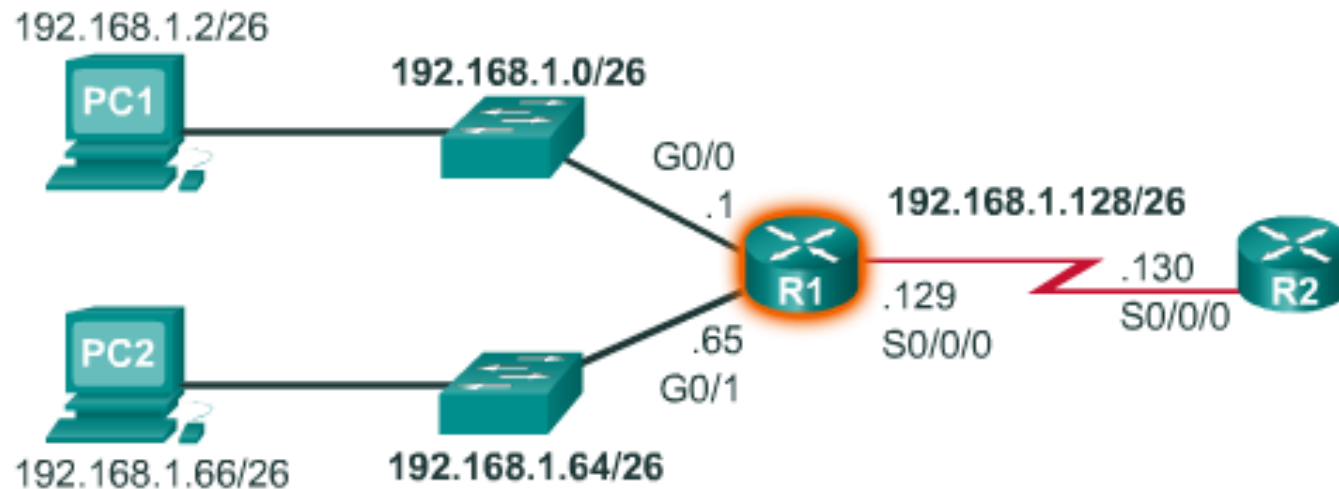


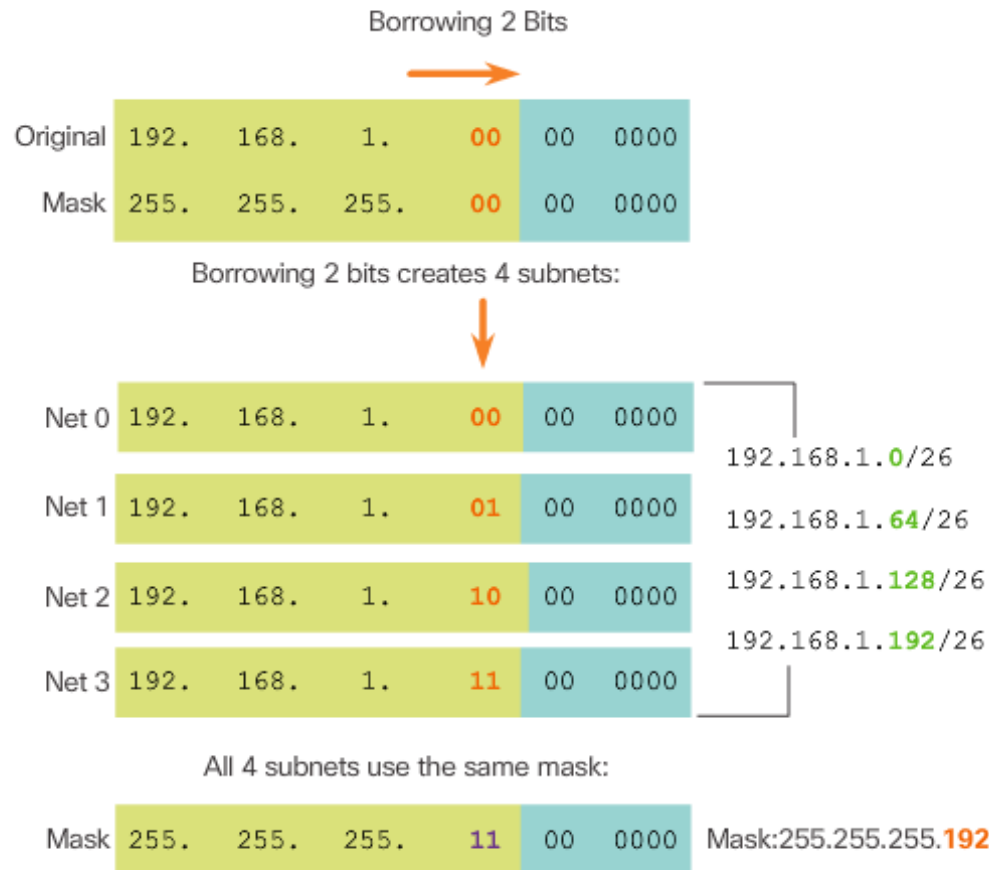
# Creating 4 Subnets

## /26 Subnetting Topology



# Creating 4 Subnets (cont.)

## Borrowing 2 Bits



# Creating 4 Subnets (cont.)

## Calculate Number of Hosts

192. 168. 1. 00 00 0000

6 bits remain in host field

$2^6 = 64$  hosts per subnet  
 $2^6 - 2 = 62$  valid hosts per subnet

## Address Range for 192.168.1.0/26 Subnet

Network Address

192. 168. 1. 00 00 0000 = 192.168.1.0

First Host Address

192. 168. 1. 00 00 0001 = 192.168.1.1

Last Host Address

192. 168. 1. 00 11 1110 = 192.168.1.62

Broadcast Address

192. 168. 1. 00 11 1111 = 192.168.1.63

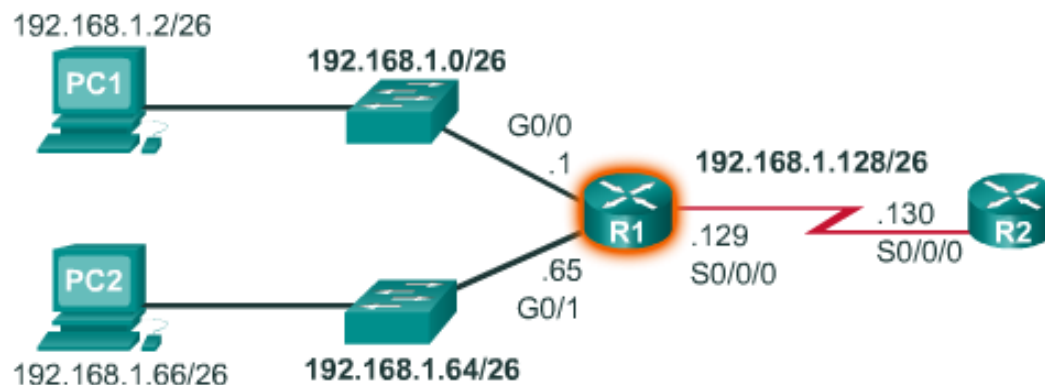
# Creating 4 Subnets (cont.)

## Address Ranges Nets 0 - 2

Net 0	Network	192.	168.	1.	00	00	0000	192.168.1.0
	First	192.	168.	1.	00	00	0001	192.168.1.1
	Last	192.	168.	1.	00	11	1110	192.168.1.62
	Broadcast	192.	168.	1.	00	11	1111	192.168.1.63
Net 1	Network	192.	168.	1.	01	00	0000	192.168.1.64
	First	192.	168.	1.	01	00	0001	192.168.1.65
	Last	192.	168.	1.	01	11	1110	192.168.1.126
	Broadcast	192.	168.	1.	01	11	1111	192.168.1.127
Net 2	Network	192.	168.	1.	10	00	0000	192.168.1.128
	First	192.	168.	1.	10	00	0001	192.168.1.129
	Last	192.	168.	1.	10	11	1110	192.168.1.190
	Broadcast	192.	168.	1.	10	11	1111	192.168.1.191

# Creating 4 Subnets (cont.)

## Configuring the Interfaces with /26 Addresses



```
R1 (config) #interface gigabitethernet 0/0
R1 (config-if) #ip address 192.168.1.1 255.255.255.192
R1 (config-if) #exit
R1 (config) #interface gigabitethernet 0/1
R1 (config-if) #ip address 192.168.1.65 255.255.255.192
R1 (config-if) #exit
R1 (config) #interface serial 0/0/0
R1 (config-if) #ip address 192.168.1.129 255.255.255.192
```

# Creating Subnets with a /16 prefix

Prefix Length	Subnet Mask	Network Address (n = network, h = host)	# of subnets	# of hosts
/17	255.255.128.0	n n n n n n n n . n n n n n n n n . n h h h h h h h h . h h h h h h h h 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 0 0 0 0 0 0 0 . 0 0 0 0 0 0 0 0	2	32564
/18	255.255.192.0	n n n n n n n n . n n n n n n n n . n n h h h h h h . h h h h h h h h 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 0 0 0 0 0 0 . 0 0 0 0 0 0 0 0	4	16282
/19	255.255.224.0	n n n n n n n n . n n n n n n n n . n n n h h h h h . h h h h h h h h 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 1 0 0 0 0 0 . 0 0 0 0 0 0 0 0	8	8190
/20	255.255.240.0	n n n n n n n n . n n n n n n n n . n n n n h h h h . h h h h h h h h 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 1 1 0 0 0 0 . 0 0 0 0 0 0 0 0	16	4094
/21	255.255.248.0	n n n n n n n n . n n n n n n n n . n n n n n h h h . h h h h h h h h 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 1 1 1 0 0 0 . 0 0 0 0 0 0 0 0	32	2046
/22	255.255.252.0	n n n n n n n n . n n n n n n n n . n n n n n n h h . h h h h h h h h 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 0 0 . 0 0 0 0 0 0 0 0	64	1022
/23	255.255.254.0	n n n n n n n n . n n n n n n n n . n n n n n n n h . h h h h h h h h 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 0 . 0 0 0 0 0 0 0 0	128	510
/24	255.255.255.0	n n n n n n n n . n n n n n n n n . n n n n n n n n . h h h h h h h h 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 0 0 0 0 0 0 0 0	256	254
/25	255.255.255.128	n n n n n n n n . n n n n n n n n . n n n n n n n n . n h h h h h h h 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 0 0 0 0 0 0 0	512	126
/26	255.255.255.192	n n n n n n n n . n n n n n n n n . n n n n n n n n . n n h h h h h h 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 0 0 0 0 0 0	1024	62
/27	255.255.255.224	n n n n n n n n . n n n n n n n n . n n n n n n n n . n n n h h h h h 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 1 0 0 0 0 0	2048	30

# Creating 100 Subnets with a /16 Network



# Creating 100 Subnets with a /16 Network (cont.)

## Resulting /23 Subnets

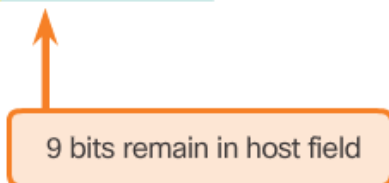




# Calculating the Hosts

Hosts =  $2^n$   
(where n = host bits remaining)

172. 16. 00 00 00 00. 0000 0000



$2^9 = 512$  hosts per subnet  
 $2^9 - 2 = 510$  valid hosts per subnet

## Address Range for 172.16.0.0/23 Subnet

Network Address

172. 16. 00 00 00 00. 0000 0000 = 172.16.0.0/23

First Host Address

172. 16. 00 00 00 00. 0000 0001 = 172.16.0.1/23

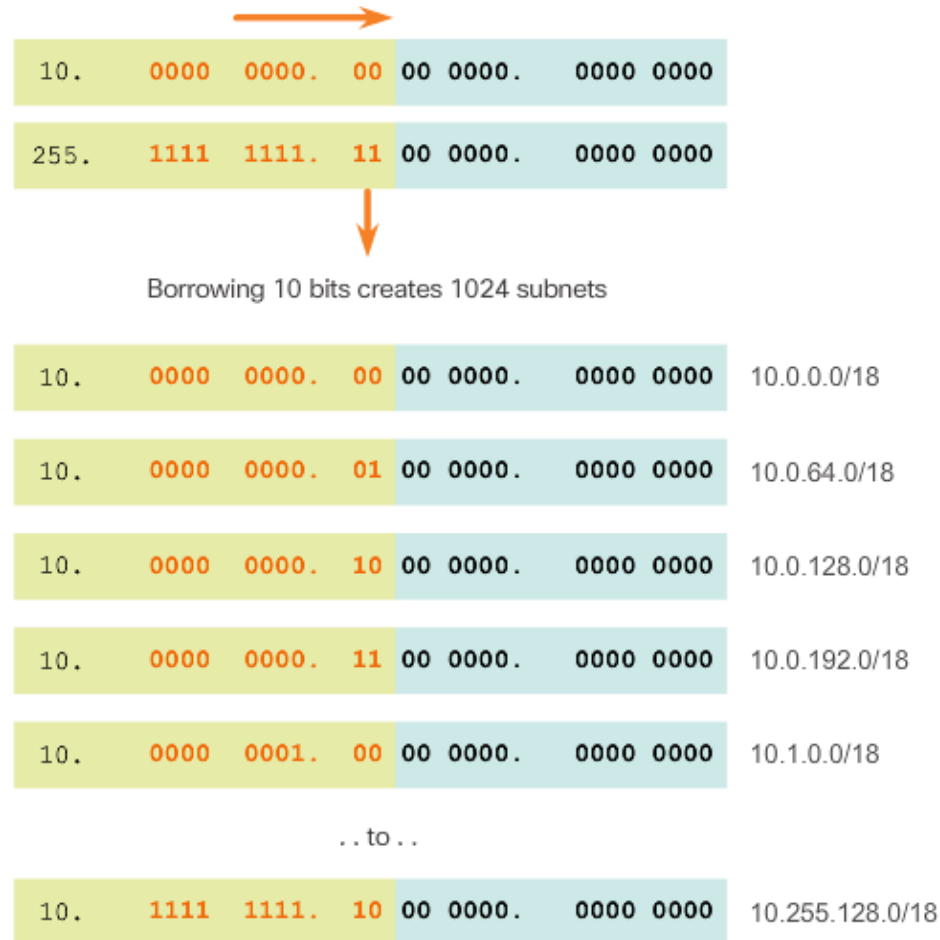
Last Host Address

172. 16. 00 00 00 01. 1111 1110 = 172.16.1.254/23

Broadcast Address

172. 16. 00 00 00 01. 1111 1111 = 172.16.1.255/23

# Creating 1000 Subnets with a /8 Network



# Creating 1000 Subnets with a /8 Network (cont.)

## Calculating Hosts

10. 00 00 00 00. 0000 0000. 0000 0000

14 bits remain in host field

$2^{14} = 16384$  hosts per subnet  
 $2^{14} - 2 = 16382$  valid hosts per subnet

## Address Range for 10.0.0.0/18 Subnet

Network Address

10. 00 00 00 00. 0000 0000. 0000 0000 = 10.0.0.0/18

First Host Address

10. 00 00 00 00. 0000 0000. 0000 0001 = 10.0.0.1/18

Last Host Address

10. 00 00 00 00. 0011 1111. 1111 1110 = 10.0.63.254/18

Broadcast Address

10. 00 00 00 00. 0011 1111. 1111 1111 = 10.0.63.255/18

# Subnetting Based on Host Requirements

Two considerations when planning subnets:

- The number of host addresses required for each network.
- The number of individual subnets needed.

Prefix Length	Subnet Mask	Subnet Mask in Binary (n = network, h = host)	# of subnets	# of hosts
/25	255.255.255.128	nnnnnnnnn . nnnnnnnnn . nnnnnnnnn . nhhhhhhhh 11111111 . 11111111 . 11111111 . 10000000	2	126
/26	255.255.255.192	nnnnnnnnn . nnnnnnnnn . nnnnnnnnn . nnhhhhhhh 11111111 . 11111111 . 11111111 . 11000000	4	62
/27	255.255.255.224	nnnnnnnnn . nnnnnnnnn . nnnnnnnnn . nnnhhhhhh 11111111 . 11111111 . 11111111 . 11100000	8	30
/28	255.255.255.240	nnnnnnnnn . nnnnnnnnn . nnnnnnnnn . nnnnhhhhh 11111111 . 11111111 . 11111111 . 11110000	16	14
/29	255.255.255.248	nnnnnnnnn . nnnnnnnnn . nnnnnnnnn . nnnnnhhhh 11111111 . 11111111 . 11111111 . 11111000	32	6
/30	255.255.255.252	nnnnnnnnn . nnnnnnnnn . nnnnnnnnn . nnnnnnhhh 11111111 . 11111111 . 11111111 . 11111100	64	2

The more bits borrowed to create subnets, the fewer host bits available.

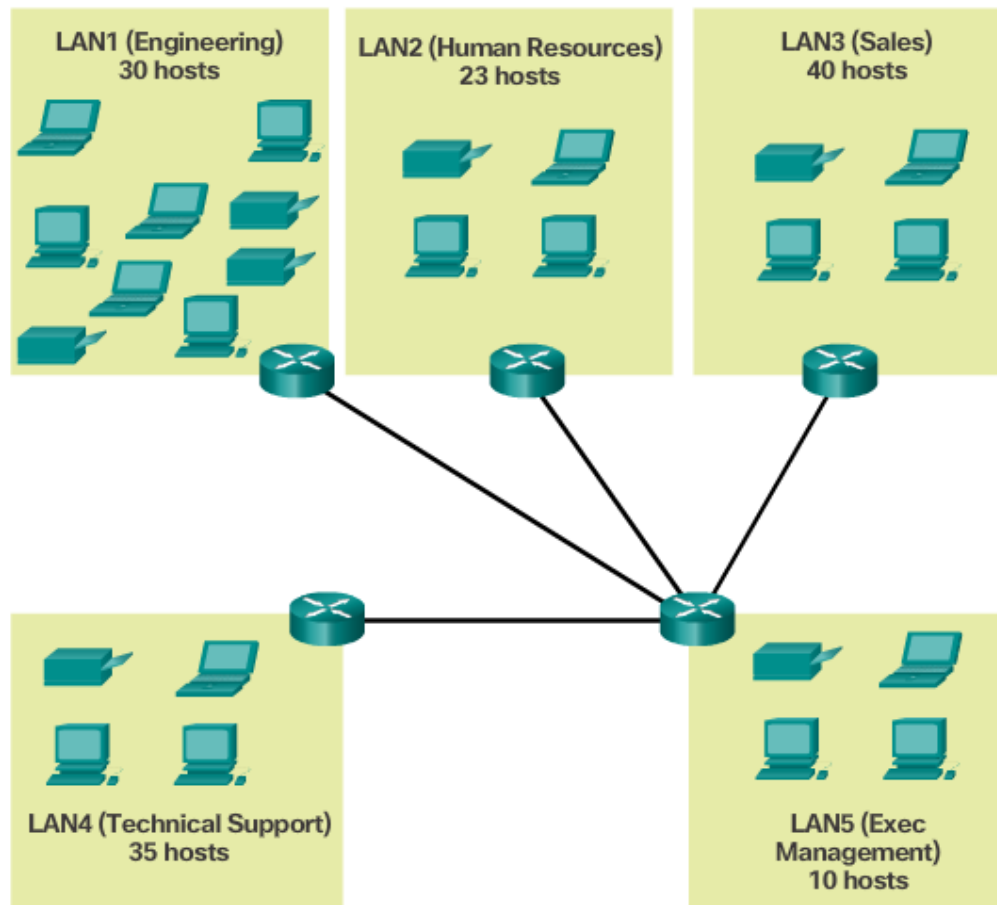
# Subnetting Based on Network Requirements

## Subnets Based on Organizational Structure



# Network Requirement Example

## Corporate Network



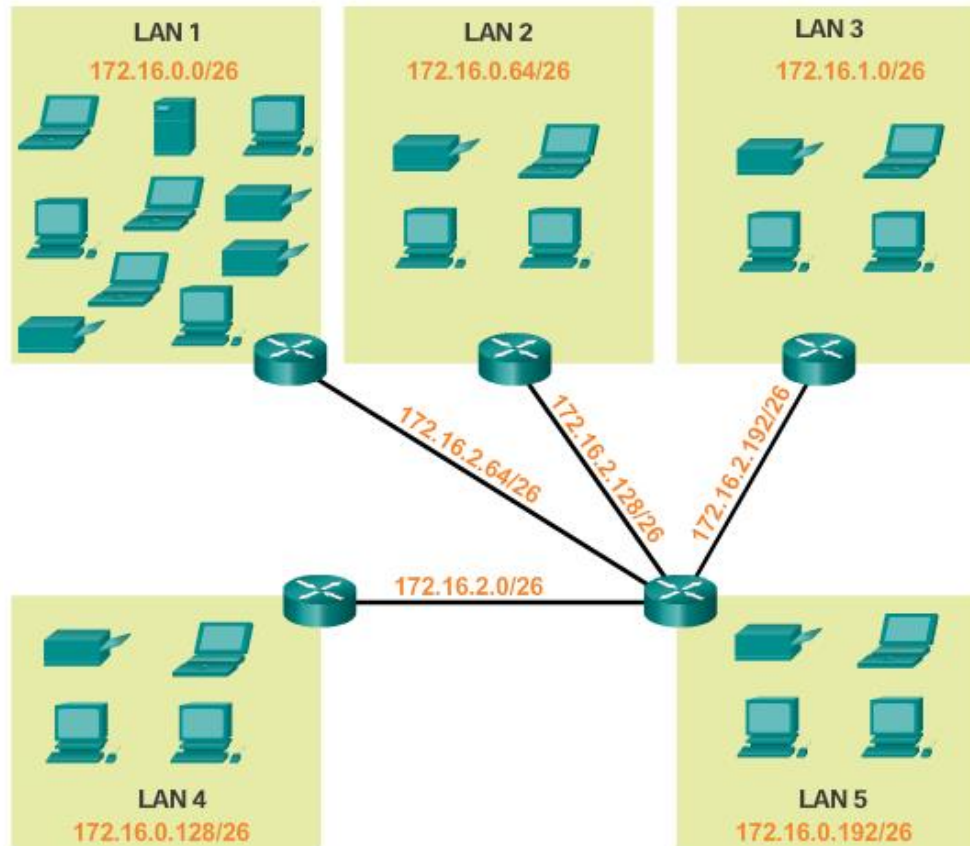
# Network Requirement Example (cont.)

	Network Portion	Host Portion	Dotted Decimal
	10101100.00010000.000000	00.00 000000	172.16.0.0/22
0	10101100.00010000.000000	00.00 000000	172.16.0.0/26
1	10101100.00010000.000000	00.01 000000	172.16.0.64/26
2	10101100.00010000.000000	00.10 000000	172.16.0.128/26
3	10101100.00010000.000000	00.11 000000	172.16.0.192/26
4	10101100.00010000.000000	01.00 000000	172.16.1.0/26
5	10101100.00010000.000000	01.01 000000	172.16.1.64/26
6	10101100.00010000.000000	01.10 000000	172.16.1.128/26
Nets 7 - 13 not shown			
14	10101100.00010000.000000	11.10 000000	172.16.3.128/26
15	10101100.00010000.000000	11.11 000000	172.16.3.192/26

4 bits borrowed from host portion to create subnets

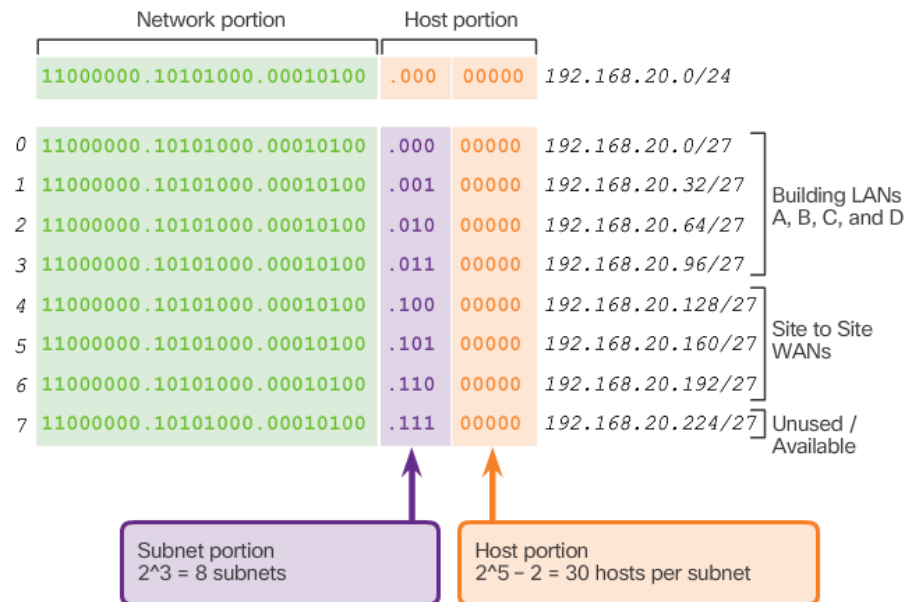
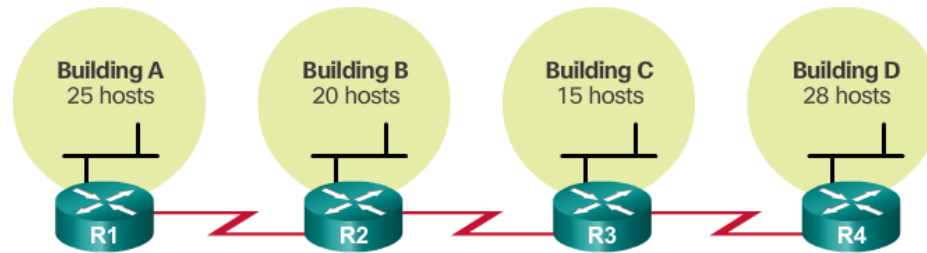
# Network Requirement Example (cont.)

172.16.0.0/22





# Traditional Subnetting Wastes Addresses



# Traditional Subnetting Wastes Addresses (Cont.)

## Unused Addresses on WAN Subnets

	Network portion	Host portion	Dotted Decimal
4	11000000.10101000.00010100	.100 00000	192.168.20.128/27
5	11000000.10101000.00010100	.101 00000	192.168.20.160/27
6	11000000.10101000.00010100	.110 00000	192.168.20.192/27

Host portion  
 $2^5 - 2 = 30$  hosts per subnet  
  
 $30 - 2 = 28$   
Each WAN subnet wastes 28 addresses  
  
 $28 \times 3 = 84$   
84 addresses are unused