



### Step in packet receiving process

7. **UdpSocketImpl** itself calls the `Recv()` callback set by the Application when data is ready to be read. The application can then call the socket `Recv()` or `RecvFrom()` methods to read data (or dummy data) from the socket.

6. **Ipv4EndPoint** has a callback where a Socket object is able to register a receive method. Here, this callback calls to `UdpSocketImpl::ForwardUp()`

5. **UdpL4Protocol** is where the socket-independent protocol logic for UDP is implemented. The `Receive()` method removes the UDP header and looks up the per-flow context state, which is one or more **Ipv4EndPoint** objects stored in an **Ipv4EndPointDemux** (indexed by src addr, src port, dest addr, dest port). It then calls `Ipv4EndPoint::ForwardUp()` when done.

4. **Ipv4L3Protocol** removes the IP header, checks checksum (if implemented), and passes the packet to the **Ipv4RoutingProtocol** registered with **Ipv4L3Protocol**. The routing protocol in this case decides the packet is for the local host, so it calls back to `Ipv4L3Protocol::LocalDeliver()`. This function looks up the protocol (in this case UDP) and calls the `Receive()` method for that protocol.

3. `Node::ReceiveFromDevice` stores a set of callbacks (protocol handlers) that are looked up based on protocol number and device. In this case, the lookup will result in an `Ipv4L3Protocol::Receive()` being called.

2. This is typically the `Node::ReceiveFromDevice()` function

1. **NetDevice** calls the function registered at `Node::m_receiveCallback`