

Chapter Headings

1. Prerequisites - How to try this at home using Packet Tracer?
2. Components of an IPv4 Address
3. Converting IPv4 Addresses to Binary and Vice-Versa
4. Finding and Appreciating Last Bit Borrowed aka The Magic Number
5. Creating a Network Scheme using VLSM
6. Build Physical Network on Packet Tracer
7. Configuring the Network on Packet Tracer
8. Why Doesn't My Network Work?
9. Converge my Network Statically
10. Converge my Network Using RIPv2
11. Other Ways to Establish Network Convergence?
12. Glossary