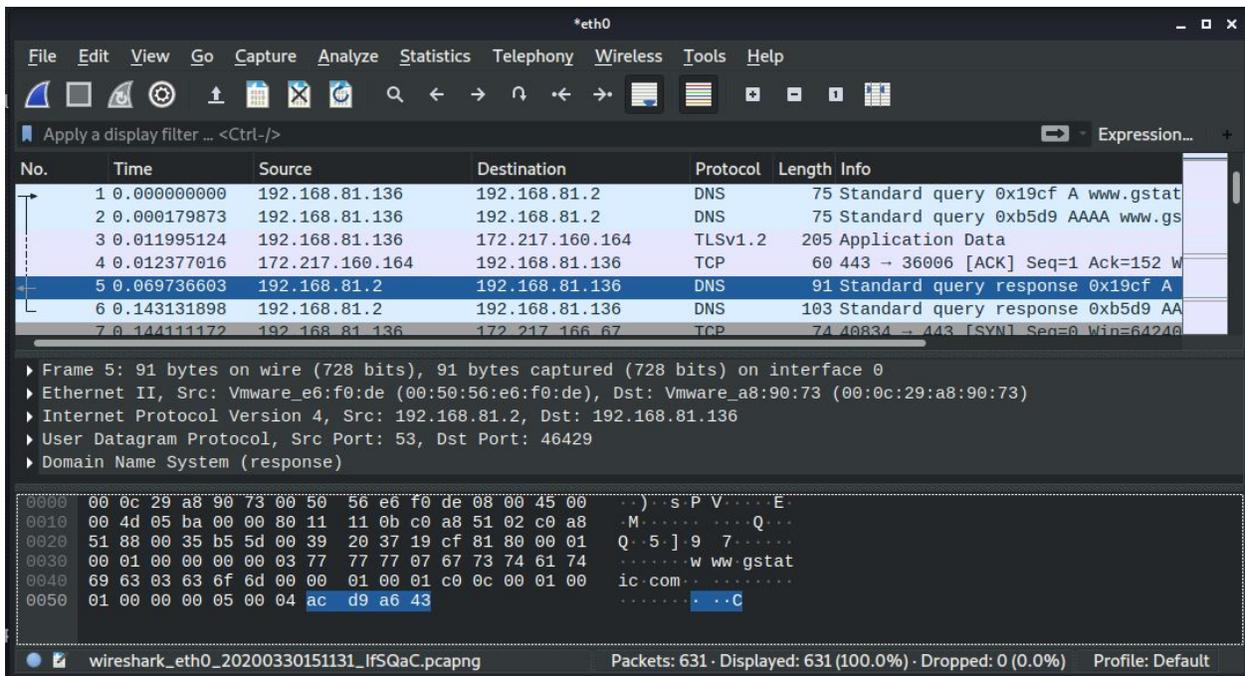


## 6. Simply Browsing the Internet



Data after browsing internet

## 7. Viewing the Packet Header Data



7.1 Capture Packets with Wireshark

## 7.2. Explore the Network Interface Layer / Data Link Layer



The job of the data link layer is to make the communication on the physical link reliable and efficient

### 7.2.2. View Ethernet Frame Data Captured with Wireshark

The screenshot shows the Wireshark interface for a capture on interface eth0. The packet list pane shows several frames, with Frame 4 selected. The packet details pane for Frame 4 shows the following structure:

- Frame 4: 60 bytes on wire (480 bits), 60 bytes captured (480 bits) on interface 0
- Ethernet II, Src: Vmware\_e6:f0:de (00:50:56:e6:f0:de), Dst: Vmware\_a8:90:73 (00:0c:29:a8:90:73)
- Internet Protocol Version 4, Src: 172.217.160.164, Dst: 192.168.81.136
- Transmission Control Protocol, Src Port: 443, Dst Port: 36006, Seq: 1, Ack: 152, Len: 0

The packet bytes pane shows the raw data in hexadecimal and ASCII:

```
0000 00 0c 29 a8 90 73 00 50 56 e6 f0 de 08 00 45 00  ..s.PV....E.
0010 00 28 05 b9 00 00 80 06 d5 68 ac d9 a0 a4 c0 a8  .(.....h.....
0020 51 88 01 bb 8c a6 67 d9 1b 47 b4 4c ca 67 50 10  Q....g..G.L.gP.
0030 fa f0 c4 fe 00 00 00 00 00 00 00 00
```

## 8.1 Exploring the Internet Layer

### 8.1.1. IPv4 Header: Pictured Below

Version = 4	HL	Type Of service	Total Length	
Identification		Flag	Fragment offset	
Time to Live	Protocol		Header Checksum	
Home Address : home agent address 130.45.10.20/16				
Destination Address : 14.56.8.9/8				
Protocol	S	Reserved	Header Checksum	
Destination Address mobile host home address 130.45.6.7/16				
Source Address (remote host) 200.4.7.14/24				
Payload				

### 8.1.2. View IP Header Data for a TCP Packet Captured with Wireshark

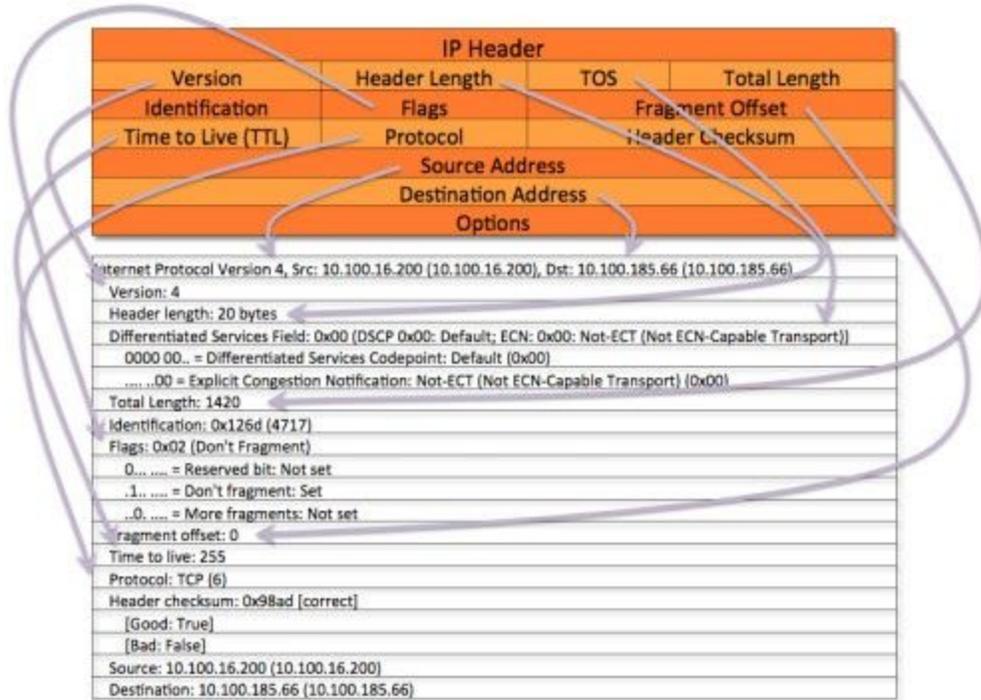
TCP Header			
Source Port Number	Sequence Number		Destination Port Number
Acknowledgement Number		Window Size	
Data Offset	Reserved	Flags ACK URG RST SYN etc.	Urgent Pointers
Checksum			
Transmission Control Protocol, Src Port: 55075 (55075), Dst Port: 50100 (50100), Seq: 1381, Ack: 1, Len: 1380			
Source port: 55075 (55075)			
Destination port: 50100 (50100)			
[Stream index: 10]			
Sequence number: 1381 (relative sequence number)			
[Next sequence number: 276] (relative sequence number)			
Acknowledgement number: 1 (relative ack number)			
Header length: 20 bytes			
Flags: 0x10 (ACK)			
000... = Reserved: Not set			
...0... = Nonce: Not set			
...0... = Congestion Window Reduced (CWR): Not set			
...0... = ECN-Echo: Not set			
...0... = Urgent: Not set			
...1... = Acknowledgement: Set			
...0... = Push: Not set			
...0... = Reset: Not set			
...0... = Syn: Not set			
...0... = Fin: Not set			
Window size value: 4380			
[Calculated window size: 4380]			
[Window size scaling factor: 1]			
Checksum: 0xfd18 [validation disabled]			
[Good Checksum: False]			
[Bad Checksum: False]			
[SEQ/ACK analysis]			
[Bytes in flight: 2760]			
Data (1380 bytes)			

### 8.1.3 View IP Header Data for a UDP Packet

```

▶ Frame 1: 75 bytes on wire (600 bits), 75 bytes captured (600 bits) on interface 0
▼ Ethernet II, Src: Vmware_a8:90:73 (00:0c:29:a8:90:73), Dst: Vmware_e6:f0:de (00:50:56:e6:f0:de)
  ▶ Destination: Vmware_e6:f0:de (00:50:56:e6:f0:de)
  ▶ Source: Vmware_a8:90:73 (00:0c:29:a8:90:73)
  Type: IPv4 (0x0800)
▼ Internet Protocol Version 4, Src: 192.168.81.136, Dst: 192.168.81.2
  0100 .... = Version: 4
  .... 0101 = Header Length: 20 bytes (5)
  ▶ Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)
  Total Length: 61
  Identification: 0xa9ce (43470)
  ▶ Flags: 0x4000, Don't fragment
  Time to live: 64
  Protocol: UDP (17)
  Header checksum: 0x6d06 [validation disabled]
  [Header checksum status: Unverified]
  Source: 192.168.81.136
  Destination: 192.168.81.2
0000  00 50 56 e6 f0 de 00 0c 29 a8 90 73 08 00 45 00  .PV....).s..E
0010  00 3d a9 ce 40 00 40 11 6d 06 c0 a8 51 88 c0 a8  :-..@.@.m..Q..
0020  51 02 b5 5d 00 35 00 29 24 16 19 cf 01 00 00 01  Q..]5.)$.....
0030  00 00 00 00 00 00 03 77 77 77 07 67 73 74 61 74  .....w ww·gstat
0040  69 63 03 63 6f 6d 00 00 01 00 01                ic·com·.....
  
```

### 8.1.4. View IP Header Data for an ARP Packet

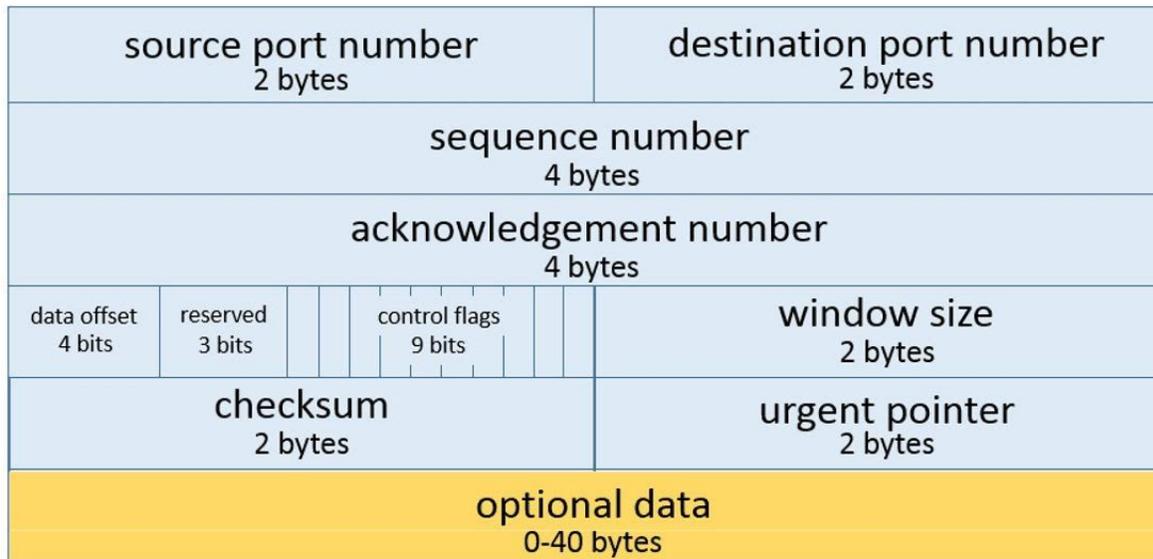


## 9 Exploring the Transport Layer

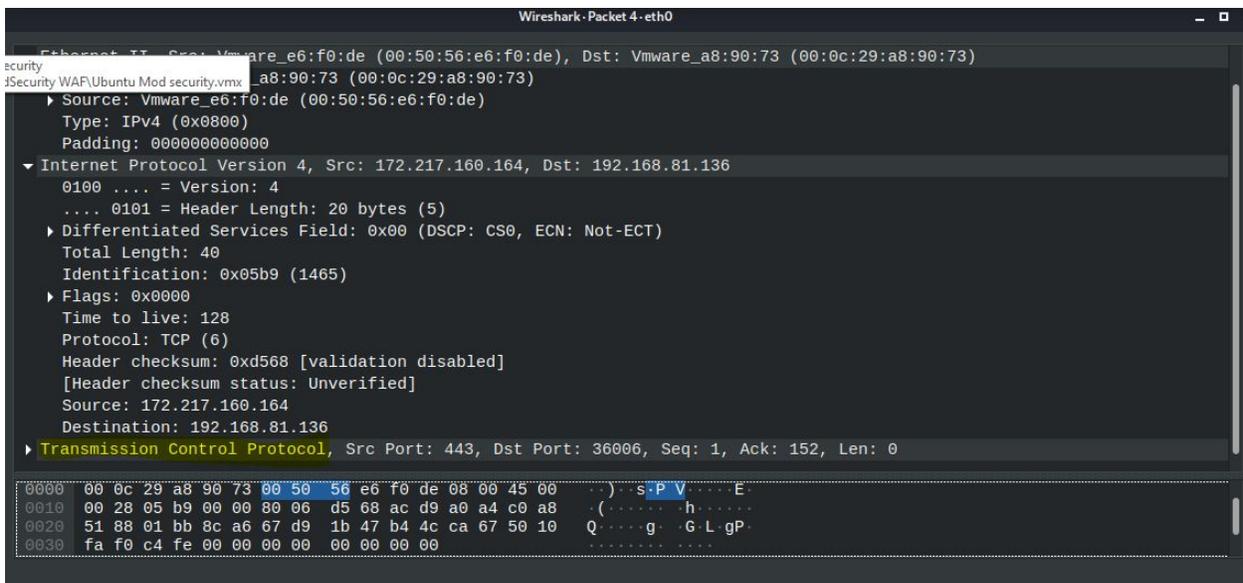
### 9.1.1. TCP Header: Pictured Below

# Transmission Control Protocol (TCP) Header

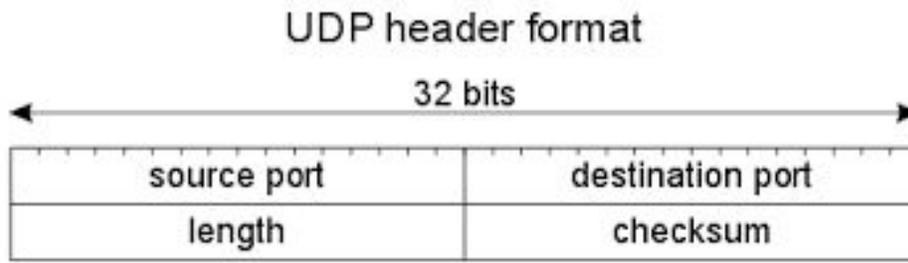
20-60 bytes



### 9.1.2 View TCP Header Data for a TCP Packet Captured with Wireshark



### 9.1.3 UDP Header: Pictured Below



### 9.1.4 View UDP Header Data for a UDP Packet Captured with Wireshark

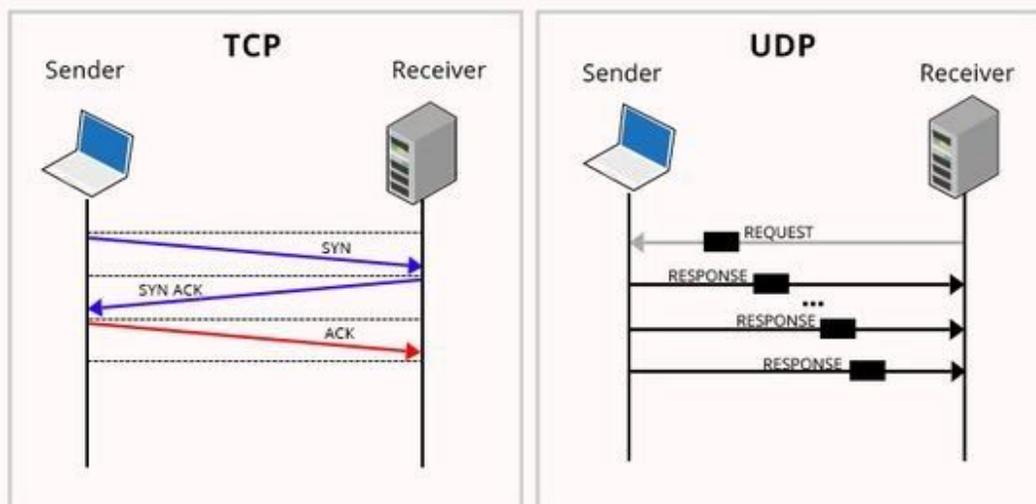
```
▶ Frame 1: 75 bytes on wire (600 bits), 75 bytes captured (600 bits) on interface 0
▼ Ethernet II, Src: Vmware_a8:90:73 (00:0c:29:a8:90:73), Dst: Vmware_e6:f0:de (00:50:56:e6:f0:de)
  ▶ Destination: Vmware_e6:f0:de (00:50:56:e6:f0:de)
  ▶ Source: Vmware_a8:90:73 (00:0c:29:a8:90:73)
  Type: IPv4 (0x0800)
▶ Internet Protocol Version 4, Src: 192.168.81.136, Dst: 192.168.81.2
▼ User Datagram Protocol, Src Port: 46429, Dst Port: 53
  Source Port: 46429
  Destination Port: 53
  Length: 41
  Checksum: 0x2416 [unverified]
  [Checksum Status: Unverified]
  [Stream index: 0]
  ▶ [Timestamps]
▶ Domain Name System (query)
```

---

```
0010  00 3d a9 ce 40 00 40 11 6d 06 c0 a8 51 88 c0 a8  = @ @ m Q ..
0020  51 02 b5 5d 00 35 00 29 24 16 19 cf 01 00 00 01  Q .] 5 ) $ .....
```

## 9.1.5 Compare and Contrast IP, TCP, and UDP

### TCP Vs UDP Communication



## 10. Explore the Application Layer

### 10.1.1 Analyze an HTTP Packet

The image shows a Wireshark packet capture of an HTTP POST request. The packet list pane shows a single packet of 374 bytes. The packet details pane is expanded to show the Hypertext Transfer Protocol section, which contains the following information:

- Method: POST /gts101 HTTP/1.1
- Host: ojsp.pki.google.com
- User-Agent: Mozilla/5.0 (X11; Linux x86\_64; rv:68.0) Gecko/20100101 Firefox/68.0
- Accept: \*/\*
- Accept-Language: en-US,en;q=0.5
- Accept-Encoding: gzip, deflate
- Content-Type: application/ocsp-request
- Content-Length: 84
- Connection: keep-alive

The packet bytes pane shows the raw data of the packet, including the Ethernet II header, IPv4 header, and the HTTP request body.

### 10.1.2 Analyze a DNS Packet

The image shows a Wireshark packet capture of a DNS query and response. The packet list pane shows two packets: a query (155 bytes) and a response (73 bytes). The packet details pane is expanded to show the details of the query packet (Frame 575).

The query packet details are as follows:

- Frame 575: 155 bytes on wire (1240 bits), 155 bytes captured (1240 bits) on interface 0
- Ethernet II, Src: Vmware\_e6:f0:de (00:50:56:e6:f0:de), Dst: Vmware\_a8:90:73 (00:0c:29:a8:90:73)
- Destination: Vmware\_a8:90:73 (00:0c:29:a8:90:73)
- Source: Vmware\_e6:f0:de (00:50:56:e6:f0:de)
- Type: IPv4 (0x0800)
- Internet Protocol Version 4, Src: 192.168.81.2, Dst: 192.168.81.136
- User Datagram Protocol, Src Port: 53, Dst Port: 40513
- Source Port: 53
- Destination Port: 40513
- Length: 121
- Checksum: 0xd01e [unverified]
- [Checksum Status: Unverified]
- [Stream index: 8]

The packet bytes pane shows the raw data of the query packet, including the Ethernet II header, IPv4 header, and the DNS query body.

## 11. Common Questions in mind

**Que. 1. Does Wireshark capture all the traffic on the Internet? If so, explain why. If not, which traffic does it capture?**

Ans. In all likelihood, it will only see traffic your machine is participating in, or which is broadcast to all machines.

The reason for this is that for years, most LANs have been built based on switched Ethernet technology, as opposed to hub-based Ethernet or bus-based networking. In those older technologies, every machine on the LAN saw all traffic, purely because they were all electrically connected to each other. With switched Ethernet, the switch makes decisions about which packets to send to which ports. This makes the network faster and slightly more secure.

(Switched Ethernet isn't a very good security measure, because it's easy to defeat with ARP poisoning.)

Now, maybe it is possible you are still on a hub-based Ethernet, or similar. That can only be the case with 100 Mbit/s and slower networks. Part of the Gigabit Ethernet spec is a requirement for switches. You won't find a GigE hub.

I should also note that wireless networking effectively behaves like LANs of old: every machine connected to a given Wi-Fi network can see all traffic, purely due to the nature of radio communication.

If you are on a wired LAN with managed switches and you have administrative access to those switches, you will probably find a feature you can enable in them called port mirroring. That feature exists specifically to restore the older pre-switched LAN behavior: it designates one port as special, directing copies of all traffic to it, even packets not aimed at MAC addresses connected to that port.

**Que. 2. Write Wireshark filters to: View UDP traffic when scan is performed.**

Ans. simply type UDP and hit enter, and you will be able to see all the udp packets that were captured.

**Que. 3. View ICMP traffic from any address.**

Ans. To analyze ICMP Echo Request traffic:

1. Observe the traffic captured in the top Wireshark packet list pane. Look for traffic with ICMP listed as the protocol. To view only ICMP traffic, type **icmp** (lower case) in the Filter box and press **Enter**.
2. Select the first ICMP packet, labeled **Echo (ping) request**.
3. Observe the packet details in the middle Wireshark packet details pane. Notice that it is an Ethernet II / Internet Protocol Version 4 / Internet Control Message Protocol frame.

4. Expand Internet Control Message Protocol to view ICMP details.
5. Observe the Type. Notice that the type is 8 (Echo (ping) request).
6. Select Data in the middle Wireshark packet details pane to highlight the data portion of the frame.
7. Observe the packet contents in the bottom Wireshark packet bytes pane. Notice that Windows sends an alphabet sequence during ping requests.

**Que. 4. Why do ARP packets not have IP headers?**

Ans. While there are IP or protocol addresses used in this message, it does not actually have an IP header. The IP addresses seen are simply part of the ARP header. This means that ARP messages are not routable and that routers will not pass ARP traffic on to another network. Consequently, the MAC address of a node not on the source node's LAN cannot be determined.

It also means that the Ethertype in an Ethernet frame carrying an ARP message is different than in standard data traffic. This difference is shown below

```

+ Frame 17 (60 bytes on wire, 60 bytes captured)
- Ethernet II, Src: Cisco_0d:18:57 (00:19:aa:0d:18:57), Dst: Broadcast (ff:ff:ff:ff:ff:ff)
  + Destination: Broadcast (ff:ff:ff:ff:ff:ff)
  + Source: Cisco_0d:18:57 (00:19:aa:0d:18:57)
    Type: ARP (0x0806)
    Trailer: 0000000000000000000000000000000000000000
+ Address Resolution Protocol (request)

```

```

+ Frame 12 (74 bytes on wire, 74 bytes captured)
- Ethernet II, Src: D-Link_c1:d2:01 (00:50:ba:c1:d2:01), Dst: Cisco_23:85:68 (00:19:06:23:85:68)
  + Destination: Cisco_23:85:68 (00:19:06:23:85:68)
  + Source: D-Link_c1:d2:01 (00:50:ba:c1:d2:01)
    Type: IP (0x0800)
+ Internet Protocol, Src: 192.168.10.11 (192.168.10.11), Dst: 129.21.21.1 (129.21.21.1)
+ Internet Control Message Protocol

```

**Que. 5. Compare and contrast UDP and TCP headers.**

Item	TCP	UDP
Stands For	Transmission Control Protocol	User Datagram Protocol
Protocol	Connection Oriented	Connectionless
Security	Makes Checks For Errors And Reporting	Makes Error Checking But No Reporting
Data Sending	Slower	Faster
Header Size	20 Bytes	8 Bytes
Segments	Acknowledgement	No Acknowledgement
Typical Applications	- Email	- VoIP

Ans.

**Que. 6. Do ICMP packets specify a port? Look online and explain why or why not.**

Ans. **ICMP** is a protocol that is designed specifically for diagnostic purposes and **ping** is nothing but an ICMP echo request and echo reply that's why there is no concept of **port** numbers in **ICMP**. **Port** numbers are transport-layer addresses used by some transport protocols.