Name: Devansh Srivastava

Registration number: 21BCE0527

**Network Training Programme** 

Module 6

Q3. Given a network address of 10.0.0.0/24, divide it into 4 equal subnets. Calculate the new subnet mask. Determine the valid host range for each subnet. Assign IP addresses to devices in Packet Tracer and verify connectivity.

## Analyzing the original network:

Network address: 10.0.0.0/24

Original subnet mask: 255.255.255.0

Number of host bits: 8

Number of available hosts: 2<sup>8</sup> - 2 = 254

Calculate new subnet mask for 4 equal subnets:

So, we require 2 additional subnet bits  $(2^2 = 4)$  subnets

New prefix length: 24 + 2 = /26

Number of host in each network: 2^32-26=2^6=64 hosts

New subnet mask: 255.255.255.192

# Calculate the subnets:

Subnet 0: 10.0.0.0/26

Network address: 10.0.0.0

Broadcast address: 10.0.0.63

Valid host range: 10.0.0.1 - 10.0.0.62

Subnet 1: 10.0.0.64/26

Network address: 10.0.0.64

Broadcast address: 10.0.0.127

Valid host range: 10.0.0.65 - 10.0.0.126

Subnet 2: 10.0.0.128/26

Network address: 10.0.0.128

Broadcast address: 10.0.0.191

Valid host range: 10.0.0.129 - 10.0.0.190

Subnet 3: 10.0.0.192/26

Network address: 10.0.0.192

Broadcast address: 10.0.0.255

Valid host range: 10.0.0.193 - 10.0.0.254

Configure devices in Packet Tracer:

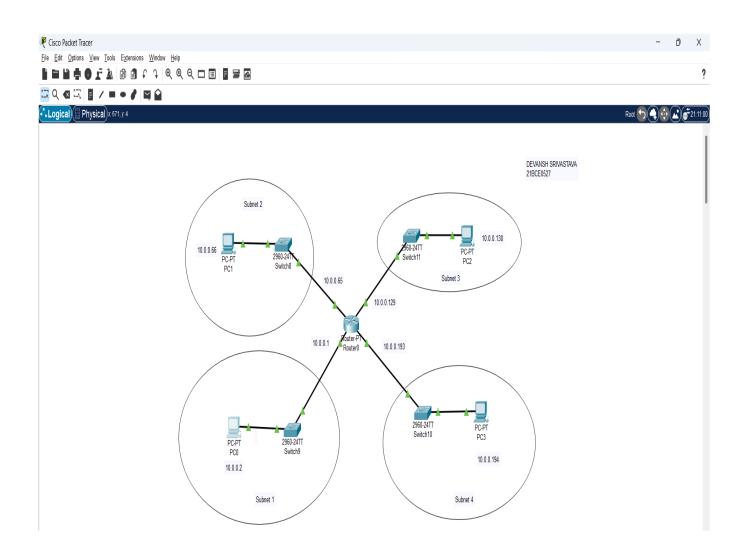
Assigning PC1: 10.0.0.2/26, Gateway: 10.0.0.1

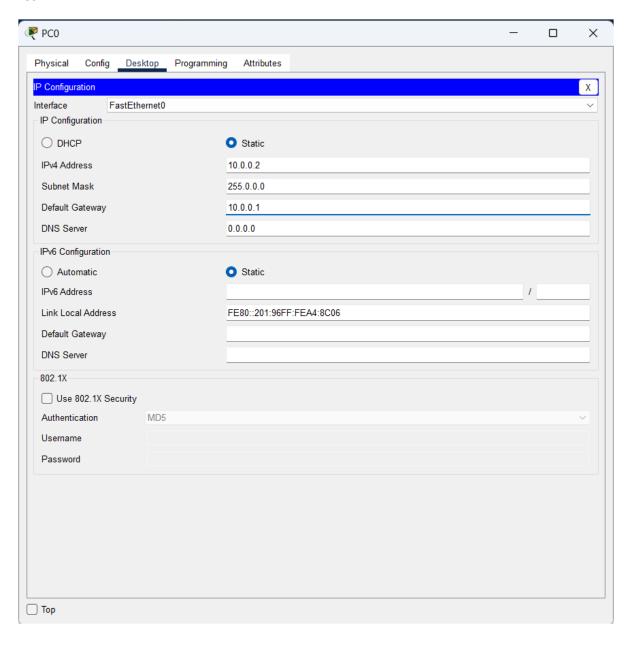
Assigning PC2: 10.0.0.66/26, Gateway: 10.0.0.65

Assigning PC3: 10.0.0.130/26, Gateway: 10.0.0.129

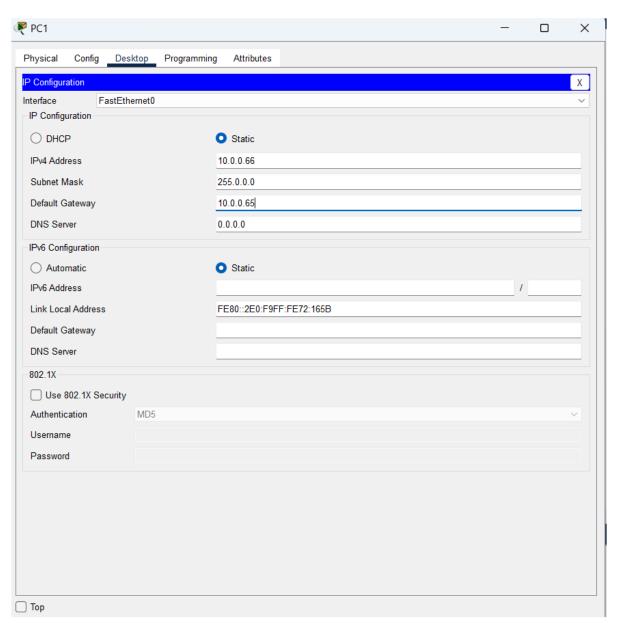
Assigning PC4: 10.0.0.194/26, Gateway: 10.0.0.193

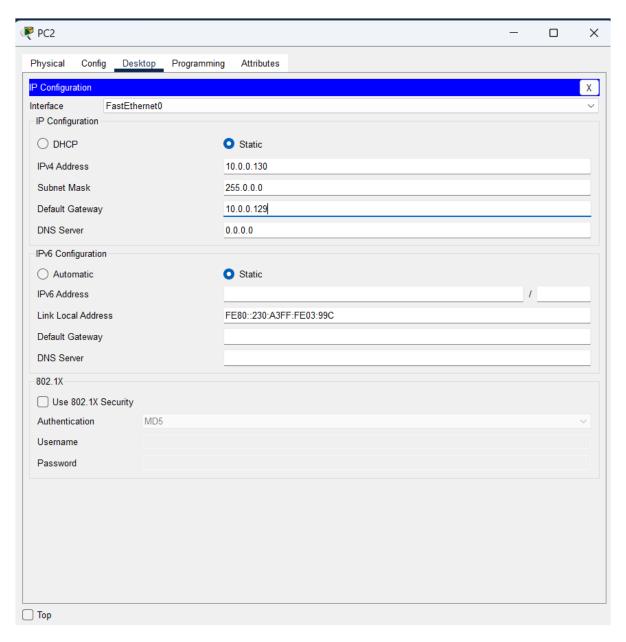
# Network Diagram:

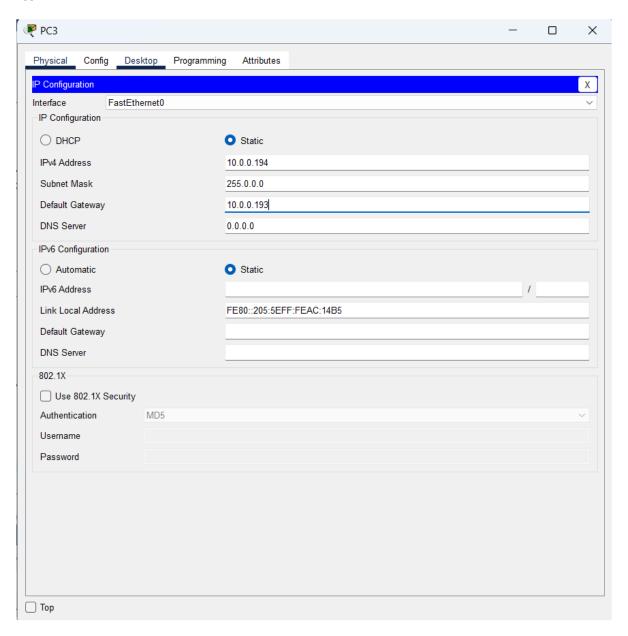




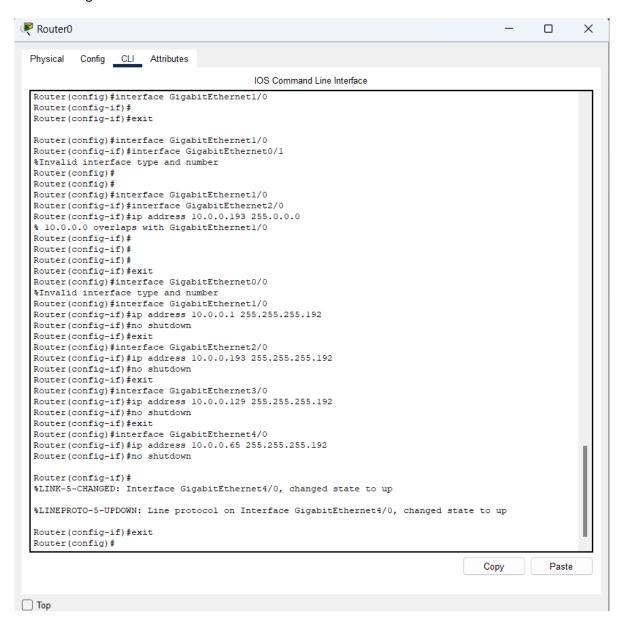
## PC1







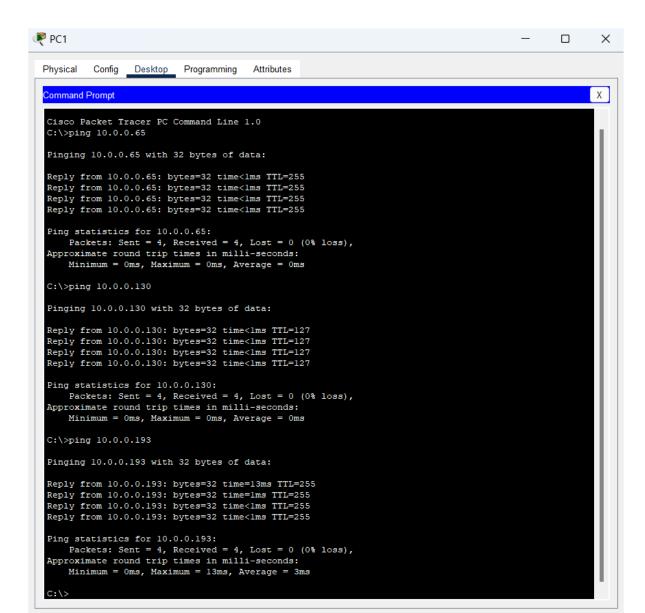
## **Router Configuration:**



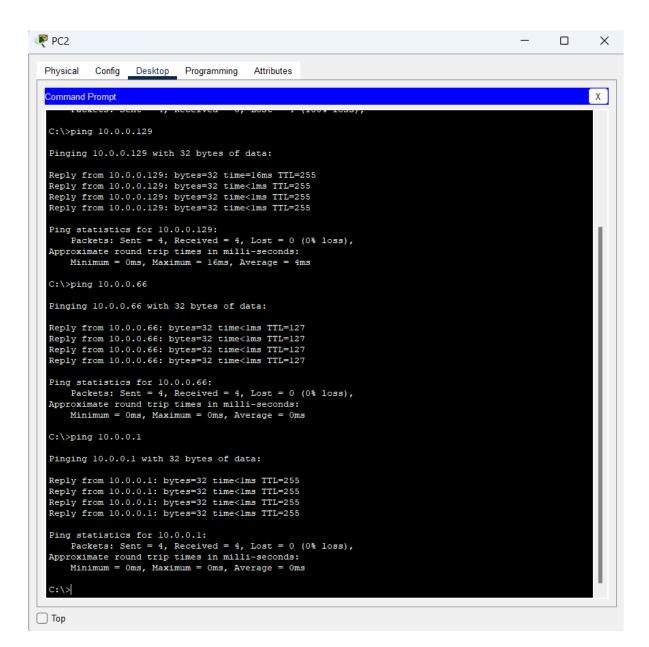
#### **Testing Connectivity:**

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₱PC0

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   Physical Config Desktop Programming
                                                                         Attributes
   Command Prompt
                                                                                                                                                                                           Χ
    Cisco Packet Tracer PC Command Line 1.0 C:\>ping 10.0.0.1
    Pinging 10.0.0.1 with 32 bytes of data:
   Reply from 10.0.0.1: bytes=32 time<1ms TTL=255
    Ping statistics for 10.0.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms
    C:\>ping 10.0.0.193
    Pinging 10.0.0.193 with 32 bytes of data:
    Reply from 10.0.0.193: bytes=32 time<1ms TTL=255
    Reply from 10.0.0.193: bytes=32 time<1ms TTL=255
Reply from 10.0.0.193: bytes=32 time<1ms TTL=255
Reply from 10.0.0.193: bytes=32 time<1ms TTL=255
    Ping statistics for 10.0.0.193:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms
    C:\>ping 10.0.0.66
    Pinging 10.0.0.66 with 32 bytes of data:
    Request timed out.
Reply from 10.0.0.66: bytes=32 time<1ms TTL=127
Reply from 10.0.0.66: bytes=32 time=1ms TTL=127
Reply from 10.0.0.66: bytes=32 time<1ms TTL=127
    Ping statistics for 10.0.0.66:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 1ms, Average = 0ms
Тор
```



□ Тор



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₹ PC3
                                                                                                                         \times
 Physical
             Config Desktop Programming
                                                  Attributes
  Command Prompt
                                                                                                                                Χ
  Cisco Packet Tracer PC Command Line 1.0
   C:\>ping 10.0.0.193
  Pinging 10.0.0.193 with 32 bytes of data:
  Reply from 10.0.0.193: bytes=32 time=1ms TTL=255
  Reply from 10.0.0.193: bytes=32 time<1ms TTL=255 Reply from 10.0.0.193: bytes=32 time<1ms TTL=255
  Reply from 10.0.0.193: bytes=32 time<1ms TTL=255
  Ping statistics for 10.0.0.193:
  Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds:
       Minimum = 0ms, Maximum = 1ms, Average = 0ms
   C:\>ping 10.0.0.1
  Pinging 10.0.0.1 with 32 bytes of data:
  Reply from 10.0.0.1: bytes=32 time<1ms TTL=255
  Reply from 10.0.0.1: bytes=32 time<1ms TTL=255 Reply from 10.0.0.1: bytes=32 time<1ms TTL=255
   Reply from 10.0.0.1: bytes=32 time<1ms TTL=255
  Ping statistics for 10.0.0.1:
  Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds:
       Minimum = 0ms, Maximum = 0ms, Average = 0ms
   C:\>ping 10.0.0.66
  Pinging 10.0.0.66 with 32 bytes of data:
  Reply from 10.0.0.66: bytes=32 time<1ms TTL=127
  Reply from 10.0.0.66: bytes=32 time<1ms TTL=127
Reply from 10.0.0.66: bytes=32 time<1ms TTL=127
   Reply from 10.0.0.66: bytes=32 time<1ms TTL=127
  Ping statistics for 10.0.0.66:
  Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds:
       Minimum = 0ms, Maximum = 0ms, Average = 0ms
Top
```

#### **Key Learning:**

- 1.Subnet Mask Precision: The correct subnet mask (255.255.255.192) must be used consistently across all interfaces to prevent overlap errors using a different mask like 255.0.0.0 causes the router to interpret networks incorrectly.
- 2.Interface Independence: Each subnet needs its own dedicated physical interface on the router with the appropriate gateway address (10.0.0.1, 10.0.0.65, etc.) to maintain proper network segmentation.
- 3. Connected Route Creation: A router automatically creates routing table entries for directly connected subnets, enabling communication between devices on different subnets without additional configuration.
- 4. Verification Through Connectivity: Successful pings between devices on different subnets confirms proper subnet implementation, interface configuration, and router functionality.