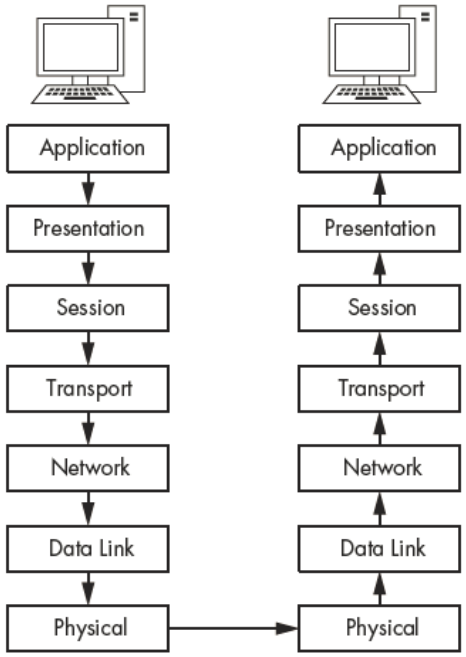
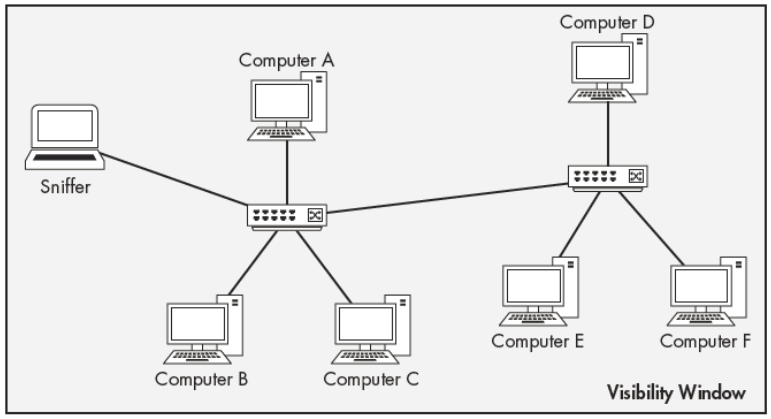
Practical Packet Analysis, 3rd edition

Using Wireshark to Solve Real-World Network Problems

by Chris Sanders

errata updated to print 10

Page	Error	Correction	Print corrected
7	Figure replacement	 *Figure 1-2: Protocols working at the same layer on both the sending and receiving systems*	Print 2

Page	Error	Correction	Print corrected
19	Figure replacement	 *Figure 2-2: Sniffing on a hub network provides a limitless visibility window.*	Print 2
122	Figure replacement	**Address Resolution Protocol (ARP)** <table><tr><td>*Offsets*</td><td>Octet</td><td>0</td><td>1</td><td>2</td><td>3</td></tr><tr><td>Octet</td><td>Bit</td><td>0–7</td><td>8–15</td><td>16–23</td><td>24–31</td></tr><tr><td>0</td><td>0</td><td colspan="2">Hardware Type</td><td colspan="2">Protocol Type</td></tr><tr><td>4</td><td>32</td><td>Hardware Address Length</td><td>Protocol Address Length</td><td colspan="2">Operation</td></tr><tr><td>8</td><td>64</td><td colspan="4">Sender Hardware Address</td></tr><tr><td>12</td><td>96</td><td colspan="2">Sender Hardware Address</td><td colspan="2">Sender Protocol Address</td></tr><tr><td>16</td><td>128</td><td colspan="2">Sender Protocol Address</td><td colspan="2">Target Hardware Address</td></tr><tr><td>20</td><td>160</td><td colspan="4">Target Hardware Address</td></tr><tr><td>24+</td><td>192+</td><td colspan="4">Target Protocol Address</td></tr></table> *Figure 7-2: The ARP packet structure*	Print 4