

sendto(MinecraftData, ('93.23.16.5', 4444))

Minecraft (Application) Layer

Local App Port: 8888 Remote App Port: 4444

Local App Port: 4444 Remote App Port: 8888

Socket



IP: 93.23.16.5

sock(AF_INET, SOCK_DGRAM)
while True: # Gaming Phase
sendto(MinecraftData, (service))
recvfrom()

Ethernet

IP Network

Ethernet

IP: 93.23.16.6

```
sock(AF_INET, SOCK_DGRAM)
bind(('0.0.0.0', 44444))
while True: # Gaming Phase

        recvfrom()
         sendto(MinecraftData, ('93.23.16.6', 8888))
```

Application Layer Transport Layer IP Layer Data Link Layer Physical Layer