

# Leaky bucket Algorithm

// preprocessor directives

Output Rate = 100  
Packet size = 5

void bucketInput (int a, int b)

{  
    if (a > bucket size)  
        // bucket overflow

    else  
    {

        delay (500)

        while (a > b)

            // bytes outputted

            a = a - b

            delay (500);

    } (a > 0)

// last bytes sent

// bucket output successful

// driver code

