```
192.168.100.17
```

Host 0001 Network 192.168.100.16 Brodcast 192.168.100.00011111-192.168.100.31 Host range 192.168.100.17 to 192.168.100.30 192.168.100.30-host 14

192.168.100.66

```
66/2

06 33/2

0 13 16/2

1 0 8/2

0 4/2

0 2/2

0 1
```

Host 00010 01000000 =64 network 01011111=95 host 01000010-01000001 -65 192.168.100.65 to 192.168.100.94 2^5-2=30

```
172.16.10.5/20

172/2

12. 86/2

0 06 43/2

0 03 21/2

1 01 10/2

1. 0 5/2

1 2/2

0. 1
```

00001010.00000101-00000000.00000001-0.1

172.16.10.33/255.255.252.0 252/2 05 126/2 12 06 63/2 03 31/2 0 0 1 11 15/2 1 1 7/2 1 3/2 1 1

255.255.11111100.0 Network 22bits -> 172.16.8.0 10-00001010-00001000-8 Broadcast 00001011.11111111-172.16.11.255 Range 172.16.8.1-172.16.11.254

EXERCICE 2
126 host
2^7=128->10000000
Submask 255.255.255.128
Network x.x.x.128
Broadcast x.x.x.255
Range x.x.x.129 to x.x.x.254

EXERCICE 3

Network address 192.168.10.0/26 -Subnet mask 255.255.255.192 192/2 12 96/2

192=11000000

how many subnet
01 000000-2^6=64
10 000000-2^7=128
11 000000-2^7+2^6=192
how many host - 6- 000000
valid subnets
00 111111-63
01 111111-127
10 111111-255

EXCERCICE 5

subnet mask 255.255.255.__

SUBNET NETWORK ADDRESS HOST ADDRESSES

BROADCAST ADDRESS

1 subnet 192.168.162.0 192.168.162.1-192.168.162.31

192.168.162.32

2 subnet 192.168.162.32 192.168.162.33-192.168.162.63

192.168.162.64

3 subnet 192.168.162.64 192.168.162.65-192.168.162.95

192.168.162.96

4 subnet 192.168.162.96 1192.168.162.97-192.168.162.127

192.168.162.128

5 subnet 192.168.162.128 192.168.162.129-192.168.162.159

192.168.162.160

6 subnet 192.168.162.160 192.168.162.161-192.168.162.223

192.168.162.224

00000000-0 0010000-2^5=32 01000000-2^6 =64 01100000-2^6+2^5=96

10000000-2^7= 128

10100000-2^7+2^5=160

11100000-2^7+2^6+2^5=224

192=11000000-we know the net is type C so it start with 110

192.168.162.00000000- if we use 4 ceros we saw that we don't have enough bits(2^4=16-2=14) so we use one more bit (2^5=32-2=30) now we know that we need to use 5 bits for host and 27bist for network