

1. It first allocates memory for the packet to be sent. The size of the packet is determined by the `data_size` global variable.
2. If the memory allocation fails, it prints an error message and returns.
3. It then initializes the packet memory to zero.
4. It calls the `data_handler` function to fill in the data payload of the packet.
5. It calls the `send_ip_handler` function to send the packet.
6. Finally, it frees the memory for the packet.