

# Network Programming with Go

## Code Secure and Reliable Network Services from Scratch

by Adam Woodbeck

errata updated to print 2

Page	Error	Correction	Print corrected
22	The third octet of the network ID is 1000 0000. The third octet of the host ID of all ones is 0001 <b>1111</b> (the first 3 bits are part of the network ID, remember). If we append the network ID's third octet to the host ID's third octet, the result is 1001 <b>1111</b> , which is the decimal 156.	The third octet of the network ID is 1000 0000. The third octet of the host ID of all ones is 0001 <b>1100</b> (the first 3 bits are part of the network ID, remember). If we append the network ID's third octet to the host ID's third octet, the result is 1001 <b>1100</b> , which is the decimal 156.	Print 2
286	You'll implement this interface in Listing 12-21 by creating a new type named <code>Rosie</code> .	You'll implement this interface in Listing 12-21 by creating a new type named <code>Rosie</code> . <b>NOTE</b> As of <code>protoc-gen-go</code> version 1.26.0, <code>gRPC</code> 's generation of Go code has undergone some changes. See <a href="https://github.com/awoodbeck/gnp/tree/master/ch12">https://github.com/awoodbeck/gnp/tree/master/ch12</a> for the updates to Listings 12-21 and 12-22.	Print 2