CS352 Project 1: Packet Generator

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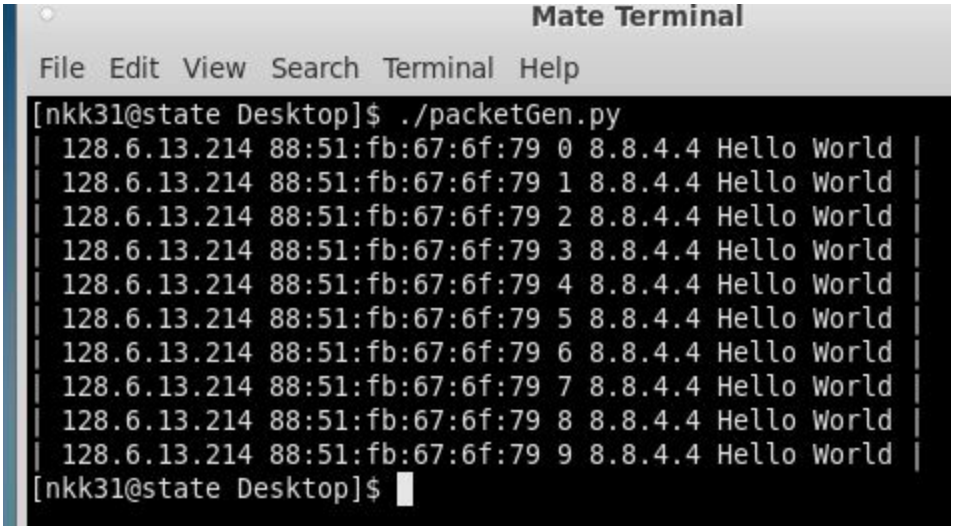
Output Snapshot:

- Text Output:
    - | 128.6.13.214 88:51:fb:67:6f:79 0 8.8.4.4 Hello World |
    - | 128.6.13.214 88:51:fb:67:6f:79 1 8.8.4.4 Hello World |
    - | 128.6.13.214 88:51:fb:67:6f:79 2 8.8.4.4 Hello World |
    - | 128.6.13.214 88:51:fb:67:6f:79 3 8.8.4.4 Hello World |
    - | 128.6.13.214 88:51:fb:67:6f:79 4 8.8.4.4 Hello World |
    - | 128.6.13.214 88:51:fb:67:6f:79 5 8.8.4.4 Hello World |
    - | 128.6.13.214 88:51:fb:67:6f:79 6 8.8.4.4 Hello World |
    - | 128.6.13.214 88:51:fb:67:6f:79 7 8.8.4.4 Hello World |
    - | 128.6.13.214 88:51:fb:67:6f:79 8 8.8.4.4 Hello World |
    - | 128.6.13.214 88:51:fb:67:6f:79 9 8.8.4.4 Hello World |

- Picture Output:
    - 

Running:

1. Decompress nkk31.zip into a directory
2. Then in that directory type “./packetGen.py” into the terminal

Design:

This project creates a class that has the header and payload all together since the payload in this case is a string variable. The program will not ask the user for any input and will just do what the writeup asked (10 packets with “Hello World” as the payload.

It uses a for loop to create all 10 packets and label the sequence numbers. Each packet on creation will go to the designated port (Designated by writeup).

Assumptions:

- The user will not be asked for any input, the writeup only asked for the program to output 10 packets with a designated destination IP and designated payload.