**Assignment No.7(B)**

// TCP PACKET

#include <iostream>

#include <crafter.h>

/\* Collapse namespaces \*/

using namespace std;

using namespace Crafter;

int main() {

/\* Set the interface \*/

string iface = "eth0";

/\* Get the IP address associated to the interface \*/

string MyIP = GetMyIP(iface);

cout << "[@] My IP address is : " << MyIP << endl;

/\* Create an IP header \*/

IP ip\_header;

/\* Set the Source and Destination IP address \*/

ip\_header.SetSourceIP(MyIP);

ip\_header.SetDestinationIP("www.google.com");

/\* Create an TCP - SYN header \*/

TCP tcp\_header;

tcp\_header.SetSrcPort(11);

tcp\_header.SetDstPort(80);

tcp\_header.SetSeqNumber(RNG32());

tcp\_header.SetFlags(TCP::SYN);

/\* A raw layer, this could be any array of bytes or chars \*/

RawLayer payload("ArbitraryPayload");

/\* Create a packets \*/

Packet tcp\_packet = ip\_header / tcp\_header / payload;

cout << endl << "[@] Print before sending: " << endl;

tcp\_packet.Print();

/\* Write the packet on the wire \*/

tcp\_packet.Send();

cout << endl << "[@] Print after sending: " << endl;

tcp\_packet.Print();

return 0;

}