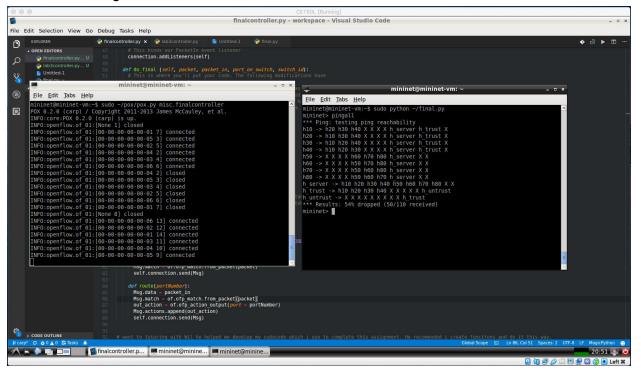
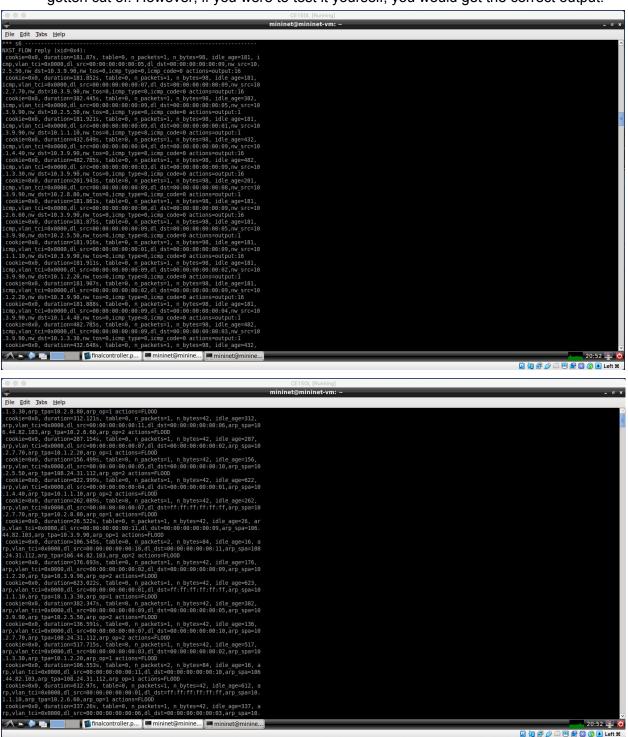
1. First we run the pingall command. This is to ensure that all ICMP packets are going through to the correct port and none are breaking the rules set at the table. For reference this is the logic I followed:

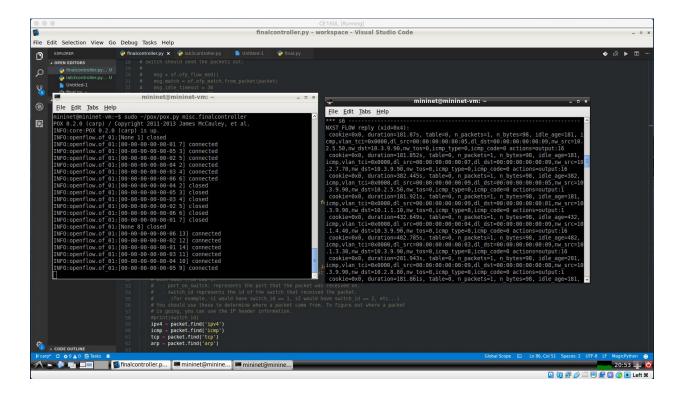
Device	Mininet Name	IP Address	Description
Floor 1 Hosts	h10, h20, h30, h40	10.1.1.10/24 10.1.2.20/24 10.1.3.30/24 10.1.4.40/24	Computers on floor 1 of the Department A in the company.
Floor 2 Hosts	h50, h60, h70, h80	10.2.5.50/24 10.2.6.60/24 10.2.7.70/24 10.2.8.80/24	Computers on floor 2 of the Department B in the company.
Trusted Host	h_trust	108.24.31.112/24	A trusted computer outside our network. This host is owned by certified employee from Department A.
Untrusted Host	h_untrust	106.44.82.103/24	An untrusted computer outside our network. We treat this computer as a potential hacker.
Server	h_server	10.3.9.90/24	A server used by our internal or trusted hosts.

a. These are the results of the pingall command: this should show you that all of the logic is correct.

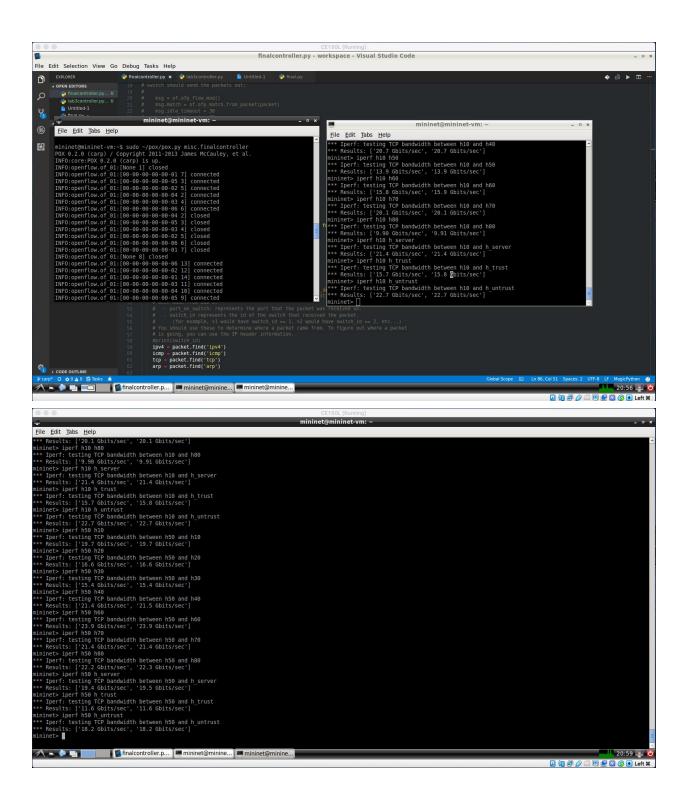


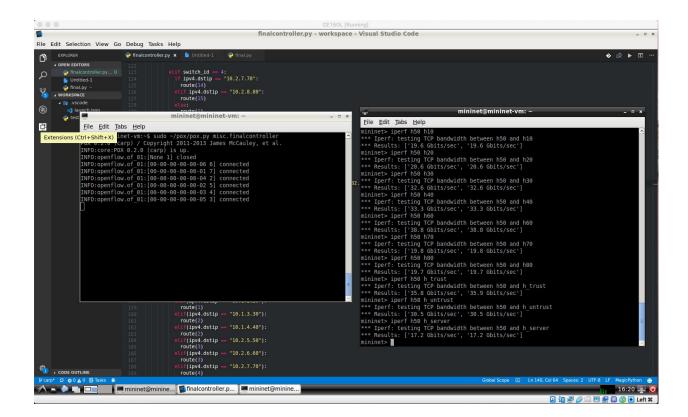
2. Next is the dpctl dump-flows. This should show you exactly which ports the packets are traveling through. Also should tell you how each type of packet is moving. ARP is flooded while all IPV4 packets (ICMP and TCP) are being directed through to specific ports. I have provided multiple screenshots of this to show you what a switches' dumpl flow looks like. I could not provide the entire output because it was so large that it had gotten cut of. However, if you were to test it yourself, you would get the correct output.

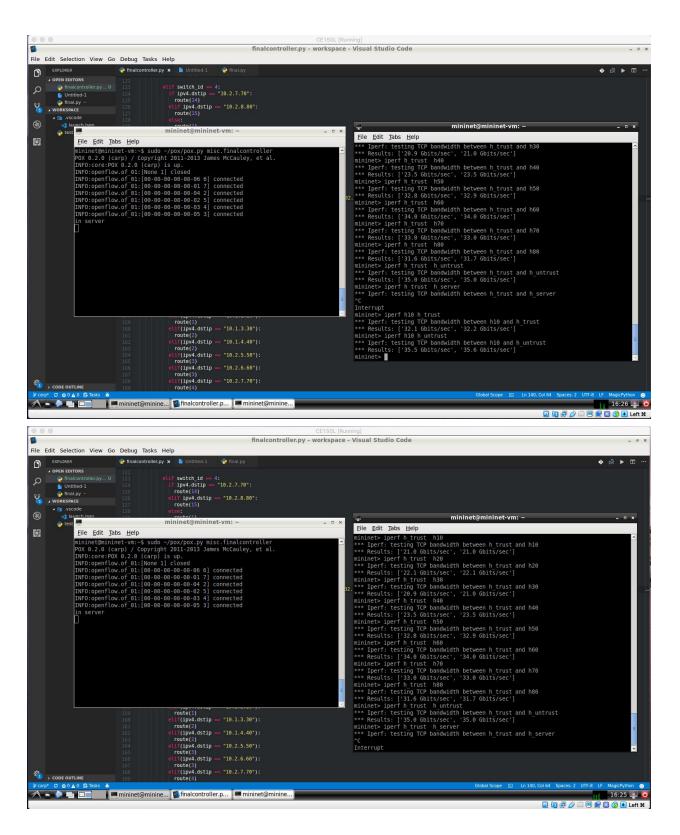




3. Finally it is the Iperf command. This should show the TCP bandwidth showing that the computers are connected and able to communicate with each other, just not able to send packets due to the firewall. I conducted the iperf command with h10 - all the hosts. This would be the demonstration for department A hosts. I did the iperf command with h5 - all the hosts. This would be my demonstration for department B hosts. Finally I do the TCP bandwidth tests from h_trust to all hosts. This would be my demonstration for h_trust and h_untrust. All of the hosts for department A and department B have TCP bandwidth with every single host in the network. The server however, can only have bandwidth between departments A and B, not with any of the remote hosts. This is shown in the screenshots below. The remote hosts have TCP bandwidth with every host in the network BESIDES the server. This would be correct logic.







You are more than welcome to test any of my code and outputs. I did not include everything because the outputs were too large or because they were redundant. Please test accordingly.