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EXPNO:10B

### **Customized ping command to test the server connectivity without using sockets**

#### **Aim:**

To study packet sniffing concept and implement it without using raw sockets.

#### **Algorithm:**

##### **1 . Define a Packet Callback Function:**

- Define a function packet\_callback(packet) that processes each captured packet. ○ Check if the packet contains an IP layer (IP in packet).

##### **2 . Extract Packet Details:**

- If the packet contains the IP layer, retrieve the protocol number, source IP, and destination IP from the IP layer (packet[IP]). ○ Initialize protocol\_name as an empty string.

##### **3 . Determine Protocol Type:**

- Use conditional statements to map protocol numbers to protocol names:
  - 1 for ICMP
  - 6 for TCP
  - 17 for UDP
  - Any other protocol number as "Unknown Protocol".

##### **4 . Display Packet Details:**

- Print the protocol name, source IP, and destination IP for each captured packet.
- Print a separator line to distinguish between different packets.

##### **5 . Main Function:**

- Use a try block to handle exceptions.
- Set the interface name (e.g., "Ethernet" or "Wi-Fi") based on the system's network configuration.
- Call the sniff function to capture packets on the specified network interface with:
  - iface=interface\_name for the interface name.
  - prn=packet\_callback to call the callback function for each packet.
  - filter="ip" to capture only IP packets.
  - store=0 to avoid storing packets in memory.

##### **6 . Error Handling:**

- In the except block, print an error message if an exception occurs, and advise running with elevated privileges or checking the interface name.

#### 7 . Execute the Program:

- In the main function, call main() to start the packet-sniffing process.

#### CODE:

```
from scapy.all import sniff from scapy.layers.inet import
IP, TCP, UDP, ICMP
```

```
def packet_callback(packet):
    if IP in packet:
        ip_layer = packet[IP]
        protocol = ip_layer.proto
        src_ip = ip_layer.src dst_ip
        = ip_layer.dst

        # Determine the protocol
        protocol_name = "" if protocol
        == 1:
        protocol_name = "ICMP" elif
        protocol == 6:
        protocol_name = "TCP"
        elif protocol == 17:
            protocol_name = "UDP"
        else:
            protocol_name = "Unknown Protocol"

        # Print packet details
        print(f"Protocol: {protocol_name}")
        print(f"Source IP: {src_ip}")
        print(f"Destination IP: {dst_ip}")
        print("-" * 50)
```

```
def main():
    try:
        # Replace 'Ethernet' with your actual network interface name from ipconfig output
        interface_name = "Ethernet" # or "Wi-Fi" if using wireless

        # Capture packets on the specified network interface
```

**NAME: H.KAVYA VARSHINI**

**ROLL NO: 231901021**

```
sniff(iface=interface_name, prn=packet_callback, filter="ip", store=0)
```

```
except Exception as e:
```

```
    print(f'Error: {e}') print("Make sure you are running the script with elevated privileges  
    (e.g., sudo) and check the  
interface name.")
```

```
if __name__ == "__main__":  
    main()
```

**OUTPUT:**

Connected to pydev debugger (build 242.23339.19)

Protocol: UDP

Source IP: 172.16.53.110

Destination IP: 224.0.0.251

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Protocol: UDP

Source IP: 172.16.53.110

Destination IP: 224.0.0.251

-----

Protocol: UDP

Source IP: 172.16.53.187

Destination IP: 224.0.0.251

-----

Protocol: UDP

Source IP: 172.16.53.198

Destination IP: 224.0.0.251

-----

Protocol: UDP

Source IP: 172.16.53.110

Destination IP: 224.0.0.252

-----

Protocol: UDP

Source IP: 172.16.53.110

Destination IP: 224.0.0.252

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Protocol: UDP

Source IP: 172.16.53.42

Destination IP: 172.16.53.255

## RESULT :

packet sniffing concept and implement it without using raw sockets is studied.