

# Leaky Bucket Algorithm

// preprocessor directives

Output Rate = 100

# Packet Size = 1

```
void bucketInput (int a, int k)
{
```

```
    if (a > bucketSize)
        // bucket overflow
```

```
    else
```

```
    {
```

```
        delay(500)
```

```
        while (a > b)
```

```
            // bytes outputted
```

```
            a -= b
```

```
            delay(500);
```

```
    }
    if (a > 0)
```

```
        // Lost bytes sent
```

```
        // bucket output successful
```

// driver code

