
**Page 66:** In the prototypes for getpeername and getsockname, addressLength should be an unsigned int *, not an unsigned int.

**Page 79:** On line 30 of BroadcastSender.c, use PF_INET instead of AF_INET.

**Page 80:** On line 15 of BroadcastReceiver.c, unsigned int should be unsigned short.

**Page 80:** On line 28 of BroadcastReceiver.c, use PF_INET instead of AF_INET.

**Page 82:** On line 36 of MulticastSender.c, use PF_INET instead of AF_INET.

**Page 83:** On line 16 of MulticastReceiver.c, unsigned int should be unsigned short.

**Page 84:** On line 31 of MulticastReceiver.c, use PF_INET instead of AF_INET.

**Page 104:** Add the following after line 1 of ResolveName()

```c
#include <stdlib.h> /* for exit() */
```

**Page 116:** In the section on sendto(), the line:

```c
int sendto(int socket, char * ...
```

should be

```c
int sendto(int socket, const void * ...
```

**Page 117:** In the section on recvfrom(), the line:

```c
int recvfrom(int socket, char * ...
```

should be

```c
int recvfrom(int socket, void * ...
```

**Page 119:** The prototype for inet_addr() should return and unsigned long instead of a char *.