#include "arp.h"

#include <netinet/if\_ether.h>

#include <net/ethernet.h>

#include <linux/if.h>

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

//You can fill the following functions or add other functions if needed. If not, you needn't write anything in them.

void set\_hard\_type(struct ether\_arp \*packet, unsigned short int type)

{}

void set\_prot\_type(struct ether\_arp \*packet, unsigned short int type)

{}

void set\_hard\_size(struct ether\_arp \*packet, unsigned char size)

{}

void set\_prot\_size(struct ether\_arp \*packet, unsigned char size)

{}

void set\_op\_code(struct ether\_arp \*packet, short int code)

{}

void set\_sender\_hardware\_addr(struct ether\_arp \*packet, char \*address)

{}

void set\_sender\_protocol\_addr(struct ether\_arp \*packet, char \*address)

{}

void set\_target\_hardware\_addr(struct ether\_arp \*packet, char \*address)

{}

void set\_target\_protocol\_addr(struct ether\_arp \*packet, char \*address)

{}

char\* get\_target\_protocol\_addr(struct ether\_arp \*packet)

{

// if you use malloc, remember to free it.

}

char\* get\_sender\_protocol\_addr(struct ether\_arp \*packet)

{

// if you use malloc, remember to free it.

}

char\* get\_sender\_hardware\_addr(struct ether\_arp \*packet)

{

// if you use malloc, remember to free it.

}

char\* get\_target\_hardware\_addr(struct ether\_arp \*packet)

{

// if you use malloc, remember to free it.

}