

CS302 Computer Network Lab

Assignment 4

Submission details: Code and Report (soft copy)

References:

- <https://pythonprogramming.net/python-port-scanner-sockets/>
 - <https://en.wikiversity.org/wiki/Wireshark/UDP>
1. Develop a basic port scanner to check if particular ports are open or closed for an input remote host.
 2. Develop a threaded port scanner to check if particular ports are open or closed for a remote host. Determine which Port scanner is efficient.
 3. Capture UDP packets and with the help of the captured UDP Packets.
 - a. analyse UDP DHCP Packets
 - b. analyse UDP DNS Packets