

## Wireshark Basic Questions

All the questions are a part of tasks which has been implemented in previous labs.

Use the code for that but analyse the task in wireshark.

1. Real-Time Chat Application - Create a simple chat app(send hello messages from the client and swever) using TCP or UDP, and use Wireshark to analyze the packet flow.
2. HTTP Request Logger - Develop a tool to send HTTP requests and log the response time, analyzing the packets in Wireshark.
3. UDP Ping-Pong Application - Build a ping-pong style app with two clients using UDP, capturing packet delay with Wireshark.
4. TCP Connection Analyzer - Implement a client-server app that establishes a TCP connection, analyzing the three-way handshake.
5. File Transfer Over TCP - Design a tool to transfer files over TCP and observe the packet sequence and retransmission.
6. Simple Multiplayer Tic-Tac-Toe Game - Develop a basic Tic-Tac-Toe game over UDP, capturing packet exchange.
7. Live Network Latency Logger - Measure latency between a client and server using TCP/UDP and visualize the captured packets.
8. Real-Time Packet Loss Simulation - Implement a client-server app that randomly drops packets over UDP, analyzing loss with Wireshark.
9. Broadcast Message System over UDP - Create a tool for broadcasting messages over UDP, capturing packet broadcasts.
10. Echo Server with TCP and UDP - Set up an echo server that responds to client messages over both TCP and UDP, capturing both flows.