

数据通信作业-5

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一、 实验名称及内容

Assignment4: Ping: icmp

使用 winsock 编程，主要目标任务为：

Task: Write a program to test the reachability of an Internet interface identified by an IP address or name. (The basic function of “ping” command)

Hints: Send an ICMP “echo request” to the destination, an ICMP “echo reply” will be sent back if the destination is reachable.

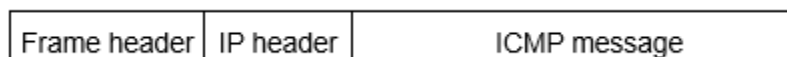
即编写一个程序来测试由IP地址或名称标识的Internet接口的可访问性（ping命令的基本功能）。提示：向目的地发送ICMP “echo request”，如果可以到达目的地，则返回ICMP “echo reply”。

二、 实验过程和结果

Type	Message type	Description
03	Destination unreachable	Packet could not be delivered
11	Time exceeded	Time to live field hit 0
12	Parameter problem	Invalid header field
04	Source quench	Choke packet
05	Redirect	Teach a router about geography
08	Echo request	Ask a machine if it is alive
00	Echo reply	Yes, I am alive
13	Timestamp request	Same as Echo request, but with timestamp
14	Timestamp reply	Same as Echo reply, but with timestamp

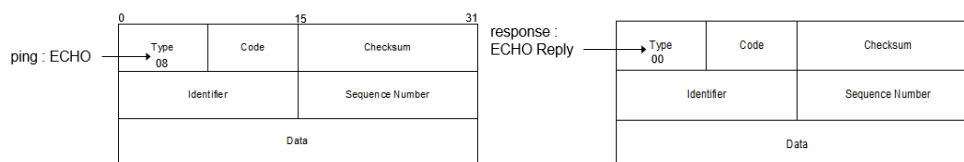
ICMP 报文的类型

这里使用了 08 和 00 两种，即 Echo request 和 Echo reply，确认连接的机器是处于活跃状态。



ICMP 被认为是 IP 的一部分，但也是 IP 用户，ICMP 的报文被封装在 IP 报文内部。

因此，本次通信任务的报文处理如下：



基本操作步骤:

Mypping.cpp:

1. Create a raw socket: socktype=SOCK_RAW, protocol=IPPROTO_ICMP;
2. Construct an ICMP message;
3. Use "sendto" to send the ICMP message to the remote machine;
4. Use "recvfrom" to receive any response.
5. Wireshark

代码见打包文件中 myping.cpp，这里只介绍思路：

首先定义 icmp_hdr 的结构体，包括变量如下：

```
typedef struct icmp_hdr {  
    unsigned char icmp_type;  
    unsigned char icmp_code;  
    unsigned short icmp_checksum;  
    unsigned short icmp_id;  
    unsigned short icmp_sequence;  
} ICMP_HDR;
```

然后在 Main 函数中：

WSAStartup 并创建 socket;

```
s = socket(remote->ai_family, SOCK_RAW, IPPROTO_ICMP);  
if (s == INVALID_SOCKET) {  
    cout << "socket() failed with " << WSAGetLastError() << endl;  
    freeaddrinfo(remote);  
    freeaddrinfo(local);  
    WSACleanup();  
    return -1;  
}
```

进行 setsockopt、分配空间的初始化，并对参数如下定义：

```
icmp_hdr = (ICMP_HDR*)icmpbuf;  
icmp_hdr->icmp_type = 8;  
icmp_hdr->icmp_code = 0;  
icmp_hdr->icmp_id = (unsigned short)GetCurrentProcessId();  
icmp_hdr->icmp_sequence = 0;  
icmp_hdr->icmp_checksum = 0;  
  
datapart = icmpbuf + sizeof(ICMP_HDR);  
memset(datapart, 'Q', DEFAULT_SIZE);
```

进行 Bind;

```
iResult = bind(s, local->ai_addr, (int)local->ai_addrlen);
if (iResult == SOCKET_ERROR) {
    cout << "bind failed with " << WSAGetLastError() << endl;
    freeaddrinfo(remote);
    freeaddrinfo(local);
    closesocket(s);
    free(icmpbuf);
    WSACleanup();
    return -1;
}
```

Receive 并打印输出;

```
RecvFrom(s, recvbuf, recvbuflen, (SOCKADDR*)&from, &fromlen, &recvol);
cout << "Pinging: " << destHost;
    PrintAddress(remote->ai_addr, remote->ai_addrlen);
    cout << " with " << DEFAULT_SIZE << " bytes of data." << endl;
```

(☆)循环四次传输, 使用 sendto 和 WaitForSingleObject 进行收发;

- 首先调用函数确定ICMP格式, 并进行校验和计算:

```
SetIcmpSequence(icmpbuf);
ComputeIcmpchecksum(icmpbuf, packetlen);
```

- Sendto和SingleObject捕获:

```
iResult = sendto(s, icmpbuf, packetlen, 0, remote->ai_addr,
(int)remote->ai_addrlen);
if (iResult == SOCKET_ERROR) {
    cout << "sendto failed with %" << WSAGetLastError() << endl;
    freeaddrinfo(remote);
    freeaddrinfo(local);
    closesocket(s);
    free(icmpbuf);
    WSACloseEvent(recvol.hEvent);
    WSACleanup();
    return -1;
}
```

```
iResult = WaitForSingleObject((HANDLE)recvol.hEvent, DEFAULT_RECV_TIMEOUT);
if (iResult == WAIT_FAILED) {
    cout << "WaitForSingleObject failed with " << WSAGetLastError() << endl;
    freeaddrinfo(remote);
    freeaddrinfo(local);
    closesocket(s);
    free(icmpbuf);
}
```

```

        WSACloseEvent(recvol.hEvent);
        WSACleanup();
        return -1;
    }
    else if (iResult == WAIT_TIMEOUT) {
        cout << "Request Time Out." << endl;
    }
    else {
        time = (ULONG)GetTickCount64() - time;
        WSAResetEvent(recvol.hEvent);
        RecvPack += 1;

        cout << "Reply From";
        PrintAddress((SOCKADDR*)&from, fromlen);
        if (time == 0) {
            printf(": bytes = %d time < 1 ms TTL = %d\n", DEFAULT_SIZE, TTL);
        }
        else {
            printf(": bytes = %d time = %d ms TTL = %d\n", DEFAULT_SIZE, time,
TTL);
        }
        if (i < 3) {
            fromlen = sizeof(SOCKADDR_STORAGE);
            RecvFrom(s, recvbuf, recvbuflen, (SOCKADDR*)&from, &fromlen, &recvol);
        }
    }
    Sleep(1000);

```

- 操作输出

- Checksum函数定义如下:

```

USHORT checksum(USHORT* buffer, int size) {
    unsigned long cksum = 0;
    while (size > 1) {
        cksum += *buffer++;
        size -= sizeof(USHORT);
    }
    if (size) {
        cksum += *(UCHAR*)buffer;
    }
    cksum = (cksum >> 16) + (cksum & 0xffff);
    cksum += (cksum >> 16);
    return (USHORT)(~cksum);
}

```

- **ComputeIcmpchecksum**函数定义如下:

```
void ComputeIcmpchecksum(char* buf, int packetlen) {  
    ICMP_HDR* icmpv4 = NULL;  
    icmpv4 = (ICMP_HDR*)buf;  
    icmpv4->icmp_checksum = 0;  
    icmpv4->icmp_checksum = checksum((USHORT*)buf, packetlen);  
}
```

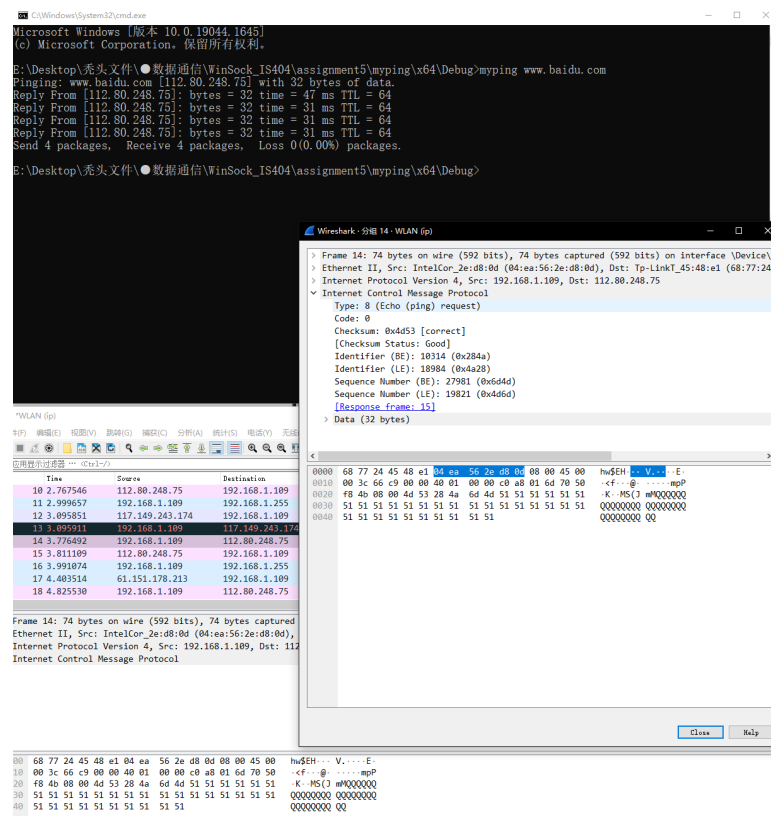
- **SetIcmpSequence**函数定义如下:

```
void SetIcmpSequence(char* buf) {  
    ULONG sequence = 0;  
    sequence = (ULONG)GetTickCount64();  
    ICMP_HDR* icmpv4 = NULL;  
    icmpv4 = (ICMP_HDR*)buf;  
    icmpv4->icmp_sequence = (USHORT)sequence;  
}
```

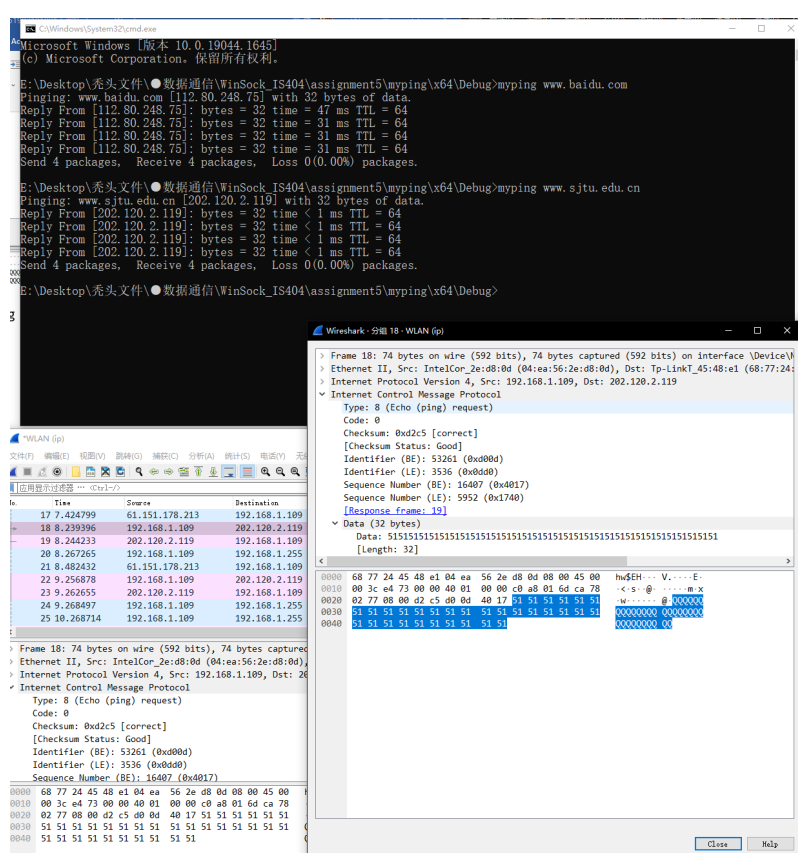
- **RecvFrom** 函数定义如下:

```
int RecvFrom(SOCKET s, char* buf, int buflen, SOCKADDR* from, int* fromlen,  
WSAOVERLAPPED* ol) {  
    WSABUF wbuf;  
    DWORD flags, bytes;  
    int iResult;  
    wbuf.buf = buf;  
    wbuf.len = buflen;  
    flags = NULL;  
  
    iResult = WSAREcvFrom(s, &wbuf, 1, &bytes, &flags, from, fromlen, ol,  
NULL);  
    if (iResult == SOCKET_ERROR) {  
        if (WSAGetLastError() != WSA_IO_PENDING) {  
            printf("WSAREcvfrom failed: %d\n", WSAGetLastError());  
            return SOCKET_ERROR;  
        }  
    }  
    return NO_ERROR;  
}
```

之后在命令行操作输出，同时打开 **wireshark** 进行监测：



在 cmd 中实现 ping 百度，wireshark 抓包 icmp



在 cmd 中实现 ping 交大官网，wireshark 抓包 icmp

```
E:\Desktop\秃头文件\●数据通信\WinSock_IS404\assignment5\myping\x64\Debug>myping www.google.org
Pinging: www.google.org [216.239.32.27] with 32 bytes of data:
Request Time Out.
Request Time Out.
Request Time Out.
Request Time Out.
Send 4 packages, Receive 0 packages, Loss 4(100.00%) packages.
```

Ping 谷歌会被墙，丢包

三、问题与思考

1. 对比 IP 和 ICMP 传输：

ICMP 的全称是 Internet Control Message Protocol(互联网控制协议)，它是一种互联网套件，它用于 IP 协议中发送控制消息。也就是说，ICMP 是依靠 IP 协议来完成信息发送的，它是 IP 的主要部分，但是从体系结构上来讲，它位于 IP 之上，因为 ICMP 报文是承载在 IP 分组中的，就和 TCP 与 UDP 报文段作为 IP 有效载荷被承载那样。这也就是说，当主机收到一个指明上层协议为 ICMP 的 IP 数据报时，它会分解出该数据报的内容给 ICMP，就像分解数据报的内容给 TCP 和 UDP 一样。

ICMP 协议和 TCP、UDP 等协议不同，它不用于传输数据，只是用来发送消息。因为 IP 协议现在有两类版本：IPv4 和 IPv6，所以 ICMP 也有两个版本：ICMPv4 和 ICMPv6。

2. 几种错误：

11004：网路连接错误，可能是网址不对；

Timeout：比如访问外网时 ping 不通，需要挂 VPN；

Time<1ms：访问非常快，TTL 正常则无误，有可能是访问了局域网，比如访问 127.0.0.1 就是 time<1ms；

Ref:

Getting started with Winsock

[https://msdn.microsoft.com/en-us/library/ms738545\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/ms738545(v=vs.85).aspx)

Winsock reference

[https://msdn.microsoft.com/en-us/library/ms741416\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/ms741416(v=vs.85).aspx)