

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <arpa/inet.h>
#include <sys/socket.h>
#include <netinet/if_ether.h>
#include <netinet/ip.h>
#include <netinet/in.h>
#include <netinet/ip_icmp.h>
#include <net/if.h>
#include <unistd.h>

int main() {
    int rawSocket = socket(AF_PACKET, SOCK_RAW, htons(ETH_P_ALL));

    struct sockaddr_ll sll;
    sll.sll_family = AF_PACKET;
    sll.sll_protocol = htons(ETH_P_ALL);
    sll.sll_ifindex = if_nametoindex("eth0");
    bind(rawSocket, (struct sockaddr*)&sll, sizeof(sll));

    char buffer[ETH_FRAME_LEN];
    struct ethhdr* ethHeader = (struct ethhdr*)buffer;
    struct arphdr* arphdr = (struct arphdr*)(buffer + sizeof(struct ethhdr));

    // Populate the ARP request packet headers
    // ...

    // Send the ARP packet
    sendto(rawSocket, buffer, sizeof(struct ethhdr) + sizeof(struct arphdr), 0, (struct
sockaddr*)&sll, sizeof(sll));

    close(rawSocket);
    return 0;
}

```