IP Spoofing

1. Download JDK from this link

<http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html>

Please first select “accept license agreement”, and then download the version suitable for your system. In this example, we download the last one, Windows X64 and install the .exe file.

1. Install the android development tools

<https://developer.android.com/sdk/index.html>

Download the android studio for windows.

1. Create an android project (select phone/tablet)
2. In app -> manifests, add one line

<uses-permission android:name="android.permission.INTERNET"/>

1. In app -> res -> layout -> activity\_main.xml, add the following code before “<TextView” for set a button:

    <Button

        android:layout\_width="wrap\_content"

        android:layout\_height="wrap\_content"

        android:text="Send Message"

        android:id="@+id/button"

        android:layout\_marginTop="67dp"

        android:layout\_alignParentLeft="true"

        android:layout\_alignParentStart="true" />

1. In app -> java -> your project ->MainActivity, delete all lines after the line “import … “ and add the following code after “import …” :

**public class** MainActivity **extends** ActionBarActivity {

 @Override

 **protected void** onCreate(Bundle savedInstanceState) {

 **super**.onCreate(savedInstanceState);

 setContentView(R.layout.***activity\_main***);

 **final** Button send = (Button) findViewById(R.id.***button***);

 send.setOnClickListener(**new** View.OnClickListener() {

 **public void** onClick(View v) {

 *// setup thread to send out a packet*

Thread thread = **new** Thread(**new** Runnable() {

 @Override

 **public void** run() {

 **try** {

 *//Send something easier to scope*

String messageStr = **"XXXXXXXXXXXXXXXX Nora Nora XXXXXXXXXXXXXXXXXXXXXXXXXX!"**;

 **int** server\_port = 12345;

 DatagramSocket s;

 **try** {

 s = **new** DatagramSocket();

 InetAddress server\_addr = InetAddress.*getByName*(**"192.168.0.1"**);

 **int** msg\_length = messageStr.length();

 **byte**[] message = messageStr.getBytes();

 DatagramPacket p = **new** DatagramPacket(message, msg\_length, server\_addr, server\_port);

 s.send(p);

 *// print out something to LogCat; so you know the packet is sent successfully.*

System.***out***.println(**"Nora here"**);

 } **catch** (IOException e) {

 *//* ***TODO Auto-generated catch block***

e.printStackTrace();

 }

 } **catch** (Exception e) {

 e.printStackTrace();

 }

 }

 });

 *// you need to send packet using a thread other than the main thread.*

thread.start();

 }

 });

 }

}

1. Save all changes.
2. Run. Then select an emulator.
3. Go to the command prompt. Go to C:\Users\yourUserName\Downloads. Type “ windump –i 2 –s 1500 –A –N host 192.168.0.1”.
4. Go to the emulator, click “send message” button a number of times. You will see in the command prompt the packets from the emulator are captured.