

# CS23532-COMPUTER NETWORKS-LAB MANUAL

## Practical 14

**AIM: - Write a code using RAW sockets to implement packet sniffing.**

**Algorithm:**

```
import socket
import struct
import textwrap
import time

def mac_addr(bytes_addr):
    return ':'.join(f'{b:02x}' for b in bytes_addr)

def ipv4(addr_bytes):
    return '.'.join(map(str, addr_bytes))

def hexdump(src, length=16):
    result = []
    for i in range(0, len(src), length):
        s = src[i:i+length]
        hexa = ''.join(f'{b:02X}' for b in s)
        text = ''.join((chr(b) if 32 <= b < 127 else '.') for b in s)
        result.append(f'{i:04x} {hexa:<{length*3}} {text}')
    return '\n'.join(result)

def parse_ethernet_frame(raw_data):
    eth_header = raw_data[:14]
    dest_mac, src_mac, proto = struct.unpack('!6s6sH', eth_header)
    return mac_addr(dest_mac), mac_addr(src_mac), socket.htons(proto), raw_data[14:]

def parse_ipv4_header(raw_data):
    # IPv4 header is at least 20 bytes
    version_ihl, tos, total_length, identification, flags_frag, ttl, proto, checksum, src, dst = \
        struct.unpack('!BBHHBBH4s4s', raw_data[:20])
    version = version_ihl >> 4
    ihl = (version_ihl & 0xF) * 4
    return {
        'version': version,
        'ihl': ihl,
        'tos': tos,
        'total_length': total_length,
        'id': identification,
        'flags_frag': flags_frag,
        'ttl': ttl,
        'proto': proto,
        'checksum': checksum,
```

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```
'src': ipv4(src),
'dst': ipv4(dst),
'payload': raw_data[ihl:]
}

def parse_tcp_segment(raw_data):
    (src_port, dst_port, seq, ack, offset_reserved_flags, flags, window, checksum, urg_ptr) = \
        struct.unpack('!HHLLBBHHH', raw_data[:20])
    data_offset = (offset_reserved_flags >> 4) * 4
    return {
        'src_port': src_port,
        'dst_port': dst_port,
        'seq': seq,
        'ack': ack,
        'offset': data_offset,
        'flags': flags,
        'window': window,
        'checksum': checksum,
        'urg_ptr': urg_ptr,
        'payload': raw_data[data_offset:]
    }

def parse_udp_segment(raw_data):
    src_port, dst_port, length, checksum = struct.unpack('!HHHH', raw_data[:8])
    return {
        'src_port': src_port,
        'dst_port': dst_port,
        'length': length,
        'checksum': checksum,
        'payload': raw_data[8:]
    }

def main(interface=None):
    # Create raw socket and bind to interface
    try:
        # ETH_P_ALL = 0x0003; use htons on creation to get proper ordering
        sniffer = socket.socket(socket.AF_PACKET, socket.SOCK_RAW, socket.ntohs(0x0003))
    except PermissionError:
        print("Permission denied: run this script as root (sudo).")
        return
    except Exception as e:
        print("Socket creation failed:", e)
        return

    if interface:
        try:
```

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```
sniffer.bind((interface, 0))
print(f"Bound to interface {interface}")
except Exception as e:
    print("Could not bind to interface:", e)
    return

print("Sniffer started. Press Ctrl+C to stop.\n")
try:
    while True:
        raw_data, addr = sniffer.recvfrom(65535)
        timestamp = time.strftime('%Y-%m-%d %H:%M:%S', time.localtime())
        dest_mac, src_mac, eth_proto, payload = parse_etheren..._frame(raw_data)

        print('=*80)
        print(f'{timestamp} {addr}')
        print(f'Ethernet Frame: {src_mac} -> {dest_mac} | Proto: 0x{eth_proto:04x}')

# IPv4
if eth_proto == 0x0800:
    ip = parse_ip..._header(payload)
    print(f'IPv4 Packet: {ip["src"]} -> {ip["dst"]} Proto: {ip["proto"]} TTL: {ip["ttl"]}')

# TCP
if ip['proto'] == 6:
    tcp = parse_tcp_segment(ip['payload'])
    print(f'TCP Segment: {tcp["src_port"]} -> {tcp["dst_port"]} Seq: {tcp["seq"]} Ack: {tcp["ack"]}')
    if tcp['payload']:
        print('Payload (hex dump):')
        print(hexdump(tcp['payload'][:256]))

# UDP
elif ip['proto'] == 17:
    udp = parse_udp_segment(ip['payload'])
    print(f'UDP Datagram: {udp["src_port"]} -> {udp["dst_port"]} Length: {udp["length"]}')
    if udp['payload']:
        print('Payload (hex dump):')
        print(hexdump(udp['payload'][:256]))

else:
    if ip['payload']:
        print(f'Other IP payload (proto {ip["proto"]}), first 64 bytes:')
        print(hexdump(ip['payload'][:64]))

else:
    # Non-IPv4 frame — show small hexdump of payload
    print('Non-IPv4 Ethernet frame — first 64 bytes of payload:')
    print(hexdump(payload[:64]))
```

except KeyboardInterrupt:

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```
print("\nStopping sniffer.\n")
finally:
    sniffer.close()

if __name__ == '__main__':
    import argparse
    p = argparse.ArgumentParser(description="Simple raw-socket packet sniffer (Linux).")
    p.add_argument('-i', '--interface', help='Interface to bind to (e.g. eth0, wlan0).')
    args = p.parse_args()
    main(args.interface)
```

#### **Output:**

```
2025-11-02 19:14:03 ('eth0', 0)
Ethernet Frame: 02:42:c0:a8:01:02 -> 52:54:00:12:35:02 | Proto: 0x0800
IPv4 Packet: 192.168.1.5 -> 8.8.8.8 Proto: 17 TTL: 64
UDP Datagram: 55678 -> 53 Length: 45
Payload (hex dump):
0000 48 65 6C 6C 6F 2E 2E 2E 00 01 00 01      Hello....
```

#### **Result:**

The program successfully implements packet sniffing using RAW sockets at the data link layer. It captures live network packets directly from the network interface and displays detailed information about each packet, including:

- Ethernet Header: Source MAC, Destination MAC, and Protocol Type
- IP Header: Source IP, Destination IP, Protocol Number, and TTL
- TCP/UDP Header: Source Port, Destination Port, Sequence/Acknowledgement numbers (for TCP), and Length (for UDP)
- Payload Data: Displayed in hex and ASCII format

When executed (with root privileges), the sniffer continuously monitors all incoming and outgoing packets, showing real-time data transmission between nodes on the network.