

# NETWORK PROGRAMMING LABORATORY

13 June 2025

## Exercise

The **Domain Name System (DNS)** is a distributed hierarchical system that resolves human-readable domain names (e.g., `www.example.com`) into IP addresses (e.g., `93.184.216.34`). A DNS query typically involves:

- A client sending a query to a recursive DNS server.
- UDP port 53 is used for most DNS queries (TCP is used for larger packets or DNSSEC).
- The server replies with an answer or a referral.

A DNS packet contains a header, questions, and (optionally) answers, authorities, and additional information.

In any case, each query contains:

- A domain name
- A query type (QTYPE): e.g., A, CNAME, NS, MX, AAAA, etc.

## DNS Query Packet Format (for reference)

		DNS Header (12 bytes)					
		Query Name (variable length)					
		Query Type (2 bytes)		Query Class (2 bytes)			
		Answer Section (optional)					
		Authority Section (optional)					
		Additional Section (optional)					

Write a Rust program that captures or analyzes DNS queries from network traffic and logs detailed information and statistics.

## Command-Line Interface

Use the `clap` crate to implement the CLI with:

- `--interface` or `-i`: Capture live packets on the selected interface (e.g., `eth0`)
- `--pcap-file` or `-f`: Analyze packets from an offline PCAP file
- `--interval` or `-n`: Time interval in seconds to print stats (default: 5)

Only one of `--interface` or `--pcap-file` may be used at a time. The program should print:

- For live mode: [\*] Reading live packets from interface 'eth0'...
- For offline mode: [\*] Reading packets from file 'trace.pcap'...

## DNS Query Packet Processing

Use the `pcap` crate to handle packets:

- In live mode: Open the interface in promiscuous mode and apply the proper BPF filter
- In offline mode: Open the PCAP file and apply the same filter
- For each packet:
  - Parse the UDP payload as a DNS packet using `simple-dns`
    - \* The `Packet::parse()` method requires the DNS payload only as input
  - For each question:
    - \* Collect *query name* and *query type* for logging and statistics

## Output and Statistics

In live mode, the program must print the statistics every `n` seconds (from `--interval`). In the offline mode, stats are printed once at the very end, when processing is completed. The output should include:

- Current timestamp
- **Query Type Counts** (only A, CNAME, MX, NS, Other)
- **Top 5 Domain Names** queried, with counts, in descending order

Example:

```
=== DNS Stats at 14:52:03 ===
```

```
Query Type Statistics:
```

```
A: 15
```

```
CNAME: 8
```

```
Top 5 Queried Domains:
```

```
1. www.google.com - 6
```

```
2. api.github.com - 4
```

```
3. www.example.com - 2
```

```
4. ftp.example.org - 1
```

```
5. docs.rust-lang.org - 1
```