



## Checksums in Assignment 5

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Gaurav correctly points out on Piazza that pretty much all of the packets going from client to server fail the IP checksum in most of the test files. You can disable checksum in Snort with the "-k none" option on the command line or in Suricata (if for some reason you're choosing what's probably the harder way to do this) by turning off checksum validation in the stream engine.



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