

MAWLANA BHASHANI SCIENCE AND TECHNOLOGY UNIVERSITY



DEPARTMENT OF ICT

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Lab Report Name : Python for Networking Lab

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Python for Networking

Objectives :

- Install python and use third-party libraries
- Interact with network interfaces using python
- Getting information from internet using Python

1. Describe some networking common terms ?

i. Packet

v. Protocol ii. Network Interface

vi. Firewall iii. LAN

vii. NAT iv. WAN

viii. VPN

Ans:

i. Packet: A packet is, generally speaking, the most basic unit that is transferred over a network. When communicating over a network, packets are the envelopes that carry your data (in pieces) from one end point to the other. Packets have a header portion that contains information about the packet including the source and destination, timestamps, network hops, etc. The main portion of a packet contains the actual data being transferred. It is sometimes called the body or the payload.

ii. Network Interface : A network interface can refer to any kind of software interface to networking hardware. For instance, if you have two network cards in your computer, you can control and configure each network interface associated with them individually. A network interface may be associated with a physical device, or it may be a representation of a virtual

interface. The "loopback" device, which is a virtual interface to the local machine, is an example of this.

iii. **LAN** : LAN stands for "local area network". It refers to a network or a portion of a network that is not publicly accessible to the greater internet. A home or office network is an example of a LAN.

iv. **WAN** : WAN stands for "wide area network". It means a network that is much more extensive than a LAN. While WAN is the relevant term to use to describe large, dispersed networks in general, it is usually meant to mean the internet, as a whole. If an interface is said to be connected to the WAN, it is generally assumed that it is reachable through the internet.

V. **Protocol** : A protocol is a set of rules and standards that basically define a language that devices can use to communicate. There are a great number of protocols in use extensively in networking, and they are often implemented in different layers. Some low level protocols are TCP, UDP, IP, and ICMP. Some familiar examples of application layer protocols, built on these lower protocols, are HTTP (for accessing web content), SSH, TLS/SSL, and FTP. Port: A port is an address on a single machine that can be tied to a specific piece of software. It is not a physical interface or location, but it allows your server to be able to communicate using more than one application.

vi. **Firewall** : A firewall is a program that decides whether traffic coming into a server or going out should be allowed. A firewall usually works by creating rules for which type of traffic is acceptable on which ports. Generally, firewalls block ports that are not used by a specific application on a server.

vii. **NAT** : NAT stands for network address translation. It is a way to translate requests that are incoming into a routing server to the relevant devices or servers that it knows about in the LAN. This is usually implemented in physical LANs as a way to route requests through one IP address to the necessary backend servers.

viii. **VPN** : VPN stands for virtual private network. It is a means of connecting separate LANs through the internet, while maintaining privacy. This is used as a means of connecting remote systems as if they were on a local network, often for security reasons.

2. Exercises :

Ex-1 : Enumerating interfaces on your machine.

Source code :

```
import sys
import socket
import fcntl
import struct
import array

SIOCGIFCONF = 0x8912 #from C library sockios.h
STUCT_SIZE_32 = 32
STUCT_SIZE_64 = 40

PLATFORM_32_MAX_NUMBER = 2**32
DEFAULT_INTERFACES = 8
def list_interfaces():
    interfaces = []
    max_interfaces = DEFAULT_INTERFACES
    is_64bits = sys.maxsize > PLATFORM_32_MAX_NUMBER
    struct_size = STUCT_SIZE_64 if is_64bits else STUCT_SIZE_32
    sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
    while True:
```

```

        bytes = max_interfaces * struct_size
interface_names = array.array('B', '\0' * bytes)
sock_info =
fcntl.ioctl(sock.fileno(), SIOCGIFCONF, struct.pack('iL', bytes,
interface_names.buffer_info()[0]))
        outbytes = struct.unpack('iL',
sock_info)[0]
        if outbytes == bytes:
max_interfaces *= 2
        else:
break
        namestr = interface_names.tostring()
for i in range(0, outbytes, struct_size):
        interfaces.append((namestr[i:i+16].split('\0', 1)
[0]))
        return interfaces if name == 'main'
': interfaces = list_interfaces()
print ("This
machine has %s network interfaces: %s."%
(len(interfaces), interfaces))

```

Output :

```

import fcntl
ModuleNotFoundError: No module named 'fcntl'

```

Ex-2 : Finding the IP address for a specific interface on your machine.

Source code :

```

import
argparse
import sys
import socket
import fcntl
import struct
import array
def get_ip_address(iframe):
    s =
socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
return socket.inet_ntoa(fcntl.ioctl(s.fileno(),
0x8915, struct.pack('256s', iframe[:15]))[20:24])
if __name__ == '__main__':
    parser =
argparse.ArgumentParser(description='Python networking utils')
    parser.add_argument('--iframe',
action="store", dest="iframe", required=False)
given_args = parser.parse_args()
given_args.iframe
    print ("Interface [%s] --> IP: %s" %(iframe,
get_ip_address(iframe)))

```

Output:

```
import fcntl
ModuleNotFoundError: No module named 'fcntl'
```

Ex-3 : Finding whether an interface is up on your machine.

Source code :

```
import argparse
import socket
import struct
import fcntl
import nmap

SAMPLE_PORTS = '21-23'

def get_interface_status(ifname):
    sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
    ip_address = socket.inet_ntoa(fcntl.ioctl(sock.fileno(), 0x8915, struct.pack('256s', ifname[:15]))[20:24])
    nm = nmap.PortScanner()
    nm.scan(ip_address, SAMPLE_PORTS)
    return nm[ip_address].state()

if __name__ == '__main__':
    parser = argparse.ArgumentParser(description='Python networking utils')
    parser.add_argument('--ifname', action="store", dest="ifname", required=True)
    given_args = parser.parse_args()
    ifname = given_args.ifname
    print ("Interface [%s] is: %s" %(ifname, get_interface_status(ifname)))
```

Output :

```
import fcntl
ModuleNotFoundError: No module named 'fcntl'
```

Ex-4 : Detecting inactive machines on your network .

Source code:

```
import argparse
import time
import sched
from scapy.layers.inet
```

```

import sr, srp, IP, UDP, ICMP, TCP, ARP, Ether
#from scapy.all
# import sr, srp, IP, UDP, ICMP, TCP, ARP, Ether

RUN_FREQUENCY = 10

scheduler = sched.scheduler(time.time, time.sleep)

def
detect_inactive_hosts(scan_hosts):

    global scheduler
    scheduler.enter(RUN_FREQUENCY, 1, detect_inactive_hosts,
(scan_hosts, ))
    inactive_hosts = []
    try:
ans, unans = sr(IP(dst=scan_hosts) / ICMP(), retry=0,
timeout=1)
ans.summary(lambda (s, r):
r.sprintf("%IP.src% is
alive"))
for inactive in unans:
print("%s is inactive" % inactive.dst)
inactive_hosts.append(inactive.dst)

    print("Total %d hosts are inactive" %
(len(inactive_hosts)))

    except KeyboardInterrupt: exit(0)

if
__name__=='__main__':
    parser = argparse.ArgumentParser(description='Python
networking utils')
    parser.add_argument('--scan-hosts', action="store",
dest="scan_hosts", required=True)

given_args = parser.parse_args()
scan_hosts = given_args.scan_hosts
scheduler.enter(1, 1, detect_inactive_hosts, (scan_hosts,))
scheduler.run()

```

Ex-5 : Pinging hosts on the network

with ICMP Source code :

```

import os
import
argparse
import socket
import struct

```

```

import select
import time

ICMP_ECHO_REQUEST = 8 # Platform specific DEFAULT_TIMEOUT = 2
DEFAULT_COUNT = 4

class
Pinger(object):
    def init (self, target_host,
count=DEFAULT_COUNT, timeout=DEFAULT_TIMEOUT):
self.target_host = target_host self.count = count
self.timeout = timeout

    def do_checksum(self,
source_string):
sum = 0
max_count = (len(source_string)/2)*2
count = 0 while count < max_count:
val = ord(source_string[count + 1]) * 256 +
ord(source_string[count]) sum = sum + val
sum = sum & 0xffffffff count = count + 2
if max_count < len(source_string): sum = sum
+ ord(source_string[len(source_string) - 1]) sum
= sum & 0xffffffff

sum = (sum >> 16) + (sum &
0xffff) sum = sum + (sum >> 16)
answer = ~sum answer = answer &
0xffff

answer = answer >> 8 | (answer << 8 & 0xff00)
return answer

    def receive_pong(self, sock, ID,
timeout):
"""
Receive ping from the socket. """

time_remaining = timeout
while True:
start_time
= time.time()
readable = select.select([sock], [], [],
time_remaining)
time_spent = (time.time() -
start_time) if readable[0] == []: # Timeout return

time_received = time.time()
recv_packet, addr = sock.recvfrom(1024)
icmp_header = recv_packet[20:28]
type, code, checksum, packet_ID, sequence = struct.unpack(
"bbHHh", icmp_header
)
if packet_ID == ID: bytes_In_double =
struct.calcsize("d") time_sent =

```



```

struct.unpack("d", recv_packet[28:28 +
bytes_In_double])[0]
    return time_received - time_sent
    time_remaining = time_remaining -
time_spent    if time_remaining <= 0:
return
    def send_ping(self, sock,
ID):
        """
        Send ping to the target host """

        target_addr = socket.gethostbyname(self.target_host)

        my_checksum = 0

ID, 1)

# Create a dummy heder with a 0 checksum. header =
struct.pack("bbHHh", ICMP_ECHO_REQUEST, 0, my_checksum,
    bytes_In_double = struct.calcsize("d")
data = (192 - bytes_In_double) * "Q"
data = struct.pack("d", time.time()) +
data

# Get the checksum on the data and the dummy header.
my_checksum = self.do_checksum(header + data) header =
struct.pack(
"bbHHh", ICMP_ECHO_REQUEST, 0, socket.htons(my_checksum), ID,
1
)
packet = header + data
sock.sendto(packet, (target_addr, 1))
def
ping_once(self):
    """
    Returns the delay (in seconds) or none on timeout.
    """
    icmp =
socket.getprotobyname("icmp")
try:
    sock = socket.socket(socket.AF_INET, socket.SOCK_RAW,
icmp)    except socket.error, (errno, msg):
if errno == 1:
# Not superuser, so operation not permitted msg +=
"ICMP messages can only be sent from root user
processes
"
```

```

raise
socket.error(msg)
except Exception, e:
print
"Exception: %s" % (e)

my_ID = os.getpid() & 0xFFFF

self.send_ping(sock, my_ID)
delay = self.receive_pong(sock, my_ID,
self.timeout) sock.close() return delay
def
ping(self):
    """
    Run the ping process """
    for i in
xrange(self.count):
print
    "Ping to %s..." % self.target_host, try:
delay = self.ping_once() except socket.gaierror, e:
print
    "Ping failed. (socket error: '%s')" %
e[1] break if delay == None: print
    "Ping failed. (timeout within %ssec.)" % self.timeout
else:
delay = delay * 1000
print "Get pong in %0.4fms" % delay

if name == 'main': parser =
argparse.ArgumentParser(description='Python ping')
parser.add_argument('--target-host',
action="store",dest="target_host", required=True)
given_args = parser.parse_args() target_host =
given_args.target_host pinger =
Pinger(target_host=target_host) pinger.ping()

```

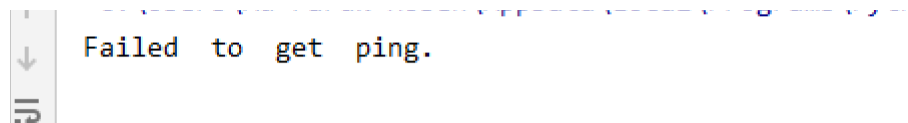
Ex-6 : Pinging hosts on the network with ICMP using pc resources Create

Source code :

```
import subprocess
import shlex

command_line = "ping -c 1 10.0.1.135"
if __name__ == '__main__':
    args = shlex.split(command_line)
    try:
        subprocess.check_call(args, stdout=subprocess.PIPE, stderr=
subprocess.PIPE)
        print ("Your pc is up!")
    except subprocess.CalledProcessError:
        print ("Failed to get
ping.")
```

Output :



```
Failed to get ping.
```

Ex-7 : Scanning the broadcast of packets Source code :

```
from scapy import all
from scapy.layers.inet
import sr, srp, IP, UDP, ICMP, TCP, ARP, Ether, sniff
captured_data = dict()
END_PORT = 1000
def monitor_packet(pkt):
    if IP in pkt:
    if not captured_data.has_key(pkt[IP].src):
        captured_data[pkt[IP].src] = []
        if TCP in pkt:
            if
pkt[TCP].sport <= END_PORT:
                if not str(pkt[TCP].sport) in
captured_data[pkt[IP].src]:
captured_data[pkt[IP].src].append(str(pkt[TCP].sport))

    os.system('clear')
    ip_list = sorted(captured_data.keys())
    for key in ip_list:
        ports=',
'.join(captured_data[key])
        if len
(captured_data[key]) == 0:
            print
('%s' % key)
        else:
            print ('%s (%s)' % (key, ports))
```

```

if __name__ == '__main__':
    sniff(prn=monitor_packet, store=0)

```

Ex-8 : Sniffing packets on your network

Ans: **Tcpdump** is a common packet analyzer that runs under the command line. It allows the user to display TCP/IP and other packets being transmitted or received over a network to which the computer is attached. Distributed under the BSD license,[3] tcpdump is free software.

- Open a linux terminal and check the usage of tcpdump using the command line `tcpdump -help`
- Using tcpdump get the traffic present in the Ethernet interface of your pc (10 packet only), which is the command line?
- Using the subprocess write a program for sniffing 1 packet of the Ethernet interface? (Save as `packet_sniffer.py`).

Ex-9 : Performing a basic

Telnet Source code :

```

import socket
TCP_IP = '127.0.0.1'
TCP_PORT = 62
BUFFER_SIZE = 20 # Normally 1024, but we want fast response

s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.bind((TCP_IP, TCP_PORT))
s.listen(1)
conn, addr = s.accept()
print ('Connection address:',
addr)
while 1:
    data = conn.recv(BUFFER_SIZE)
    if not data:
        break
    print ("received data:", data)
    conn.send(data) # echo
conn.close()

```

Output :

```
Connecting to localhost port 1234
Sending Test message: SDN course examples
Received: b'Test message: '
Received: b'SDN course exa'
Received: b'mples'
Closing connection to the server
```

Conclusion :

From this lab, I learn a lot of python code that is related to networking. I also learn telnet. When I do this lab, I face some problem. But I overcome these with the help of my course teacher(Nazrul Islam).