

Traceroute Lab

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```
www.google.com
1 rtt = 9 ms 192.168.0.1
2 rtt = 842 ms 127.0.0.1
www.baidu.com
1 rtt = 10 ms 192.168.0.1
2 rtt = 834 ms 127.0.0.1
www.bbc.com
1 rtt = 8 ms 192.168.0.1
2 rtt = 726 ms 127.0.0.1
www.australia.com
1 rtt = 8 ms 192.168.0.1
2 rtt = 758 ms 127.0.0.1
```

Code:

```
from socket import *
import socket
import os
import sys
import struct
import time
import select
import binascii

ICMP_ECHO_REQUEST = 8
MAX_HOPS = 30
TIMEOUT = 2.0
TRIES = 2
#ID = 1

def checksum(str):
    csum = 0
    countTo = (len(str) / 2) * 2

    count = 0
    while count < countTo:
        thisVal = ord(str[count+1]) * 256 + ord(str[count])
        csum = csum + thisVal
        csum = csum & 0xffffffffL
        count = count + 2
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if countTo < len(str):
    csum = csum + ord(str[len(str) - 1])
    csum = csum & 0xffffffffL

csum = (csum >> 16) + (csum & 0xffff)
csum = csum + (csum >> 16)
answer = ~csum
answer = answer & 0xffff
answer = answer >> 8 | (answer << 8 & 0xff00)
return answer

def build_packet():
    myChecksum = 0
    #global ID
    ID = os.getpid() & 0xFFFF
    header = struct.pack("bbHHh", ICMP_ECHO_REQUEST, 0, myChecksum, 0, 1)
    #ID += 1
    data = struct.pack("d", time.time())
    myChecksum = checksum(header + data)
    if sys.platform == 'darwin':
        myChecksum = socket.htons(myChecksum) & 0xffff
    else:
        myChecksum = socket.htons(myChecksum)

    header = struct.pack("bbHHh", ICMP_ECHO_REQUEST, 0, myChecksum, ID, 1)
    return header + data

def get_route(hostname):
    timeLeft = TIMEOUT

    for ttl in xrange(1,MAX_HOPS):
        for tries in xrange(TRIES):

            destAddr = gethostbyname(hostname)

            #fill in start
            #make a raw socket named mySocket
            myicmp = socket.getprotobyname("icmp")
            mySocket = socket.socket(socket.AF_INET, socket.SOCK_RAW, myicmp)

            #fill in end

            mySocket.setsockopt(IPPROTO_IP, IP_TTL, struct.pack('I', ttl))

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mySocket.settimeout(TIMEOUT)
try:
    d = build_packet()
    mySocket.sendto(d, (hostname, 0))
    t = time.time()
    startedSelect = time.time()
    whatReady = select.select([mySocket], [], [], timeLeft)
    howLongInSelect = (time.time() - startedSelect)
    if whatReady[0] == []:
        print " * * * Request timed out"
    rcvPacket, addr = mySocket.recvfrom(1024)
    timeReceived = time.time()
    timeLeft = timeLeft - howLongInSelect
    if timeLeft <= 0:
        print " * * * Request timed out."
except timeout:
    continue
else:
    # fetch the icmp type from the IP packet
    #fill in start
    icmpHeader = rcvPacket[20:28]
    type, code, checksum, icmpid, sequence = struct.unpack("bbHHh", icmpHeader)
    #fill in end
    if type == 11:
        bytes = struct.calcsize("d")
        timeSent = struct.unpack("d", rcvPacket[28:28 + bytes])[0]
        print " %d rtt = %.0f ms %s" %(ttl,(timeReceived - t) *1000 , addr[0])
    elif type == 3:
        bytes = struct.calcsize("d")
        timeSent = struct.unpack("d", rcvPacket[28:28 + bytes])[0]
        print " %d rtt = %.0f ms %s" %(ttl,(timeReceived - t) *1000 , addr[0])
    elif type == 0:
        bytes = struct.calcsize("d")
        timeSent = struct.unpack("d", rcvPacket[28:28 + bytes])[0]
        print " %d rtt = %.0f ms %s" %(ttl,(timeReceived - t) *1000 , addr[0])
        return
    else:
        print "error"
        break
finally:
    mySocket.close()

print("www.google.com")
get_route("www.google.com")
print("www.baidu.com")

```

```
get_route("www.baidu.com")  
print("www.bbc.com")  
get_route("www.bbc.com")  
print("www.australia.com")  
get_route("www.australia.com")
```