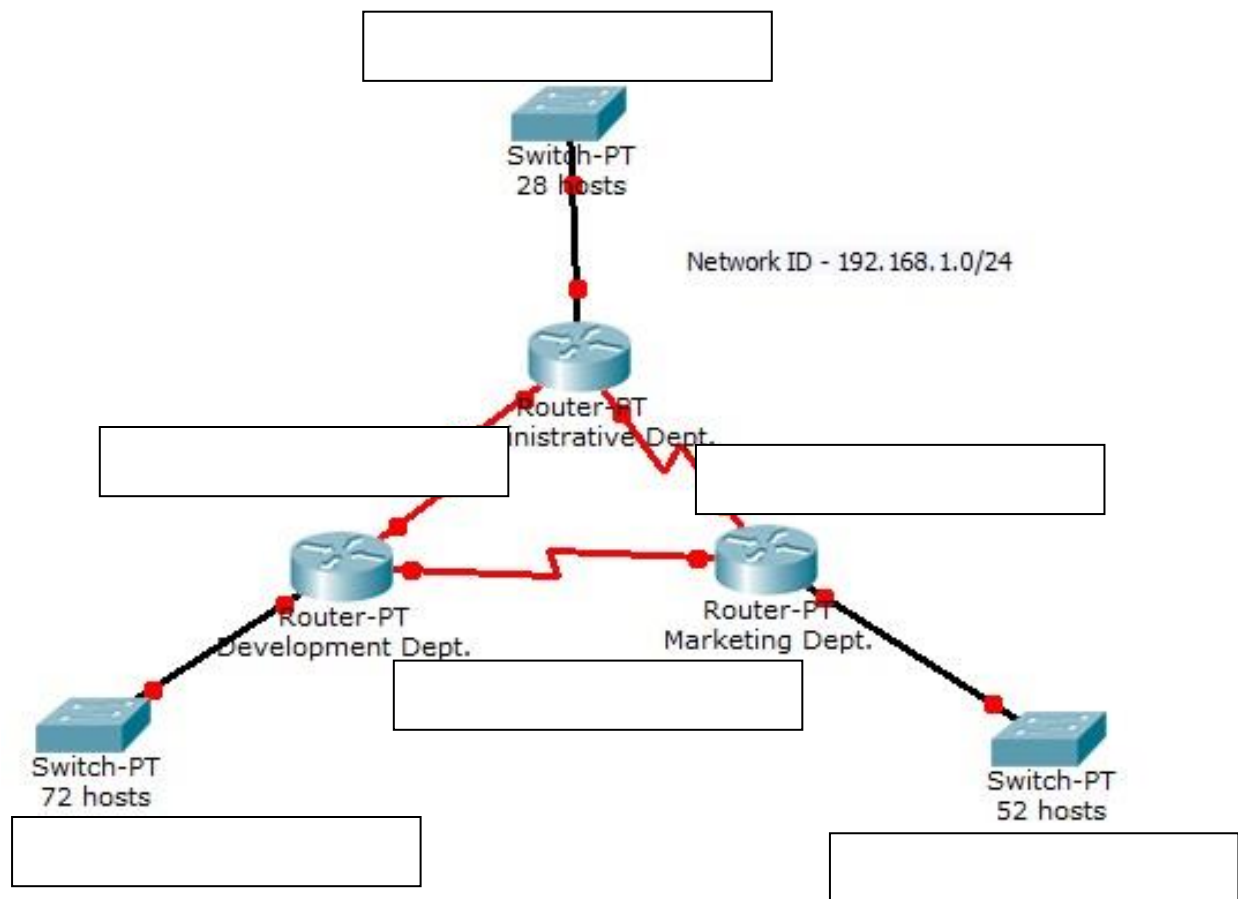


# VLSM

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## Problem 1#



## Problem 2#

