CSN-503 | ACN Project PACKET HEADER ANALYSIS

Group 3

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SN	Name	Enrollment No	Brief Contribution	Page
1	Dayanand Raut	20535010	Analysis of ipv4, design of data	5,6,10
			structure to store fields of	, 24,
			packet, extracting mac	25
			addresses of source and	
			destination, code cleanup	
2	Swapnil Naik	20535029	Carray file parsing, protocol	11,13,
			parsing and analysis of	14,15,
			protocols used in each layer.	20,22,
				23
3	Sagar Gaur	20535023	Extracting source and	4,6,7,
			destination ports and IP	17,18,
			addresses, Analysis of ipv6 and	19
			ARP packet. Contribution in	
			report.	
4	Atul Sharma	20535007	Extracting the Ethertype field ,	10,16,
			discarding the packets other	21
			than ipv4, ipv6 and ARP	
			packets , debugging of code	
5	Mithlesh Kumar Yadav	20535016	Extracting port number	16,19,
			,checking of packet whether it	23
			is ARP,IPV4,IPV6 or not ,code	
			optimization and debugging	
			contribution in ppt and report,	
6	Sajal Chourasiya	20535024	Extracting the application layer	13,18,
			protocol using port number,	23
			worked on application layer	
			part of print summary. Worked	
			on presentation.	
7	Gaurish Mishra	20535013	Printing the summary , Testing	11
			the code , Refining report	

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Problem Statement

Given a file containing some packets captured (in C array format). Analyze the packets and determine all the fields in the packet header like source/destination MAC, IP addresses, port numbers, and different protocols used in different layers, etc. The application should take the c array format as input and display all the parameters as an output. It should also display which are the most used protocols in different layers.

Description

Using Wireshark for generating the packets and exporting captured packets in C array format.

Wireshark: Wireshark is a network packet analyzer which presents captured packet data in as much detail as possible. It is an open-source software for analyzing the packets.

It can capture traffic from many different network media types, including Ethernet, Wireless LAN, Bluetooth, USB, and more. It can save captured packets in many formats including pcapng, libpcap and many more.

Wireshark provides a variety of options for exporting packet data. The formats available for exporting are plain text, C arrays, CSV, PSML, PDML, JSON.

Analysis and Discussion

Analysis of C array packet

```
/* Frame (157 bytes) */
static const unsigned char pkt1[157] = {
0x33, 0x33, 0x00, 0x01, 0x00, 0x02, 0xa8, 0xa7, /* 33..... */
0x95, 0x56, 0xf7, 0x91, 0x86, 0xdd, 0x60, 0x02, /* .V........ */
0x8c, 0xd2, 0x00, 0x67, 0x11, 0x01, 0xfe, 0x80, /* \dots g \dots */
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x88, 0xdb, /* ...... */
0x0e, 0x66, 0x3d, 0xef, 0x51, 0x90, 0xff, 0x02, /* .f=.Q... */
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, /* ...... */
0x00, 0x00, 0x00, 0x01, 0x00, 0x02, 0x02, 0x22, /* ......
0x02, 0x23, 0x00, 0x67, 0xc9, 0x50, 0x01, 0x86, /* .#.g.P.. */
0x1a, 0x00, 0x00, 0x08, 0x00, 0x02, 0x00, 0x00, /* ...... */
0x00, 0x01, 0x00, 0x0e, 0x00, 0x01, 0x00, 0x01, /* ...... */
0x26, 0xdd, 0x0e, 0x1b, 0xfc, 0x3f, 0xdb, 0x5a, /* &....?.Z */
0x30, 0xb0, 0x00, 0x03, 0x00, 0x0c, 0x11, 0xa8, /* 0...... */
0xa7, 0x95, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, /* ...... */
0x00, 0x00, 0x00, 0x27, 0x00, 0x11, 0x00, 0x0f, /* ...'... */
0x44, 0x45, 0x53, 0x4b, 0x54, 0x4f, 0x50, 0x2d, /* DESKTOP- */
0x43, 0x43, 0x31, 0x51, 0x37, 0x45, 0x34, 0x00, /* CC1Q7E4. */
0x10, 0x00, 0x0e, 0x00, 0x00, 0x01, 0x37, 0x00, /* .....7. */
0x08, 0x4d, 0x53, 0x46, 0x54, 0x20, 0x35, 0x2e, /* .MSFT 5. */
0x30, 0x00, 0x06, 0x00, 0x08, 0x00, 0x11, 0x00, /* 0...... */
0x17, 0x00, 0x18, 0x00, 0x27
};
/* Frame (54 bytes) */
static const unsigned char pkt2[54] = {
0x01, 0x00, 0x5e, 0x00, 0x00, 0x16, 0xb4, 0xc4, /* ..^.... */
0xfc, 0xd4, 0x85, 0x04, 0x08, 0x00, 0x46, 0xc0, /* ......F. */
0x00, 0x28, 0x00, 0x00, 0x40, 0x00, 0x01, 0x02, /* .(..@... */
0x18, 0x50, 0xc0, 0xa8, 0x2b, 0x01, 0xe0, 0x00, /* .P..+... */
0x00, 0x16, 0x94, 0x04, 0x00, 0x00, 0x22, 0x00, /* ......". */
0xf9, 0x02, 0x00, 0x00, 0x00, 0x01, 0x04, 0x00, /* ...... */
                                                 /* ..... */
0x00, 0x00, 0xe0, 0x00, 0x00, 0xfb
};
```

Fig. 1

C array file contains the packet in different arrays. Like as shown in figure 1 packets are captures and stored in character array.

Analysis of the fields of ipv4 based on the hexacode from captured frame.

Field Name	Byte position
Ethernet	
Destination mac	0-5
Source mac	6-11
Туре	12-13
IP	
Version	14 th first nibble

Header length	(14 th second nibble) * 4
Source address	26-29
Destination address	30-33
Flags	20
Fragment Offset	20-21
TTL	22
Protocol	23
Total Length	16-17
UDP / TCP	
Source port	34-35
Destination port	36-37
Length	38-39

In case of IPv6 in IP byte positions described below:

Version: 14th byte first nibble

Priority: 14th byte second nibble and 15th byte first nibble

Flow label: 15th byte second nibble and 16-17

Payload length: 18-19

Next header: 20 Hop limit: 21

Source address: 22-37
Destination address: 38-53

TCP/UDP

Source port: 54-55 Destination port: 56-57

Length: 58-59

ARP Packet

ARP packet is of 42 bytes total. ARP protocol is identified by **type field** (12-13th byte position) of packet. Type field value for ARP protocol is 0806.

Analyzing the fields based on the hexacode from captured packet with byte position

Field: byte position

Destination MAC: 0-5 Source MAC: 6-11

Type: 12-13

Hardware type: 14-15 Protocol type: 16-17 Hardware size: 18 Protocol size: 19 Opcode: 20-21

Sender IP address: 28-31 Destination IP address: 38-41

ARP packet does not contain source and destination ports. So, in the code source port and destination port fields are stored -1

Conclusion

As a part of this project, packets were captured using Wireshark and exported to c array file. The file was parsed in c++ and various fields were analyzed from each packet. The results of analysis were displayed. Finally, the overall summary was prepared to show the different protocols used in different layers and most commonly used protocols were identified.

After analyzing various packets, we found that at various layers following protocols were most frequently used:

Application Layer: https

Transport Layer : TCP

Network Layer : IPv4

Data Link Layer : Ethernet

References

https://www.iana.org/assignments/protocol-numbers/protocol-numbers.xml

https://en.wikipedia.org/wiki/Transport_layer

https://en.wikipedia.org/wiki/Network_layer

https://blog.packet-foo.com/2015/01/determining-network-protocols/

https://www.howtogeek.com/104278/how-to-use-wireshark-to-capture-filter-and-inspect-

packets/

Source Code

packet_analyser.cpp

```
#include<bits/stdc++.h>
using namespace std;
map<string> aplProtocolType; // to store application protocols
map<string, string> protocolType; // stores TYPE OF PROTOCOL - (hex, name of protocol)
Data structure to hold the values of different fields of packet.
*/
class Packet{
public:
  string srcIPAddress;
  string destIPAddress;
  string srcMacAddress;
  string destMacAddress;
  int srcPort;
  int destPort;
  string protocol;
  string ethType;
  string aplProtocol;
  void printPacket(int counter){
cout<<counter<<"\t"<<pre>rotocol<<"\t"<<srcIPAddress<<"\t"<<destIPAddress<<"\t"<<srcMacAd</pre>
dress<<"\t"<<destMacAddress<<"\t"<<srcPort<<"\t"<<destPort<<"\t"<<ethType<<"\t"<<apIPro
tocol<<endl;
  }
};
function to print the packets from the list of packet object.
*/
void printPackets(vector<Packet> packets){
  cout<<"Printing packets"<<endl;</pre>
cout<<"Packet"<<"\t"<<"Protocol"<<"\t"<<"srcIPAddress"<<"\t"<<"destIPAddress"<<"\t"<<"src
MacAddress"<<"\t"<<"destPort"<<"\t"<<"destPort"<<"\t"<<"ethType
"<<"\t"<< aplProtocol" << endl;
```

```
-----"<<endl;
  for(int i=0; i<packets.size(); i++){</pre>
    packets[i].printPacket(i+1);
 }
}
function to generate the summary of protocols used in different layer.
void printSummary(vector<Packet> packets) {
  cout<<"-----"<<endl;
  map<string, int> nwproto;
  map<string, int> transproto;
  map<string, int> aplproto;
  vector<string> nwprotolist = {"ICMP","IGMP","DDP","IPv6-Frag","IPv6-Route","IPv6-
ICMP","IPv6-NoNxt","EGP","EIGRP","IPX-in-IP","OSPF","PIM"};
  for(int i=0; i<packets.size(); i++){</pre>
    if(find(nwprotolist.begin(), nwprotolist.end(), packets[i].protocol) != nwprotolist.end()) {
      if(nwproto.count(packets[i].protocol))
        nwproto[packets[i].protocol]++;
      else
        nwproto[packets[i].protocol] = 1;
    }
    else {
      if(nwproto.count(packets[i].ethType))
        nwproto[packets[i].ethType]++;
        nwproto[packets[i].ethType] = 1;
    }
  }
  map<string, int>::iterator itr;
  string mostUsednwProtocol = "";
  int nwmax = 0;
  cout<<"Protocols used in network layer: "<<endl;
  for(itr= nwproto.begin(); itr!=nwproto.end(); itr++) {
    cout<<itr->first<<" "<<itr->second<<endl;
    if(nwmax < itr->second) {
      mostUsednwProtocol = itr->first;
```

```
nwmax = itr->second;
   }
  }
  cout<<"Most used protocol on network layer: "<<mostUsednwProtocol<<endl;
  cout<<"-----"<<endl:
  //----- transport layer part
  vector<string> transprotocolList =
{"TCP","UDP","DCCP","FC","IL","RDP","SCTP","TCP","UDP","UDPLite"};
  for(int i=0; i<packets.size(); i++){</pre>
    if(find(transprotocolList.begin(), transprotocolList.end(), packets[i].protocol) !=
transprotocolList.end()) {
      // it means it is some transport layer protocol
      if(transproto.count(packets[i].protocol))
        transproto[packets[i].protocol]++;
        transproto[packets[i].protocol] = 1;
    }
    else {
      if(transproto.count("OTHER")) {
        transproto["OTHER"]++;
      }
      else
        transproto["OTHER"] = 1;
    }
  }
  string mostUsedtransProtocol = "";
  int transmax = 0;
  cout<<"Protocols used in Transport layer: "<<endl;
  for(itr= transproto.begin(); itr!=transproto.end(); itr++) {
    cout<<itr->first<<" "<<itr->second<<endl;
    if(transmax < itr->second && itr->first.compare("OTHER") != 0) {
      mostUsedtransProtocol = itr->first;
      transmax = itr->second;
    }
  }
  cout<<"Most used protocol on Transport layer: "<<mostUsedtransProtocol<<endl;
  cout<<"-----"<<endl:
```

```
//---- application layer part
  for(int i=0; i<packets.size(); i++){</pre>
    if(aplproto.count(packets[i].aplProtocol)) {
      aplproto[packets[i].aplProtocol]++;
    }
    else {
      aplproto[packets[i].aplProtocol] = 1;
    }
  }
  string mostUsedaplProtocol = "";
  int aplmax = 0;
  cout<<"Protocols used in Application layer: "<<endl;</pre>
  for(itr= aplproto.begin(); itr!=aplproto.end(); itr++) {
    cout<<itr->first<<" "<<itr->second<<endl;
    if(aplmax < itr->second && itr->first.compare("OTHER") != 0 && itr->first.compare("NONE")
!= 0) {
      mostUsedaplProtocol = itr->first;
      aplmax = itr->second;
    }
  }
  cout<<"Most used protocol on Application layer: "<<mostUsedaplProtocol<<endl;
  cout<<"-----"<<endl;
}
function to read a c array file and returns it in string format
*/
string readcFile(string name) {
  string line;
  string result = "";
  ifstream myfile (name);
  if (myfile.is_open()) {
    while (getline(myfile,line))
     result += line;
    myfile.close();
   }
  else
     cout<<"Unable to open file";
```

```
return result;
}
/**
function to read protocols from given file with list of all protocols
format is of the form - HEX NUM NAME
*/
void readprotocolFile() {
   string line;
   string result = "";
  ifstream myfile ("listofprotocol.txt");
  if (myfile.is open()) {
    while (getline(myfile,line)) {
       string temp;
       int i=0;
       string hex = "";
       while(line[i] != ' ' && i<line.length()) {
         hex += string(1,line[i]);
         i++;
       }
       i++;
       string num;
       while(line[i] != ' ' && i<line.length()) {
         num += string(1,line[i]);
         i++;
       }
       i++;
       string protocol;
       while(line[i] != ' ' && i<line.length()) {
         protocol += string(1,line[i]);
         i++;
       transform(hex.begin(), hex.end(), hex.begin(), ::tolower);
       protocolType[hex] = protocol;
    }
    myfile.close();
   }
   else
     cout<<"Unable to open file";
}
```

```
function to split packet based on,
vector<string> splitData(string packet) {
  int n = packet.length();
  vector<string> result;
  string temp;
  for(int i=0; i<n; i++) {
    if(packet[i]!=',')
      temp += string(1,packet[i]);
    else {
      result.push_back(temp);
      temp = "";
    }
  }
  if(temp!="" | | temp!= " ")
    result.push back(temp);
  return result;
}
function to get mac addresses
*/
void getSourceDestMac(vector<string> fields, Packet *pkt){
  int MACsourceAddressStartIndex = 6, MACdestAddressStartIndex = 0;
  string sourceMAC =
fields[MACsourceAddressStartIndex]+fields[MACsourceAddressStartIndex+1]+fields[MACsourc
eAddressStartIndex+2]+fields[MACsourceAddressStartIndex+3]+fields[MACsourceAddressStartIndex+3]
ndex+4]+fields[MACsourceAddressStartIndex+5];
  string destMAC =
fields[MACdestAddressStartIndex]+fields[MACdestAddressStartIndex+1]+fields[MACdestAddres
sStartIndex+2]+fields[MACdestAddressStartIndex+3]+fields[MACdestAddressStartIndex+4]+fiel
ds[MACdestAddressStartIndex+5];
  string sourcefinal = sourceMAC.substr(2, 2)+":"+sourceMAC.substr(6,
2)+":"+sourceMAC.substr(10, 2)+":"+sourceMAC.substr(14, 2)+":"+sourceMAC.substr(18,
2)+":"+sourceMAC.substr(22, 2);
  string destfinal = destMAC.substr(2, 2)+":"+destMAC.substr(6, 2)+":"+destMAC.substr(10,
2)+":"+destMAC.substr(14, 2)+":"+destMAC.substr(18, 2)+":"+destMAC.substr(22, 2);;
  pkt->srcMacAddress = sourcefinal;
```

```
pkt->destMacAddress = destfinal;
}
/**
function to check whether the packet is ARP
*/
int checkARP(vector<string> fields, Packet *pkt){
  string str1 = fields[12]+fields[13]; // checking ARP on basis of 13th and 14th byte.
  string check = str1.substr(2,2) + str1.substr(6, 2);
  string compare1 = "0806";
  string compare2 = "0800";
  string compare3 = "86dd";
  if((check.compare(compare1)) == 0)
    return (1);
  else if((check.compare(compare2)) == 0)
   return (2);
  else if((check.compare(compare3)) == 0)
   return (3);
  else
    return (4);
}
function to get various fields from ARP packet
*/
void ARPdetails(vector<string> fields, Packet *pkt){
  int sourceAddressStartIndex = 28, destAddressStartIndex = 38;
  string src = to string(stoi(fields[sourceAddressStartIndex], 0,
16))+"."+to string(stoi(fields[sourceAddressStartIndex+1], 0,
16))+"."+to_string(stoi(fields[sourceAddressStartIndex+2], 0,
16))+"."+to string(stoi(fields[sourceAddressStartIndex+3], 0, 16));
  string des = to string(stoi(fields[destAddressStartIndex], 0,
16))+"."+to string(stoi(fields[destAddressStartIndex+1], 0,
16))+"."+to string(stoi(fields[destAddressStartIndex+2], 0,
16))+"."+to string(stoi(fields[destAddressStartIndex+3], 0, 16));
  pkt->srcIPAddress = src;
  pkt->destIPAddress = des;
  pkt->srcPort = -1;
  pkt->destPort = -1;
```

```
pkt->protocol = "ARP";
}
function to get SOURCE and DESTINATION ip addresses based on HEX value
void getSourceDest(vector<string> fields, Packet *pkt) {
  int n = 14, version;
  string str = fields[n];
  string str2= str.substr(2,1); // for extracting IP version
  version = stoi(str2, 0, 10);
  if(version == 4){}
  int sourceAddressStartIndex = 26, destAddressStartIndex = 30;
  string src = to string(stoi(fields[sourceAddressStartIndex], 0,
16))+"."+to string(stoi(fields[sourceAddressStartIndex+1], 0,
16))+"."+to string(stoi(fields[sourceAddressStartIndex+2], 0,
16))+"."+to string(stoi(fields[sourceAddressStartIndex+3], 0, 16));
  string des = to string(stoi(fields[destAddressStartIndex], 0,
16))+"."+to string(stoi(fields[destAddressStartIndex+1], 0,
16))+"."+to string(stoi(fields[destAddressStartIndex+2], 0,
16))+"."+to string(stoi(fields[destAddressStartIndex+3], 0, 16));
  pkt->srcIPAddress = src;
  pkt->destIPAddress = des;
  }
  else{
    // for IPv6 address.
  int sourceAddressStartIndex = 22,i, destAddressStartIndex = 38;
  string
strsource1,strsource2,strsource11,strdest1,strdest2,strdest11,sourcefinal="",destfinal="",comp
arestring="ff";
  strsource1 = fields[sourceAddressStartIndex];
  strsource2 = fields[sourceAddressStartIndex+1];
  strsource11 = strsource1.substr(2, 2)+strsource2.substr(2, 2);
  sourcefinal = sourcefinal+strsource11;
  strdest1 = fields[destAddressStartIndex];
  strdest2 = fields[destAddressStartIndex+1];
  strdest11 = strdest1.substr(2, 2)+strdest2.substr(2, 2);
  destfinal = destfinal+strdest11;
```

```
for(i=2;i<=14;i=i+2)
  strsource1 = fields[sourceAddressStartIndex+i];
  strsource2 = fields[sourceAddressStartIndex+(i+1)];
  strsource11 = strsource1.substr(2, 2)+strsource2.substr(2, 2);
  sourcefinal=sourcefinal+":"+strsource11;
  strdest1 = fields[destAddressStartIndex+i];
  strdest2 = fields[destAddressStartIndex+(i+1)];
  strdest11 = strdest1.substr(2, 2)+strdest2.substr(2, 2);
  destfinal=destfinal+":"+strdest11;
  strsource1="", strsource11 ="";
  strdest1="" ,strdest11="";
  pkt->srcIPAddress = sourcefinal;
  pkt->destIPAddress = destfinal;
  }
}
function to identify application layer protocol based on port number
*/
void getApplicationLayerProtocol(int sourceportnum, int destportnum, Packet *pkt) {
  string sport = to string(sourceportnum);
  string dport = to string(destportnum);
  if(aplProtocolType.count(sport) || aplProtocolType.count(dport)) {
    if(apIProtocolType.count(sport)) {
      pkt->aplProtocol = aplProtocolType[sport];
    }
    else {
      pkt->aplProtocol = aplProtocolType[dport];
    }
  }
  else{
    pkt->aplProtocol = "OTHER";
}
```

```
function to get source and destination ports
void getPorts(vector<string> fields, Packet *pkt){
  int n = 14,m; // used for storing location of header version and header length
  int version, headerlength, source portnumber, dest portnumber;
  string sourceport="",destport="";
  string str = fields[n];
  string str2= str.substr(2,1); // for extracting IP version
  string str3= str.substr(3,1);
  version = stoi(str2, 0, 10);
  headerlength = stoi(str3, 0, 10);
  if(version == 4)
    headerlength*=4;
    m= n+headerlength; // for storing source port index.
    sourceport+= fields[m]+ fields[m+1];
    sourceport = sourceport.substr(2,2) + sourceport.substr(6,2);
    sourceportnumber = stoi(sourceport, 0, 16);
    destport+=fields[m+2] + fields[m+3];
    destport = destport.substr(2,2) + destport.substr(6,2);
    destportnumber = stoi(destport, 0, 16);
    pkt->srcPort = sourceportnumber;
    pkt->destPort = destportnumber;
    getApplicationLayerProtocol(sourceportnumber,destportnumber,pkt);
    sourceport=""; destport="";
  }
  else
    m = n + 40;
    sourceport+= fields[m]+ fields[m+1];
    sourceport = sourceport.substr(2,2) + sourceport.substr(6,2);
    sourceportnumber = stoi(sourceport, 0, 16);
    destport+=fields[m+2] + fields[m+3];
    destport = destport.substr(2,2) + destport.substr(6,2);
    destportnumber = stoi(destport, 0, 16);
    pkt->srcPort = sourceportnumber;
    pkt->destPort = destportnumber;
    getApplicationLayerProtocol(sourceportnumber,destportnumber,pkt);
    sourceport=""; destport="";
  }
}
```

```
/**
function to get NAME OF THE PROTOCOL based on HEX value
void getProtocol(vector<string> fields, Packet* pkt) {
  int location = 23;
  string protocol = "";
  if(protocolType.count(fields[location])){
    protocol = protocolType[fields[location]];
  }
  else{
    protocol = "Unassigned/Experimental";
  }
  pkt->protocol = protocol;
}
/* get SIZE of the packet in bytes */
void getPacketSize(vector<string> fields) {
  cout<<"Packet Size: "<<fields.size()<<" bytes"<<endl;</pre>
}
Main function to analyse fields values
*/
void analysefields(vector<string> fields, int packetCount, Packet *pkt, int *print) {
  int check; // for checking ARP packet.
  /* Implement functions here */
  check = checkARP(fields, pkt);
  *print=1;
  if(check == 1)
    pkt->ethType = "ARP";
    pkt->aplProtocol = "NONE";
    getSourceDestMac(fields, pkt);
    ARPdetails(fields, pkt);
  }
  else if(check == 2){
```

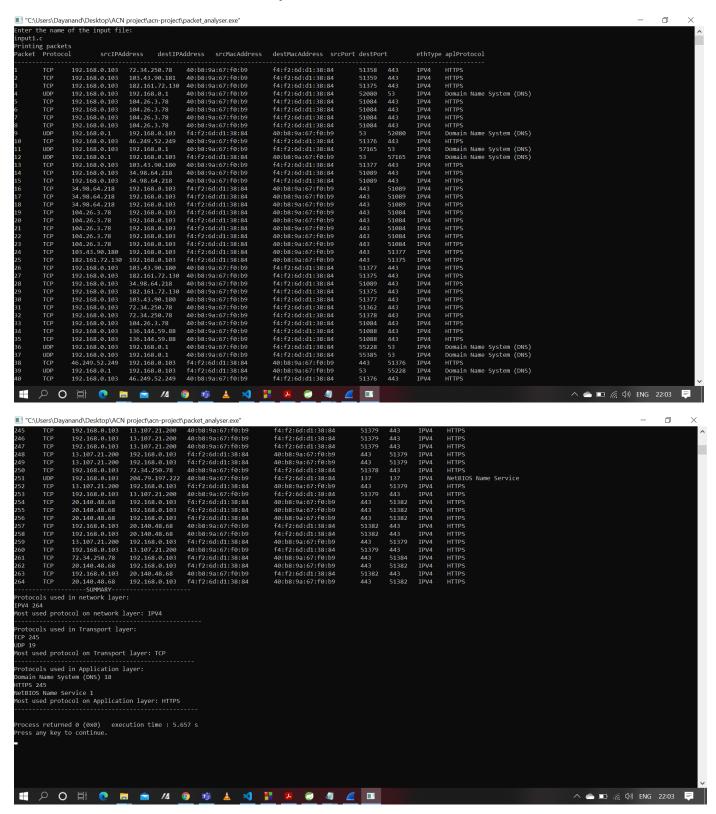
```
pkt->ethType = "IPV4";
    getSourceDestMac(fields, pkt);
    getSourceDest(fields, pkt);
    getProtocol(fields, pkt);
    getPorts(fields, pkt);
  }
  else if(check == 3){
    pkt->ethType = "IPV6";
    getSourceDestMac(fields, pkt);
    getSourceDest(fields, pkt);
    // ipv6 has different offset
    int location = 20;
    string protocol = "";
  if(protocolType.count(fields[location])){
    protocol = protocolType[fields[location]];
  }
  else{
    protocol = "Unassigned/Experimental";
  }
  pkt->protocol = protocol;
  getPorts(fields, pkt);
  }
  else
    pkt->ethType = "OTHER";
    getPacketSize(fields);
    *print=0;
  }
function to divide c array data into packets
*/
void getPackets(string data) {
  vector<Packet> packets;
  int packetCount = 0;
  string packet = "";
```

}

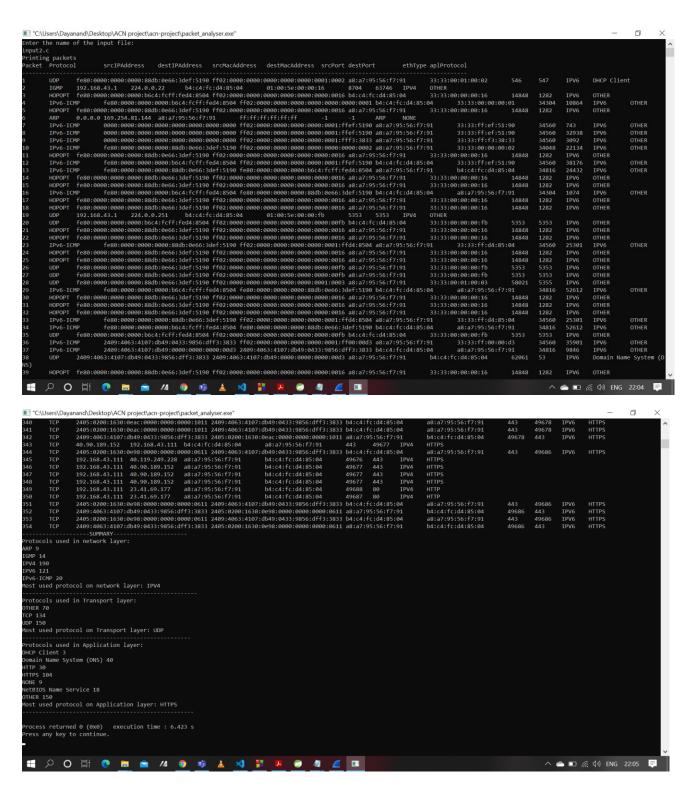
```
bool ignorePacket = false;
for(int i=0; i<data.length(); i++) {</pre>
  char curr = data[i];
  if(i+11<data.length() && data.substr(i,11).compare("Reassembled")==0) {
    ignorePacket = true;
  }
  if(curr=='{') {
    if(!ignorePacket)
       packetCount++;
    char next = '{';
    while(next != '}') {
       i++;
       next = data[i];
       if(next != ' ') {
         // remove comment from c array file
         if(data[i] == '/' && data[i+1]=='*') {
           i+=2;
           int valid = 1;
           while(valid) {
              i++;
              if(data[i] == '*' && data[i+1] == '/')
                valid = 0;
           }
           i++;
         }
         else if(next != '}' && next != ' ' && data[i] != '\n' && data[i] != '\r')
            packet += next;
       }
    }
    vector<string> fields = splitData(packet); // split data based on ,
    packet = "";
    if(!ignorePacket) {
       // analyse each packet
       Packet pkt;
       int print; // print is 1 when ethertype is ipv4,ipv6 or arp otherwise 0
       analysefields(fields,packetCount,&pkt, &print);
       if(print==1)
         packets.push_back(pkt);
       else
```

```
packetCount--;
      }
       else
         ignorePacket = false;
    }
  }
  printPackets(packets);
  printSummary(packets);
}
void readApplicationLayerProtocolList() {
  string line;
  ifstream myfile("service-names-port-numbers.txt");
  if(myfile.is_open()) {
    while(getline(myfile, line)) {
      vector<string> result = splitData(line);
       aplProtocolType[result[0]] = result[1];
    }
    myfile.close();
  }
  else
    cout<<"unable to open file"<<endl;
}
int main () {
  cout<<"Enter the name of the input file: "<<endl;
  string temp;
  cin>>temp;
  readprotocolFile(); // read a list of protocol hex and their name
  readApplicationLayerProtocolList();
  string data = readcFile(temp); // read c array file
  getPackets(data); // divide data into packets
  return 0;
}
```

Output Screenshots



Output for input1.c



Output for input2.c