

|                                     |                    |     |     |     |     |     |     |     |     |
|-------------------------------------|--------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| <b>Decimal Value</b>                | <b>Range</b>       | 128 | 64  | 32  | 16  | 8   | 4   | 2   | 1   |
| <b>Bits</b>                         | <b>Bits</b>        | 1   | 1   | 1   | 1   | 1   | 1   | 1   | 1   |
| <b>Decimal Value + Bits To Left</b> | <b>Subnet Mask</b> | 128 | 192 | 224 | 240 | 248 | 252 | 254 | 255 |
| <b>2<sup>N</sup></b>                | <b>Subnets</b>     | 2   | 4   | 8   | 16  | 32  | 64  | 128 | 256 |

| <b>Bits</b> | <b>2<sup>n</sup> = x (subtract 2 for useable hosts)</b> |
|-------------|---|
| 1           | 2 <sup>1</sup> = 2                                      |
| 2           | 2 <sup>2</sup> = 4                                      |
| 3           | 2 <sup>3</sup> = 8                                      |
| 4           | 2 <sup>4</sup> = 16                                     |
| 5           | 2 <sup>5</sup> = 32                                     |
| 6           | 2 <sup>6</sup> = 64                                     |
| 7           | 2 <sup>7</sup> = 128                                    |
| 8           | 2 <sup>8</sup> = 256                                    |
| 9           | 2 <sup>9</sup> = 512                                    |
| 10          | 2 <sup>10</sup> = 1,024                                 |
| 11          | 2 <sup>11</sup> = 2,048                                 |
| 12          | 2 <sup>12</sup> = 4,096                                 |
| 13          | 2 <sup>13</sup> = 8,192                                 |
| 14          | 2 <sup>14</sup> = 16,384                                |
| 15          | 2 <sup>15</sup> = 32,768                                |
| 16          | 2 <sup>16</sup> = 65,536                                |
| 17          | 2 <sup>17</sup> = 131,072                               |
| 18          | 2 <sup>18</sup> = 262,144                               |
| 19          | 2 <sup>19</sup> = 524,288                               |
| 20          | 2 <sup>20</sup> = 1,048,576                             |
| 21          | 2 <sup>21</sup> = 2,097,152                             |
| 22          | 2 <sup>22</sup> = 4,194,304                             |
| 23          | 2 <sup>23</sup> = 8,388,608                             |
| 24          | 2 <sup>24</sup> = 16,777,216                            |

| <b>Subnet Classes</b> |                                       |                          |
|-----------------------|---------------------------------------|--------------------------|
| <b>Class</b>          | <b>High Order Bits in First Octet</b> | <b>First Octet Range</b> |
| A                     | 0                                     | 1-127                    |
| B                     | 10                                    | 128-191                  |
| C                     | 110                                   | 192-223                  |

**Subnetting Fundamentals:**

1. **Subnetting creates smaller networks out of large networks** by borrowing host bits to create the subnet field, which made up of the borrowed bits
2. **Subnetting increases network efficiency and security** by decreasing the size of broadcast domains
3. **Routers are used to create subnets** because OSI Layer 3 addressing (IP addresses) is used for subnetting
4. Students should be familiar with **network math and binary numbers** to do subnetting, and be able to **convert decimal numbers to binary numbers to at least 16 bits (two bytes)**
5. The formula  $2^n = x$  will calculate the **number of subnets created** when **n** equals the number of *host bits borrowed* to create the subnet field
6. The formula  $2^n - 2 = x$  will calculate the **number of hosts per subnet** created when **n** equals the *number of remaining host bits* after creating the subnet field
7. **Class A, Class B, and Class C networks can be subnetted**; Class D networks do not use a network ID, so they do not need to be subnetted; Class E networks are experimental
8. **Two host bits must remain after borrowing host bits to create subnets**, so the maximum number of host bits that can be borrowed in a Class A network is 22, in a Class B network is 14, and in a Class C network is 6
9. The **incremental value of subnets** is the decimal value of the last host bit borrowed to create the subnet field
10. **Magic Number Method**: subtracting the “non-255” number in the subnet mask from 256 to get the incremental value
11. When **expanding the subnet address ranges**, the first address will be the subnet address and the last address will be the broadcast address for that subnet; the useable host addresses will be the second address through the next to last address
12. **Incrementing subnets always starts in the octet of the last borrowed bit**; on a Class C network it is always in the fourth octet, on a Class B network incrementing can be in the third or fourth octet depending on which octet the last borrowed bit was in; on a Class A network incrementing can be in the second, third, or fourth octet depending on which octet the last borrowed bit was in