
Abstract

At this time there have been many attacks on computer networks. One form of attack that is often carried out is *DoS* or Denial of Service. *DoS* is an attack that aims to disrupt the services provided by a network by sending large amounts of packets. To find out the source of the *DoS* attack on the network, it is necessary to search to find the path of the attack, so that the source of the attack on that path is obtained. In this final project, a simulation of a *DoS* attack in the form of an *ICMP flood* was carried out using GNS3. The source of the attack was determined using the ICMP traceback method. The accuracy results obtained in this study using the ICMP traceback method were 100%.

Keywords: DoS, ICMP traceback, ICMP flood
