

# Glossary terms

## Terms and definitions

**Active packet sniffing:** A type of attack where data packets are manipulated in transit

**Botnet:** A collection of computers infected by malware that are under the control of a single threat actor, known as the "bot-herder"

**Denial of service (DoS) attack:** An attack that targets a network or server and floods it with network traffic

**Distributed denial of service (DDoS) attack:** A type of denial of service attack that uses multiple devices or servers located in different locations to flood the target network with unwanted traffic

**Internet Control Message Protocol (ICMP):** An internet protocol used by devices to tell each other about data transmission errors across the network

**Internet Control Message Protocol (ICMP) flood:** A type of DoS attack performed by an attacker repeatedly sending ICMP request packets to a network server

**IP spoofing:** A network attack performed when an attacker changes the source IP of a data packet to impersonate an authorized system and gain access to a network

**On-path attack:** An attack where a malicious actor places themselves in the middle of an authorized connection and intercepts or alters the data in transit

**Packet sniffing:** The practice of capturing and inspecting data packets across a network

**Passive packet sniffing:** A type of attack where a malicious actor connects to a network hub and looks at all traffic on the network

**Ping of death:** A type of DoS attack caused when a hacker pings a system by sending it an oversized ICMP packet that is bigger than 64KB

**Replay attack:** A network attack performed when a malicious actor intercepts a data packet in transit and delays it or repeats it at another time

**Smurf attack:** A network attack performed when an attacker sniffs an authorized user's IP address and floods it with ICMP packets

**Synchronize (SYN) flood attack:** A type of DoS attack that simulates a TCP/IP connection and floods a server with SYN packets