

II° SOLUZIONE: USO REGOLA ALLINEAMENTO (andando in ordine come da tema)

INFO	SP-A (16*0 = 0)	SP-S (8*2 = 16)
INDIRIZZO BASE	204.26.27.0/28 (204.26.27.0000 0000)	204.26.27.16/29 (204.26.27.00010 000)
INDIRIZZO BROADCAST	204.26.27.15	204.26.27.23
INDIRIZZO GATEWAY	204.26.27.14	204.26.27.22
PRIMO IP	204.26.27.1	204.26.27.17
ULTIMO IP	204.26.27.13	204.26.27.21
NETMASK	255.255.255.240	255.255.255.248
WILDCARD	0.0.0.15	0.0.0.7
NOTE	16 indirizzi --> 4 bit	8 indirizzi --> 3 bit

INFO	SP-V (32*1 = 32)	F-U (64*2 = 128)
INDIRIZZO BASE	204.26.27.32/27 (204.26.27.001 00000)	204.26.27.128/26 (204.26.27.10 000000)
INDIRIZZO BROADCAST	204.26.27.63	204.26.27.191
INDIRIZZO GATEWAY	204.26.27.62	204.26.27.190
PRIMO IP	204.26.27.33	204.26.27.129
ULTIMO IP	204.26.27.61	204.26.27.189
NETMASK	255.255.255.224	255.255.255.192
WILDCARD	0.0.0.31	0.0.0.63
NOTE	32 indirizzi --> 5 bit	64 indirizzi --> 6 bit

INFO	R-SP -- R-Internet	R-F -- R-Internet
INDIRIZZO BASE	204.26.27.24/30 (204.26.27.000110 00)	204.26.27.28/30 (204.26.27.000111 00)
INDIRIZZO BROADCAST	204.26.27.27	204.26.27.31
INDIRIZZO GATEWAY		
PRIMO IP	204.26.27.25	204.26.27.29
ULTIMO IP	204.26.27.26	204.26.27.30
NETMASK	255.255.255.252	255.255.255.252
WILDCARD	0.0.0.3	0.0.0.3
NOTE	4 indirizzi --> 2 bit	4 indirizzi --> 2 bit

SP-U (64*1 = 64)
204.26.27.64/26 (204.26.27.01 000000)
204.26.27.127
204.26.27.126
204.26.27.65
204.26.27.125
255.255.255.192
0.0.0.63
64 indirizzi --> 6 bit

F-P (64*3 = 192)
204.26.27.192/26 (204.26.27.11 000000)
204.26.27.255
204.26.27.254
204.26.27.193
204.26.27.253
255.255.255.192
0.0.0.63
64 indirizzi --> 6 bit

Internet
172.16.0.0/16
172.16.255.255
172.16.255.254
172.16.0.1
172.16.255.253
255.255.0.0
0.0.255.255