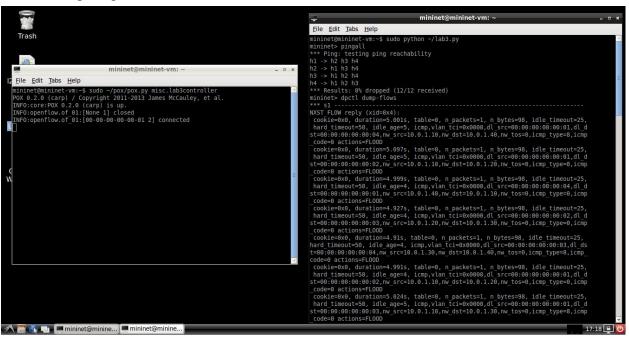
Shawn Chumbar CMPE 150 Professor Christina Parsa

Lab 3

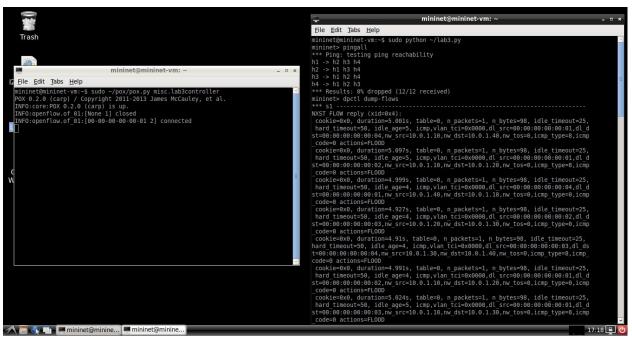
pingall:

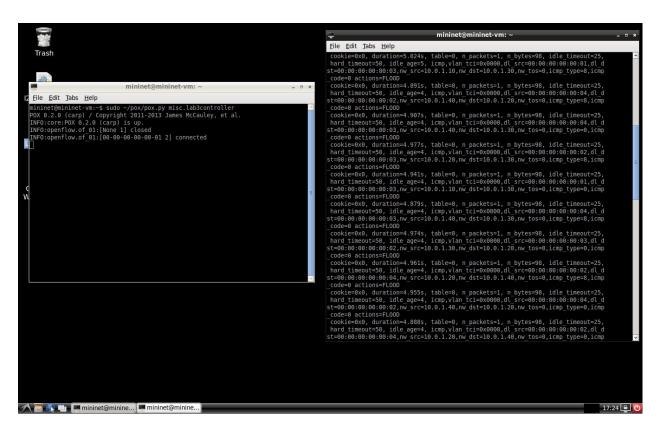
When running the pingall command, we are using ICMP and ARP, which allows the protocol to go through. In this case, the traffic should be allowed to flow through all of the hosts since there is no blockage in place.

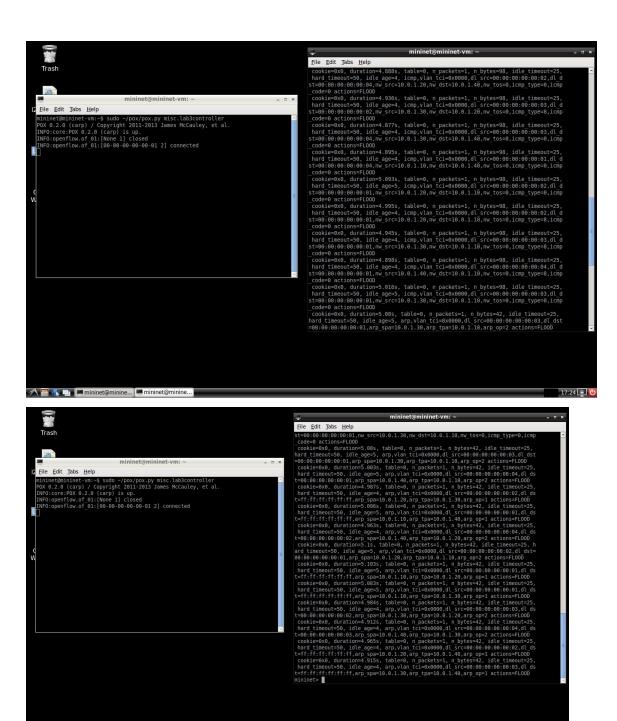


dpctl dump-flows:

This command shows us the type of traffic that pingall used, and the various actions that the controller took. We can see that, for example, in the first entry, we used icmp and it took us 5.001 seconds to transfer the data. The action that was taken was to FLOOD the network.



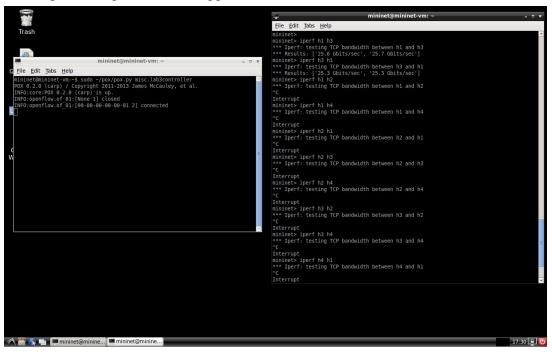


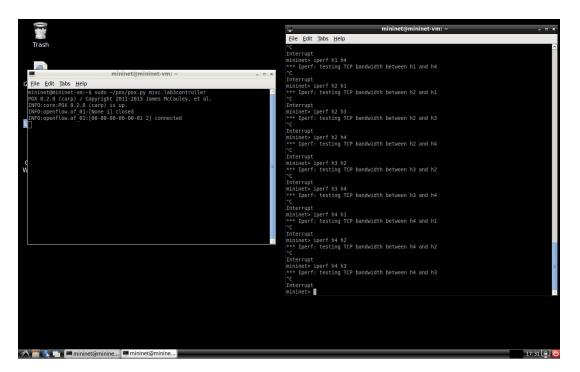


🧥 📑 🌉 mininet@minine... 💻 mininet@minine...

Iperf:

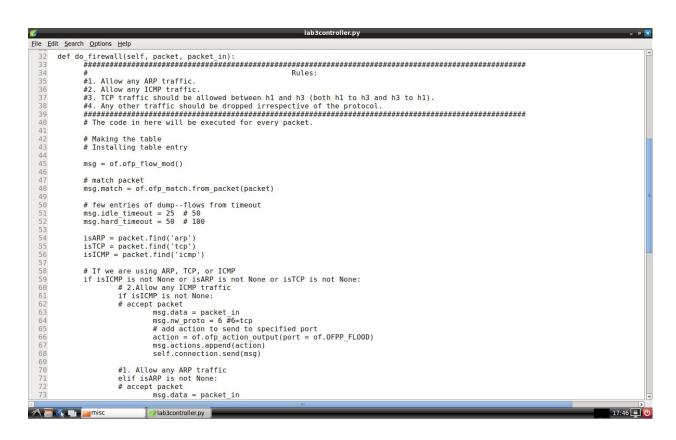
This command is used to test the TCP connection between different hosts. When I tested the TCP connections between host 1 and host 3, the TCP connection works. However, when testing it with any other hosts, we see that the connection will hang for an indefinite amount of time, meaning that the packet was dropped.





Screenshots of my Code:

```
lab3controller.py
File Edit Search Options Help
  1# Lab 3 Skeleton
  # Based on of_tutorial by James McCauley
  12 from pox.core import core
 13 import pox.openflow.libopenflow_01 as of
 15 log = core.getLogger()
 18 class Firewall (object):
    A Firewall object is created for each switch that connects.
A Connection object for that switch is passed to the __init__ function.
    def __init__(self, connection):
    # Keep track of the connection to the switch so that we can
# send it messages
 25
26
27
28
29
30
         self.connection = connection
         connection.addListeners(self)
    33
34
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37
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41
42
         #1. Allow any ARP traffic.
#2. Allow any ICMP traffic.
         # The code in here will be executed for every packet.
         # Making the table
/∕ 🔚 🎧 📑 📴 misc
                   [ lab3controller.py
                                                                                                      17:45 🔒 👅
```



```
File Edit Search Options Help
                             #1. Allow any ARP traffic
elif isARP is not None:
 # accept packet
                                        t packet
msg.data = packet_in
msg.match.dl_type = 0x0806  # match ARP
# add action to send to specified port
action = of.ofp_action_output(port=of.0FPP_FL00D)
                                        msg.actions.append(action)
self.connection.send(msg)
                            # 3. TCP traffic should be allowed between h1 and h3 (both h1 to h3 and h3 to h1). elif isTCP is not None:
# accept packet
                                        isIPV4 = packet.find('ipv4')
if (isIPV4.srcip == '10.0.1.10' and isIPV4.dstip == '10.0.1.30') or (isIPV4.srcip == '10.0.1.30' and isIPV4.dstip
msg.data = packet_in
                                                    msg.data = packet_ln
msg.nw_proto = 6 # 6 = tcp
# add action to send to specified port
action = of.ofp_action_output(port = of.OFPP_FLOOD)
msg.actions.append(action)
self.connection.send(msg)
                             else:
                                        # no packets taken - packet dropped
# msg.data = packet in
print("\n\n\nDROP TCP\n\n\n")
self.connection.send(msg)
                 #4. Any other traffic should be dropped irrespective of the protocol.
                             # msg.data = packet_in
                             self.connection.send(msg)
                 def _handle_PacketIn (self, event):
                 Handles packet in messages from the switch.
 109
                 packet = event.parsed # This is the parsed packet data.
                 if not packet.parsed:
```

