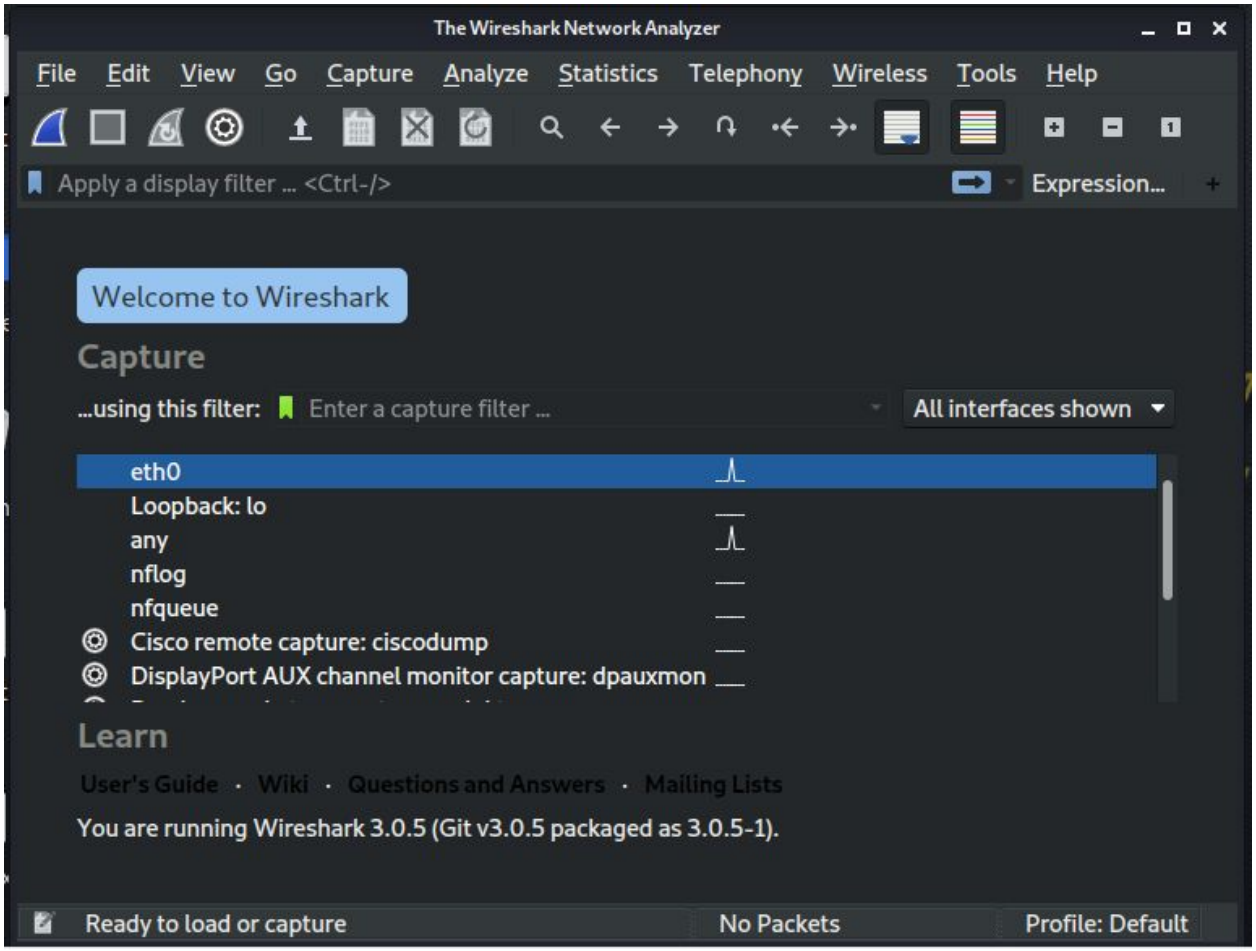
Wireshark for Noobs

By Anmol K Sachan

anmol221999@gmail.com
Linkedin: https://linkedin.com/in/anmolksachan/
Ig: https://instagram.com/the_guy_that_hacks

INDEX

1. Getting Started with Wireshark

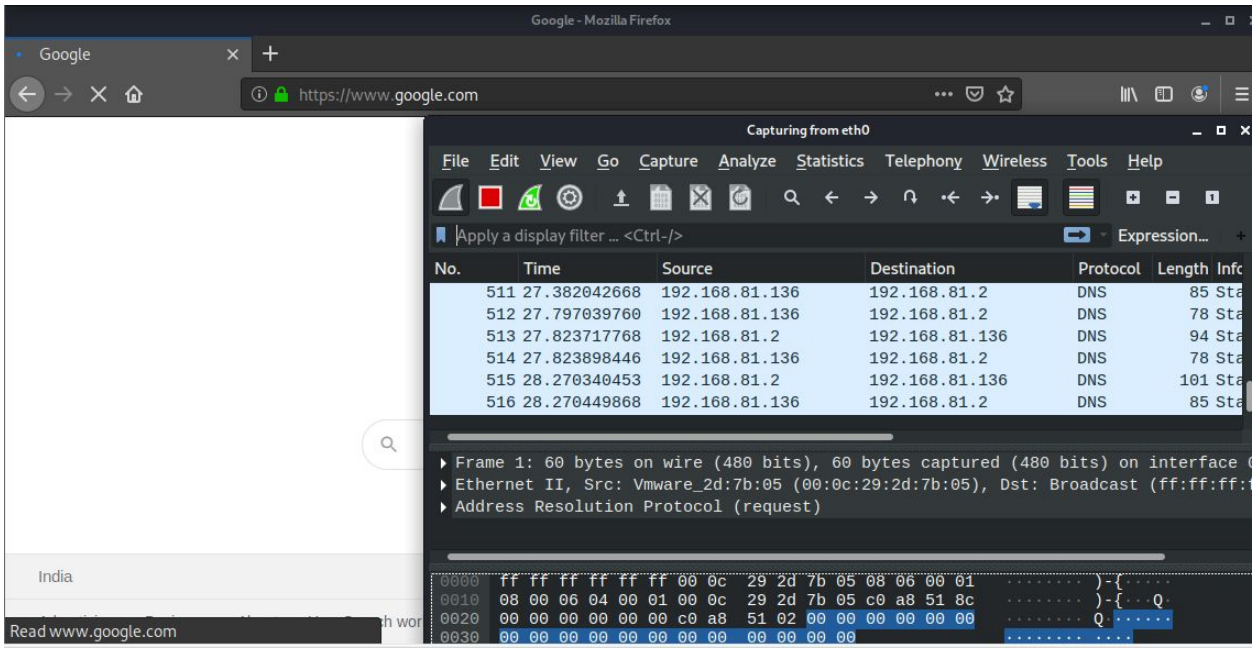


Wireshark comes pre-installed in kali linux.

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

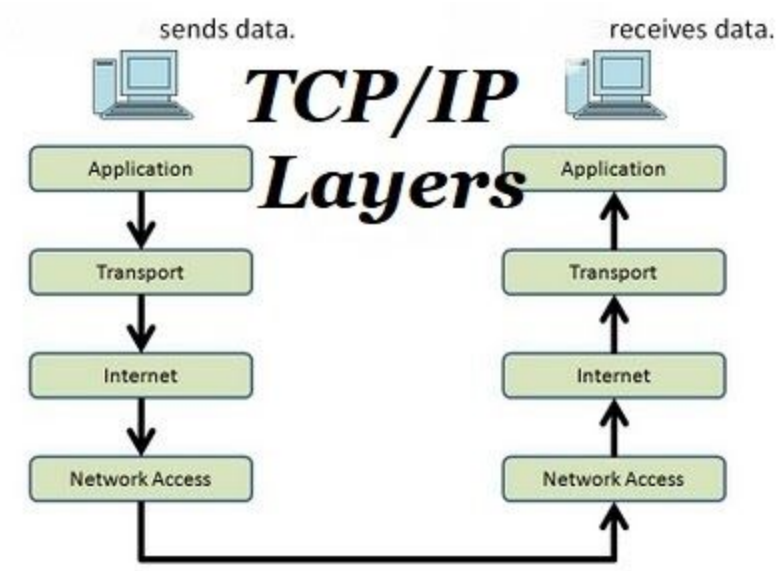


In the above simply clicking on eth0 interface starts capturing packets, while **sniffing** we can **analyse** and can apply **filters** to see the exact requirement.

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.

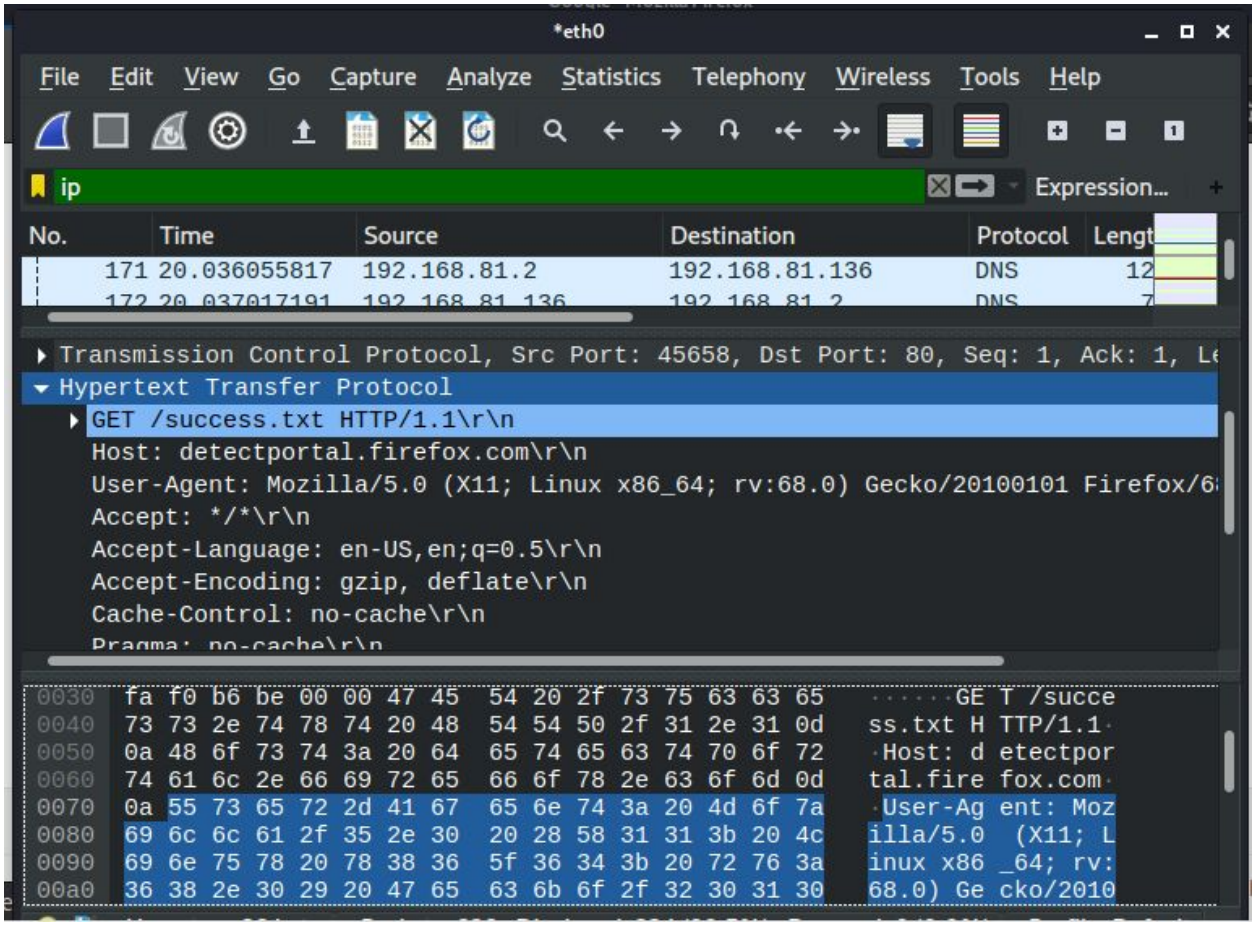
- IP
- Internet Control Message Protocol (ICMP)

Physical Layer

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

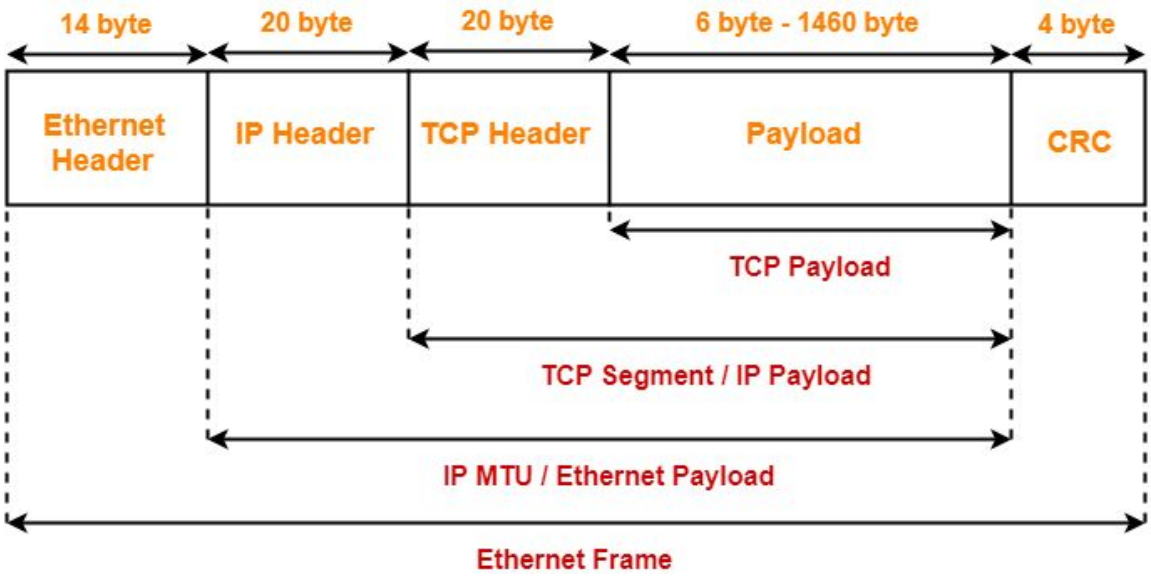
- Ethernet for LAN(local area networks)
- Address Resolution Protocol (ARP)

Examine **packet header data** with Wireshark

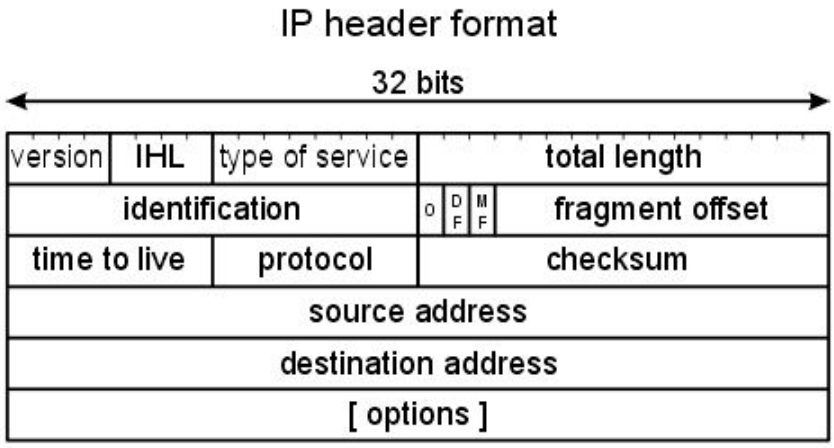


Pic. Headers of data packets shown above

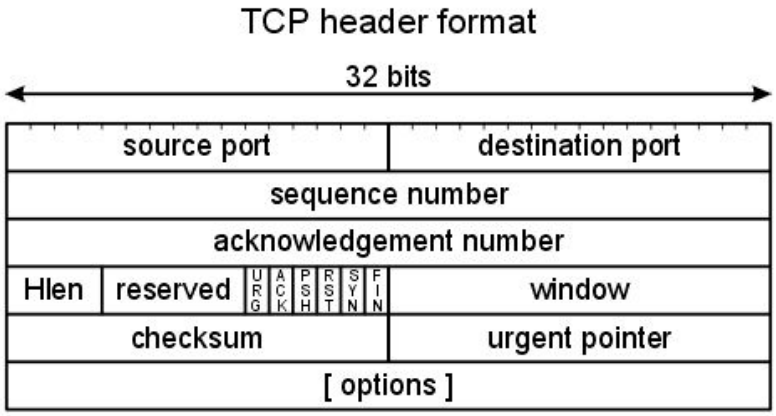
Define the **header fields** of **Ethernet frame**, **Internet Protocol** (IP), **Transport Control Protocol** (TCP), and **User Datagram Protocol** (UDP) packets / different types of packet headers, including the header fields and their values



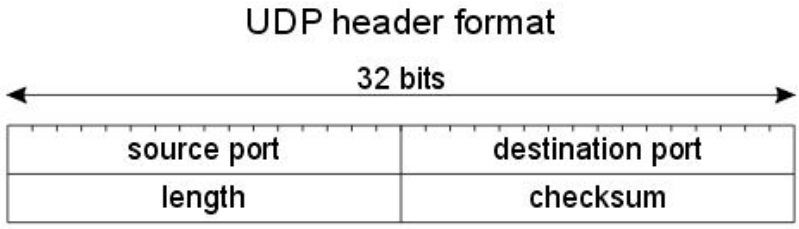
Ethernet Frame



IP Protocol



TCP Header



UDP Header

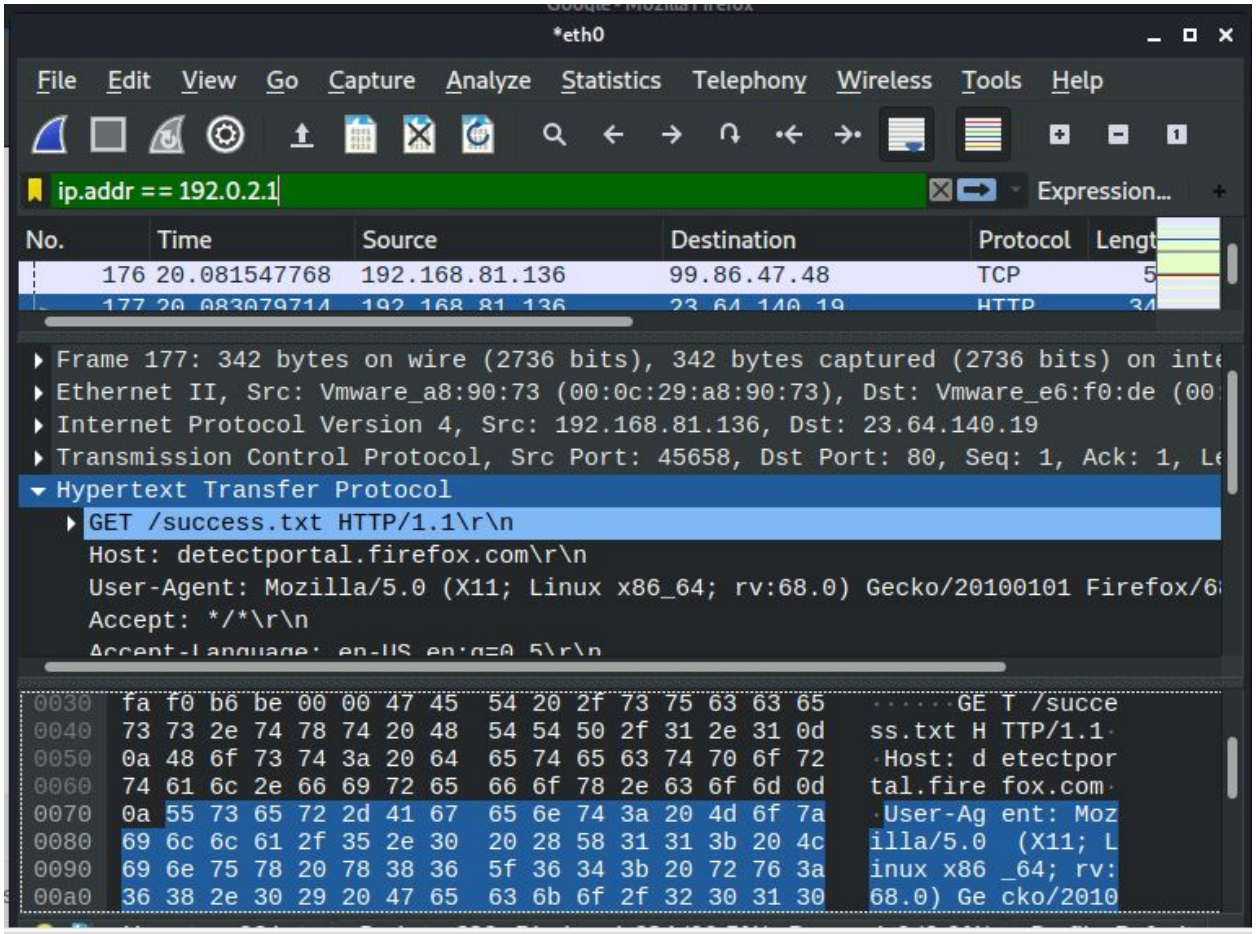
Compare and contrast **TCP** and **UDP**.

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):

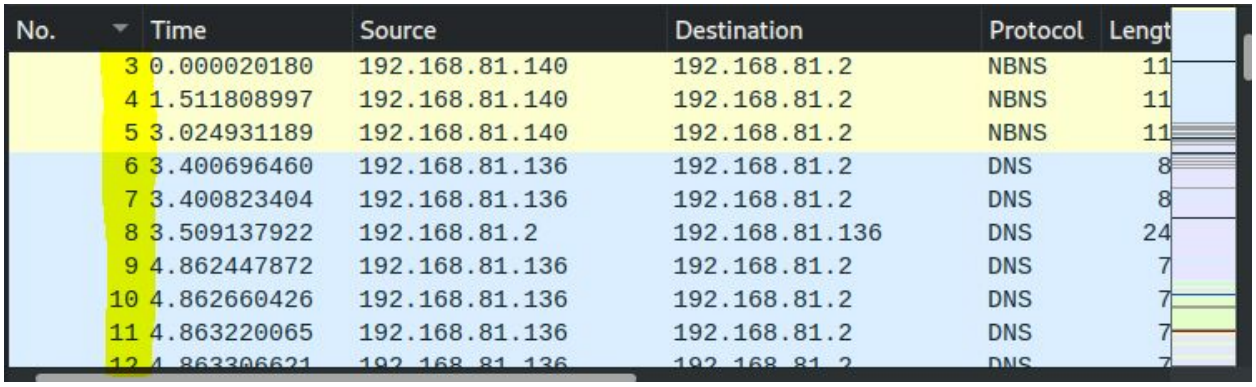
```
host www.example.com and not (port 80 or port 25)
host www.example.com and not port 80 and not port 25
```

Capture except all ARP and DNS traffic:

port not 53 and not arp

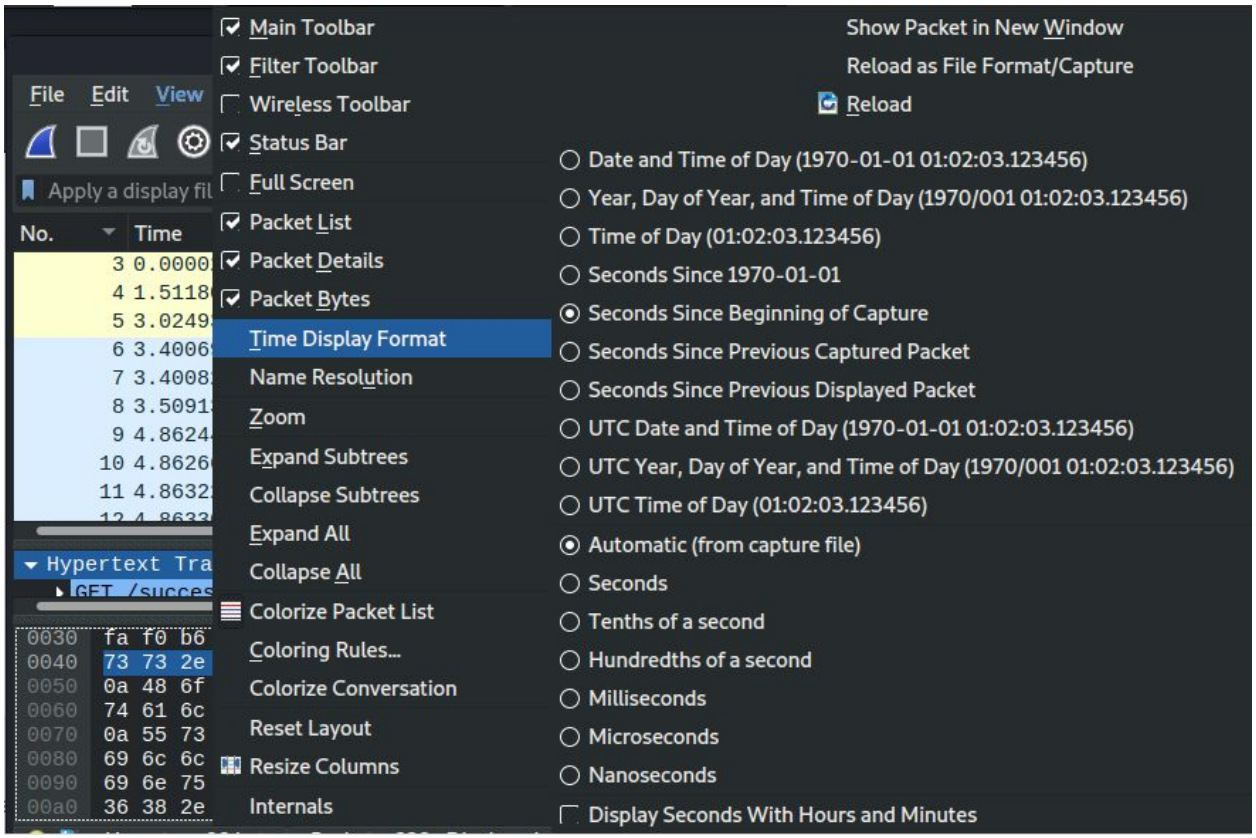
To capture vlan traffic
vlan

3. View Packet Summaries with the Packet List Window

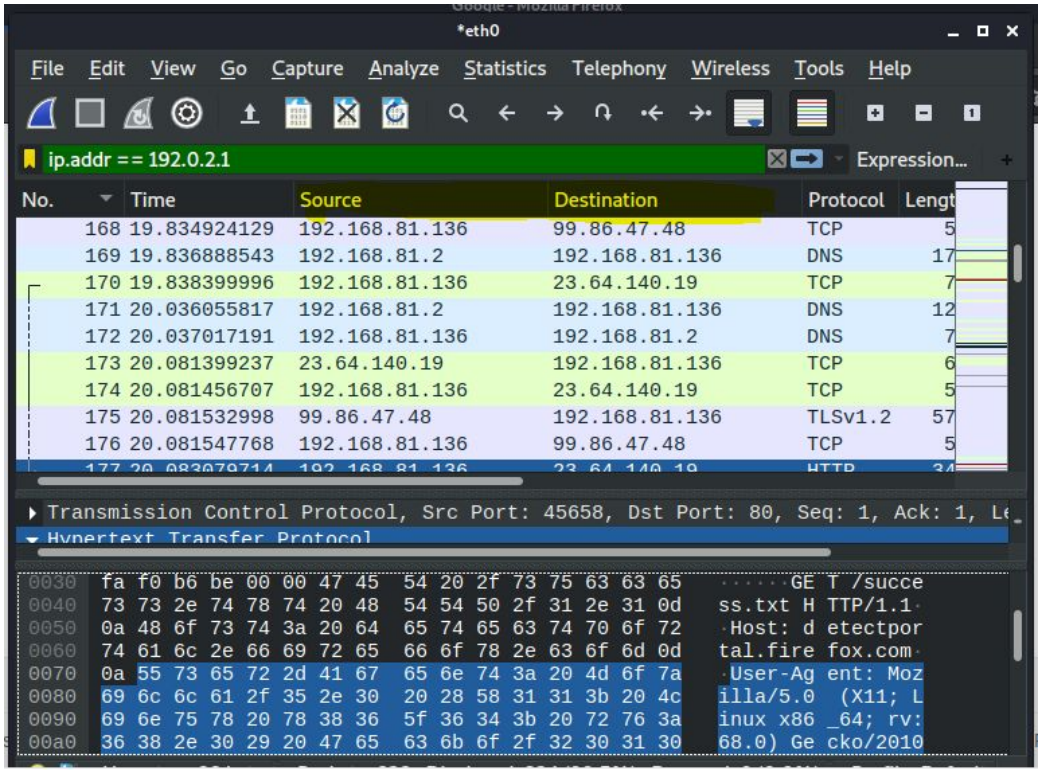


No.	Time	Source	Destination	Protocol	Lengt
3	0.000020180	192.168.81.140	192.168.81.2	NBNS	11
4	1.511808997	192.168.81.140	192.168.81.2	NBNS	11
5	3.024931189	192.168.81.140	192.168.81.2	NBNS	11
6	3.400696460	192.168.81.136	192.168.81.2	DNS	8
7	3.400823404	192.168.81.136	192.168.81.2	DNS	8
8	3.509137922	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

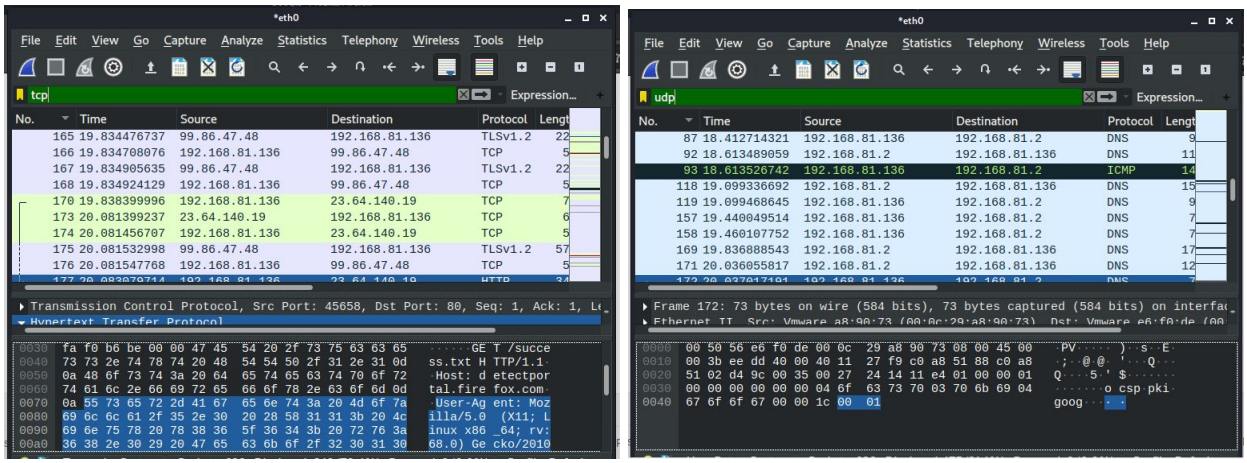
Packet number (No.): Numbers each packet starts with 1 for the first packet.



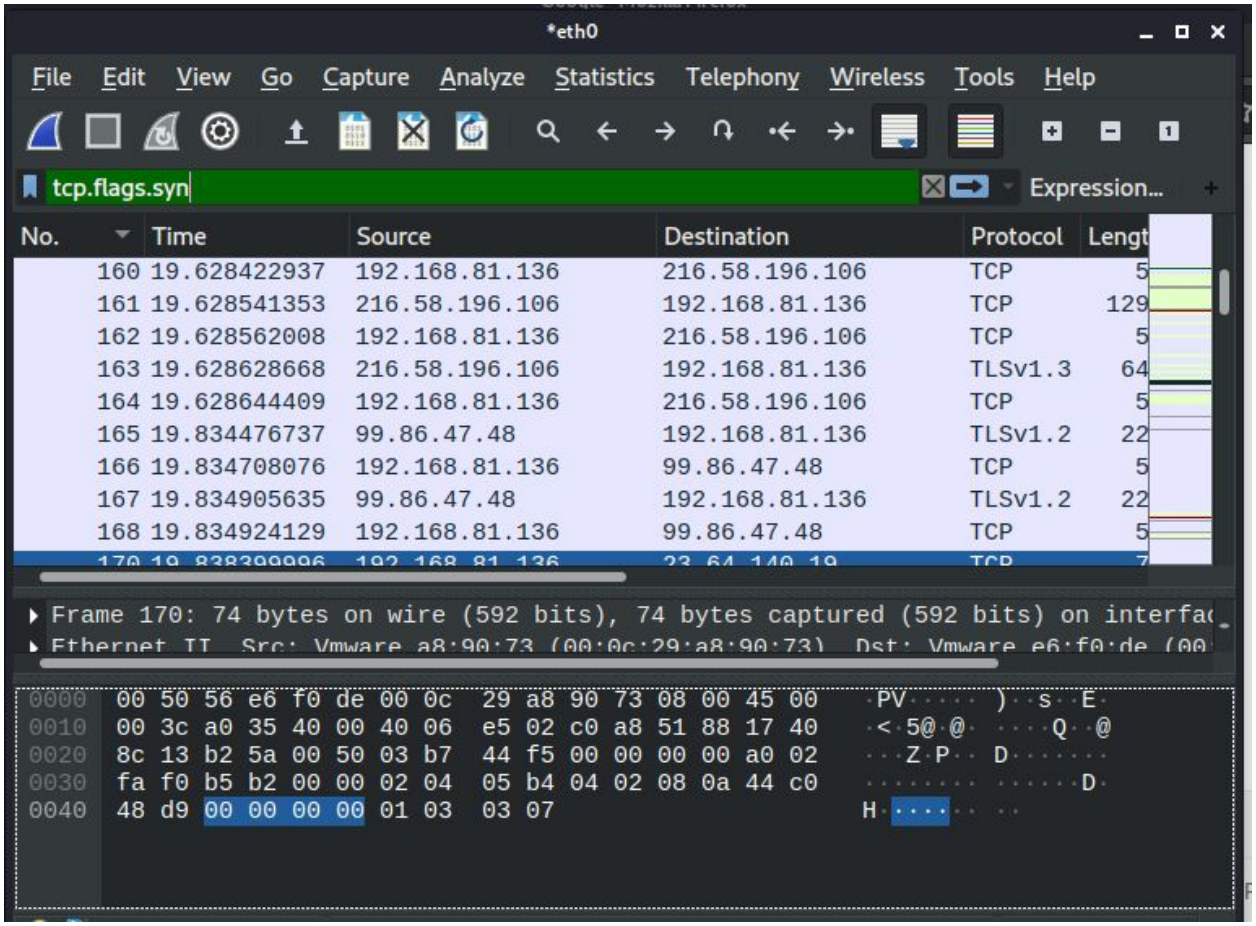
Timestamp (Time): Default is the number of seconds since the beginning of the capture



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

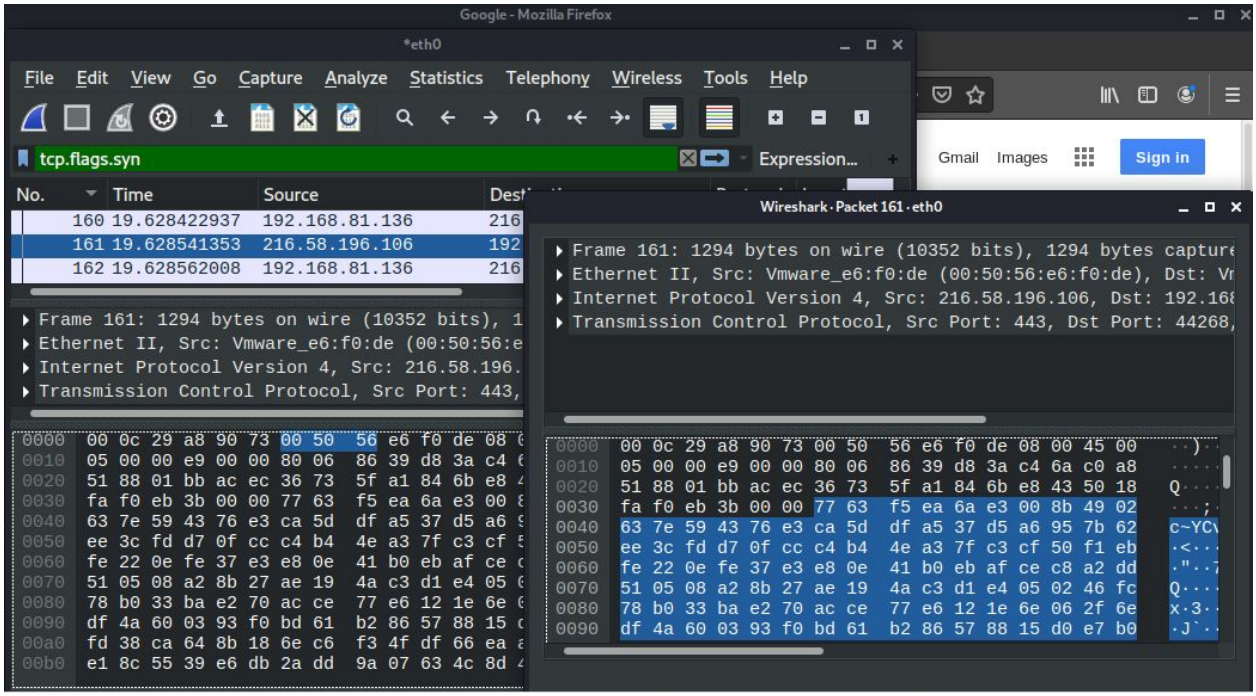


Protocols (Protocol): The packet protocol (TCP, UDP, NBNS, etc.).

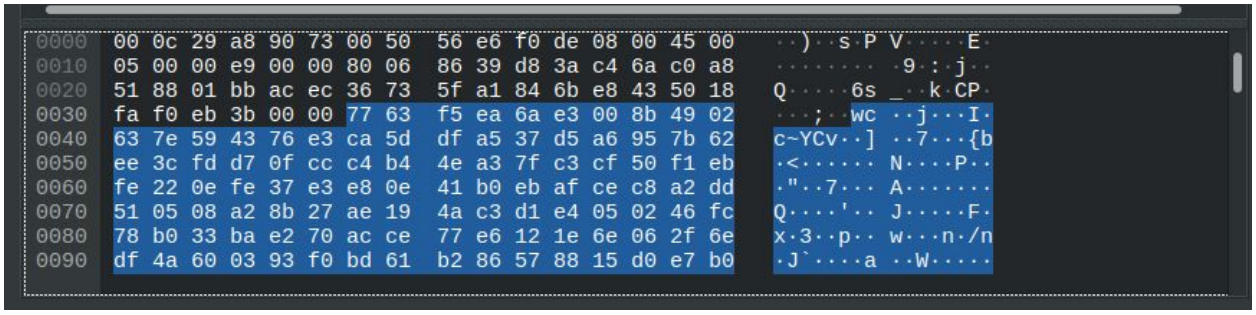


Additional Protocol Information (info): Example: for a TCP packet, this field states if it is a SYN, ACK, or FIN packet.

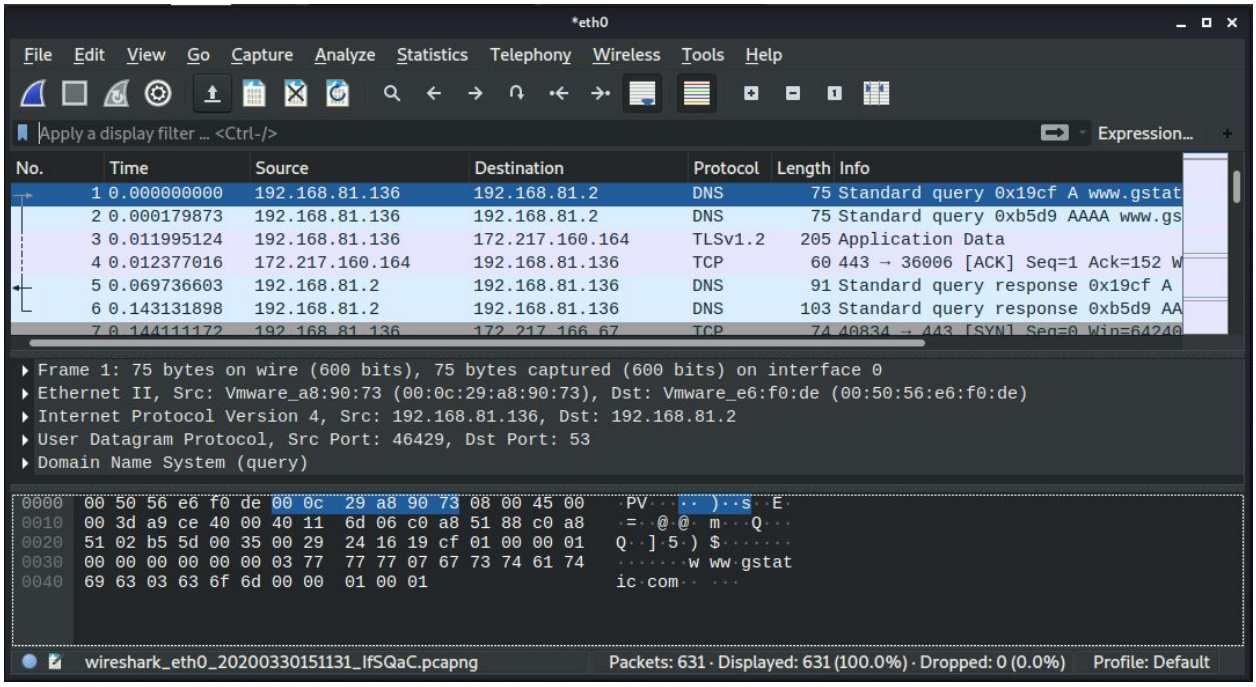
4. Study Packet Details with the Packet Details Window



5. View Packet Data with the Individual Packet Bytes Window

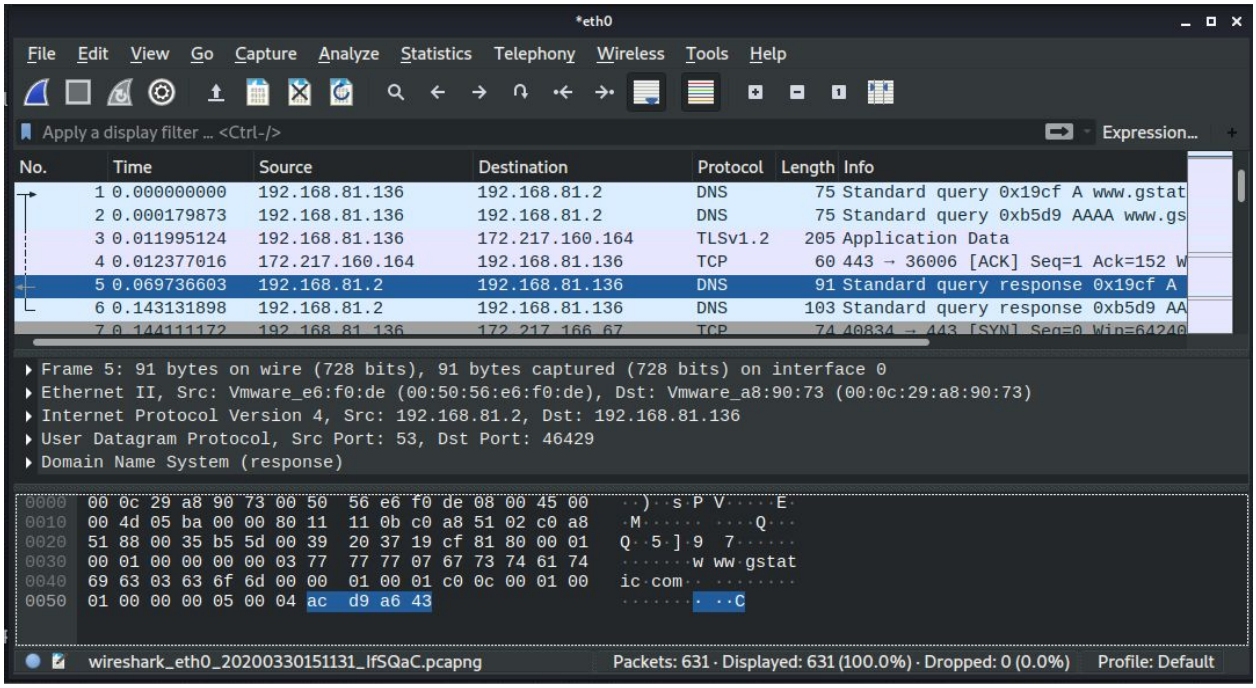


6. Simply Browsing the Internet



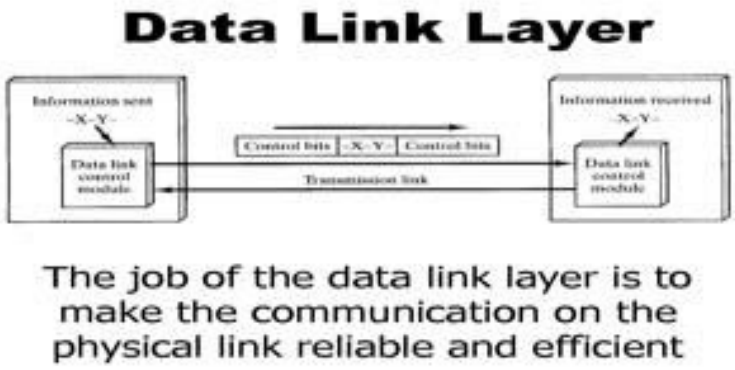
Data after browsing internet

7. Viewing the Packet Header Data

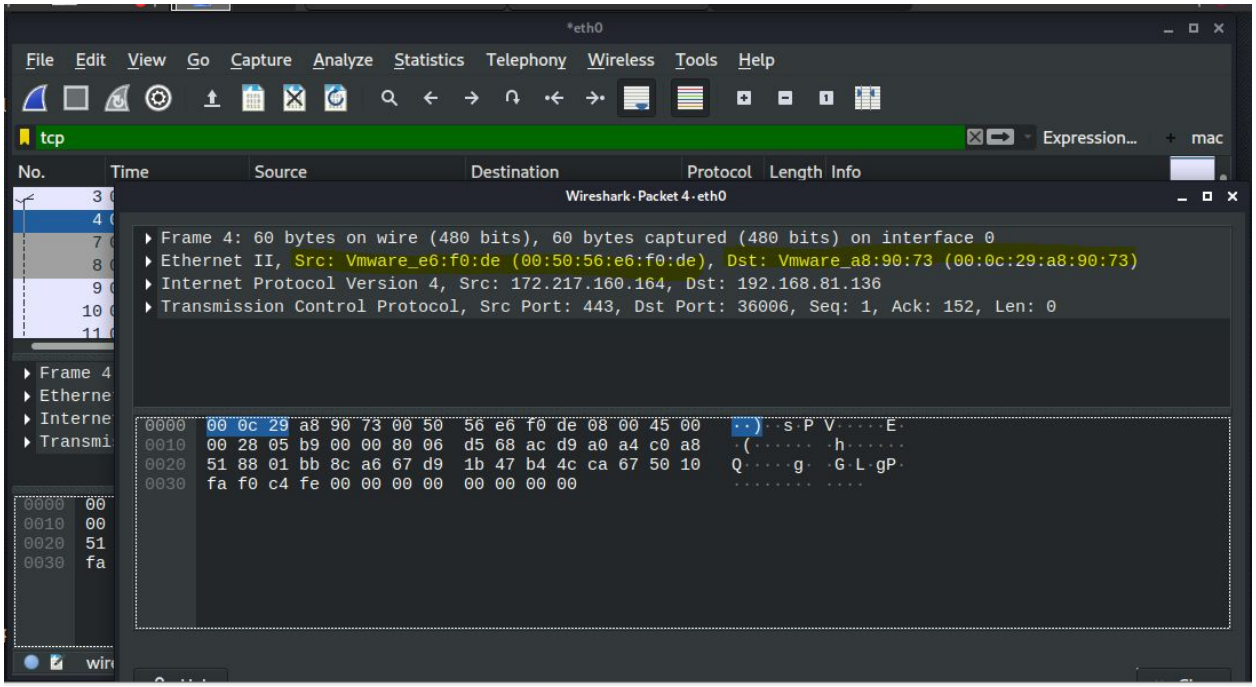


7.1 Capture Packets with Wireshark

7.2. Explore the Network Interface Layer / Data Link Layer



7.2.2. View Ethernet Frame Data Captured with Wireshark

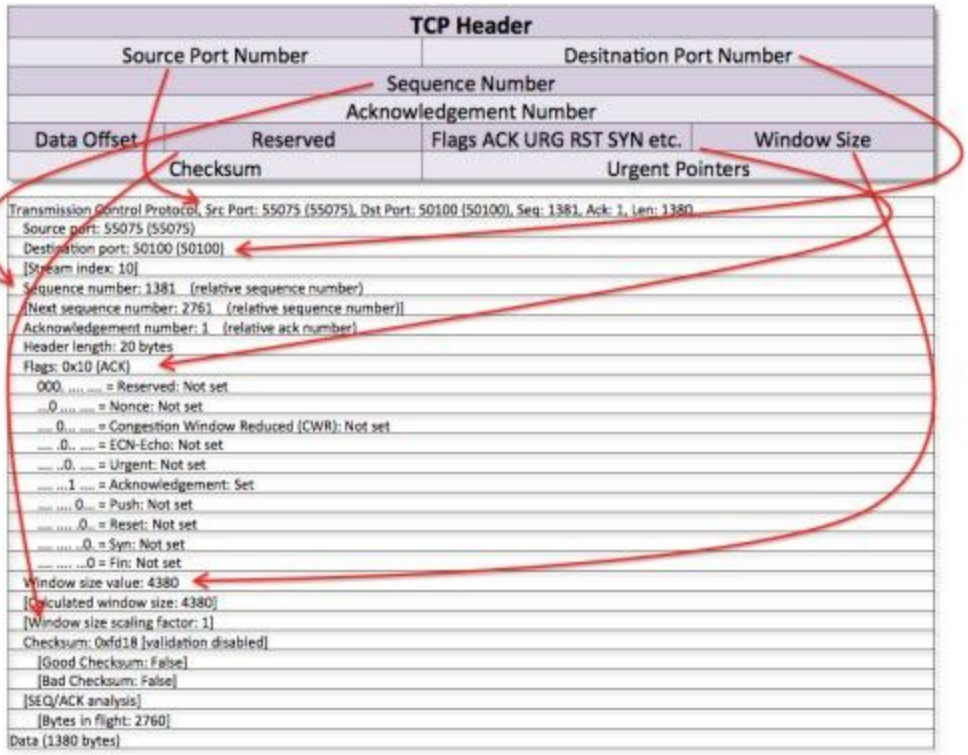


8.1 Exploring the Internet Layer

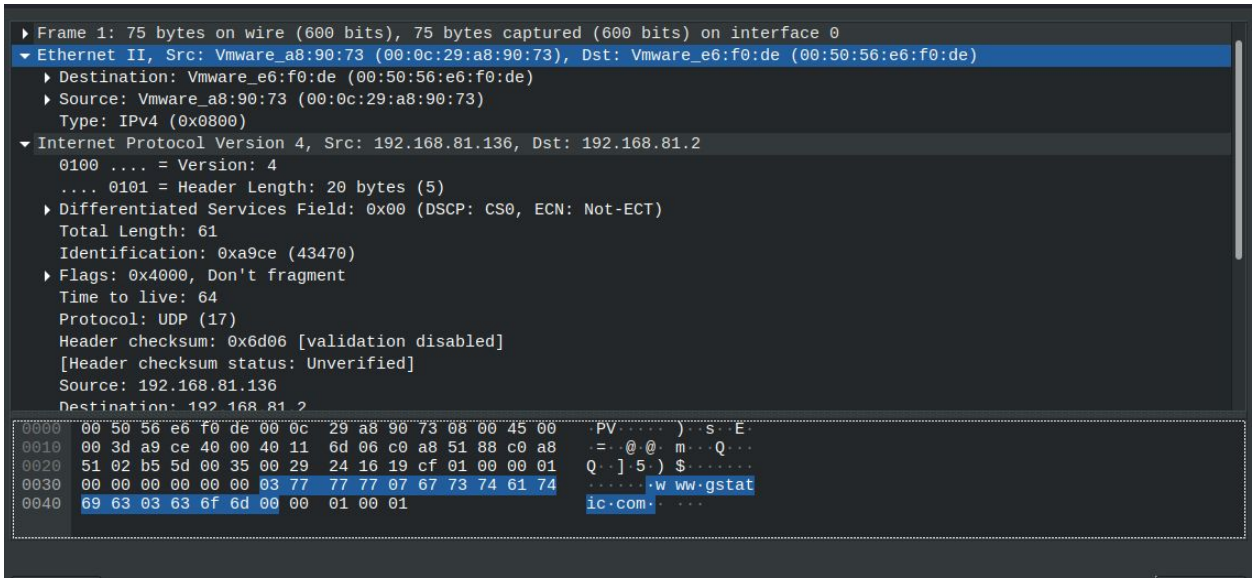
8.1.1. IPv4 Header: Pictured Below

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 address130.45.6.7/16				
Source Address (remote host) 200.4.7.14/24				
Payload				

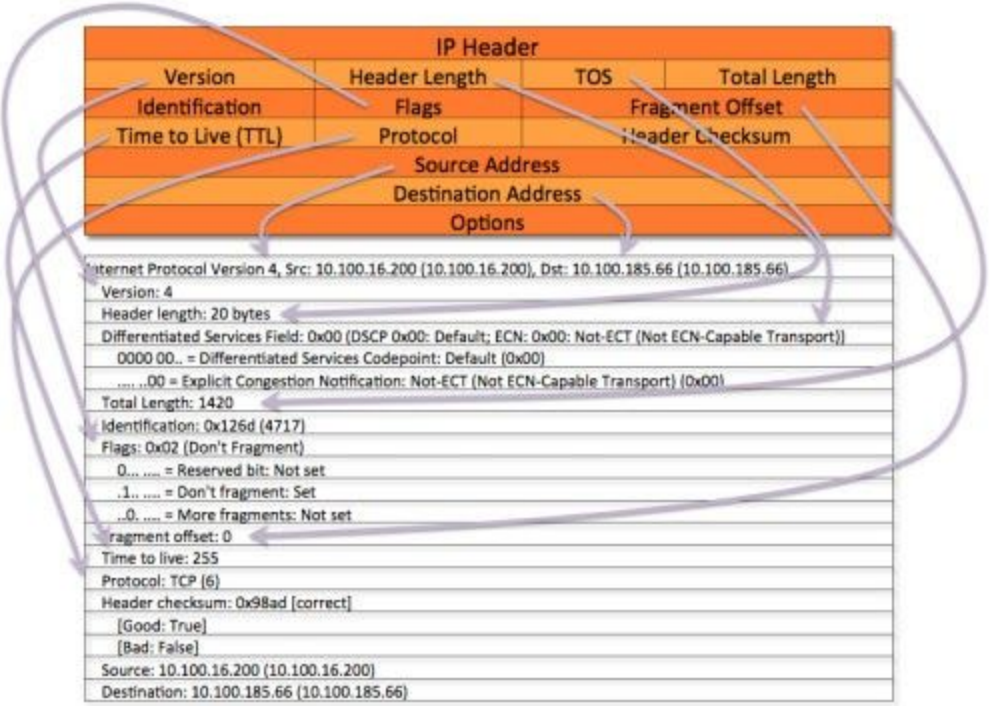
8.1.2. View IP Header Data for a TCP Packet Captured with Wireshark



8.1.3 View IP Header Data for a UDP Packet

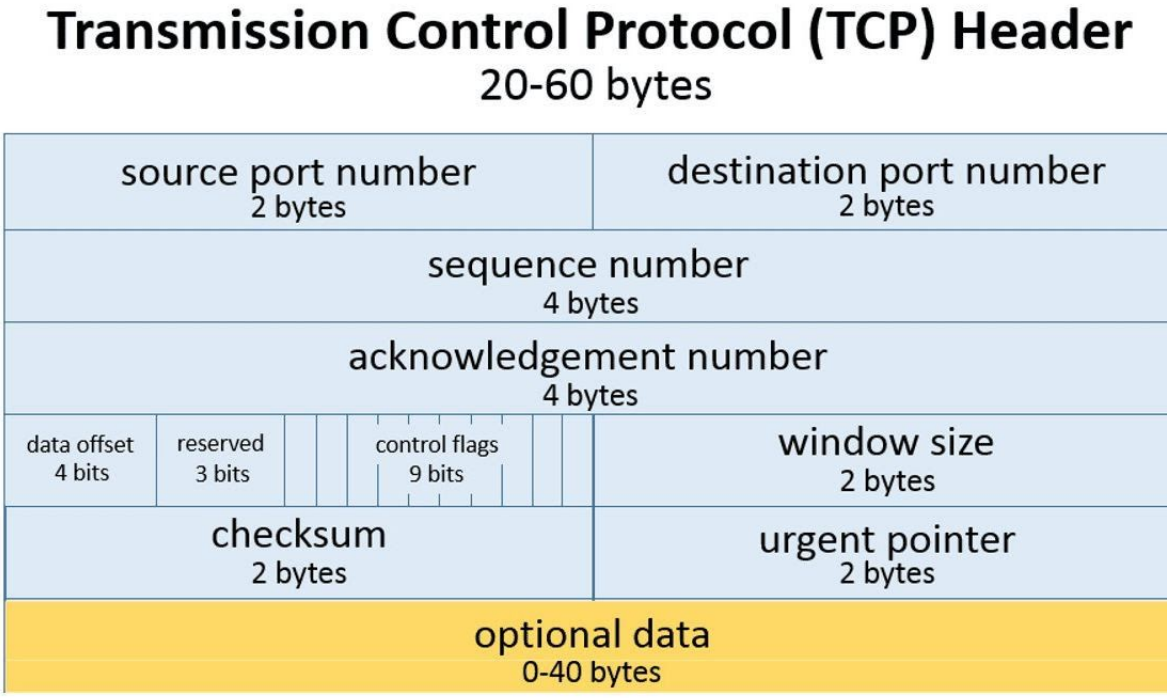


8.1.4. View IP Header Data for an ARP Packet

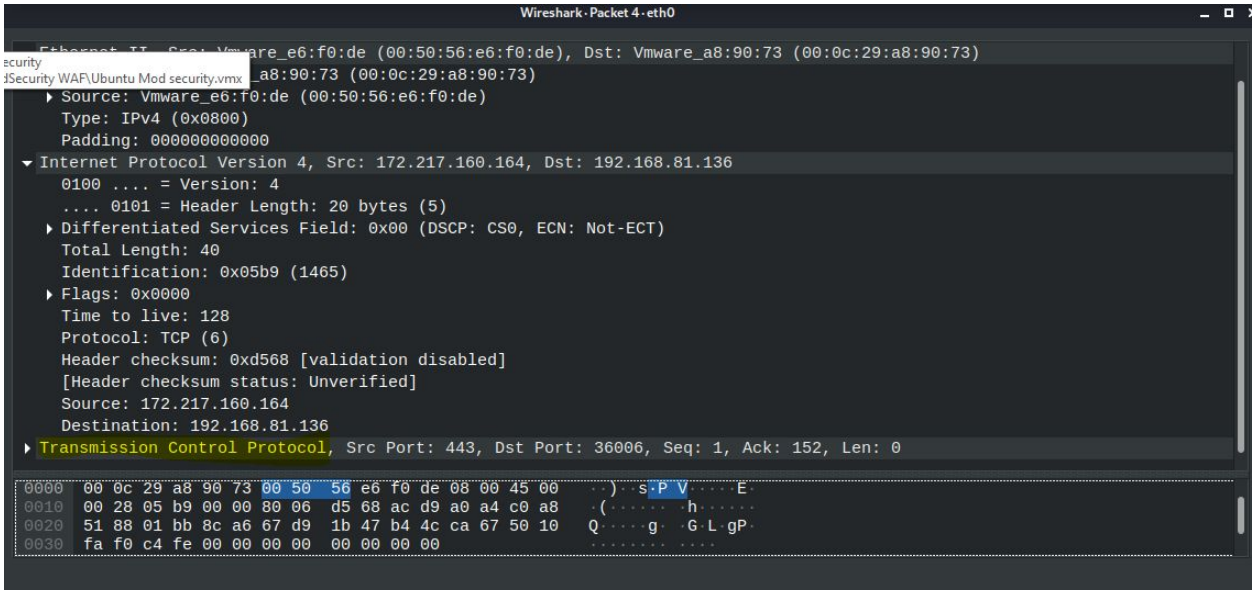


9 Exploring the Transport Layer

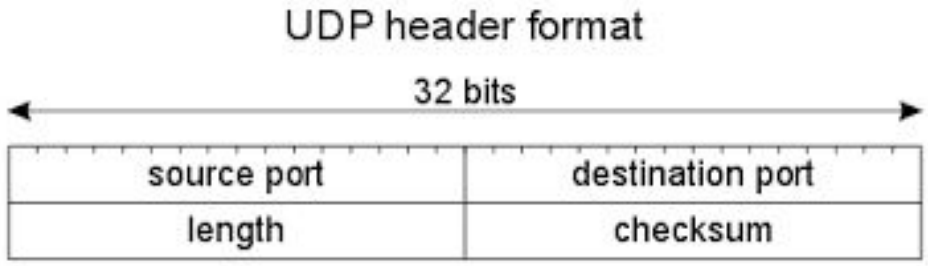
9.1.1. TCP Header: Pictured Below



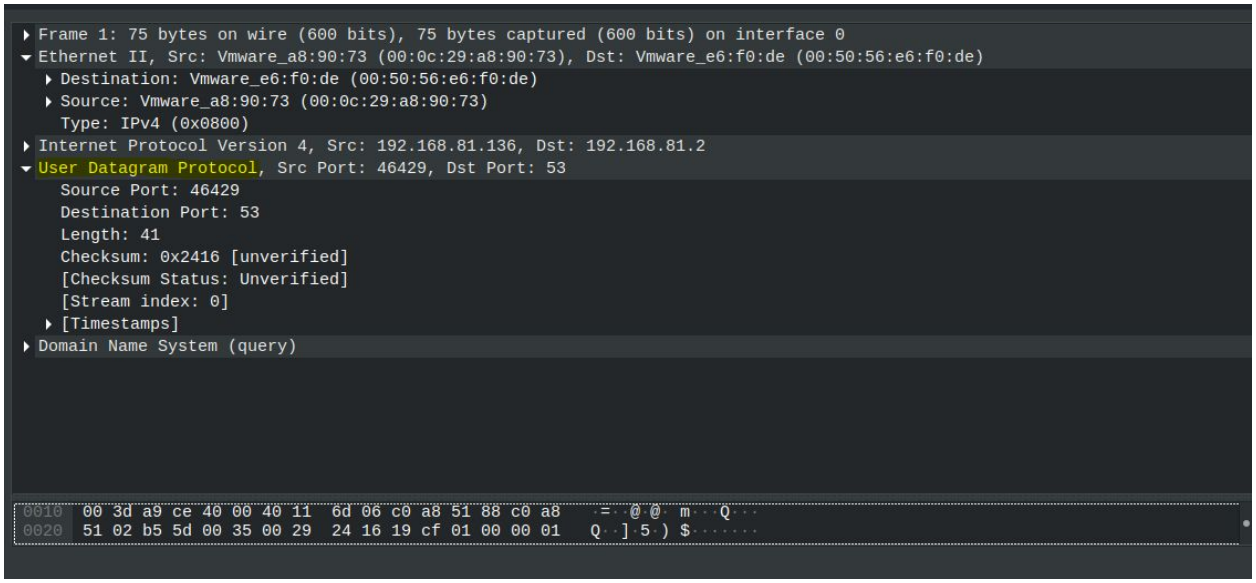
9.1.2 View TCP Header Data for a TCP Packet Captured with Wireshark



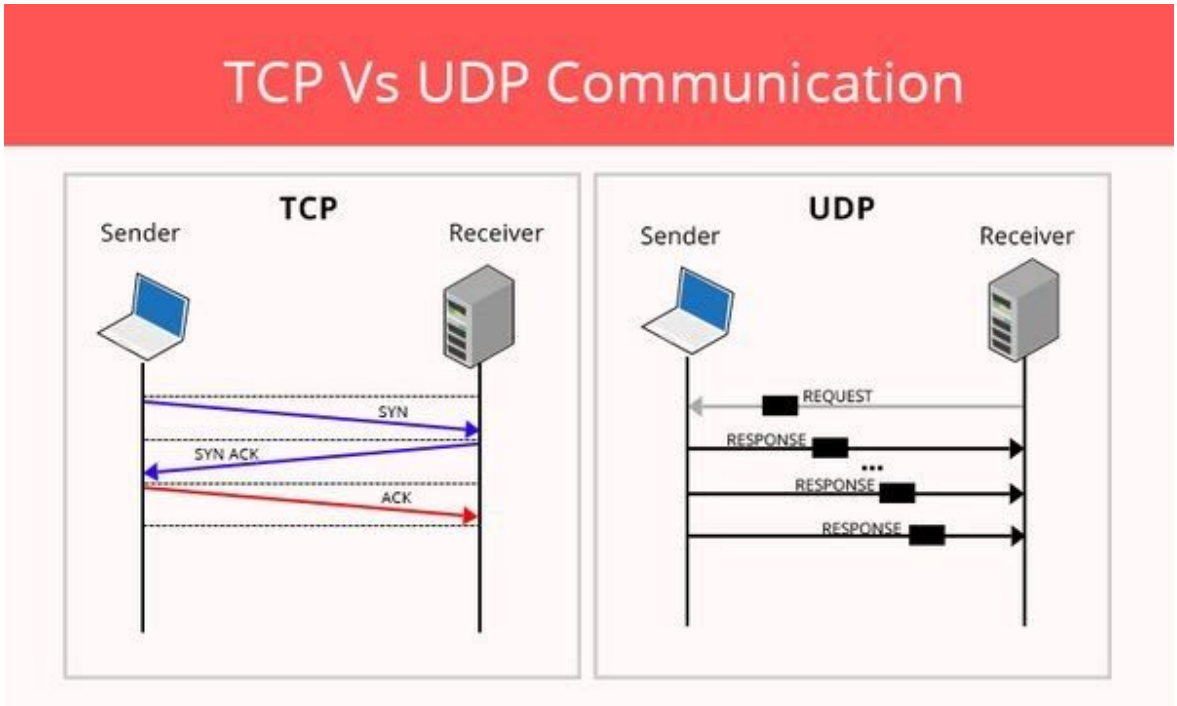
9.1.3 UDP Header: Pictured Below



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

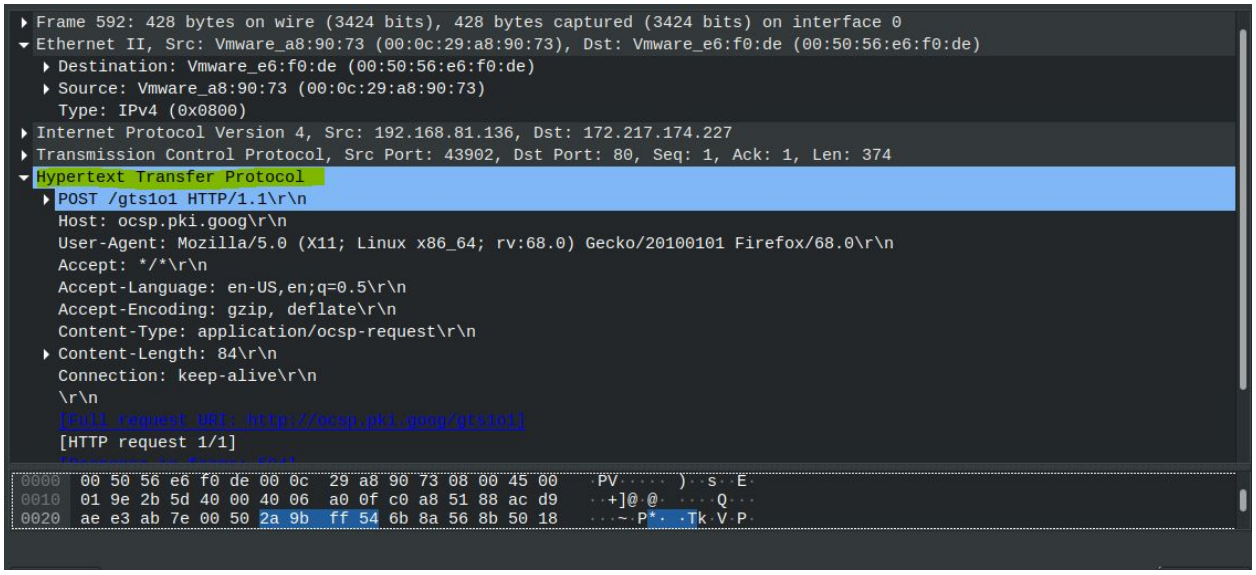


9.1.5 Compare and Contrast IP, TCP, and UDP

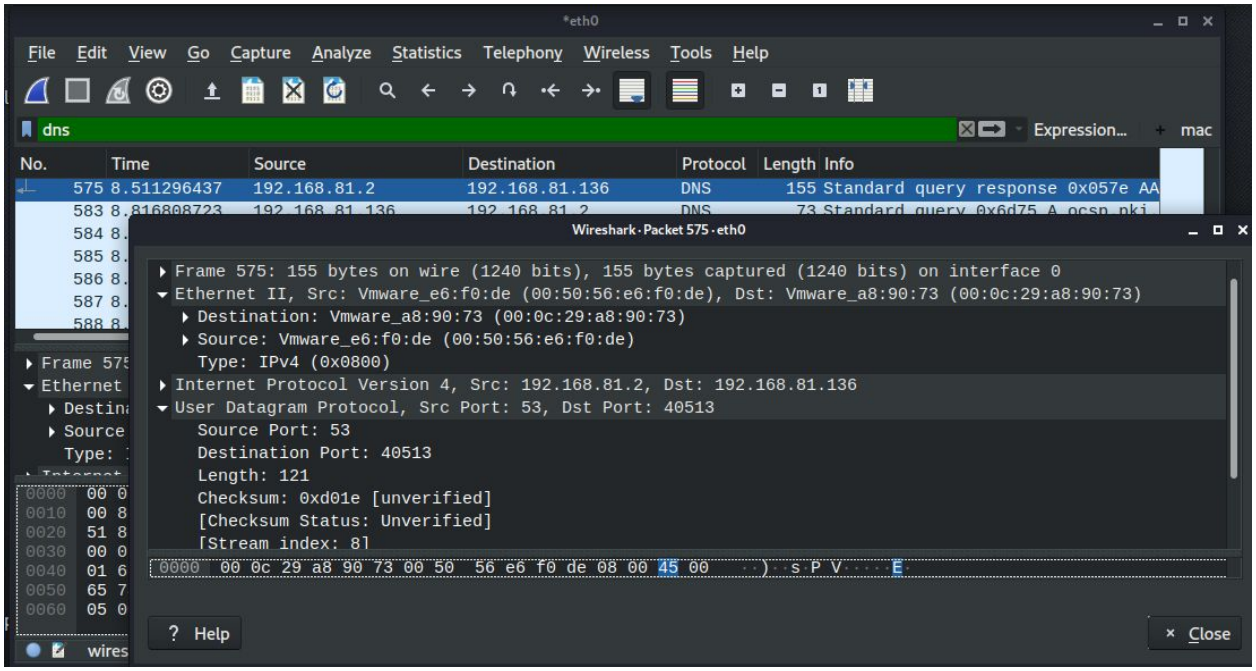


10. Explore the Application Layer

10.1.1 Analyze an HTTP Packet



10.1.2 Analyze a DNS Packet



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:

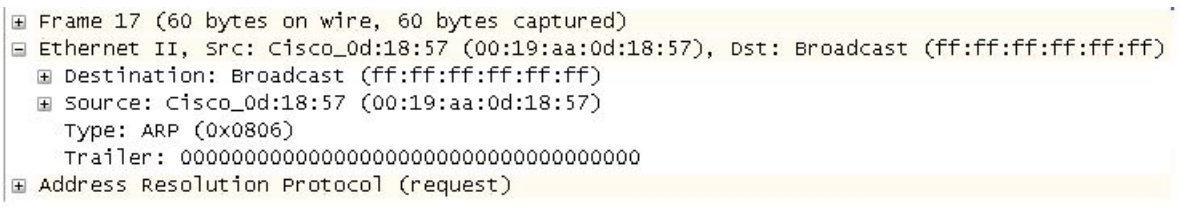
1. Observe the traffic captured in the top Wireshark packet list pane. Look for traffic with ICMP listed as the protocol. To view only ICMP traffic, type **icmp** (lower case) in the Filter box and press **Enter.**
2. Select the first ICMP packet, labeled **Echo (ping) request**.
3. Observe the packet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

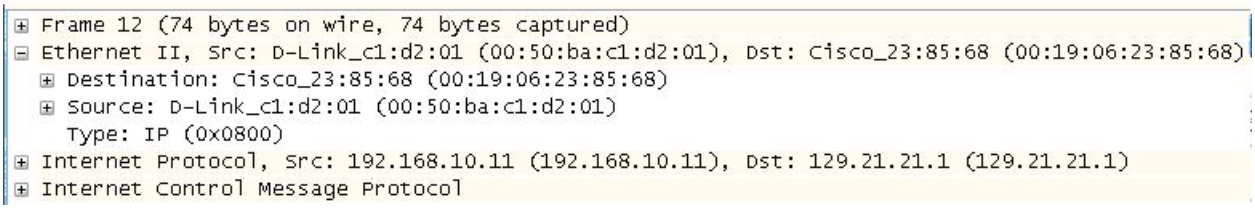
4. Expand Internet Control Message Protocol to view ICMP details.
5. Observe the Type. Notice that the type is 8 (Echo (ping) request).
6. Select Data in the middle Wireshark packet details pane to highlight the data portion of the frame.
7. Observe the packet contents in the bottom Wireshark packet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





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

Ans.

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

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.