# **Mini-guide - Subnetting**

# Comprehensive guide to subnetting a network

Note: this is often used throughout my course and possible future reference, TLDR i should I learn this as thoroughly as possible!

## **Prequel Information**

## **Binary to Decimal**

Given an IP-ADDRESS: 192.168.30.10

This converts decimal octet addresses to their binary components, this will be needed later down the line! This totals to about 255 octet values.

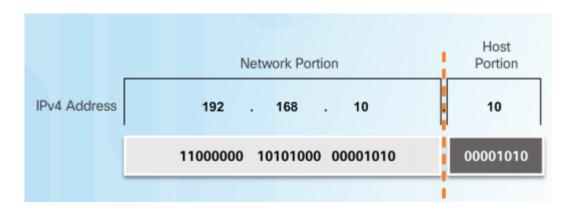
Positional Value	128	64	32	16	8	4	2	1
Binary	1	1	0	0	0	0	0	0
Calculation	128+	64+	0+	0+	0+	0+	0+	0+
Total	192							

Positional Value	128	64	32	16	8	4	2	1
Binary	1	0	1	0	1	0	0	0
Calculation	128+	0+	32+	0+	8+	0+	0+	0+
Total	168							

Positional Value	128	64	32	16	8	4	2	1
Binary	0	0	0	1	1	1	1	0
Calculation	0+	0+	0+	16+	8+	4+	2+	0+
Total	30							

Positional Value	128	64	32	16	8	4	2	1
Binary	0	0	0	0	0	0	0	0
Calculation	0+	0+	0+	0+	8+	0+	2+	0+
Total	10							

### **IPv4 Address Structure**



## **Logical ANDING**

Used to determine the network address, comparing the subnet mask binary bits to the IP address binary bits.

1 AND 1 = 1

1 AND 0 = 0

0 AND 1 = 0

0 AND 0 = 0

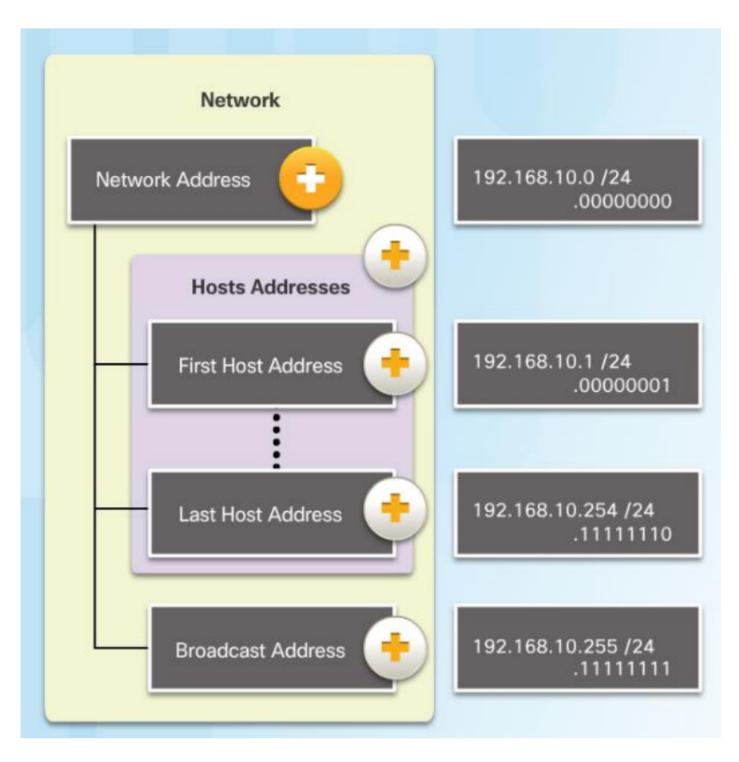
### **Pre-fixed length**

Pre-fix length which is denoted by /24 or /16 is the numeral that determines how many 1 binarys are inside an network address.

# Comparing the Subnet Mask and Prefix Length

Subnet Mask	32-bit Address	Prefix Length
<b>255</b> .0.0.0	1111111.00000000.0000000.00000000	/8
<b>255.255</b> .0.0	1111111.111111111.00000000.00000000	/16
<b>255.255.255</b> .0	1111111.11111111.11111111.00000000	/24
255.255.255.128	1111111.11111111.11111111.10000000	/25
255.255.255.192	1111111.11111111.11111111.11000000	/26
255.255.255.224	1111111.11111111.11111111.11100000	/27
255.255.255.240	1111111.11111111.11111111.11110000	/28
255.255.255.248	11111111.111111111.11111111.11111000	/29
255.255.255.252	11111111.111111111.11111111111111111111	/30

# **Address Types Determinations**



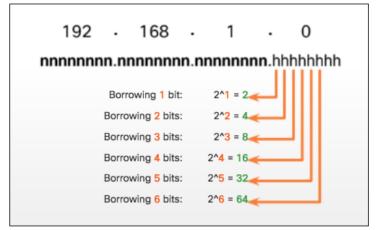
**Subnetting Formulas** 

# Subnetting an IPv4 Network Subnetting Formulas

#### Calculate Number of Subnets Formula



### Subnetting a /24 Network

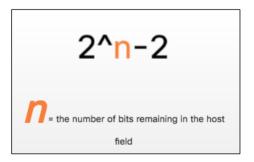


cisco

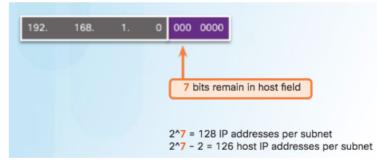
© 2016 Cisco and/or its affiliates. All rights reserved. Cisco Confidential

# Subnetting an IPv4 Network Subnetting Formulas (Cont.)

#### Calculate Number of Hosts Formula



### Calculating the Number of Hosts



cisco

2016 Cisco and/or its affiliates. All rights reserved. Cisco Confidential

## **Example (Using real tutorial work!) (VLSM?)**

From prior experience you can only really subnet a IP address unless you're given the specifications.

### Subnet the network 192.168.1.0/24 to meet the following requirements:

Subnet A: 58 Hosts
 Subnet B: 28 Hosts
 Subnet C: 12 Hosts

### Requirements;

1. Maximum of 58 hosts

2. 3 Subnets most arrive.

### Given that we have a /24 prefix we can determine that;

192.168.1 - is the network portion which is unchanged, using logical AND technique will reveal that all octets are the same and will not change. This leaves the next octet or 8 bits to play with.

192	168	1	Measurement		
11000000	10101000	00000001	Binary Value		
11111111	11111111	11111111	Subnet Mask		

.0 - is the host portion in which we use this to assign our hosts and subnets! Remember that subnets are calculating using bits borrowed and hosts are calculated using bits remaining.

### **Current configuration**

.0

0000000

### **Borrowing Configuration**

11000000 = 4 subnets and 62 hosts to deal.

First Address: 1 Last Address: 62

**Broadcast Address: 63** 

this makes the prefix /26 making the subnet mask 192.

1100000 / 192 - now we require 28 hosts which means, we need 5 bits remaining.

1110000 / 224 - 30 hosts Network Address = 64

first Address: 65

Last Address: 94

**Broadcast Address: 95** 

11110000 - 14 hosts

Network Address: 96

first Address: 97 Last Address: 110

**Broadcast Address: 111** 

### **VLSM AND NON VLSM!**

VLSM = break it into smaller subnets (borrow more bits)

FLSM = just make it into even proportioned subnets (Don't borrow bits just use the network id to seperate them furhter...)