Code:

```
#include <bits/stdc++.h>
                                                                 cout << "Net ID: ";
using namespace std;
// 192.168.1.1
                                                                      int octet = 0;
// 255.255.255.0
bitset<32> ipToBinary(const string& ipAddress) {
  vector<int> octets;
  stringstream ss(ipAddress);
                                                                      cout << octet;
  string octet;
                                                                      if (i < 24) {
  while (getline(ss, octet, '.')) {
                                                                        cout << ".";
    octets.push_back(stoi(octet));
                                                                      }
                                                                   }
  bitset<32> binarylp;
                                                                   cout << endl;
  int index = 0;
                                                                   cout << "Host ID: ";
  for (int octet : octets) {
    for (int i = 7; i >= 0; --i) {
                                                                      int octet = 0;
      binarylp[index++] = (octet >> i) & 1;
    }
  }
  return binarylp;
                                                                      cout << octet:
                                                                      if (i < 24) {
// Function to calculate net ID, host ID, and network address
                                                                        cout << ".";
void calculateNetAndHost(const string& ipAddress, const
                                                                      }
string& subnetMask) {
                                                                   }
  // Convert IP address and subnet mask to binary
                                                                   cout << endl;
  bitset<32> ipBits = ipToBinary(ipAddress);
                                                                 }
  bitset<32> maskBits = ipToBinary(subnetMask);
                                                                 int main() {
  // Calculate the network address by performing a bitwise
AND operation
                                                                 192.168.1.1): ";
  bitset<32> networkBits = ipBits & maskBits;
                                                                   cin >> ipAddress;
```

```
for (int i = 0; i < 32; i += 8) {
  for (int j = i; j < i + 8; ++j) {
    octet = (octet << 1) | networkBits[j];</pre>
for (int i = 0; i < 32; i += 8) {
  for (int j = i; j < i + 8; ++j) {
    octet = (octet << 1) | (ipBits[j] & ~maskBits[j]);
string ipAddress, subnetMask;
cout << "Enter IP Address (dotted-decimal format, e.g.,
```

```
// Output the results

cout << "IP Address: " << ipAddress << endl;

cout << "Subnet Mask: " << subnetMask << endl;

calculateNetAndHost(ipAddress, subnetMask);

return 0;

}
```

Output:

Enter IP Address (dotted-decimal format, e.g., 192.168.1.1): 100.2.35.5

Enter Subnet Mask (dotted-decimal format, e.g., 255.255.255.0): 255.0.0.0

IP Address: 100.2.35.5

Subnet Mask: 255.0.0.0

Network Address: 100.0.0.0

Net ID: 100.0.0.0

Host ID: 0.2.35.5

Enter IP Address (dotted-decimal format, e.g., 192.168.1.1): 192.168.1.1

Enter Subnet Mask (dotted-decimal format, e.g., 255.255.255.0): 255.255.255.0

IP Address: 192.168.1.1

Subnet Mask: 255.255.255.0

Network Address: 192.168.1.0

Net ID: 192.168.1.0

Host ID: 0.0.0.1