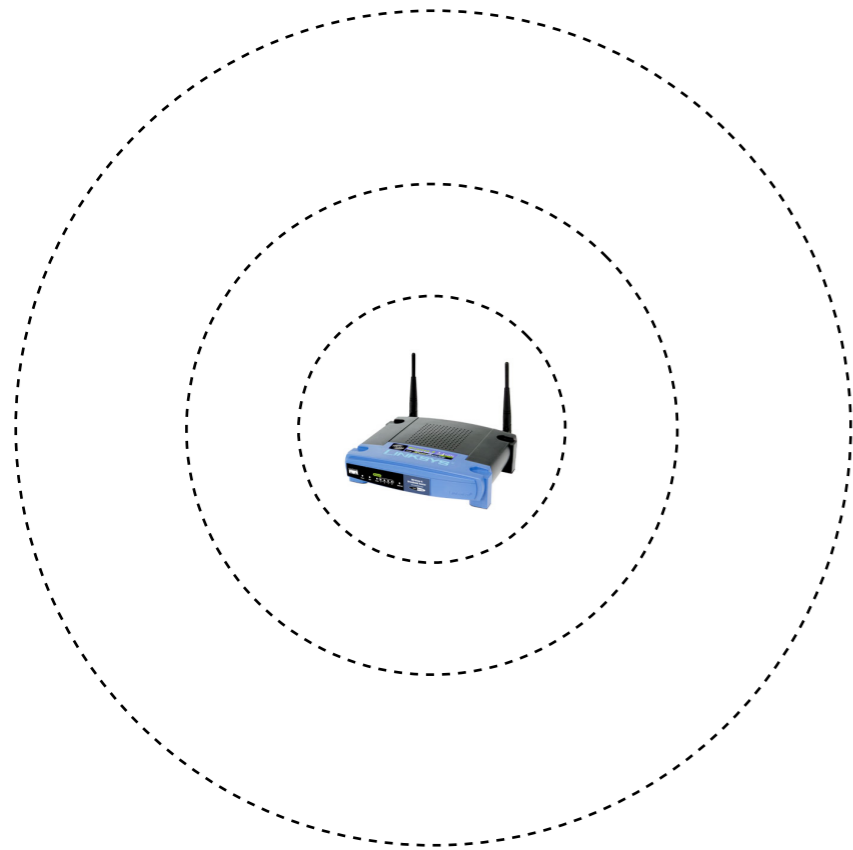# Enable wireless on the router

$ uci set wireless.wl0.disabled=0

$ uci commit wireless && wifi

- Then use wl0 as the device for capturing packets in project 2, part 3

Project 3

cse461

Tunneling Broadcast Packets

- Motivation

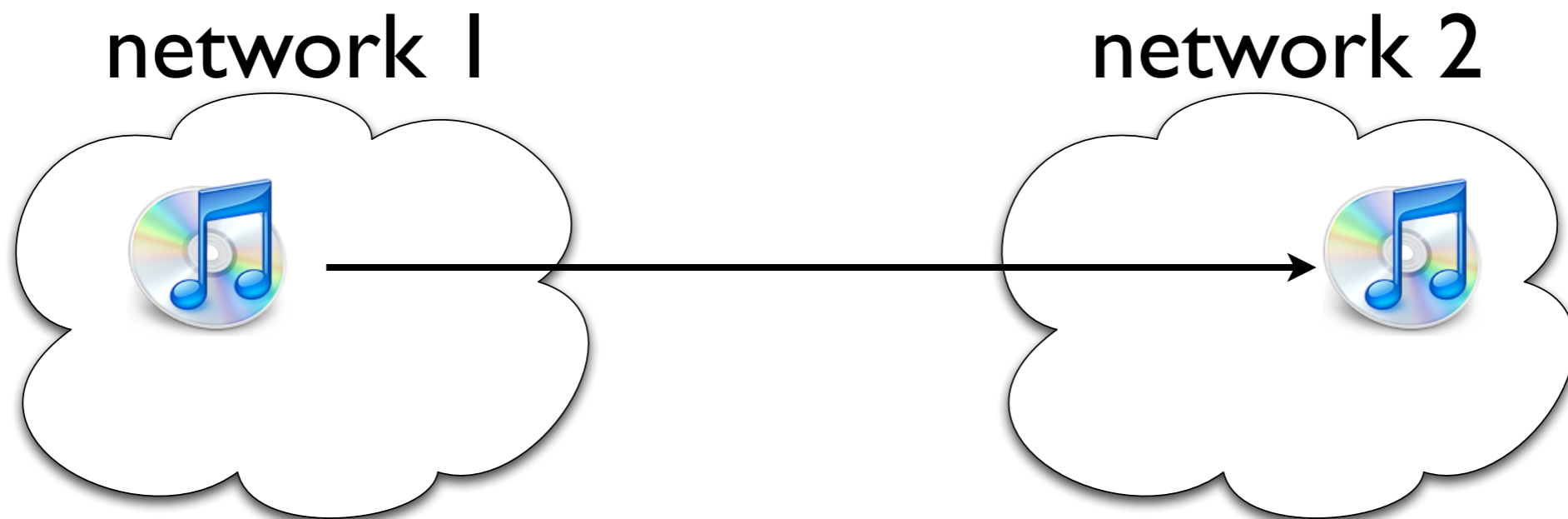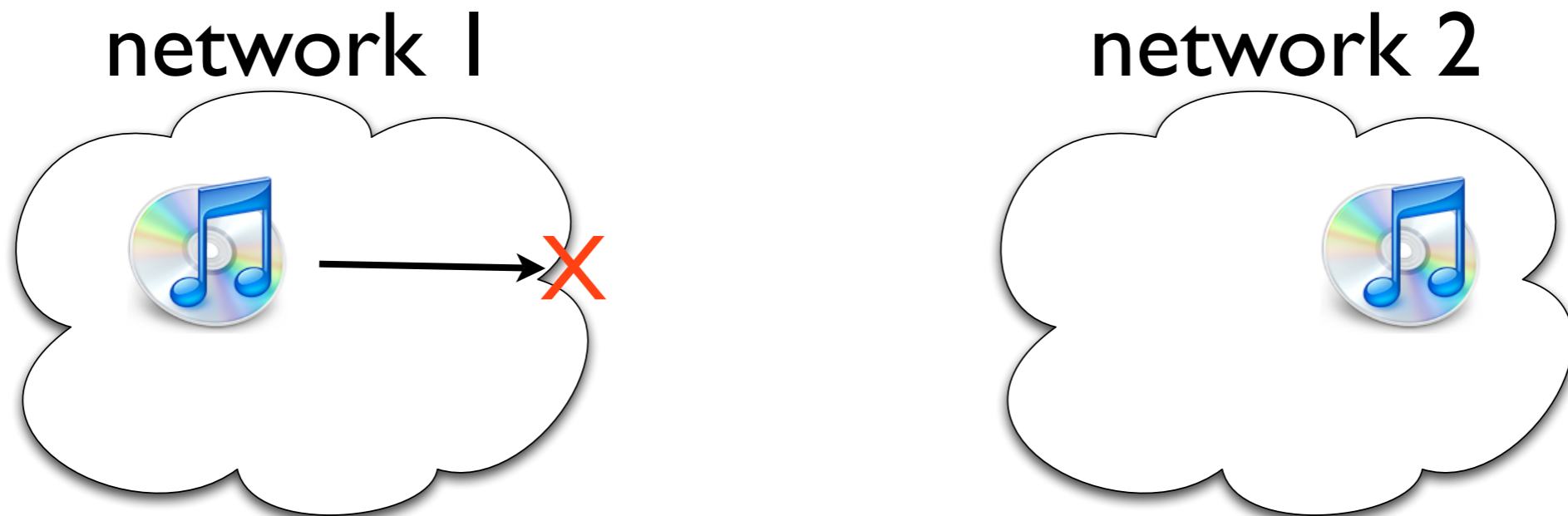- Set up

- Steps

- Step 1 details

Motivation

- Friend has an iTunes library that I would like to access, but unless we are on the same network, I can't "see" her shares.

Motivation

- Friend has an iTunes library that I would like to access, but unless we are on the same network, I can't "see" her shares.

Motivation

- Friend has an iTunes library that I would like to access, but unless we are on the same network, I can't "see" her shares.

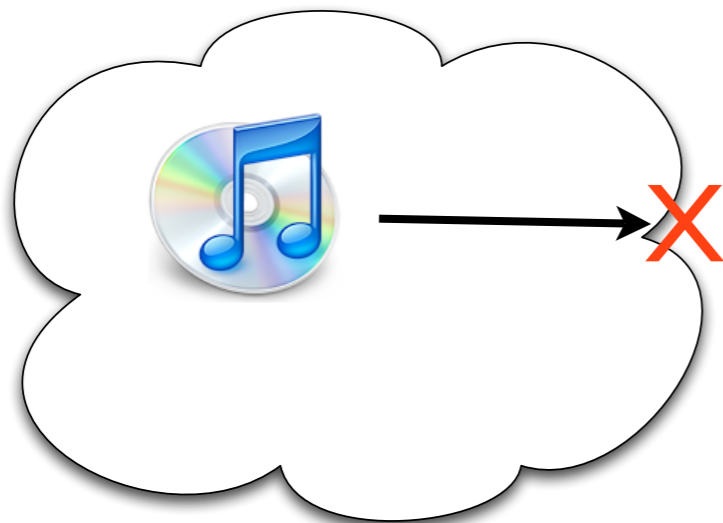network 1   network 2

Motivation

- Friend has an iTunes library that I would like to access, but unless we are on the same network, I can't "see" her shares.

network 1

network 2

Set up

- In this project, you will explore a centralized solution to this problem
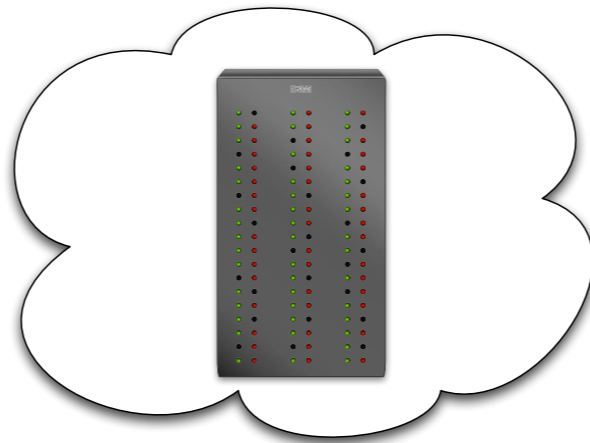
network 1

network 2

Set up

- In this project, you will explore a centralized solution to this problem

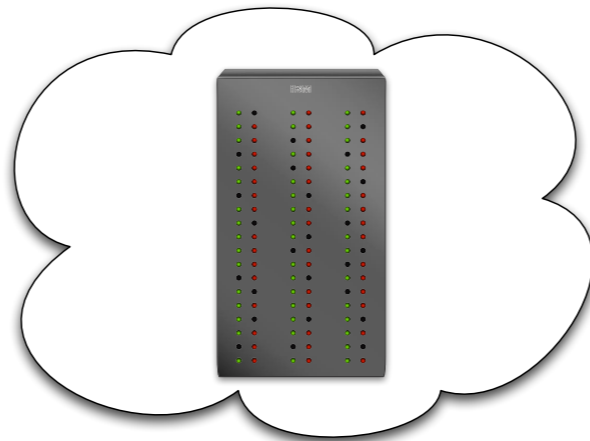server

network 1

network 2

Set up

- In this project, you will explore a centralized solution to this problem

server

network 1

network 2

Set up

- In this project, you will explore a centralized solution to this problem
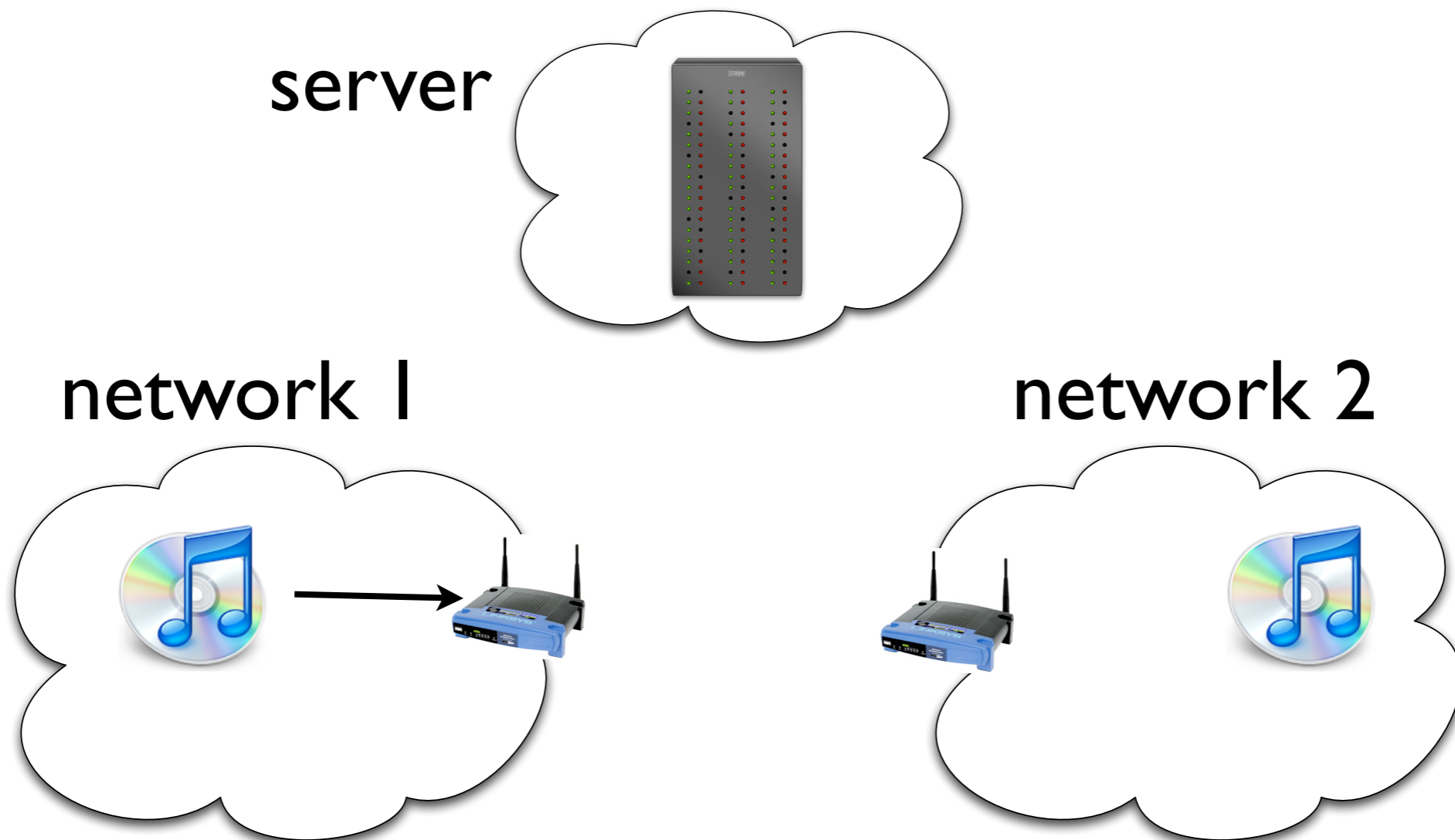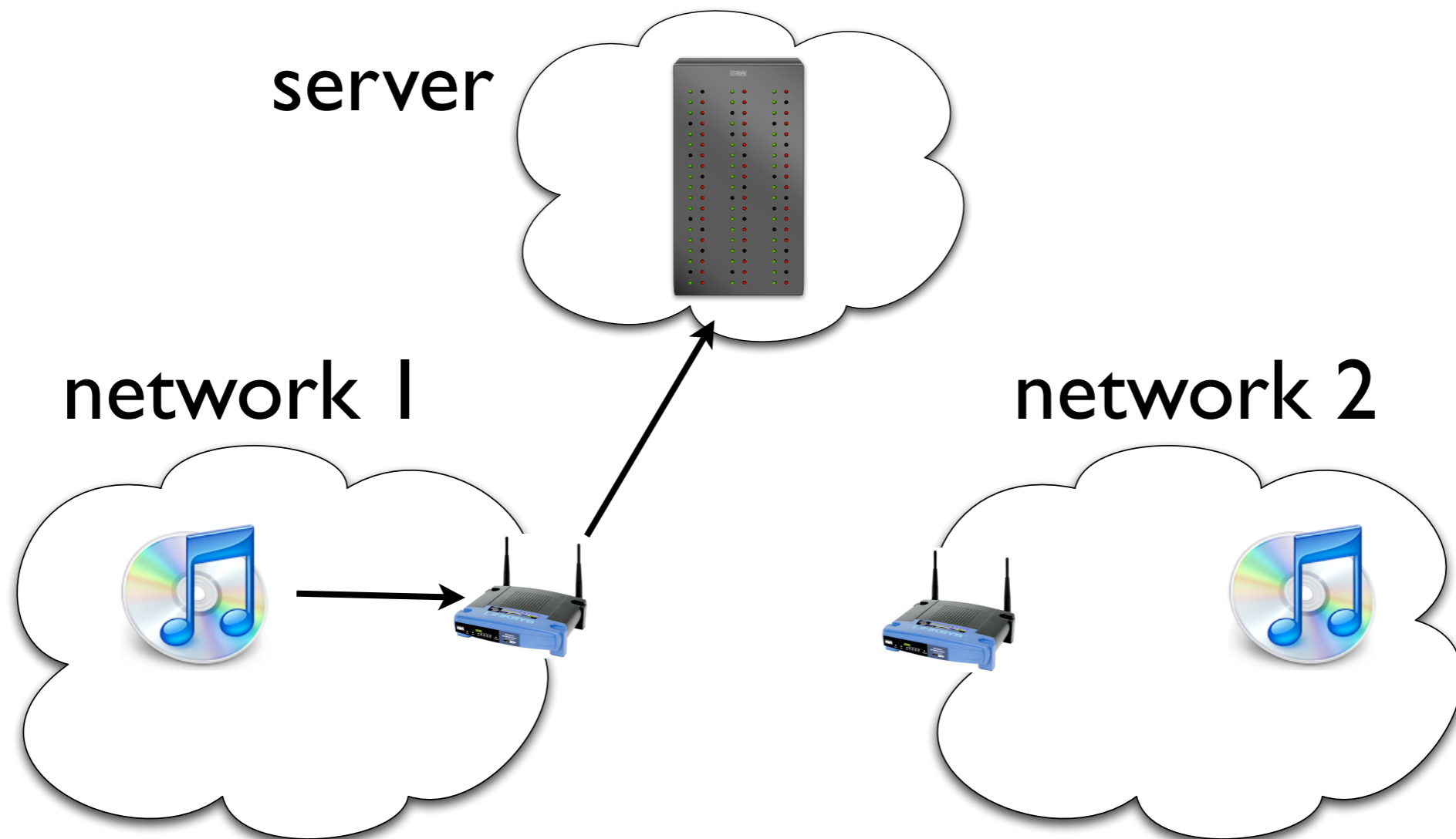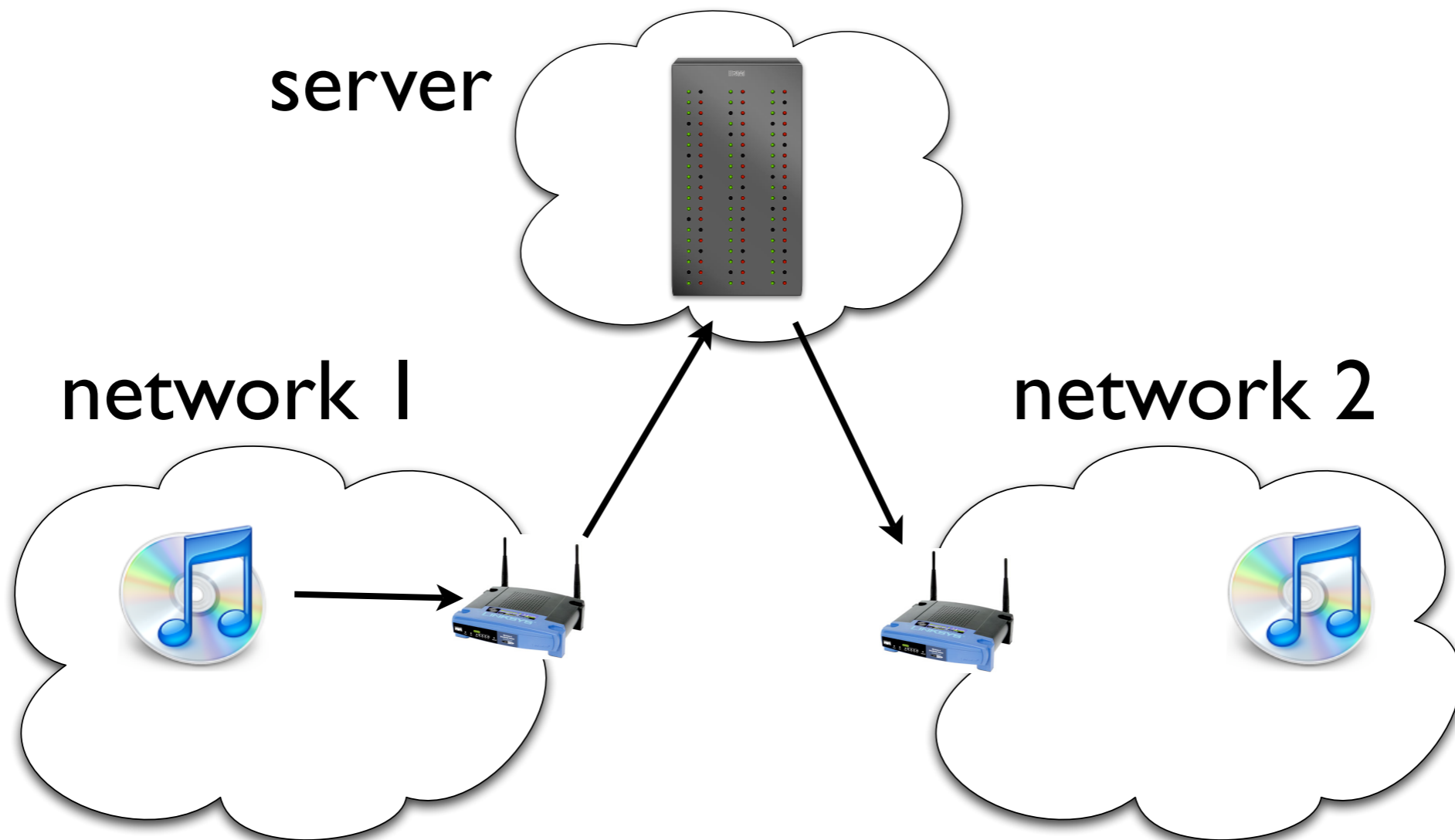
server

network 1   network 2

Set up

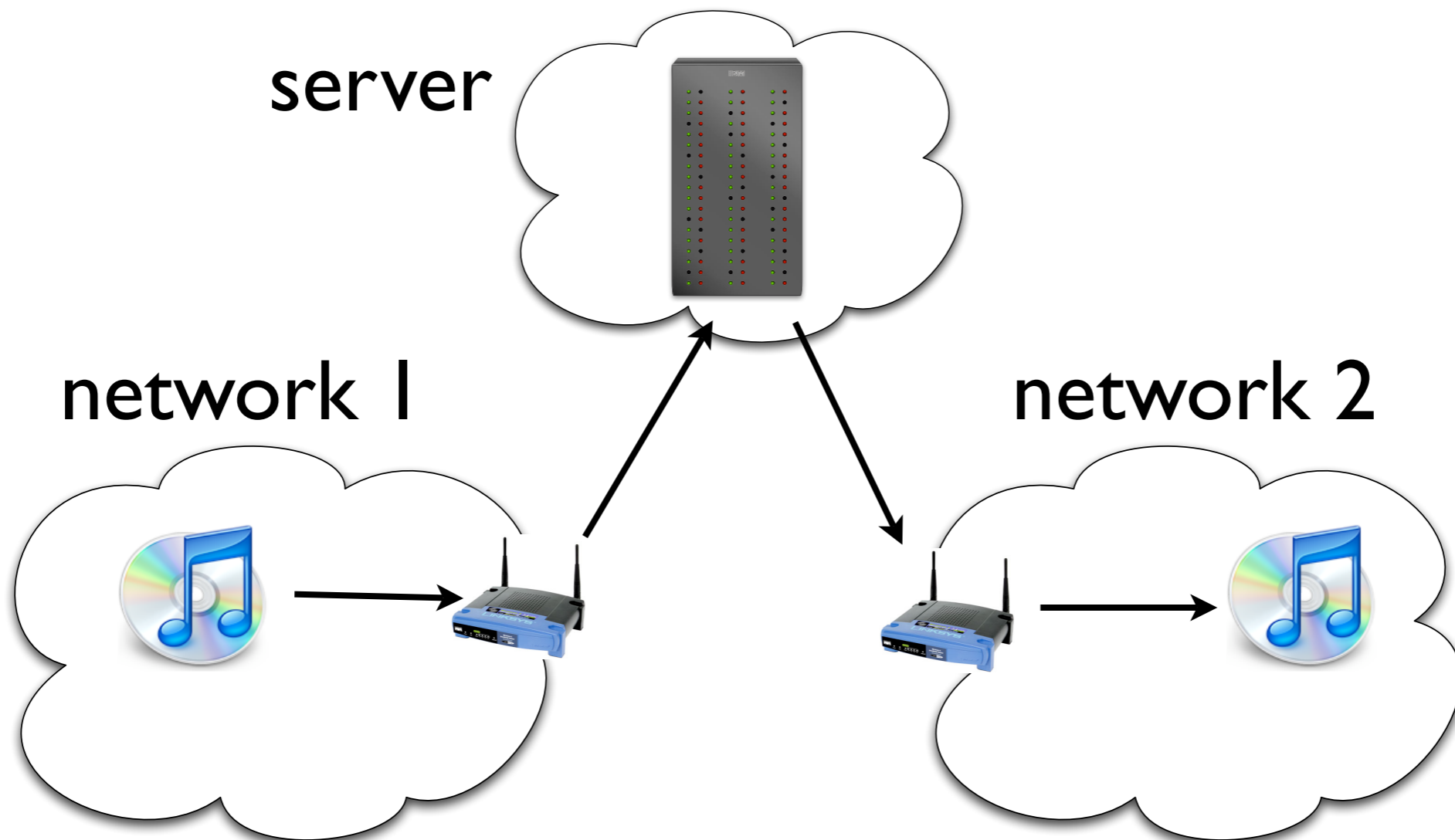- In this project, you will explore a centralized solution to this problem

server

network 1

network 2

Set up

- In this project, you will explore a centralized solution to this problem

Set up

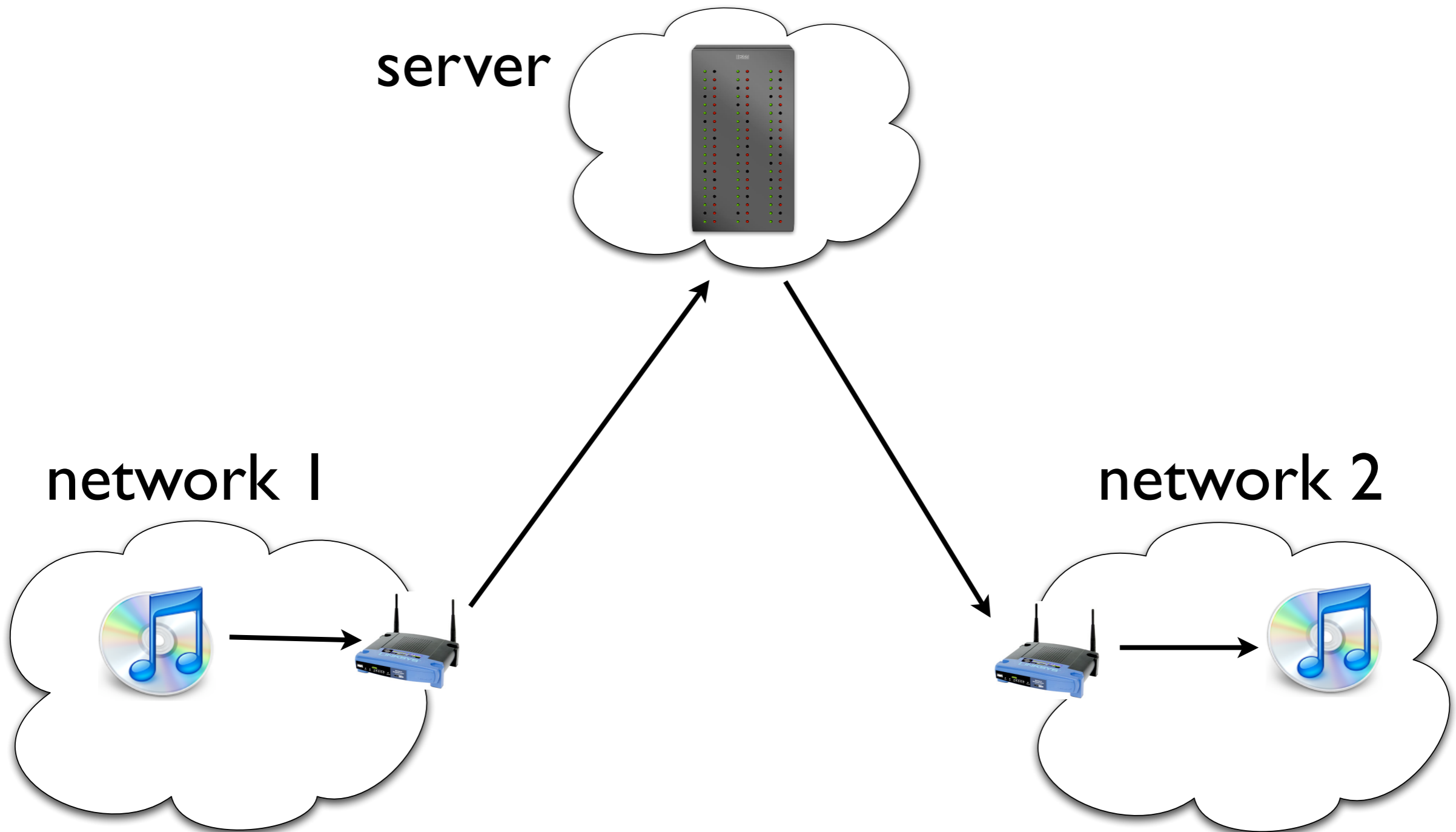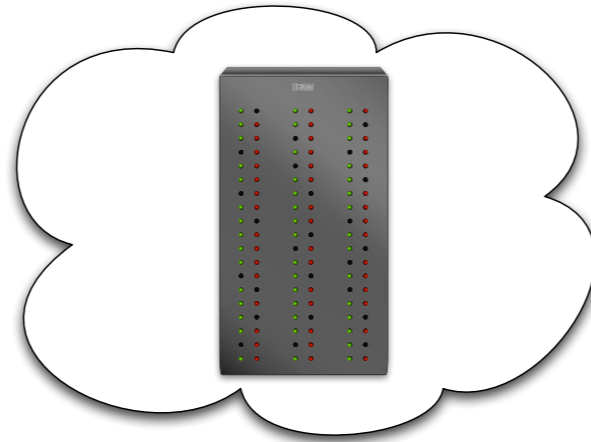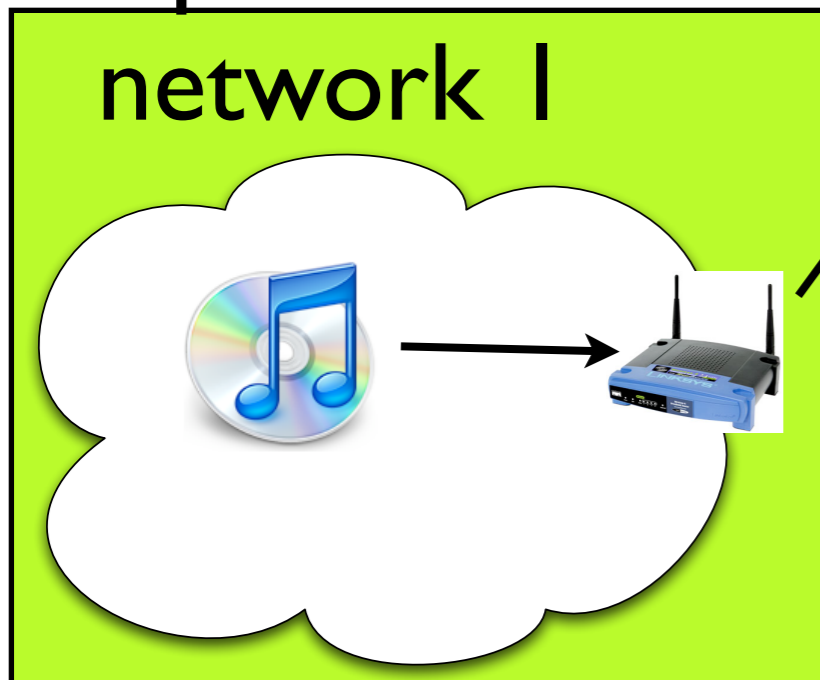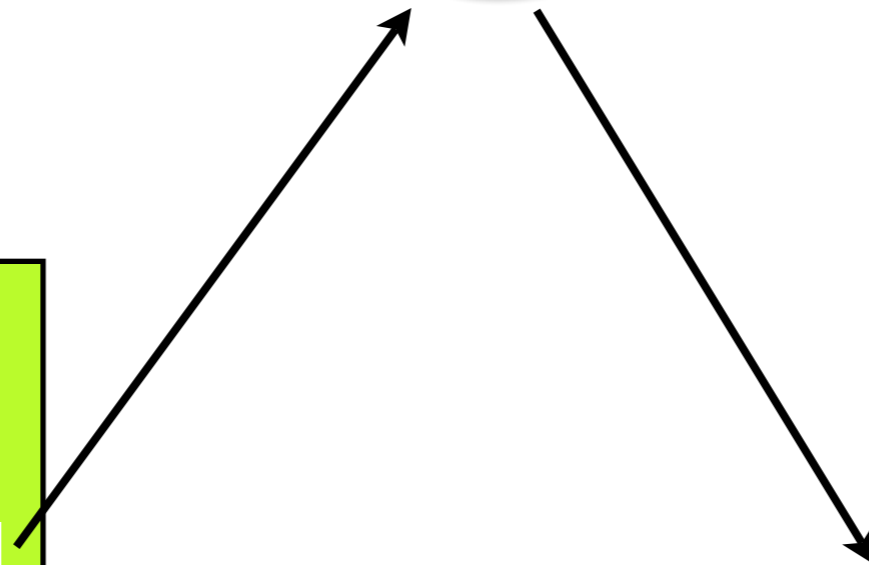- In this project, you will explore a centralized solution to this problem

server
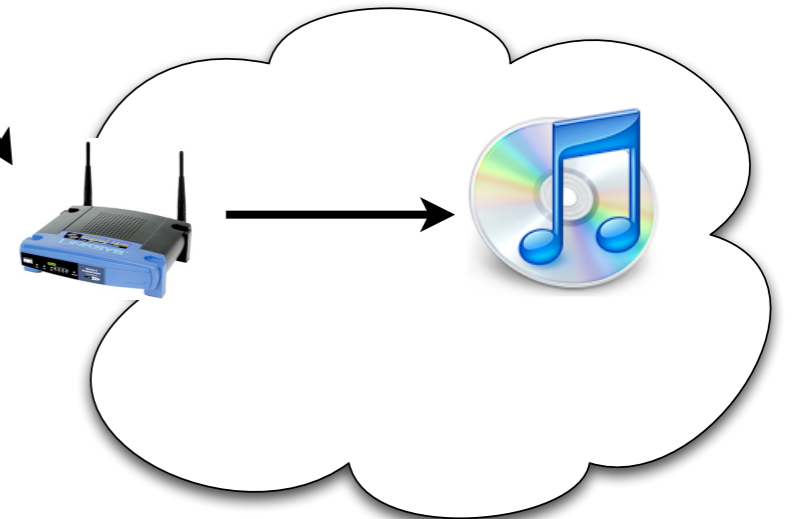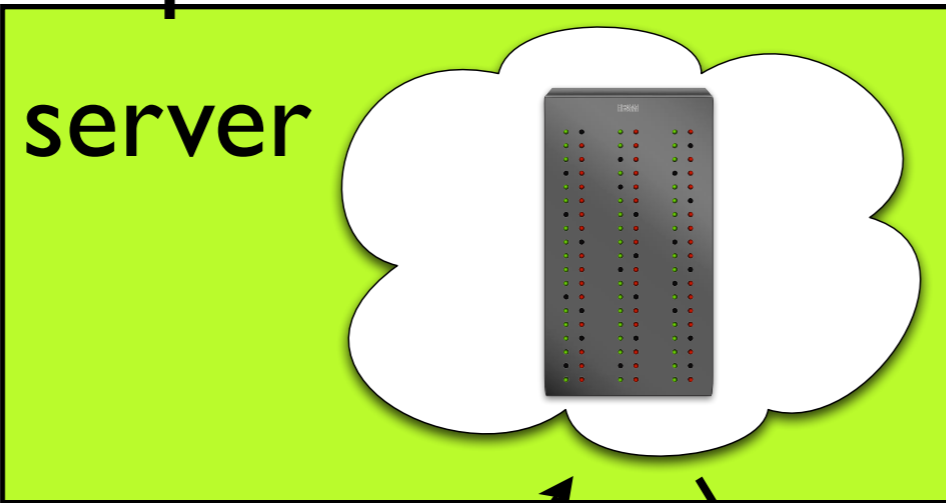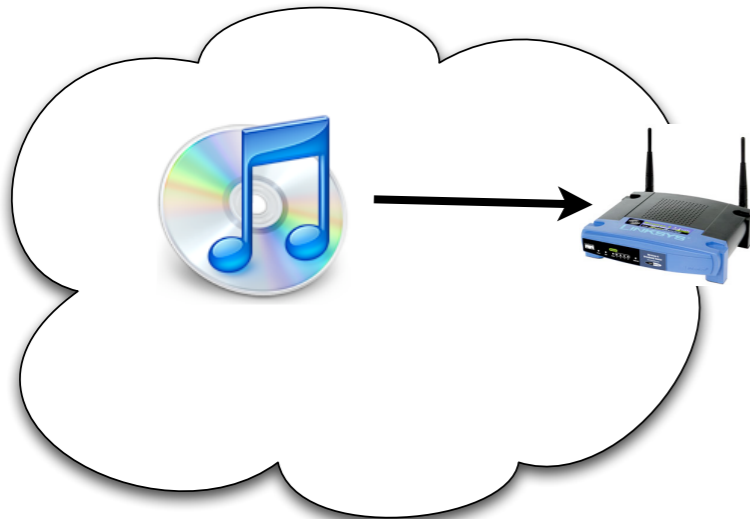
network 1

network 2

Steps

server
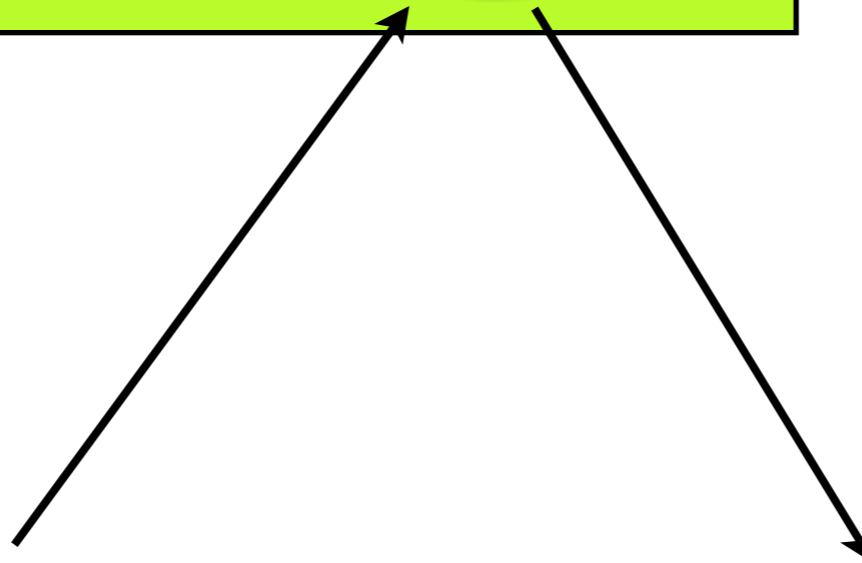
network 1

network 2

Steps

server

Step 1
network 1

network 2

Steps

Step 2

server
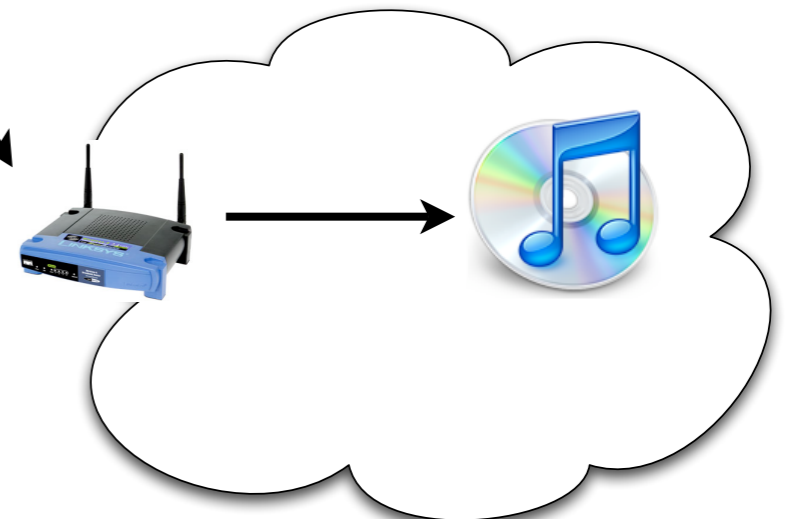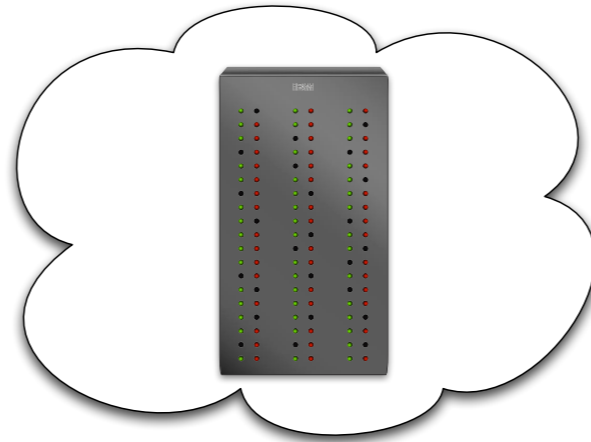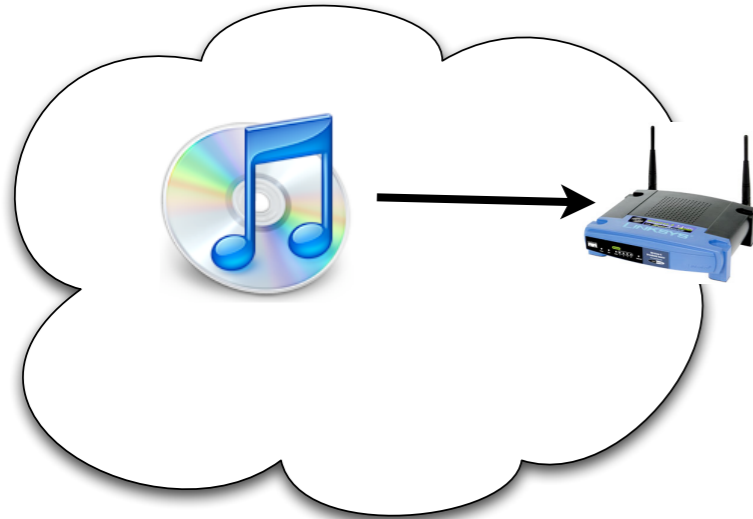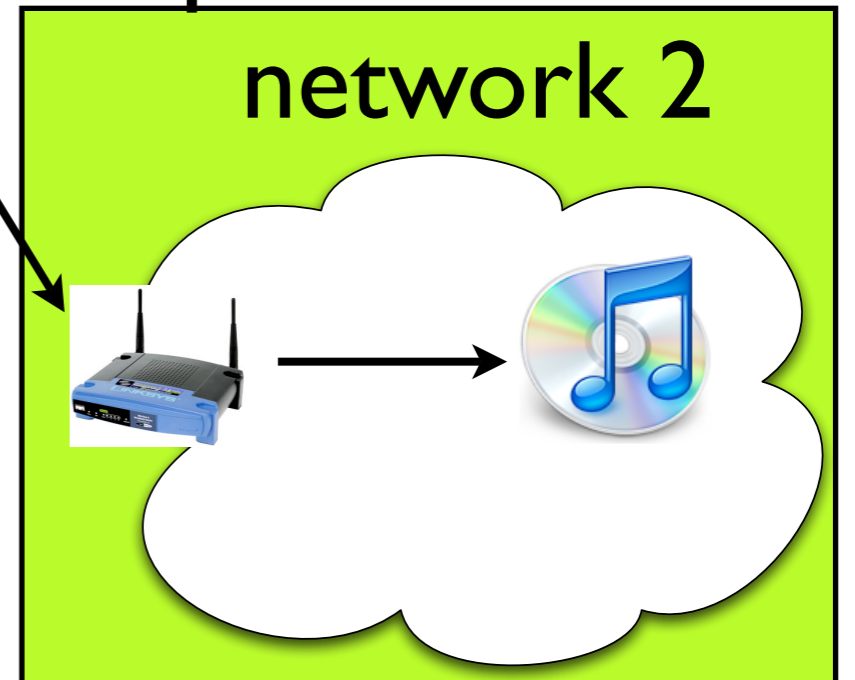

network 1

network 2

Steps

server

network 1

Step 3

network 2

Project 3, Step 1

- Capture IP broadcast packets on your router using pcap (as you did in Project 2, Step 3)

- Forward captured, unmodified, packets over TCP to a listening server (running on bicycle.cs)

Project 3, Step 2 & 3

- Implement full protocol for communicating with server

- Receive packets from the server (on bicycle.cs) over TCP connection

- Broadcast received packets on the local area network

Due dates

- Part 1 due next Friday, November 21, 2008

- Server code, that you can run from attu.cs will be made available

- If you need to connect your router to the Internet, a room with ethernet jacks you can use will be provided