## 31. Implementing ARP protocols in java/C.

```
#include <stdio.h>
#include <stdlib.h>
#include <winsock2.h>
#include <windows.h> // Required before iphlpapi.h
#include <iphlpapi.h>
#pragma comment(lib, "ws2_32.lib") // Link Winsock library
#pragma comment(lib, "iphlpapi.lib") // Link IP Helper API
void getMACAddress(const char *ipAddress) {
  DWORD dwRetVal;
  ULONG MacAddr[2]; // Buffer for the MAC address
  ULONG PhysAddrLen = 6; // MAC address length
  memset(MacAddr, 0, sizeof(MacAddr)); // Initialize buffer
  struct in addr DestIP;
  DestIP.s_addr = inet_addr(ipAddress);
  dwRetVal = SendARP(DestIP.s addr, 0, MacAddr, &PhysAddrLen);
  if (dwRetVal == NO_ERROR && PhysAddrLen >= 6) {
    unsigned char *mac = (unsigned char *)MacAddr;
    printf("MAC Address of %s: %02X:%02X:%02X:%02X:%02X\n",
        ipAddress, mac[0], mac[1], mac[2], mac[3], mac[4], mac[5]);
  } else {
    printf("Failed to get MAC Address for %s. Ensure the IP is on the same network.\n", ipAddress);
  }
}
int main() {
  WSADATA wsaData;
  if (WSAStartup(MAKEWORD(2, 2), &wsaData) != 0) {
    printf("WSAStartup failed.\n");
    return 1;
  }
  char targetIP[16];
  printf("Enter target IP address: ");
  scanf("%15s", targetIP); // Ensures input safety
  getMACAddress(targetIP);
  WSACleanup();
  return 0;
}
```