**Desarrollo VLSM Proyecto Final RDS**

El segmento para utilizar es: 172.X.0.0 donde X es el número de nuestro equipo que es el 5.

De modo que nos queda el segmento: 172.5.0.0

Tenemos una red de clase B, cuya máscara de subred es: 255.255.0.0

Ordenando de mayor a menor queda: P1, P2, PB, P3

Para P1:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Red** | **Segmento** | **Rango** | **Máscara** | **Gtw** | **Bc** |
| P1 | 172.5.0.0 | [0.1 – 0.62] | 255.255.255.192 | 172.5.0.62 | 172.5.0.63 |

Para P2:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Red** | **Segmento** | **Rango** | **Máscara** | **Gtw** | **Bc** |
| P2 | 172.5.0.64 | [0.65 – 0.94] | 255.255.255.224 | 172.5.0.94 | 172.5.0.95 |

Para PB:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Red** | **Segmento** | **Rango** | **Máscara** | **Gtw** | **Bc** |
| PB | 172.5.0.96 | [0.97 – 0.110] | 255.255.255.240 | 172.5.0.110 | 172.5.0.111 |

Para P3:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Red** | **Segmento** | **Rango** | **Mácara** | **Gtw** | **Bc** |
| P3 | 172.5.0.112 | [0.113 – 126] | 255.255.255.240 | 172.5.0.126 | 172.5.0.127 |