

Università degli Studi Roma Tre Dipartimento di Informatica e Automazione Computer Networks Research Group

## netkit lab

#### two-hosts

Version	2.2		
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Description	setting up a network between two virtual machines		

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## two hosts

#### a simple network with two hosts connected to the same collision domain



## step 1 – creating the vms

host machine						
user@localhost:~\$ vstart pc1eth0=A						
<pre>====================================</pre>						
pc1 is created and a console window opens for pc1						
user@localhost:~\$ vstart pc2eth0=A						
<pre>====================================</pre>						
pc2 is created and a console window opens for pc2						

## step 2 – configuring network interfaces



## step 3 - ping

<pre>pc1:~# ping 10.0.0.2 PING 10.0.0.2 (10.0.0.2) 56(84) bytes of data. 64 bytes from 10.0.0.2: icmp_seq=1 ttl=64 time=2.65 ms 64 bytes from 10.0.0.2: icmp_seq=2 ttl=64 time=0.357 ms 64 bytes from 10.0.0.2: icmp_seq=3 ttl=64 time=0.380 ms 64 bytes from 10.0.0.2: icmp_seq=4 ttl=64 time=0.349 ms 64 bytes from 10.0.0.2: icmp_seq=5 ttl=64 time=0.348 ms</pre>
<pre> 10.0.0.2 ping statistics 5 packets transmitted, 5 received, 0% packet loss, time 4078ms rtt min/avg/max/mdev = 0.348/0.818/2.656/0.919 ms pc1:~#</pre>

#### pc1 and pc2 can reach each other

## step 4 – a look at the packets

- let's look at the packets exchanged on collision domain A
- we use tcpdump, a network sniffer that is widely available on linux boxes



## step 4 – a look at the packets

### ping from pc1

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pc1:~# ping 10.0.0.2
PING 10.0.0.2 (10.0.0.2) 56(84) bytes of data.
64 bytes from 10.0.0.2: icmp\_seq=1 ttl=64 time=6.94 ms
64 bytes from 10.0.0.2: icmp\_seq=2 ttl=64 time=0.906 ms
64 bytes from 10.0.0.2: icmp\_seq=3 ttl=64 time=0.864 ms
--- 10.0.0.2 ping statistics --3 packets transmitted, 3 received, 0% packet loss, time 2033ms
rtt min/avg/max/mdev = 0.864/2.906/6.948/2.858 ms
pc1:~# ■

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## step 4 – a look at the packets

at the same time, sniff from pc2 (ctrl+C to interrupt)

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v pc2
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pc2:~# tcpdump -i eth0
tcpdump: verbose output suppressed, use -v or -vv for full protocol
decode
listening on eth0, link-type EN10MB (Ethernet), capture size 96
bytes
19:27:17.899782 arp who-has 10.0.0.2 tell 10.0.0.1
19:27:18.002578 arp reply 10.0.0.2 is-at fe:fd:0a:00:00:02
19:27:18.004384 IP 10.0.0.1 > 10.0.0.2: icmp 64: echo request seq 1
19:27:18.005806 IP 10.0.0.2 > 10.0.0.1: icmp 64: echo reply seq 1
19:27:18.920463 IP 10.0.0.1 > 10.0.0.2: icmp 64: echo request seq 2
19:27:18.920605 IP 10.0.0.2 > 10.0.0.1: icmp 64: echo reply seg 2
6 packets captured
6 packets received by filter
0 packets dropped by kernel
pc2:~#
```

# step 4 – looking at the packets with a graphical interface

- same as before, but store sniffed packets into file capture.pcap (on the host machine)
  - the (real) home directory of the current user is made available inside the vm under /hosthome



## step 4 – looking at the packets with a graphical interface

open capture.pcap on the real host machine using a packet dissector (like, e.g., ethereal)

•	captured	packets.pcap - E	thereal				
Eile Edit	<u>V</u> iew <u>G</u> o	<u>Capture Analyze S</u>	Statistics Help				
		( 🗁 🎇 🗙	r 🗣 🔁 🖕	🛛 🖓 🛧 🕹 🗐			
Eilter: ► Expression Scient Apply							
No	Time	Source	Destination	Protocol Info	·		
1	0.000000	10.0.0.1	10.0.0.2	ICMP Echo (	ping) request		
2	0.000282	10.0.0.2	10.0.0.1	ICMP Echo (	ping) reply		
3	1.013519	10.0.0.1	10.0.0.2	ICMP Echo (	ping) request		
4	1.013645	10.0.0.2	10.0.0.1	ICMP Echo (	ping) reply		
5	2.037311	10.0.0.1	10.0.0.2	TCMP Echo (	nina) request 🔄 🗵		
•					•		
		on wire, 96 byte					
Etheric	net II, Src:		Oa:00:00:01), Dst: 1	0.0.0.2 (fe:fd:0a:00	:00:02)		