IP numbering for four blocks:

A = 40 → $64 = 2^6$ CIDR = 32-6 = /26

B = 62 → $128 = 2^7$ CIDR = 32-7 = /25

C = 130 → $256 = 2^8$ CIDR = 32-8 = /24

D = 300 → $512 = 2^9$ CIDR = 32-9 = /23

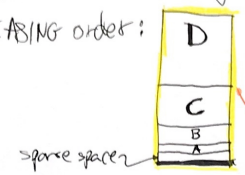
The block covering A, B, C and D has a size = 64 + 128 + 256 + 512 = 960 which must be rounded to the next integer power of two: $\log_2 960 = 9{,}91$; ceil(9,91) = 10

$2^{10} = 1024$ is the size of the block that houses A, B, C and D:

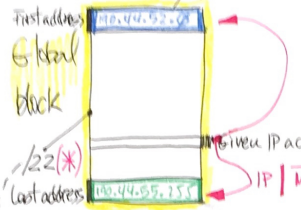
Global CIDR = 32-10 = /22 (*)

4 blocks | 1024 | low addresses ⋮ high addresses

Guaranteeing that the resulting Address Blocks get properly aligned entails our ordering them in NON-INCREASING order:



We are given an IP address that belongs to the global block, thus we can compute the PREFIX NUMBER (base address or network number) and the BROADCAST ADDRESS:



MASK = 1111 1111 . 1111 1111 . 1111 11 00 . 0000 0000

(8 | 8 | 6 | 10)

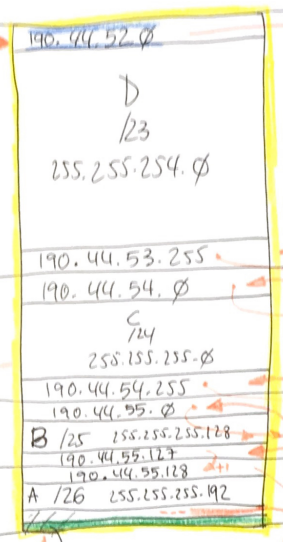
↳ = 255 . 255 . 252 . 0

First address: 190.44.55.66 & 255.255.252.0

PREFIX NUM. → 190.44.52.0

Last address: 190.44.52.0 | 0.0.3.255

→ 190.44.55.255



190.44.52.0 | 0.0.1.255 → bit-wise OR → MASK

190.44.53.255

+1

190.44.54.0 | 0.0.0.255 → MASK

190.44.54.255

+1

190.44.55.0 | 0.0.0.127 → MASK

190.44.55.127

190.44.55.128 | 0.0.0.63 → MASK

190.44.55.191