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CS4283

HFT raw Ethernet packet processing emulation

Technologies involved:

* 2 virtual machines (clones)
* Internal virtual machine network (through virtual ethernet port)
* Raw ethernet frame
  + Sockets
  + Packet (focused on payload)

Project structure:

* Ethernet packet sender program
* Ethernet packet receiver program
  + Packet parser/processor
* Packet data structure (being passed between sender & receiver)
* Socket (IPC mechanism in which packet is passed)