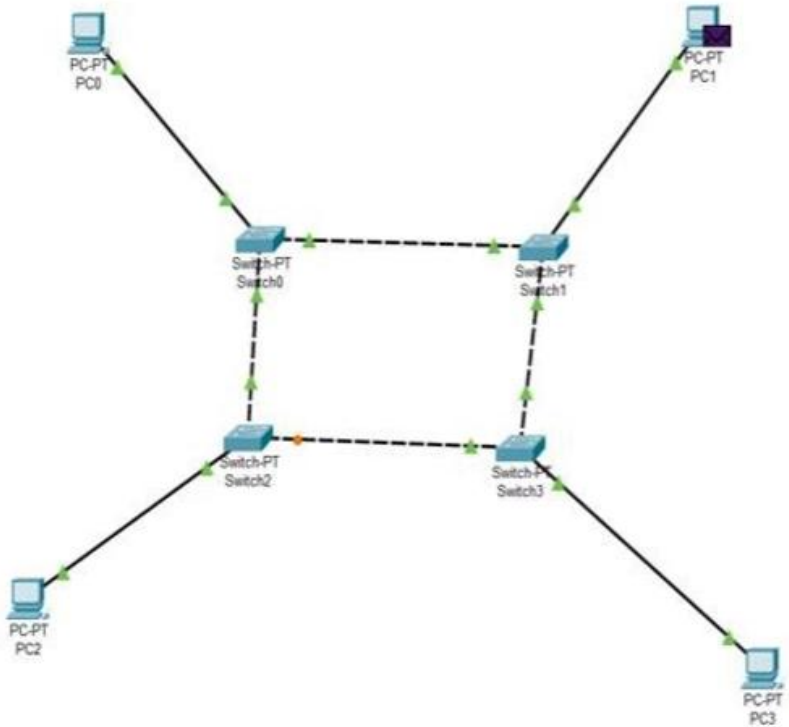
File Edit Options View Tools Extensions Help

Logical | Physical | x: 1391, y: 403 | [Root]



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	Ty
	523.393	–	PC1	
	523.394	PC1	Switch1	
	523.395	Switch1	Switch0	
	523.395	Switch1	Switch3	
	523.396	Switch0	Switch2	
	523.396	Switch0	PC0	
	523.396	Switch3	Switch2	
	523.396	Switch3	PC3	
	523.397	Switch2	PC2	
	523.397	PC3	Switch3	
	523.398	Switch3	Switch1	
	523.399	Switch1	PC1	

Reset Simulation | Constant Delay | Captured to: 693.588 s

Play Controls

Event List Filters - Visible Events

ICMP

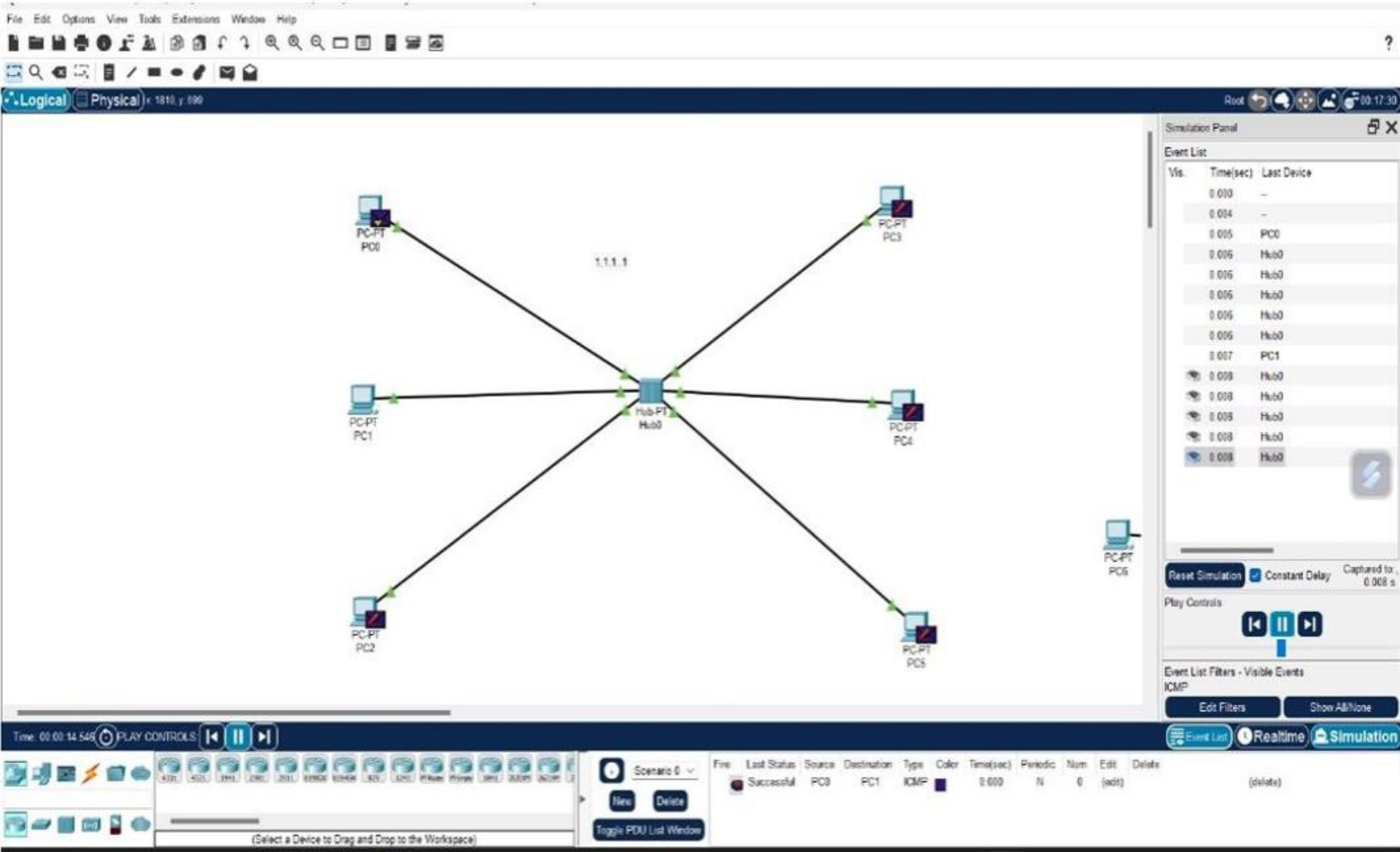
Edit Filters | Show All/None

Time: 00:28:48.241 | PLAY CONTROLS: | Event List | Realtime | Simulation

(Select a Device to Drag and Drop to the Workspace)

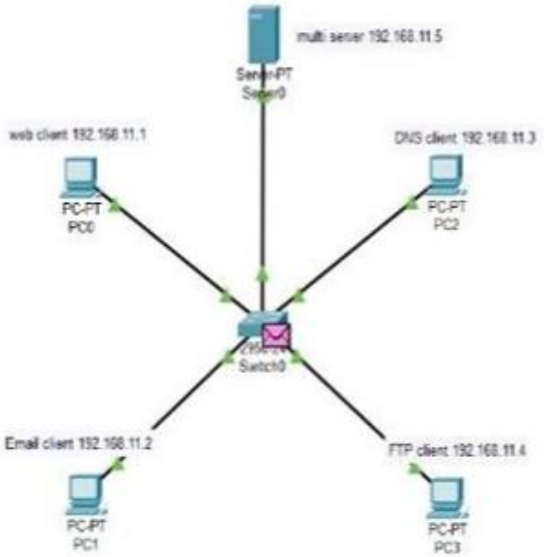
Scenario 0 | New | Delete | Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC1	PC3	ICMP		523.393	N	0	(edit)	(delete)


File Edit Options View Tools Extensions Window Help
Logical
Physical
Root
Simulation Panel
Event List
Vis. Time(sec) Last Device
0.000 --
0.004 --
0.005 PC0
0.006 Hub0
0.006 Hub0
0.006 Hub0
0.006 Hub0
0.006 Hub0
0.007 PC1
0.008 Hub0
0.008 Hub0
0.008 Hub0
0.008 Hub0
0.008 Hub0
Reset Simulation
Constant Delay
Captured to: 0.008 s
Play Controls
Event List Filters - Visible Events
ICMP
Edit Filters
Show All/None
PC-PT PC0
PC-PT PC1
PC-PT PC2
PC-PT PC3
PC-PT PC4
PC-PT PC5
PC-PT PC6
hub-PT Hub0
1.1.1.1
Time: 00:00:14.548
PLAY CONTROLS:
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
Successful PC0 PC1 ICMP 0.000 N 0 (edit) (delete)
(Select a Device to Drag and Drop to the Workspace)

File Edit Options View Tools Extensions Window Help

Logical | Physical | x: 1535, y: 598 | Root | 00:44:00



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	9.995	--
	9.995	Switch0
	9.995	Switch0
	9.995	Switch0
	9.995	Switch0
	9.995	Switch0
	9.995	--
	9.996	Switch0
	9.996	Switch0
	9.996	Switch0
	9.996	Switch0
	9.996	Switch0
	11.992	--

Reset Simulation | Constant Delay | Capturing:

Play Controls

Event List Filters - Visible Events

ACL Filter, Bluetooth, CAPWAP, CDP, DHCPv6, DTP, EAPOL, EIGRPv6, FTP, H.323, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

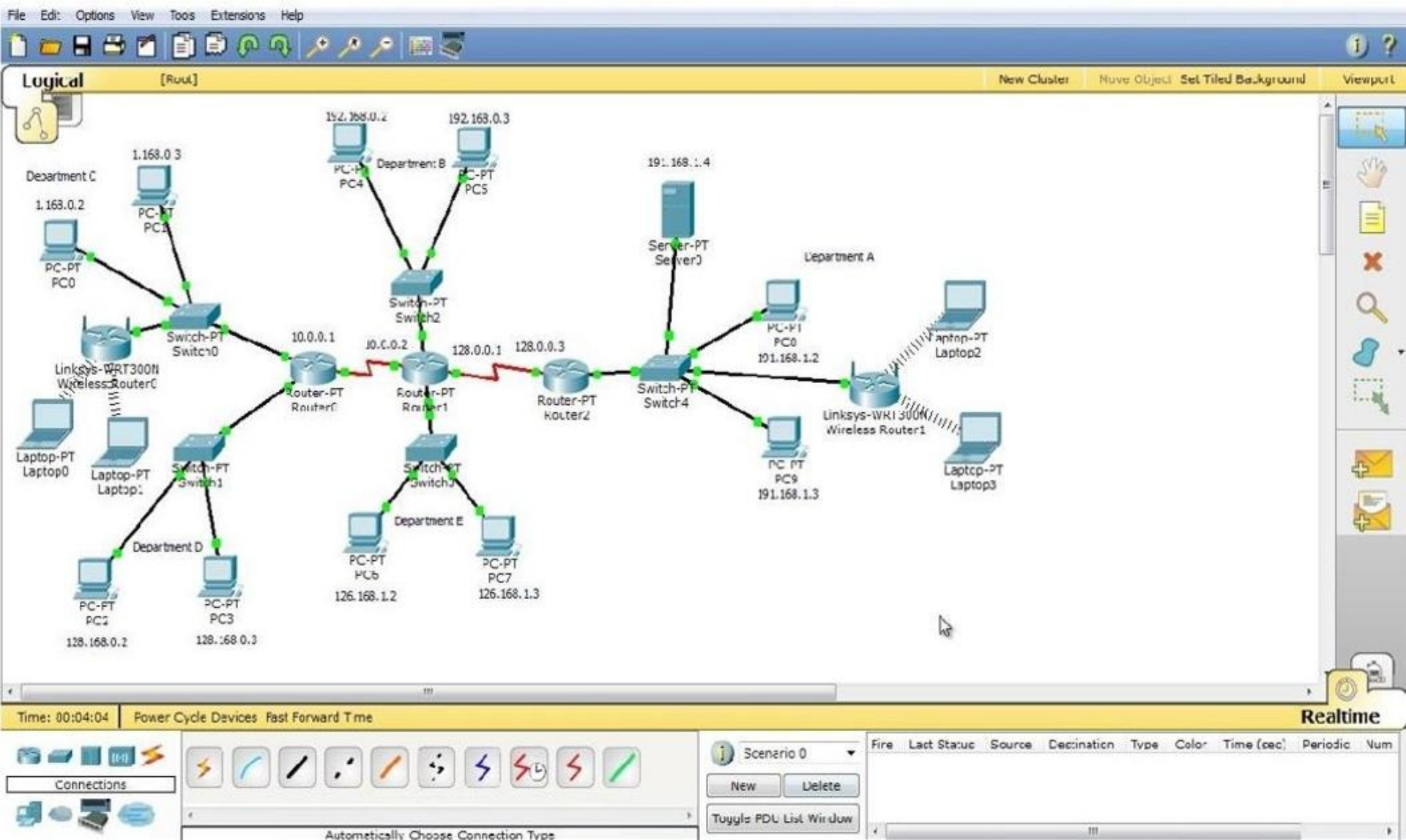
Edit Filters | Show All/None

Time: 00:00:46.482 | PLAY CONTROLS | Event List | Realtime | Simulation

Scenario 0 | New | Delete | Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC3	ICMP		0.000	N	0	(edit)	(delete)

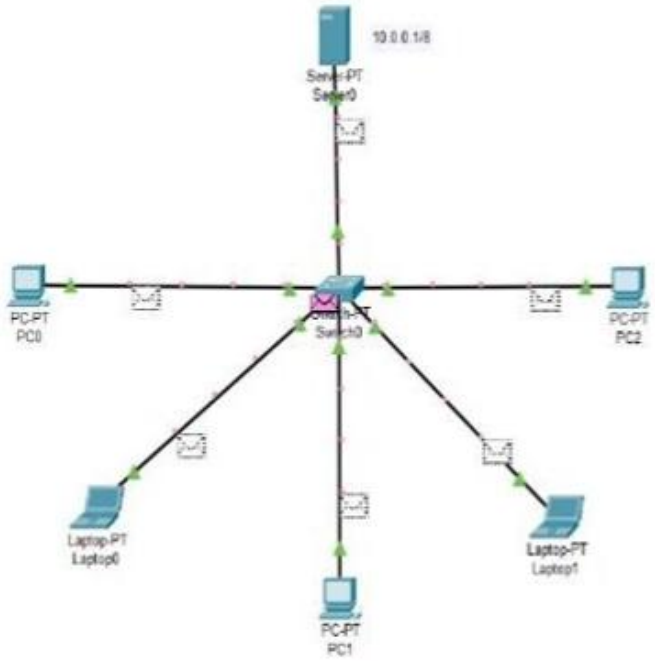
(Select a Device to Drag and Drop to the Workspace)


File Edit Options View Tools Extensions Help
Logical
[Root]
New Cluster
Move Object
Set Tiled Background
Viewport
Department C
1.168.0.2
PC-PT PC0
1.168.0.3
PC-PT PC1
Linksys-WRT300N Wireless Router0
Switch-PT Switch0
Laptop-PT Laptop0
Laptop-PT Laptop1
Department D
PC-PT PC2
128.168.0.2
PC-PT PC3
128.168.0.3
Switch-PT Switch1
10.0.0.1
Router-PT Router0
10.0.0.2
Router-PT Router1
128.0.0.1
128.0.0.3
Router-PT Router2
192.168.0.2
PC-PT PC4
192.168.0.3
PC-PT PC5
Department B
Switch-PT Switch2
Switch-PT Switch3
Department E
PC-PT PC6
126.168.1.2
PC-PT PC7
126.168.1.3
191.168.1.4
Server-PT Server0
Switch-PT Switch4
Department A
PC-PT PC8
191.168.1.2
PC-PT PC9
191.168.1.3
Linksys-WRT300N Wireless Router1
Laptop-PT Laptop2
Laptop-PT Laptop3
Time: 00:04:04
Power Cycle Devices
Fast Forward Time
Realtime
Connections
Automatically Choose Connection Type
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status
Source
Destination
Type
Color
Time (sec)
Periodic
Num

File Edit Options View Tools Extensions Window Help

Logical | Physical | x: 1515, y: 412

Root



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.004	Switch0
	0.004	--
	0.005	PC0
	0.006	Switch0
	0.007	Laptop0
	0.008	Switch0
	1.998	--
	1.999	Switch0
	1.999	Switch0
	1.999	Switch0
	1.999	Switch0
	1.999	Switch0
	1.999	Switch0

Reset Simulation | Constant Delay | Capturing

Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

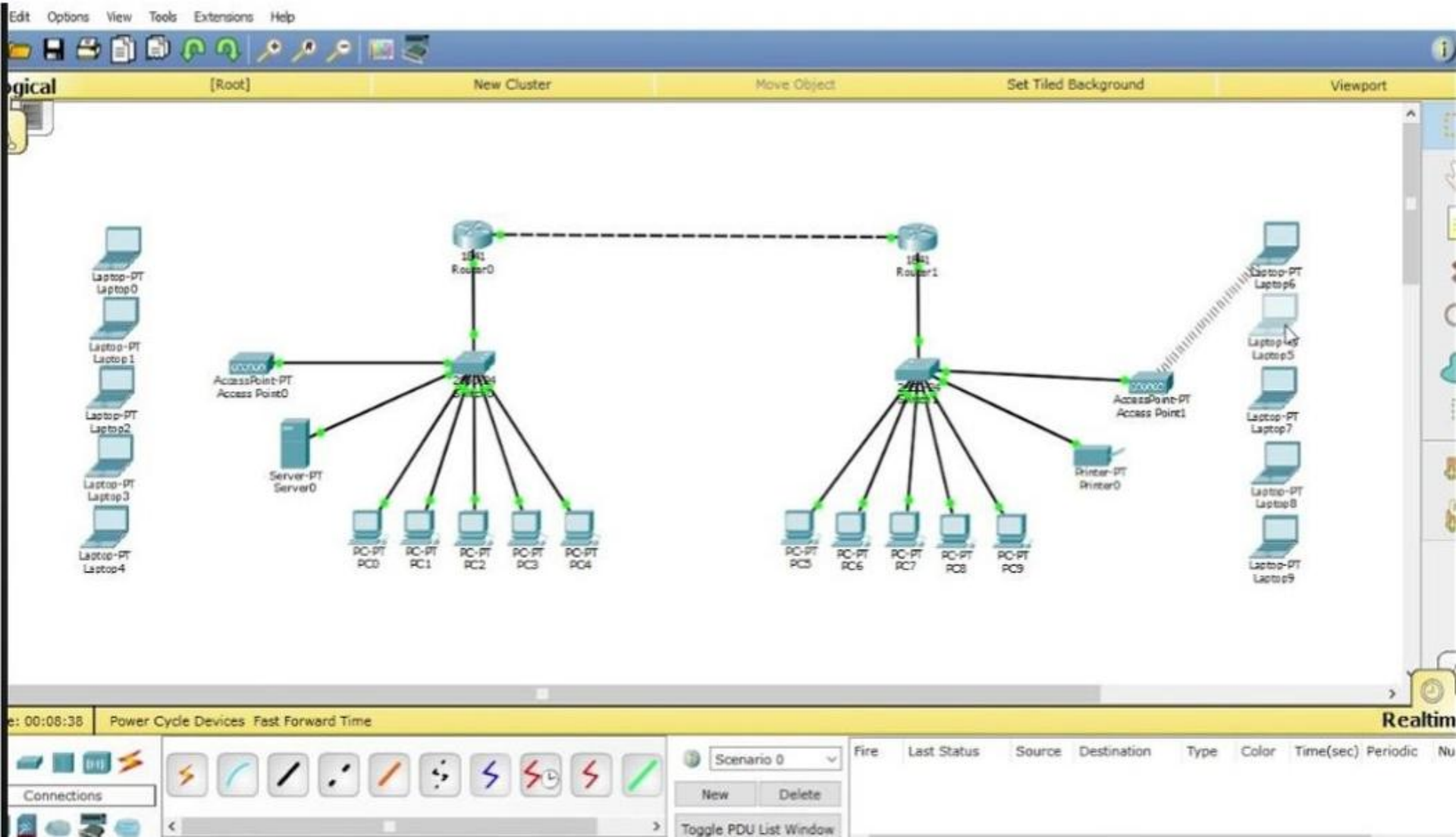
Edit Filters | Show All/None

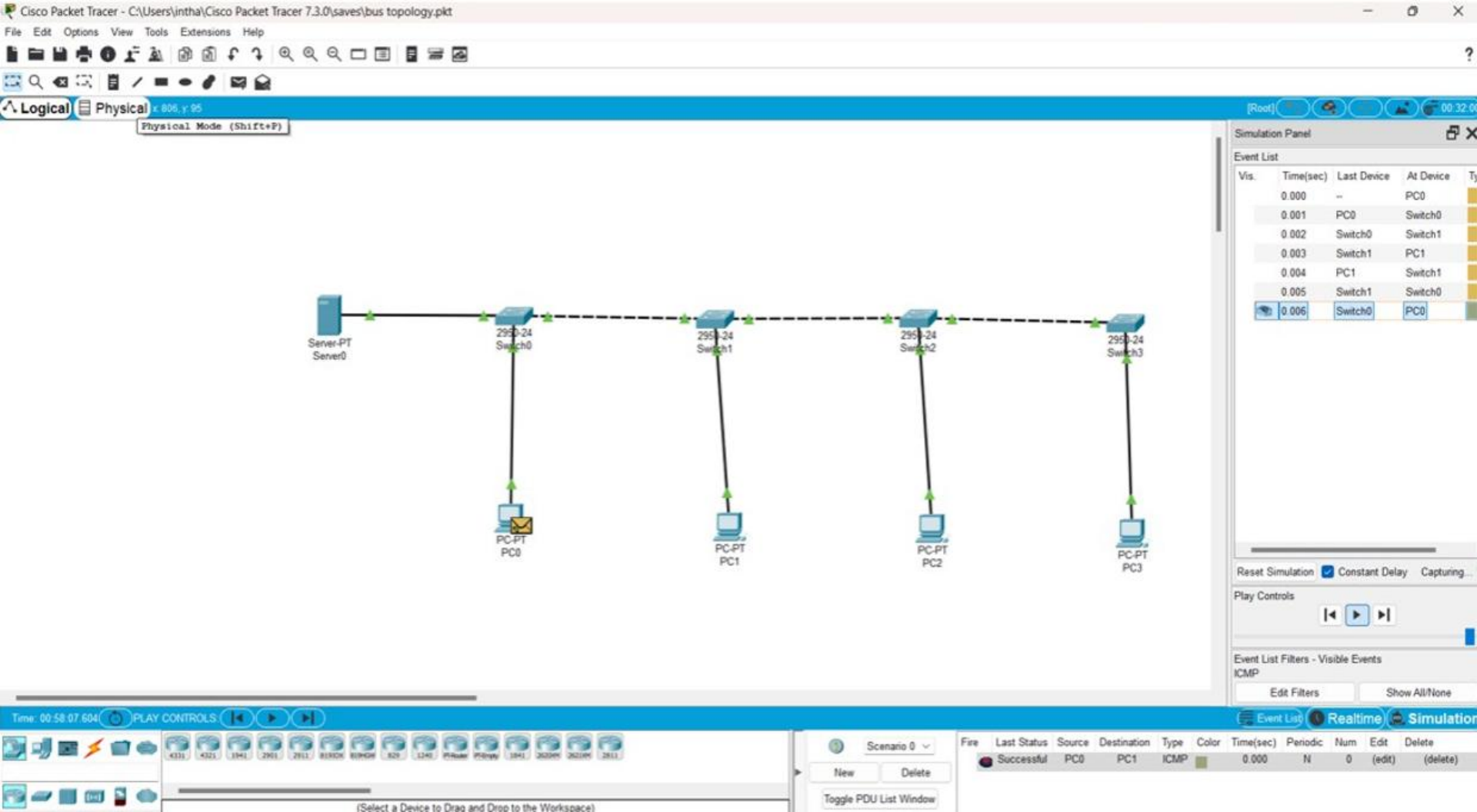
Time: 00:00:36.510 | PLAY CONTROLS | Event List | Realtime | Simulation

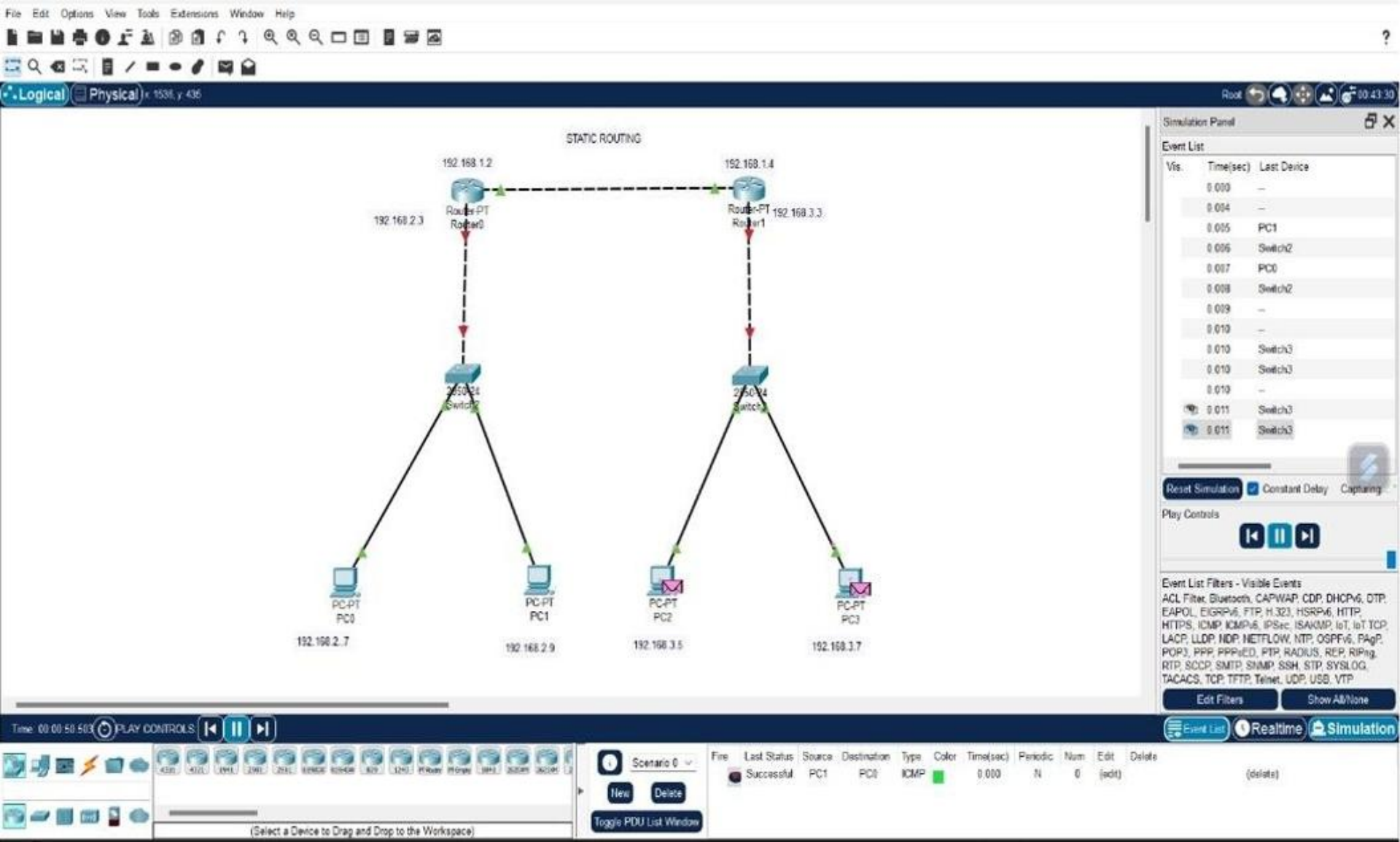
Scenario 0 | New | Delete | Toggle PDU List Window

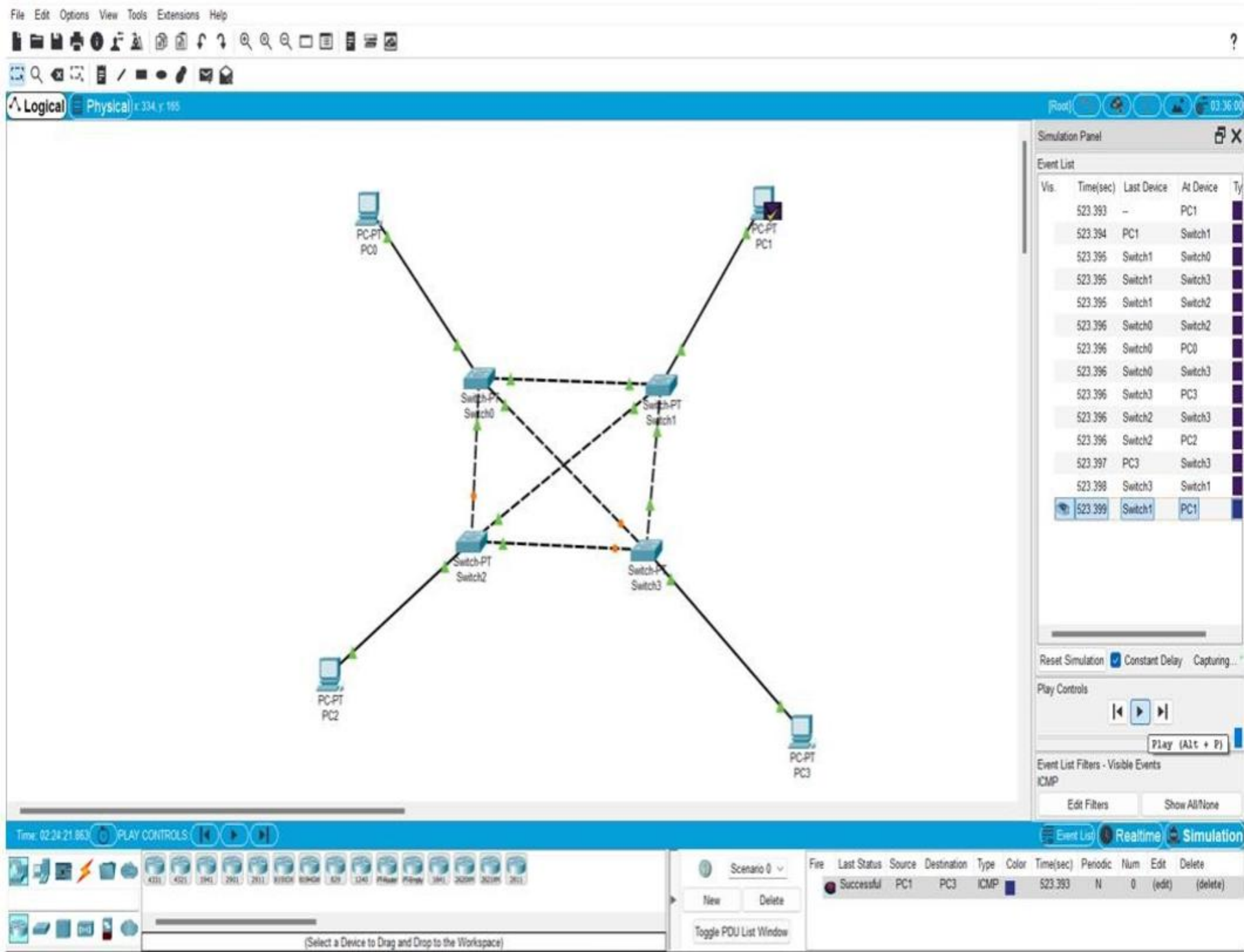
Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	Laptop0	ICMP		0.000	N	0	(edit)	(delete)

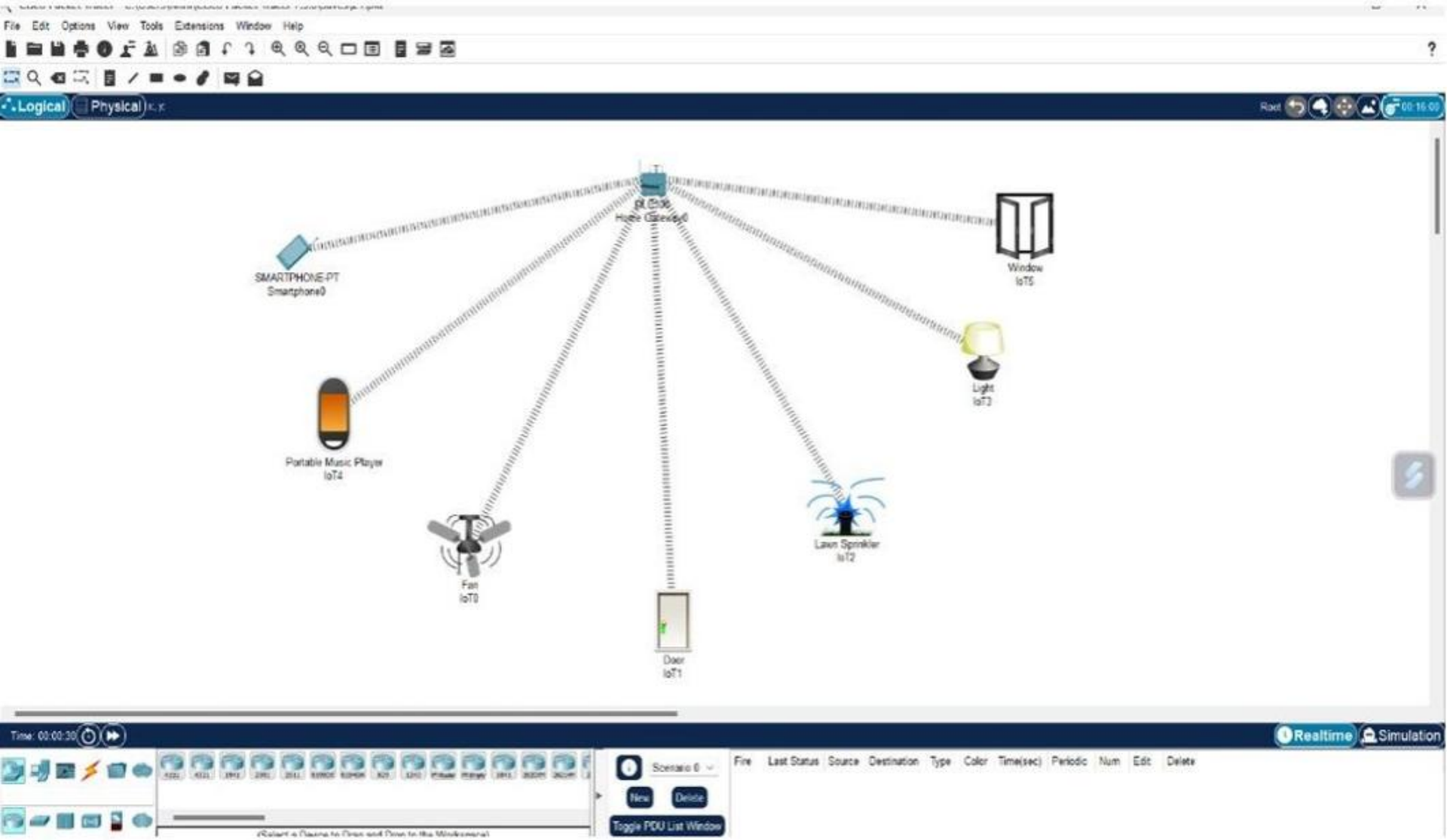
(Select a Device to Drag and Drop to the Workspace)

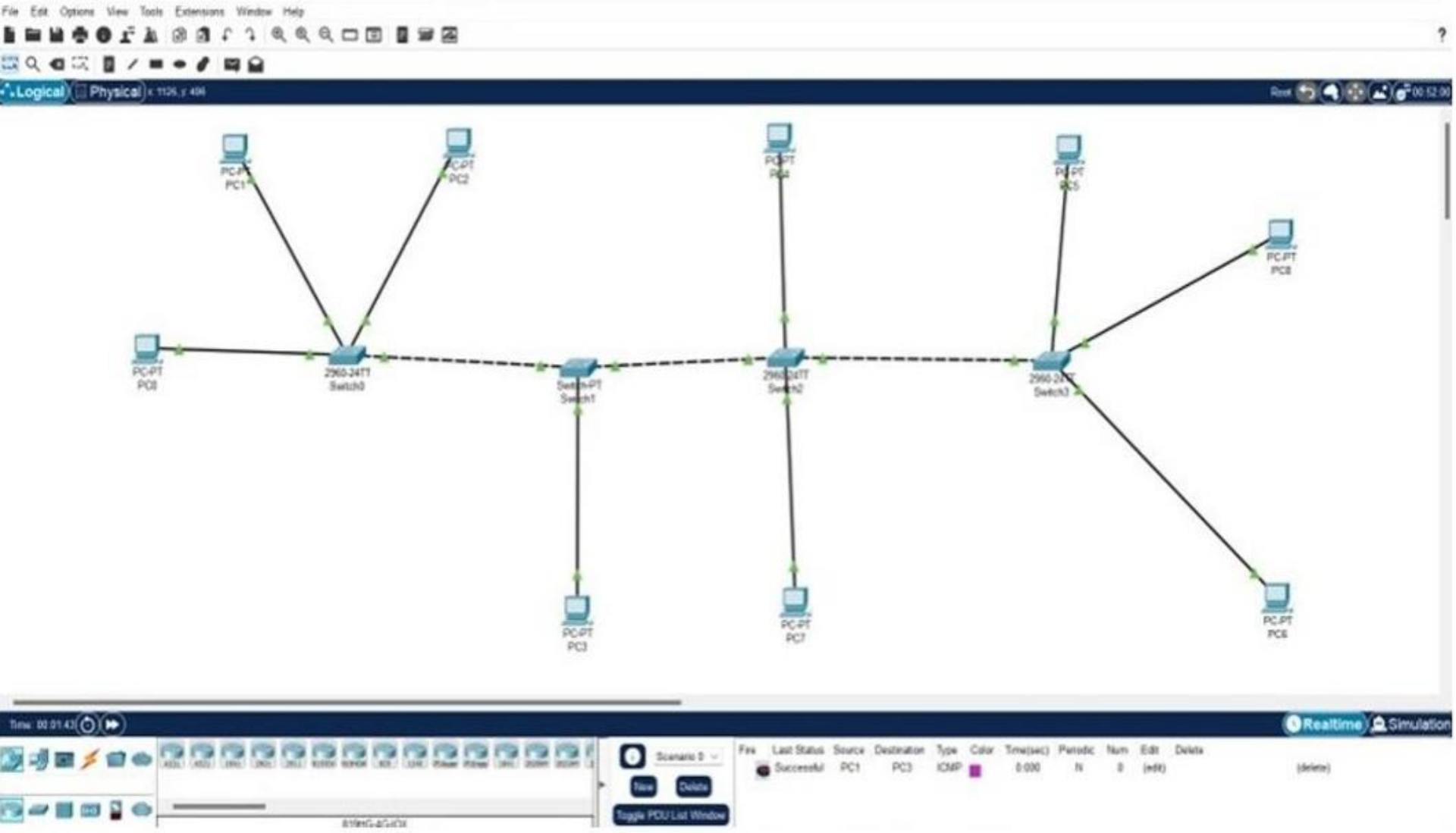

Edit
Options
View
Tools
Extensions
Help
[Root]
New Cluster
Move Object
Set Tiled Background
Viewport
Laptop-PT Laptop0
Laptop-PT Laptop1
Laptop-PT Laptop2
Laptop-PT Laptop3
Laptop-PT Laptop4
Router0
Router1
AccessPoint-PT Access Point0
Server-PT Server0
PC-PT PC0
PC-PT PC1
PC-PT PC2
PC-PT PC3
PC-PT PC4
PC-PT PC5
PC-PT PC6
PC-PT PC7
PC-PT PC8
PC-PT PC9
AccessPoint-PT Access Point1
Printer-PT Printer0
Laptop-PT Laptop6
Laptop-PT Laptop5
Laptop-PT Laptop7
Laptop-PT Laptop8
Laptop-PT Laptop9
Power Cycle Devices
Fast Forward Time
Realtim
Connections
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status
Source
Destination
Type
Color
Time(sec)
Periodic


Cisco Packet Tracer - C:\Users\intha\Cisco Packet Tracer 7.3.0\saves\bus topology.pkt
File Edit Options View Tools Extensions Help
Logical
Physical
Physical Mode (Shift+P)
Server-PT Server0
2950-24 Switch0
2950-24 Switch1
2950-24 Switch2
2950-24 Switch3
PC-PT PC0
PC-PT PC1
PC-PT PC2
PC-PT PC3
Simulation Panel
Event List
Vis. Time(sec) Last Device At Device
0.000 -- PC0
0.001 PC0 Switch0
0.002 Switch0 Switch1
0.003 Switch1 PC1
0.004 PC1 Switch1
0.005 Switch1 Switch0
0.006 Switch0 PC0
Reset Simulation
Constant Delay
Play Controls
Event List Filters - Visible Events
ICMP
Edit Filters
Show All/None
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
Successful PC0 PC1 ICMP 0.000 N 0 (edit) (delete)
(Select a Device to Drag and Drop to the Workspace)


File Edit Options View Tools Extensions Window Help
Logical
Physical
Root
STATIC ROUTING
192.168.1.2
192.168.1.4
Router-PT
Router0
Router-PT
Router1
192.168.2.3
192.168.3.3
PC-PT
PC0
PC-PT
PC1
PC-PT
PC2
PC-PT
PC3
192.168.2.7
192.168.2.9
192.168.3.5
192.168.3.7
Simulation Panel
Event List
Vis.
Time(sec)
Last Device
Reset Simulation
Constant Delay
Capturing
Play Controls
Event List Filters - Visible Events
ACL Filter, Bluetooth, CAPWAP, CDP, DHCPv6, DTP, EAPOL, EIGRPv6, FTP, H.323, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP
Edit Filters
Show All/None
PLAY CONTROLS
Event List
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status
Source
Destination
Type
Color
Time(sec)
Periodic
Num
Edit
Delete
Successful
PC1
PC0
ICMP
0.000
N
0
(edit)
(delete)
(Select a Device to Drag and Drop to the Workspace)


File Edit Options View Tools Extensions Help
Logical
Physical
PC-PT PC0
PC-PT PC1
Switch-PT Switch0
Switch-PT Switch1
Switch-PT Switch2
Switch-PT Switch3
PC-PT PC2
PC-PT PC3
Simulation Panel
Event List
Vis. Time(sec) Last Device At Device
523.393 -- PC1
523.394 PC1 Switch1
523.395 Switch1 Switch0
523.395 Switch1 Switch3
523.395 Switch1 Switch2
523.396 Switch0 Switch2
523.396 Switch0 PC0
523.396 Switch0 Switch3
523.396 Switch3 PC3
523.396 Switch2 Switch3
523.396 Switch2 PC2
523.397 PC3 Switch3
523.398 Switch3 Switch1
523.399 Switch1 PC1
Reset Simulation
Constant Delay
Capturing...
Play Controls
Play (Alt + P)
Event List Filters - Visible Events
ICMP
Edit Filters
Show All/None
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
Successful PC1 PC3 ICMP 523.393 N 0 (edit) (delete)
(Select a Device to Drag and Drop to the Workspace)

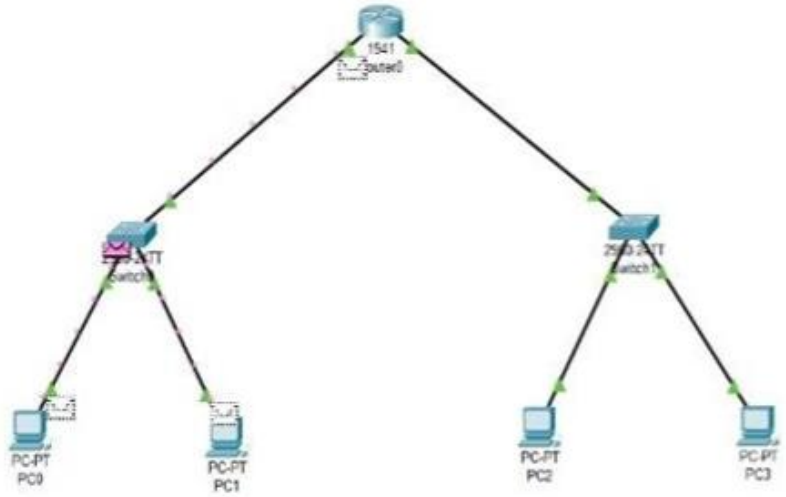

File Edit Options View Tools Extensions Window Help
Logical
Physical
SMARTPHONE-PT
Smartphone0
Window
IoT5
Light
IoT3
Portable Music Player
IoT4
Lawn Sprinkler
IoT2
Fan
IoT0
Door
IoT1
Time: 00:00:30
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status
Source
Destination
Type
Color
Time(sec)
Periodic
Num
Edit
Delete


File Edit Options View Tools Extensions Window Help
Logical
Physical
PC-PT PC1
PC-PT PC2
PC-PT PC4
PC-PT PC5
PC-PT PC8
PC-PT PC0
2960-24TT Switch0
Switch-PT Switch1
2960-24TT Switch2
2960-24TT Switch3
PC-PT PC3
PC-PT PC7
PC-PT PC6
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status
Source
Destination
Type
Color
Time(sec)
Periodic
Num
Edit
Delete
Successful
PC1
PC3
ICMP
0.000
N
0
(edit)
(delete)

File Edit Options View Tools Extensions Window Help

Logical Physical x: 1068, y: 673

Root 01:29:00



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--
	0.004	--
	0.005	PC1
	0.006	Switch0
	0.007	PC0
	0.008	Switch0
	1.989	--
	1.990	Switch0
	1.990	Switch0
	1.990	Switch0

Reset Simulation | Constant Delay | Capturing

Play Controls

Event List Filters - Visible Events

ACL Filter, Bluetooth, CAPWAP, CDP, DHCPv6, DTP, EAPOL, EIGRPv6, FTP, H.323, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters | Show All/None

Time: 00:01:18.468 PLAY CONTROLS:

Event List | Realtime | Simulation

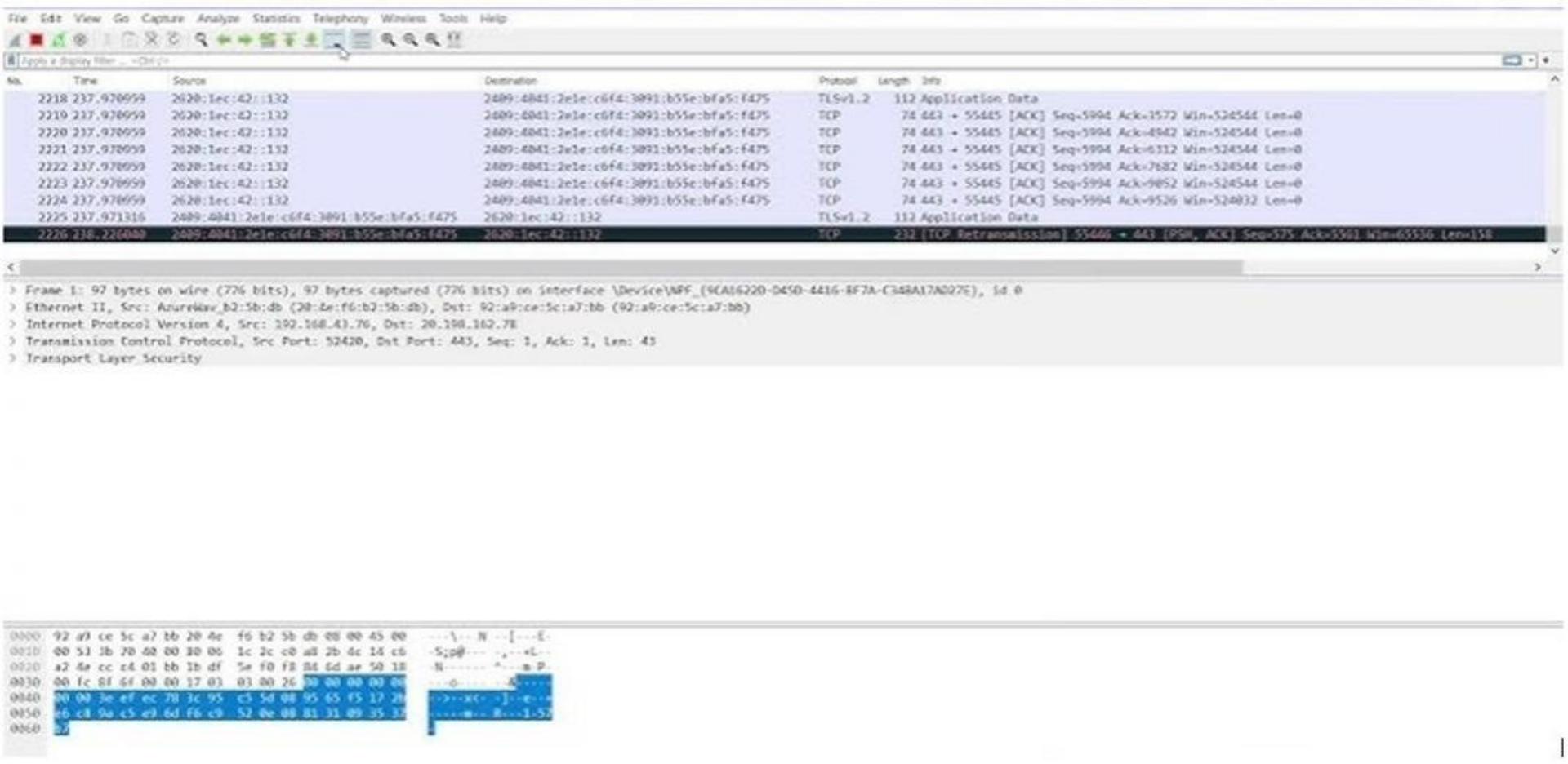
Scenario 0

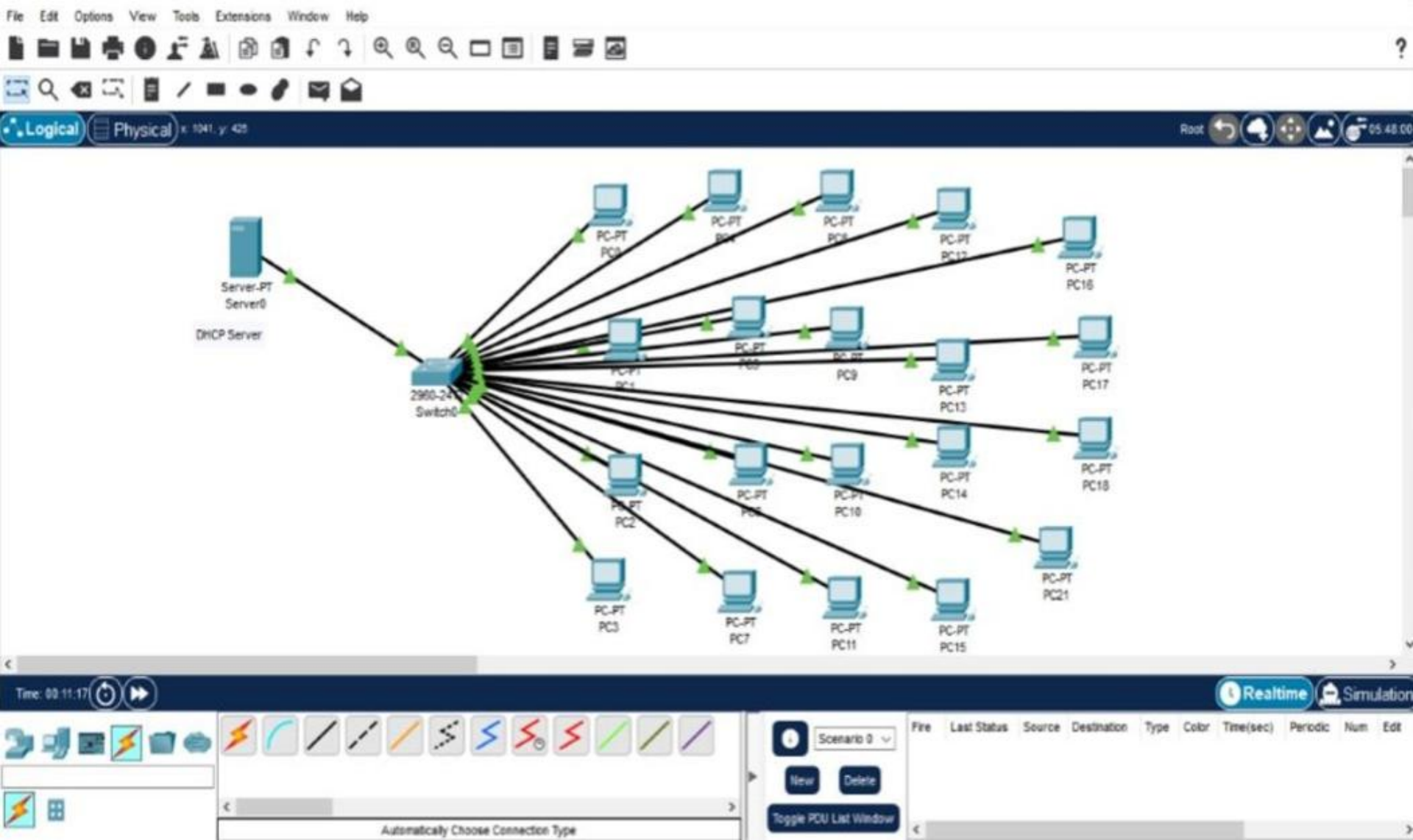
New | Delete

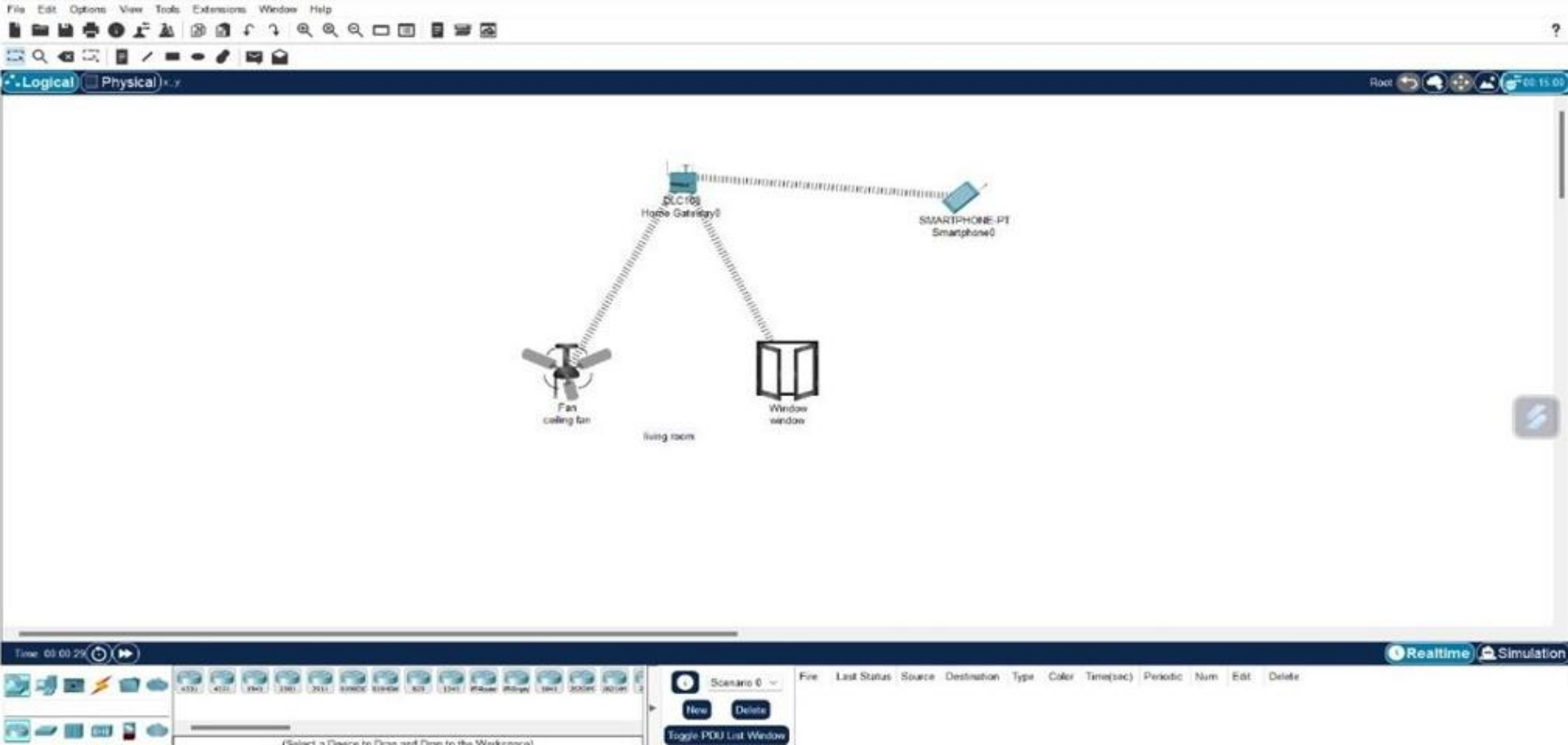
Toggle PDU List Window

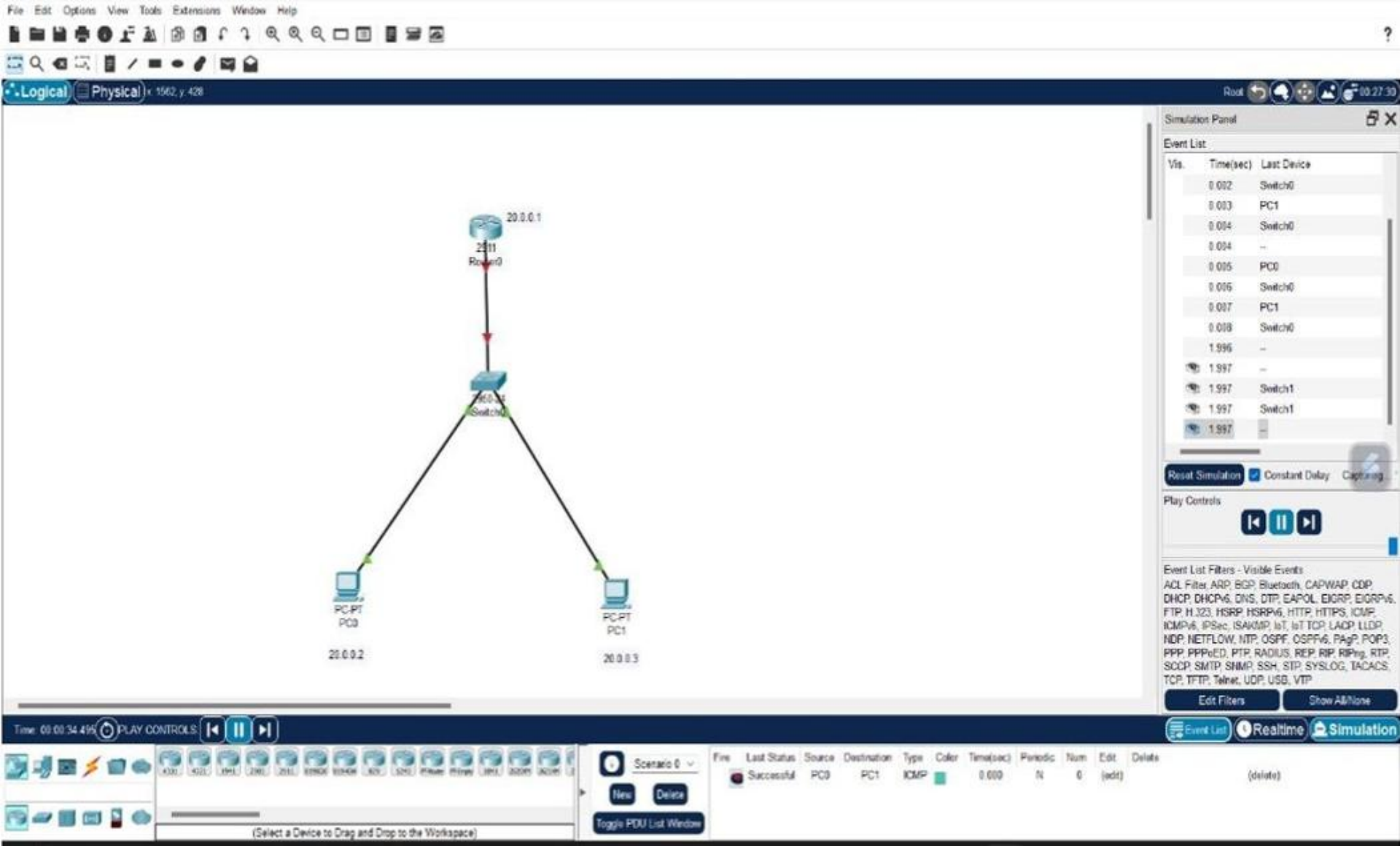
Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC1	PC0	ICMP		0.000	N	0	(edit)	(delete)

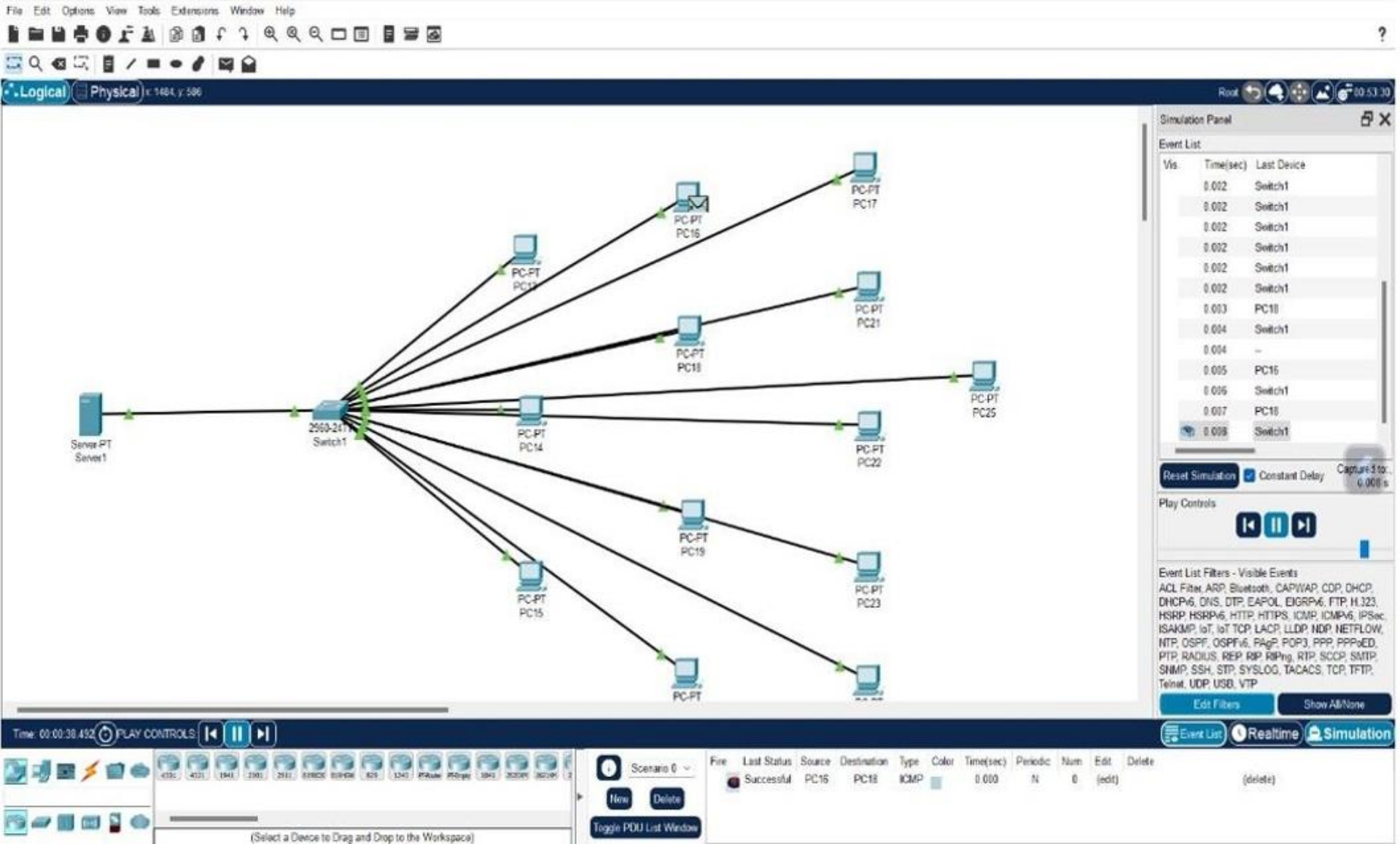
(Select a Device to Drag and Drop to the Workspace)

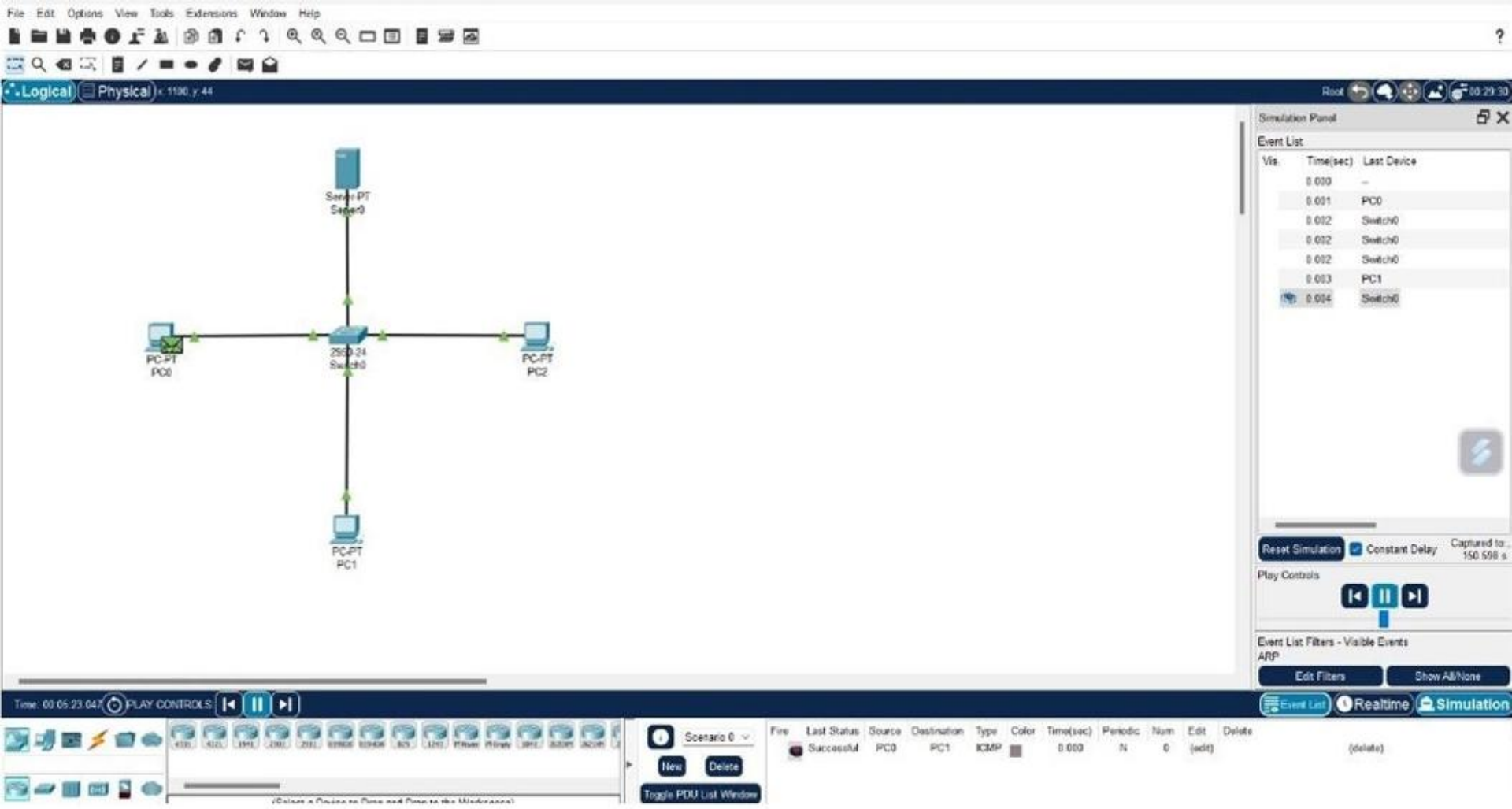

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
No. Time Source Destination Protocol Length Info
2218 237.970959 2620:1ec:42::132 2409:4041:2e1e:c6f4:3091:b55e:bfa5:f475 TLSv1.2 112 Application Data
2219 237.970959 2620:1ec:42::132 2409:4041:2e1e:c6f4:3091:b55e:bfa5:f475 TCP 74 443 → 55445 [ACK] Seq=5994 Ack=3572 Win=524544 Len=0
2220 237.970959 2620:1ec:42::132 2409:4041:2e1e:c6f4:3091:b55e:bfa5:f475 TCP 74 443 → 55445 [ACK] Seq=5994 Ack=4942 Win=524544 Len=0
2221 237.970959 2620:1ec:42::132 2409:4041:2e1e:c6f4:3091:b55e:bfa5:f475 TCP 74 443 → 55445 [ACK] Seq=5994 Ack=6312 Win=524544 Len=0
2222 237.970959 2620:1ec:42::132 2409:4041:2e1e:c6f4:3091:b55e:bfa5:f475 TCP 74 443 → 55445 [ACK] Seq=5994 Ack=7682 Win=524544 Len=0
2223 237.970959 2620:1ec:42::132 2409:4041:2e1e:c6f4:3091:b55e:bfa5:f475 TCP 74 443 → 55445 [ACK] Seq=5994 Ack=9052 Win=524544 Len=0
2224 237.970959 2620:1ec:42::132 2409:4041:2e1e:c6f4:3091:b55e:bfa5:f475 TCP 74 443 → 55445 [ACK] Seq=5994 Ack=9526 Win=524032 Len=0
2225 237.971316 2409:4041:2e1e:c6f4:3091:b55e:bfa5:f475 2620:1ec:42::132 TLSv1.2 112 Application Data
2226 238.226040 2409:4041:2e1e:c6f4:3091:b55e:bfa5:f475 2620:1ec:42::132 TCP 232 [TCP Retransmission] 55446 → 443 [PSH, ACK] Seq=575 Ack=5561 Win=65536 Len=158
Frame 1: 97 bytes on wire (776 bits), 97 bytes captured (776 bits) on interface \Device\NPF_{9CA16220-D450-4416-8F7A-C36BA17AD27E}, id 0
Ethernet II, Src: AzureWav_b2:5b:db (20:4e:f6:b2:5b:db), Dst: 92:a9:ce:5c:a7:bb (92:a9:ce:5c:a7:bb)
Internet Protocol Version 4, Src: 192.168.43.76, Dst: 20.198.162.78
Transmission Control Protocol, Src Port: 52420, Dst Port: 443, Seq: 1, Ack: 1, Len: 43
Transport Layer Security

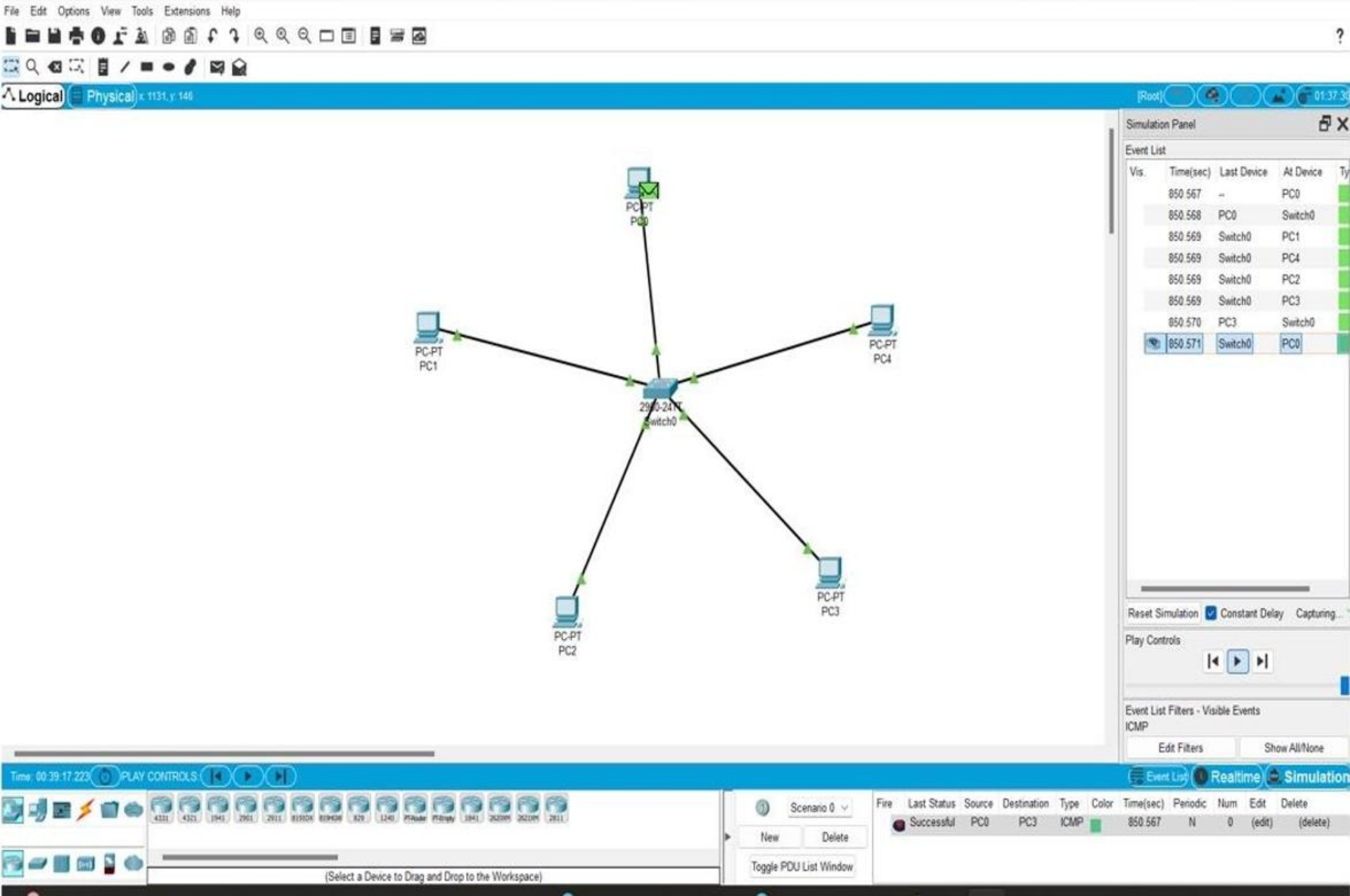

File Edit Options View Tools Extensions Window Help
Logical
Physical
Root
Server-PT
Server0
DHCP Server
2960-24TT
Switch0
PC-PT
PC0
PC1
PC2
PC3
PC4
PC5
PC6
PC7
PC8
PC9
PC10
PC11
PC12
PC13
PC14
PC15
PC16
PC17
PC18
PC21
Time: 00:11:17
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status
Source
Destination
Type
Color
Time(sec)
Periodic
Num
Edit
Automatically Choose Connection Type


File Edit Options View Tools Extensions Window Help
Logical
Physical
Root
00:15:00
PLC-PT
Home Gateway0
SMARTPHONE-PT
Smartphone0
Fan
ceiling fan
Window
window
living room
Time: 00:00:29
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status
Source
Destination
Type
Color
Time(sec)
Periodic
Num
Edit
Delete

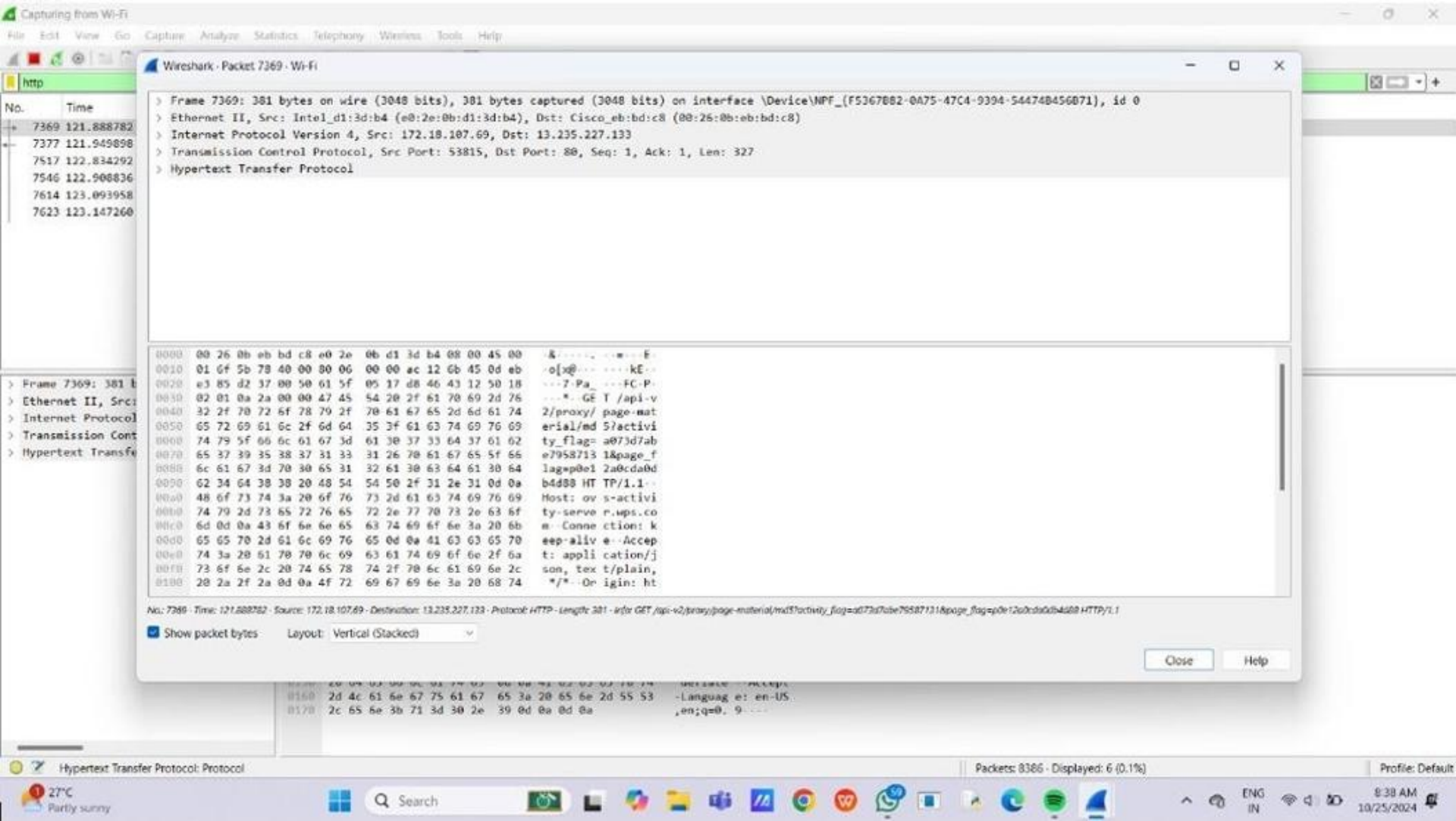

File Edit Options View Tools Extensions Window Help
Logical
Physical
Root
20.0.0.1
2811
Router0
Switch0
PC-PT
PC0
20.0.0.2
PC-PT
PC1
20.0.0.3
Simulation Panel
Event List
Vis. Time(sec) Last Device
0.002 Switch0
0.003 PC1
0.004 Switch0
0.004 --
0.005 PC0
0.006 Switch0
0.007 PC1
0.008 Switch0
1.996 --
1.997 --
1.997 Switch1
1.997 Switch1
1.997 --
Reset Simulation
Constant Delay
Play Controls
Event List Filters - Visible Events
ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP
Edit Filters
Show All/None
Time: 00:00:34.496
PLAY CONTROLS:
Event List
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
Successful PC0 PC1 ICMP 0.000 N 0 (edit) (delete)
(Select a Device to Drag and Drop to the Workspace)


File Edit Options View Tools Extensions Window Help
Logical
Physical
Root
Simulation Panel
Event List
Vis. Time(sec) Last Device
0.002 Switch1
0.002 Switch1
0.002 Switch1
0.002 Switch1
0.002 Switch1
0.002 Switch1
0.003 PC18
0.004 Switch1
0.004 --
0.005 PC16
0.006 Switch1
0.007 PC18
0.008 Switch1
Reset Simulation
Constant Delay
Play Controls
Event List Filters - Visible Events
ACL Filter, ARP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP
Edit Filters
Show All/None
Server-PT Server1
2960-24TT Switch1
PC-PT PC14
PC-PT PC15
PC-PT PC16
PC-PT PC17
PC-PT PC18
PC-PT PC19
PC-PT PC21
PC-PT PC22
PC-PT PC23
PC-PT PC25
Time: 00:00:38.492
PLAY CONTROLS:
Event List
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
Successful PC16 PC18 ICMP 0.000 N 0 (edit) (delete)
(Select a Device to Drag and Drop to the Workspace)


File Edit Options View Tools Extensions Window Help
Logical
Physical
Root
Server-PT
Server0
PC-PT
PC0
2960-24
Switch0
PC-PT
PC2
PC-PT
PC1
Simulation Panel
Event List
Vis. Time(sec) Last Device
0.000 --
0.001 PC0
0.002 Switch0
0.002 Switch0
0.002 Switch0
0.003 PC1
0.004 Switch0
Reset Simulation
Constant Delay
Captured to:
150.598 s
Play Controls
Event List Filters - Visible Events
ARP
Edit Filters
Show All/None
PLAY CONTROLS
Event List
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
Successful PC0 PC1 ICMP 0.000 N 0 (edit) (delete)

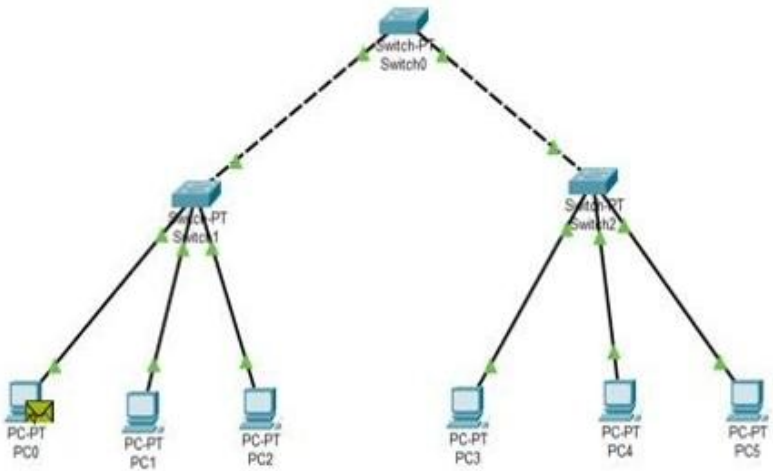

File Edit Options View Tools Extensions Help
Logical
Physical
x: 1131, y: 146
[Root]
01:37:30
PC-PT PC0
PC-PT PC1
PC-PT PC4
2960-24TT Switch0
PC-PT PC3
PC-PT PC2
Simulation Panel
Event List
Vis. Time(sec) Last Device At Device Ty
850.567 -- PC0
850.568 PC0 Switch0
850.569 Switch0 PC1
850.569 Switch0 PC4
850.569 Switch0 PC2
850.569 Switch0 PC3
850.570 PC3 Switch0
850.571 Switch0 PC0
Reset Simulation
Constant Delay
Capturing...
Play Controls
Event List Filters - Visible Events
ICMP
Edit Filters
Show All/None
Time: 00:39:17.223
PLAY CONTROLS
Event List
Realtime
Simulation
(Select a Device to Drag and Drop to the Workspace)
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
Successful PC0 PC3 ICMP 850.567 N 0 (edit) (delete)


Cisco Packet Tracer
File Edit Options View Tools Extensions Help
Logical
Physical
smart garden
192.168.1.10
Laptop-PT
Laptop0
11 77
Water Level Monitor
waterlevel
Realtime
Simulation


Capturing from Wi-Fi
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
http
No. Time
7369 121.888782
7377 121.949898
7517 122.834292
7546 122.908836
7614 123.093958
7623 123.147260
Wireshark · Packet 7369 · Wi-Fi
> Frame 7369: 381 bytes on wire (3048 bits), 381 bytes captured (3048 bits) on interface \Device\NPF_{F5367B82-0A75-47C4-9394-54474B456D71}, id 0
> Ethernet II, Src: Intel_d1:3d:b4 (e0:2e:0b:d1:3d:b4), Dst: Cisco_eb:bd:c8 (00:26:0b:eb:bd:c8)
> Internet Protocol Version 4, Src: 172.18.107.69, Dst: 13.235.227.133
> Transmission Control Protocol, Src Port: 53815, Dst Port: 80, Seq: 1, Ack: 1, Len: 327
> Hypertext Transfer Protocol
0000 00 26 0b eb bd c8 e0 2e 0b d1 3d b4 08 00 45 00
0010 01 6f 5b 78 40 00 80 06 00 00 ac 12 6b 45 0d eb
0020 e3 85 d2 37 00 50 61 5f 05 17 d8 46 43 12 50 18
0030 02 01 0a 2a 00 00 47 45 54 20 2f 61 70 69 2d 76
0040 32 2f 70 72 6f 78 79 2f 70 61 67 65 2d 6d 61 74
0050 65 72 69 61 6c 2f 6d 64 35 3f 61 63 74 69 76 69
0060 74 79 5f 66 6c 61 67 3d 61 30 37 33 64 37 61 62
0070 65 37 39 35 38 37 31 33 31 26 70 61 67 65 5f 66
0080 6c 61 67 3d 70 30 65 31 32 61 30 63 64 61 30 64
0090 62 34 64 38 38 20 48 54 54 50 2f 31 2e 31 0d 0a
00a0 48 6f 73 74 3a 20 6f 76 73 2d 61 63 74 69 76 69
00b0 74 79 2d 73 65 72 76 65 72 2e 77 70 73 2e 63 6f
00c0 6d 0d 0a 43 6f 6e 6e 65 63 74 69 6f 6e 3a 20 6b
00d0 65 65 70 2d 61 6c 69 76 65 0d 0a 41 63 63 65 70
00e0 74 3a 20 61 70 70 6c 69 63 61 74 69 6f 6e 2f 6a
00f0 73 6f 6e 2c 20 74 65 78 74 2f 70 6c 61 69 6e 2c
0100 20 2a 2f 2a 0d 0a 4f 72 69 67 69 6e 3a 20 68 74
Show packet bytes
Layout: Vertical (Stacked)
Close
Help
0160 2d 4c 61 6e 67 75 61 67 65 3a 20 65 6e 2d 55 53
0170 2c 65 6e 3b 71 3d 30 2e 39 0d 0a 0d 0a
Hypertext Transfer Protocol: Protocol
Packets: 8386 · Displayed: 6 (0.1%)
Profile: Default
27°C
Partly sunny
Search
ENG
IN
8:38 AM
10/25/2024

File Edit Options View Tools Extensions Help

Logical Physical x: 1421, y: 705



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	Ty
	0.000	--	PC0	
	0.008	--	PC0	
	0.009	PC0	Switch1	
	0.010	Switch1	Switch0	
	0.011	Switch0	Switch2	
	0.012	Switch2	PC3	
	0.013	PC3	Switch2	
	0.014	Switch2	Switch0	
	0.015	Switch0	Switch1	
	0.016	Switch1	PC0	

Reset Simulation | Constant Delay | Capturing...

Play Controls

Event List Filters - Visible Events
ICMP

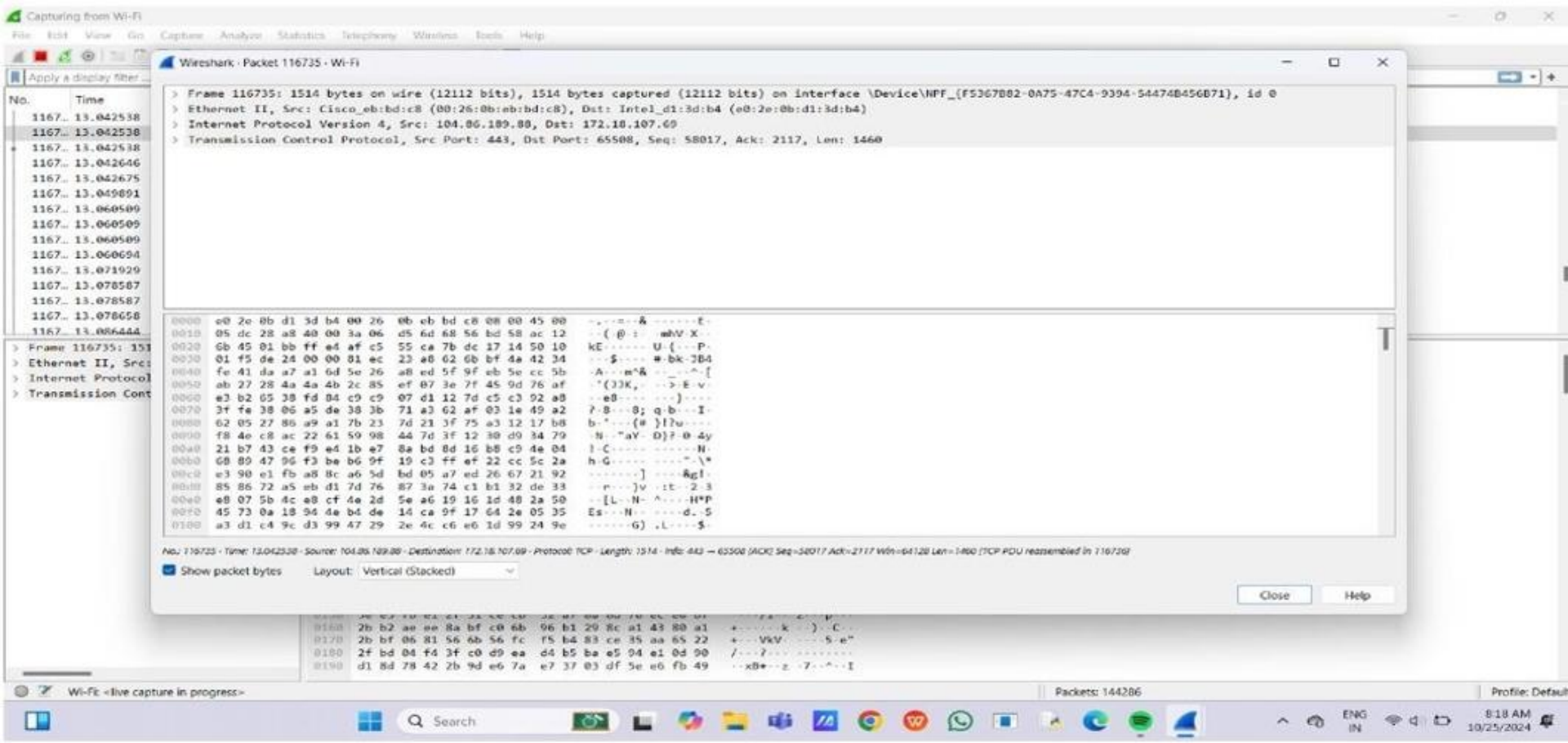
Edit Filters | Show All/None

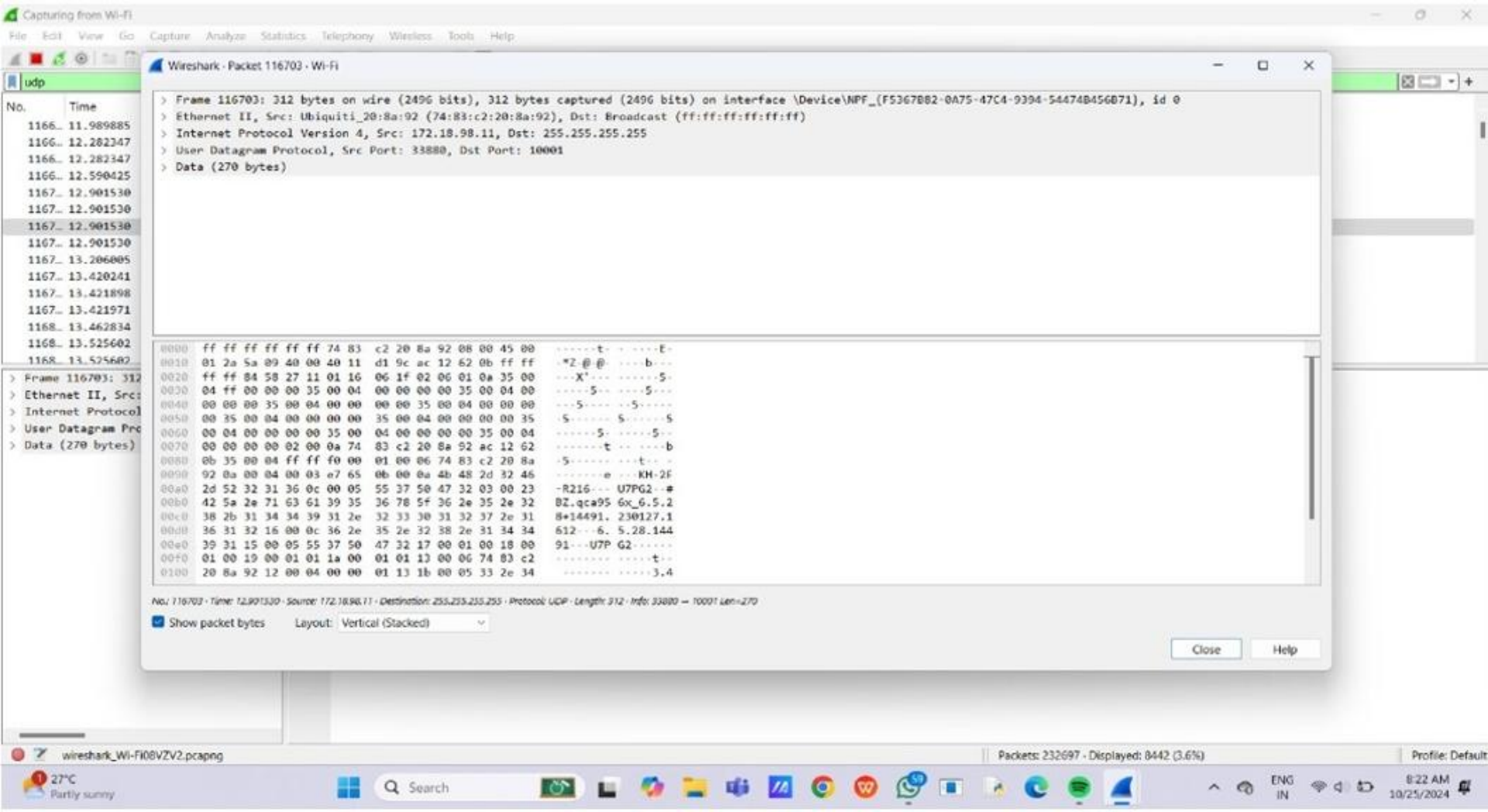
Time: 00:10:42.862 PLAY CONTROLS: Event List | Realtime | Simulation

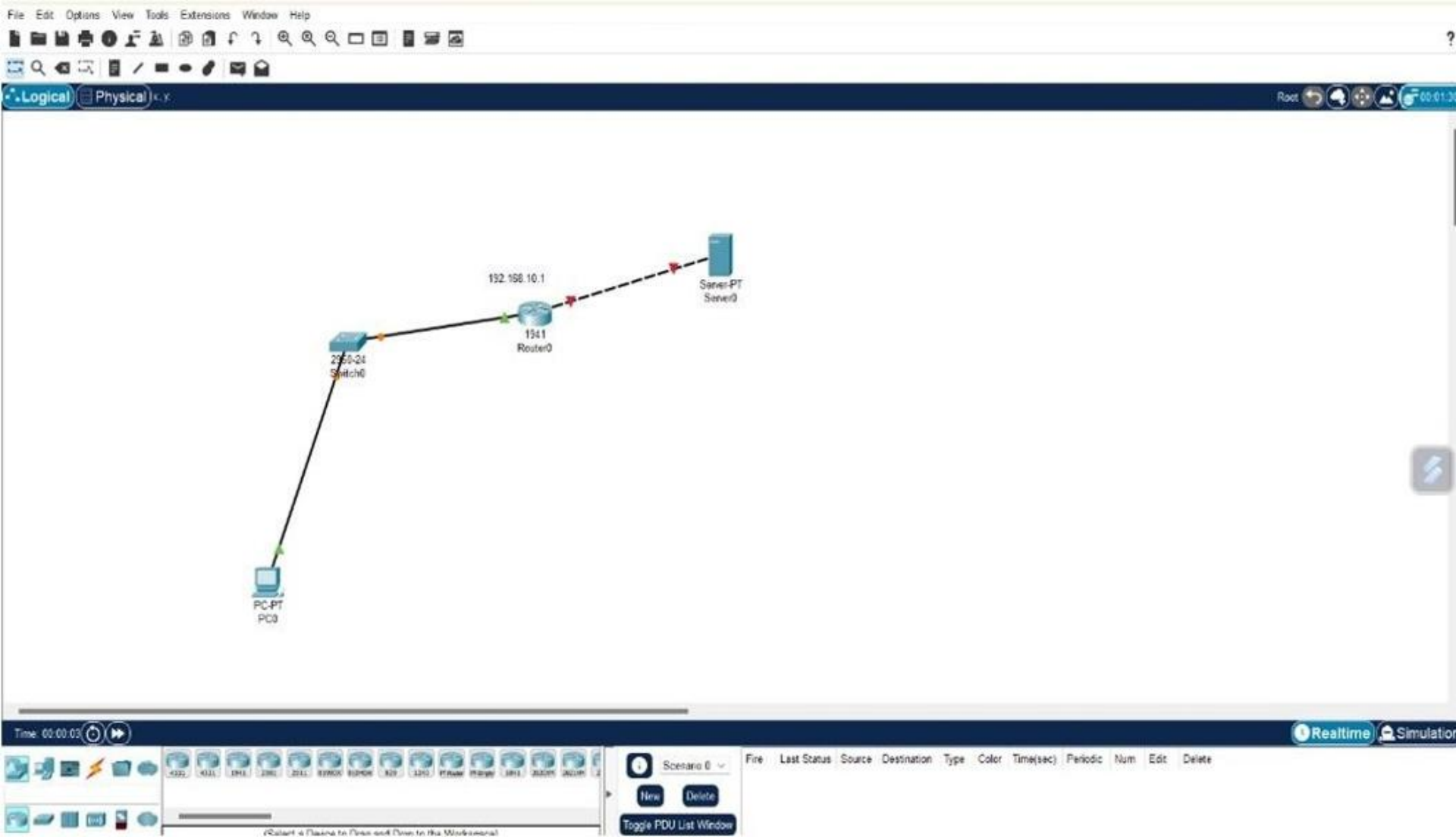
Scenario 0 | New | Delete | Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC3	ICMP		0.000	N	0	(edit)	(delete)

(Select a Device to Drag and Drop to the Workspace)


Capturing from Wi-Fi
Wireshark · Packet 116735 · Wi-Fi
> Frame 116735: 1514 bytes on wire (12112 bits), 1514 bytes captured (12112 bits) on interface \Device\NPF_{F5367B82-0A75-47C4-9394-54474B456B71}, id 0
> Ethernet II, Src: Cisco_eb:bd:c8 (00:26:0b:eb:bd:c8), Dst: Intel_d1:3d:b4 (e0:2e:0b:d1:3d:b4)
> Internet Protocol Version 4, Src: 104.86.189.88, Dst: 172.18.107.69
> Transmission Control Protocol, Src Port: 443, Dst Port: 65508, Seq: 58017, Ack: 2117, Len: 1460
Show packet bytes
Layout: Vertical (Stacked)
Close
Help
Wi-Fi: <live capture in progress>
Packets: 144286
Profile: Default
Search
ENG
IN
8:18 AM
10/25/2024


Capturing from Wi-Fi
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
udp
No. Time
1166... 11.989885
1166... 12.282247
1166... 12.282347
1166... 12.590425
1167... 12.901530
1167... 12.901530
1167... 12.901530
1167... 12.901530
1167... 13.206805
1167... 13.420241
1167... 13.421898
1167... 13.421971
1168... 13.462834
1168... 13.525602
1168... 13.525602
Wireshark · Packet 116703 · Wi-Fi
> Frame 116703: 312 bytes on wire (2496 bits), 312 bytes captured (2496 bits) on interface \Device\NPF_{F5367DB2-0A75-47C4-9394-54474B456D71}, id 0
> Ethernet II, Src: Ubiquiti_20:8a:92 (74:83:c2:20:8a:92), Dst: Broadcast (ff:ff:ff:ff:ff:ff)
> Internet Protocol Version 4, Src: 172.18.98.11, Dst: 255.255.255.255
> User Datagram Protocol, Src Port: 33880, Dst Port: 10001
> Data (270 bytes)
0000 ff ff ff ff ff ff 74 83 c2 20 8a 92 08 00 45 00 ......t· · ····E·
0010 01 2a 5a 09 40 00 40 11 d1 9c ac 12 62 0b ff ff ·*Z·@·@· ····b···
0020 ff ff 84 58 27 11 01 16 06 1f 02 06 01 0a 35 00 ···X'··· ·····5·
0030 04 ff 00 00 00 35 00 04 00 00 00 00 35 00 04 00 ·····5·· ····5···
0040 00 00 00 35 00 04 00 00 00 00 35 00 04 00 00 00 ···5···· ··5·····
0050 00 35 00 04 00 00 00 00 35 00 04 00 00 00 00 35 ·5····· 5·····5
0060 00 04 00 00 00 00 35 00 04 00 00 00 00 35 00 04 ·····5· ·····5··
0070 00 00 00 00 02 00 0a 74 83 c2 20 8a 92 ac 12 62 ·····t ·· ····b
0080 0b 35 00 04 ff ff f0 00 01 00 06 74 83 c2 20 8a ·5····· ···t·· ·
0090 92 0a 00 04 00 03 e7 65 0b 00 0a 4b 48 2d 32 46 ·····e ···KH-2F
00a0 2d 52 32 31 36 0c 00 05 55 37 50 47 32 03 00 23 -R216··· U7PG2··#
00b0 42 5a 2e 71 63 61 39 35 36 78 5f 36 2e 35 2e 32 BZ.qca95 6x_6.5.2
00c0 38 2b 31 34 34 39 31 2e 32 33 30 31 32 37 2e 31 8+14491. 230127.1
00d0 36 31 32 16 00 0c 36 2e 35 2e 32 38 2e 31 34 34 612···6. 5.28.144
00e0 39 31 15 00 05 55 37 50 47 32 17 00 01 00 18 00 91···U7P G2·····
00f0 01 00 19 00 01 01 1a 00 01 01 13 00 06 74 83 c2 ····· ·····t··
0100 20 8a 92 12 00 04 00 00 01 13 1b 00 05 33 2e 34 ····· ·····3.4
No.: 116703 · Time: 12.901530 · Source: 172.18.98.11 · Destination: 255.255.255.255 · Protocol: UDP · Length: 312 · Info: 33880 → 10001 Len=270
Show packet bytes
Layout: Vertical (Stacked)
Close
Help
wireshark_Wi-Fi08VZV2.pcapng
Packets: 232697 · Displayed: 8442 (3.6%)
Profile: Default
27°C Partly sunny
Search
ENG IN
8:22 AM 10/25/2024


File Edit Options View Tools Extensions Window Help
Logical
Physical
Root
192.168.10.1
Server-PT
Server0
1941
Router0
2960-24
Switch0
PC-PT
PC0
Time: 00:00:03
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status
Source
Destination
Type
Color
Time(sec)
Periodic
Num
Edit
Delete

main.c

Share Run Output

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <arpa/inet.h>
#define PORT 5353
#define BUFFER_SIZE 512
#define DOMAIN "example.com"
#define IP_ADDRESS "93.184.216.34"

int main() {
    int sockfd;
    struct sockaddr_in server_addr, client_addr;
    socklen_t addr_len = sizeof(client_addr);
    char buffer[BUFFER_SIZE];

    if ((sockfd = socket(AF_INET, SOCK_DGRAM, 0)) < 0) {
        perror("Socket creation failed");
        exit(EXIT_FAILURE);
    }

    memset(&server_addr, 0, sizeof(server_addr));
    server_addr.sin_family = AF_INET;
    server_addr.sin_addr.s_addr = INADDR_ANY;
    server_addr.sin_port = htons(PORT);

    if (bind(sockfd, (const struct sockaddr *)&server_addr, sizeof(server_addr)) < 0) {
        perror("Bind failed");
        exit(EXIT_FAILURE);
    }
```

/tmp/CbxB7pyn3c.o

DNS Server is listening on port 5353

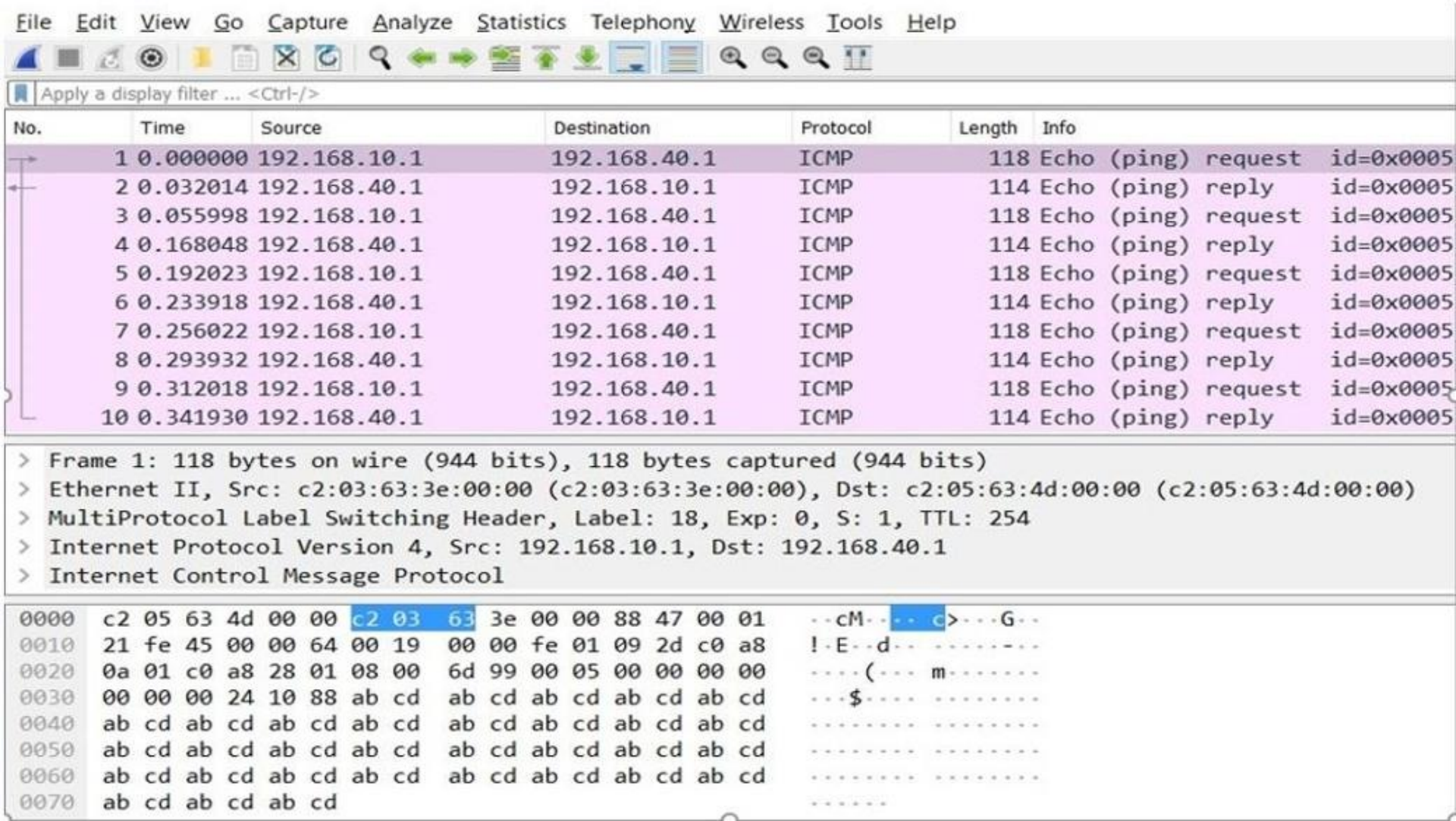
main.c

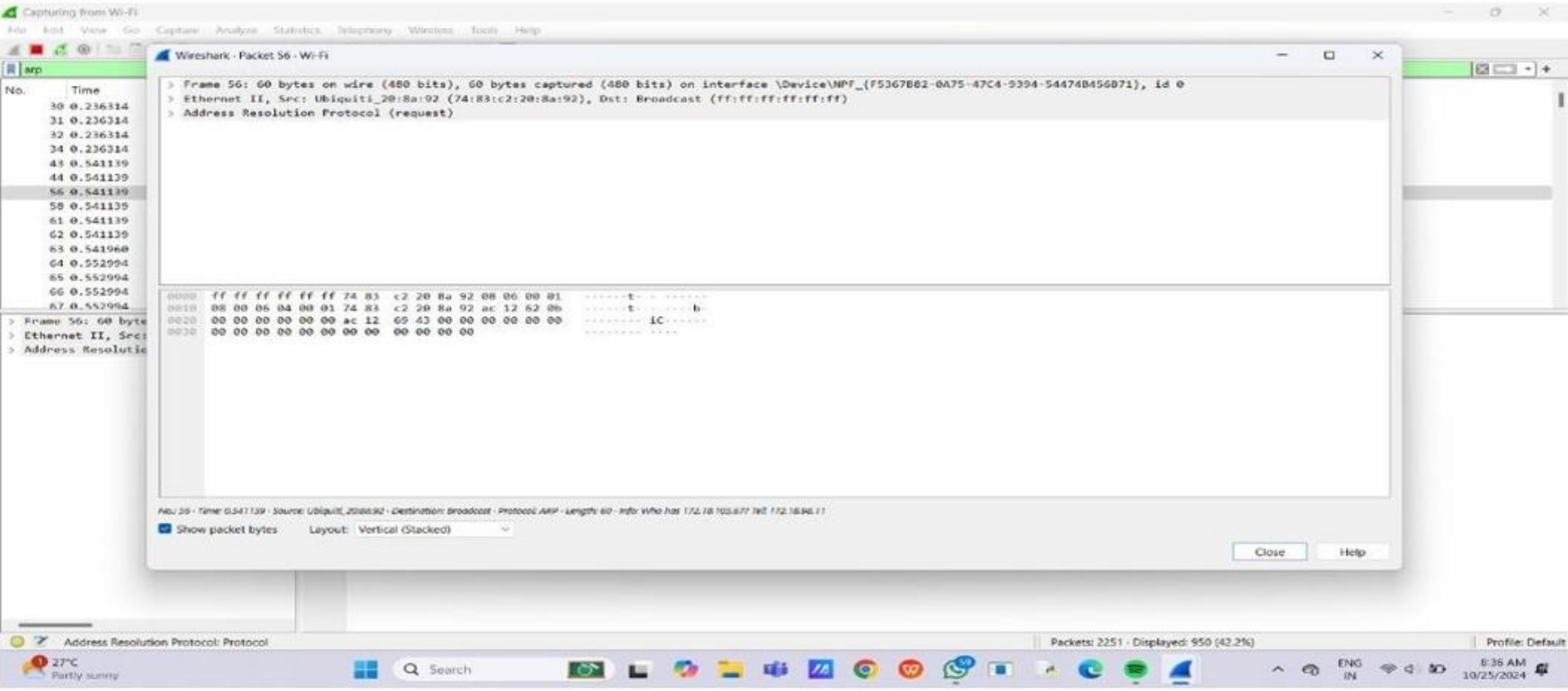
Share Run Output

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <arpa/inet.h>

#define SERVER_IP "127.0.0.1"
#define PORT 5353
#define DOMAIN "google.com"
#define BUFFER_SIZE 512

int main() {
    int sockfd;
    struct sockaddr_in server_addr;
    char buffer[BUFFER_SIZE];

    if ((sockfd = socket(AF_INET, SOCK_DGRAM, 0)) < 0) {
        perror("Socket creation failed");
        exit(EXIT_FAILURE);
    }

    memset(&server_addr, 0, sizeof(server_addr));
    server_addr.sin_family = AF_INET;
    server_addr.sin_port = htons(PORT);
    inet_pton(AF_INET, SERVER_IP, &server_addr.sin_addr);

    sendto(sockfd, DOMAIN, strlen(DOMAIN), 0, (struct sockaddr *)&server_addr, sizeof
        (server_addr));
    printf("Sent query for: %s\n", DOMAIN);
```

/tmp/LUGnNKirYI.o

Sent query for: google.com


File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
Apply a display filter ... <Ctrl-/>
No. Time Source Destination Protocol Length Info
1 0.000000 192.168.10.1 192.168.40.1 ICMP 118 Echo (ping) request id=0x0005
2 0.032014 192.168.40.1 192.168.10.1 ICMP 114 Echo (ping) reply id=0x0005
3 0.055998 192.168.10.1 192.168.40.1 ICMP 118 Echo (ping) request id=0x0005
4 0.168048 192.168.40.1 192.168.10.1 ICMP 114 Echo (ping) reply id=0x0005
5 0.192023 192.168.10.1 192.168.40.1 ICMP 118 Echo (ping) request id=0x0005
6 0.233918 192.168.40.1 192.168.10.1 ICMP 114 Echo (ping) reply id=0x0005
7 0.256022 192.168.10.1 192.168.40.1 ICMP 118 Echo (ping) request id=0x0005
8 0.293932 192.168.40.1 192.168.10.1 ICMP 114 Echo (ping) reply id=0x0005
9 0.312018 192.168.10.1 192.168.40.1 ICMP 118 Echo (ping) request id=0x0005
10 0.341930 192.168.40.1 192.168.10.1 ICMP 114 Echo (ping) reply id=0x0005
> Frame 1: 118 bytes on wire (944 bits), 118 bytes captured (944 bits)
> Ethernet II, Src: c2:03:63:3e:00:00 (c2:03:63:3e:00:00), Dst: c2:05:63:4d:00:00 (c2:05:63:4d:00:00)
> MultiProtocol Label Switching Header, Label: 18, Exp: 0, S: 1, TTL: 254
> Internet Protocol Version 4, Src: 192.168.10.1, Dst: 192.168.40.1
> Internet Control Message Protocol
0000 c2 05 63 4d 00 00 c2 03 63 3e 00 00 88 47 00 01
0010 21 fe 45 00 00 64 00 19 00 00 fe 01 09 2d c0 a8
0020 0a 01 c0 a8 28 01 08 00 6d 99 00 05 00 00 00 00
0030 00 00 00 24 10 88 ab cd ab cd ab cd ab cd ab cd
0040 ab cd ab cd ab cd ab cd ab cd ab cd ab cd ab cd
0050 ab cd ab cd ab cd ab cd ab cd ab cd ab cd ab cd
0060 ab cd ab cd ab cd ab cd ab cd ab cd ab cd ab cd
0070 ab cd ab cd ab cd


Capturing from Wi-Fi
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
arp
No. Time
30 0.236314
31 0.236314
32 0.236314
34 0.236314
43 0.541139
44 0.541139
56 0.541139
58 0.541139
61 0.541139
62 0.541139
63 0.541960
64 0.552994
65 0.552994
66 0.552994
67 0.552994
Frame 56: 60 byte
Ethernet II, Src:
Address Resolutio
Wireshark · Packet 56 · Wi-Fi
Frame 56: 60 bytes on wire (480 bits), 60 bytes captured (480 bits) on interface \Device\NPF_{F5367B82-0A75-47C4-9394-54474B456B71}, id 0
Ethernet II, Src: Ubiquiti_20:8a:92 (74:83:c2:20:8a:92), Dst: Broadcast (ff:ff:ff:ff:ff:ff)
Address Resolution Protocol (request)
0000 ff ff ff ff ff ff 74 83 c2 20 8a 92 08 06 00 01 ......t· · ......
0010 08 00 06 04 00 01 74 83 c2 20 8a 92 ac 12 62 0b ......t· · ....b
0020 00 00 00 00 00 00 ac 12 69 43 00 00 00 00 00 00 .... iC......
0030 00 00 00 00 00 00 00 00 00 00 00 00 ....
No.: 56 · Time: 0.541139 · Source: Ubiquiti_20:8a:92 · Destination: Broadcast · Protocol: ARP · Length: 60 · Info: Who has 172.18.103.67? Tell 172.18.98.11
Show packet bytes
Layout: Vertical (Stacked)
Close
Help
Address Resolution Protocol: Protocol
Packets: 2251 · Displayed: 950 (42.2%)
Profile: Default
27°C
Partly sunny
Search
ENG
IN
8:36 AM
10/25/2024

main.c

Share Run

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

#define FLAG_SEQUENCE "01111110"

// Function to perform bit stuffing
void bit_stuffing(const char *input, char *output) {
    int count = 0; // Count of consecutive '1's
    int j = 0; // Index for output array

    for (int i = 0; input[i] != '\0'; i++) {
        output[j++] = input[i]; // Copy the current bit to output

        // Count consecutive '1's
        if (input[i] == '1') {
            count++;
        } else {
            count = 0; // Reset count if '0' is found
        }

        // If we have five consecutive '1's, insert a '0'
        if (count == 5) {
            output[j++] = '0'; // Stuff a '0'
            count = 0; // Reset count after stuffing
        }
    }

    output[j] = '\0'; // Null-terminate the output string
}
```

Output

```
/tmp/qqvjxHih4o.o
Input Data: 11111011101111101011111
Stuffed Data: 111110011101111101010111110
Destuffed Data: 11111011101111101011111


=== Code Execution Successful ===
```

main.c

Share Run Output

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <arpa/inet.h>

#define PORT 8080
#define BUFFER_SIZE 1024

void send_file(FILE *fp, int sockfd) {
    char buffer[BUFFER_SIZE];

    while (fgets(buffer, BUFFER_SIZE, fp) != NULL) {
        if (send(sockfd, buffer, sizeof(buffer), 0) == -1) {
            perror("Error sending file");
            exit(1);
        }
        bzero(buffer, BUFFER_SIZE);
    }
}

int main() {
    int sockfd, new_sock;
    struct sockaddr_in server_addr, new_addr;
    socklen_t addr_size;

    sockfd = socket(AF_INET, SOCK_STREAM, 0);
    if (sockfd < 0) {
        perror("Socket creation failed");
        exit(EXIT_FAILURE);
    }
```

```
/tmp/5Ajtu6K1u9.o
Listening on port 8080...
```

main.c

Run

Output

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <arpa/inet.h>

#define PORT 8080
#define BUFFER_SIZE 1024

void receive_file(int sockfd) {
    char buffer[BUFFER_SIZE];
    FILE *fp = fopen("received_file.txt", "w");
    if (fp == NULL) {
        perror("File open failed");
        exit(1);
    }

    int n;
    while ((n = recv(sockfd, buffer, sizeof(buffer), 0)) > 0) {
        fwrite(buffer, sizeof(char), n, fp);
        bzero(buffer, BUFFER_SIZE);
    }

    fclose(fp);
}

int main() {
    int sockfd;
    struct sockaddr_in server_addr;
```

```
/tmp/gCEUBpOelg.o
Connection failed: Connection refused


=== Code Exited With Errors ===
```

main.c

Run

Output

```c
#include <stdio.h>
#include <string.h>

#define POLYNOMIAL 0x07

unsigned char compute_crc(const char *data) {
    unsigned char crc = 0; // Initial CRC value
    size_t len = strlen(data);

    for (size_t i = 0; i < len; i++) {
        crc ^= (data[i] & 0xFF);

        for (int j = 0; j < 8; j++) {
            if (crc & 0x80) {
                crc = (crc << 1) ^ POLYNOMIAL;
            } else {
                crc <<= 1;
            }
        }
    }
    return crc;
}

void simulate_error(char *data) {
    size_t len = strlen(data);
    if (len > 0) {
        data[0] = (data[0] ^ 0x01);
    }
}

int check_crc(const char *data, unsigned char crc) {
```

```
/tmp/DLJRSIVdaI.o
ERROR!
Original Data: Hello, World!
Computed CRC: 0x87
Data after error: Iello, World!
Error detected in data!


=== Code Execution Successful ===
```

main.c

Share Run

Output

```c
#include <arpa/inet.h> // inet_addr()
#include <netdb.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <strings.h> // bzero()
#include <sys/socket.h>
#include <unistd.h> // read(), write(), close()
#define MAX 80
#define PORT 8080
#define SA struct sockaddr
void func(int sockfd)
{
    char buff[MAX];
    int n;
    for (;;) {
        bzero(buff, sizeof(buff));
        printf("Enter the string : ");
        n = 0;
        while ((buff[n++] = getchar()) != '\n')
            ;
        write(sockfd, buff, sizeof(buff));
        bzero(buff, sizeof(buff));
        read(sockfd, buff, sizeof(buff));
        printf("From Server : %s", buff);
        if ((strncmp(buff, "exit", 4)) == 0) {
            printf("Client Exit...\n");
            break;
        }
    }
}
```

```
/tmp/vz0jF34p65.o
Socket successfully created..
connection with the server failed...


=== Code Execution Successful ===
```

main.c

Share Run

Output

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <arpa/inet.h>
#include <netinet/if_ether.h>
#include <sys/socket.h>
#include <unistd.h>

#define CACHE_SIZE 10

typedef struct {
    char ip[INET_ADDRSTRLEN];
    unsigned char mac[ETH_ALEN];
} arp_cache_entry;

arp_cache_entry arp_cache[CACHE_SIZE];

void add_to_cache(const char *ip, unsigned char *mac) {
    for (int i = 0; i < CACHE_SIZE; i++) {
        if (strlen(arp_cache[i].ip) == 0) {
            strcpy(arp_cache[i].ip, ip);
            memcpy(arp_cache[i].mac, mac, ETH_ALEN);
            break;
        }
    }
}

void print_cache() {
    for (int i = 0; i < CACHE_SIZE; i++) {
        if (strlen(arp_cache[i].ip) > 0) {
            printf("IP: %s, MAC: %02x:%02x:%02x:%02x:%02x:%02x\n",
```

```
/tmp/RSkDDAdk6e.o
IP: 192.168.1.1, MAC: 00:11:22:33:44


=== Code Execution Successful ===
```

main.c

Share Run

Output

```c
#include <stdio.h>
#include <stdlib.h>
#include <netdb.h>
#include <arpa/inet.h>

int main() {
    char *hostname = "www.example.com";
    struct hostent *host_info;
    struct in_addr **address_list;

    host_info = gethostbyname(hostname);

    if (host_info == NULL) {
        printf("Error: Could not resolve hostname.\n");
        return 1;
    }

    address_list = (struct in_addr **) host_info->h_addr_list;

    printf("IP Address: %s\n", inet_ntoa(*address_list[0]));

    return 0;
}
```

```
/tmp/TseKZkR01V.o
IP Address: 93.184.215.14


=== Code Execution Successful ===
```

main.c

Share | Run | Output

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <time.h>

#define PORT 8080
#define BUFFER_SIZE 256

int main() {
    int server_fd, new_socket;
    struct sockaddr_in address;
    int opt = 1;
    int addrlen = sizeof(address);
    char buffer[BUFFER_SIZE];

    if ((server_fd = socket(AF_UNIX, SOCK_STREAM, 0)) == 0) {
        perror("Socket failed");
        exit(EXIT_FAILURE);
    }

    if (setsockopt(server_fd, SOL_SOCKET, SO_REUSEADDR, &opt, sizeof(opt))) {
        perror("Setsockopt failed");
        exit(EXIT_FAILURE);
    }

    address.sin_family = AF_INET;
    address.sin_addr.s_addr = INADDR_ANY;  // Listen on all interfaces
    address.sin_port = htons(PORT);        // Convert port to network byte order
```

/tmp/BfAHbCHA0.o

```
Date and Time Server is listening on port 8080
```

main.c

Share | Run | Output

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <sys/socket.h>
#include <netinet/in.h>

#define PORT 8080
#define BUFFER_SIZE 256

int main() {
    int sock;
    struct sockaddr_in serv_addr;
    char buffer[BUFFER_SIZE] = {0};

    if ((sock = socket(AF_INET, SOCK_STREAM, 0)) < 0) {
        perror("Socket creation error");
        return -1;
    }

    serv_addr.sin_family = AF_INET;
    serv_addr.sin_port = htons(PORT); // Convert port to network byte order
    serv_addr.sin_addr.s_addr = INADDR_ANY; // For simplicity, use any address

    if (connect(sock, (struct sockaddr *)&serv_addr, sizeof(serv_addr)) < 0) {
        perror("Connection failed");
        return -1;
    }

    int valread = read(sock, buffer, BUFFER_SIZE);
    if (valread < 0) {
```

/tmp/nQDo08Tvf9.o

```
Connection failed: Connection refused


=== Code Exited With Errors ===
```

main.c

Run

Output

```c
#include <stdio.h>
#include <netdb.h>
#include <netinet/in.h>
#include <stdlib.h>
#include <string.h>
#include <sys/socket.h>
#include <sys/types.h>
#include <unistd.h> // read(), write(), close()
#define MAX 80
#define PORT 8080
#define SA struct sockaddr

// Function designed for chat between client and server.
void func(int connfd)
{
    char buff[MAX];
    int n;
    // infinite loop for chat
    for (;;) {
        bzero(buff, MAX);

        // read the message from client and copy it in buffer
        read(connfd, buff, sizeof(buff));
        // print buffer which contains the client contents
        printf("From client: %s\t To client : ", buff);
        bzero(buff, MAX);
        n = 0;
        // copy server message in the buffer
        while ((buff[n++] = getchar()) != '\n')
            ;
```

```
/tmp/6AiKiAlSYY.o
Socket successfully created..
Socket successfully binded..
Server listening..
```

main.c

Run

Output

```c
#include <arpa/inet.h> // inet_addr()
#include <netdb.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <strings.h> // bzero()
#include <sys/socket.h>
#include <unistd.h> // read(), write(), close()
#define MAX 80
#define PORT 8080
#define SA struct sockaddr
void func(int sockfd)
{
    char buff[MAX];
    int n;
    for (;;) {
        bzero(buff, sizeof(buff));
        printf("Enter the string : ");
        n = 0;
        while ((buff[n++] = getchar()) != '\n')
            ;
        write(sockfd, buff, sizeof(buff));
        bzero(buff, sizeof(buff));
        read(sockfd, buff, sizeof(buff));
        printf("From Server : %s", buff);
        if ((strncmp(buff, "exit", 4)) == 0) {
            printf("Client Exit...\n");
            break;
        }
    }
}
```

```
/tmp/Q4roFsmJ6.o
Socket successfully created..
connection with the server failed...


=== Code Execution Successful ===
```