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//////////  
// IP parser code:  
  
header_type ipv4_base_t {  
    fields {  
        bit<4> version;  
        bit<4> ihl;  
        bit<8> diffserv;  
        bit<16> totalLen;  
        bit<16> identification;  
        bit<3> flags;  
        bit<13> fragOffset;  
        bit<8> ttl;  
        bit<8> protocol;  
        bit<16> hdrChecksum;  
        bit<32> srcAddr;  
        bit<32> dstAddr;  
    }  
}  
  
#define OPTION_A_TYPE 0xAA  
header_type ipv4_option_A {  
    fields {  
        // Boilerplate  
        bit<8> type;  
        bit<8> length;  
  
        // Option A fields  
        bit<32> foo;  
    }  
}  
  
#define OPTION_B_TYPE 0xBB  
header_type ipv4_option_B {  
    fields {  
        // Boilerplate  
        bit<8> type;  
    }  
}  
  
#define OPTION_PADDING_TYPE 0x00  
header_type ipv4_option_padding {  
    fields {  
        bit<8> pad;  
    }  
}  
  
struct_type ipv4_t {
```



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parser parse_option_a {
    extract(ipv4.option_A);
    set_metadata(locals.ipv4_byte_counter, ipv4_byte_counter-6);
    return options_loop;
}

parser parse_option_b {
    extract(ipv4.option_B);
    set_metadata(locals.ipv4_byte_counter, ipv4_byte_counter-1);
    return options_loop;
}

parser parse_option_padding {
    extract(ipv4.padding[next]);
    set_metadata(locals.ipv4_byte_counter, ipv4_byte_counter-1);
    return options_loop;
}

}

///////////////////////////////
/////////////////////////////
// Main program:

header ethernet_t ethernet;
struct ipv4_t ipv4;
header tcp_t tcp;
header udp_t udp;

parser example_entry {
    extract(ethernet);
    return select (ethernet.etherType) {
        ETHERTYPE_IPV4 : parse_ipv4;
        default : accept;
    }
}

module ipv4_parser_t ipv4_parser (ipv4);
parser parse_ipv4 {
    ipv4_parser.parse();
    return select (ipv4.base.protocol) {
        IP_PROTO_UDP : parse_udp;
        IP_PROTO_TCP : parse_tcp;
        default: accept
    }
}

parser parse_udp {
    extract(udp);
}

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        return accept;
    }

parser parse_tcp {
    extract(tcp);
    return accept;
}
```