# Classes d’adresses IP (V 4)

* 1. Appliquer sur le premier octet les valeurs binaires adéquates pour créer les classes A à E
  2. Calculer les intervalles d’adresses décimales (valeur minimale et valeur maximale binaire codée de chaque octet) pour chaque classe avec votre calculatrice.

Exemple : valeur binaire = 000000002  010 / 111111112  25510

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**E**

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# Intersection logique

* 1. **Masques de réseau**

Pour chacune des adresse IP proposée, déterminer la classe d’adresse et le masque réseau approprié.

172.16.25.18  Classe [ ], masque : [ . . . ]

5.1.23.18  Classe [ ], masque : [ . . . ] 192.168.1.115  Classe [ ], masque : [ . . . ] 187.15.255.1  Classe [ ], masque : [ . . . ] 125.116.1.0  Classe [ ], masque : [ . . . ]

132.31.0.5  Classe [ ], masque : [ . . . ] 195.15.32.18  Classe [ ], masque : [ . . . ]

# Masques de sous réseau

* + 1. Calculer le masque décimal correspondant à la notation pointée
    2. A l’aide de votre calculatrice, déterminer le résultat de l’intersection logique (NET\_ID, Subnet\_ID et HOST\_ID).

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| **IP** | **Masque** | **NET\_ID** | **Subnet\_ID** | **Host\_ID** |
| 15.130.2.181 / 11 |  |  |  |  |
| 192.168.66.115 / 20 |  |  |  |  |
| 187.15.187.1 / 18 |  |  |  |  |
| 125.119.1.0 / 14 |  |  |  |  |
| 132.31.72.5 / 21 |  |  |  |  |
| 195.15.32.73 / 30 |  |  |  |  |