Leaky bucket algorithm

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A1 batch.

```cpp
# include <bits/stdc++.h>
using namespace std;
int bucketsize 600
void bucketInput (int a, int b)
{    if (a > bucketsize)
  {    cout << "\n Bucket Overflow";
  }
  else
  {
      delay (1)
      while (a > b)
      {    cout << b << "\n byte output sent"
          a = a - b
          delay (1)
      }
      if (a > 0)
          cout << "\n Last" << a << "bytes sent";
  }
  cout << "Bucket output successful"
}
int main ()
{ cout int op, pktsize
      cout << "Enter output rate;
      cin >> op;
      for (i = 1; i < 5; i++) {
          delay (1);
          pktsize - rand() % 1000;
          cout << "Packet no" << i << "Packet size
                      = << "Pktsize";
      } bucketInput (pktsize, op);
      return 0;
```