

## Leaky Bucket Algorithm

Pseudo Code

```
// Declare bucket size  
int bucket_size = 100
```

```
// Check the bucket state
```

```
void check_bucket (int a, int b)
```

```
{
```

```
    if (a > bucket_size)
```

```
        Bucket overflow
```

```
    else
```

```
        delay(1)
```

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

```
            cout << b << " Bytes outputted"
```

```
            a = a - b
```

```
            delay(1)
```

```
        end while
```

```
    end else
```

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

```
        last "a" bytes outputted
```

```
    Bucket output successful
```

```
}
```

```
main ( )
```

```
{
```

```
cout << "Enter output rate "
```

```
cin >> op
```

```
for i 0 to 5
```

```
    delay(1)
```

```
    pkt size = rand() % 1000
```

```
    cout << "Packet no" << i << " packet size = " << pkt size
```

```
    check bucket (pkt size, op)
```

```
end for
```

```
}
```