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LEAKY BUCKET ALGORITHM

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#include<bits/stdc++.h>
#include<unistd.h>
using namespace std;
#define bucketSize 500
void bucketInput(int a, int b)
{ if(a > bucketSize)
    cout<<"\n\t\tBucket Overflow";
  else {
       sleep(5);
       while(a>b){
        cout<<"\n\t\t"<<b<<" bytes outputted.";
        a=-b;
        sleep(5);
       }
       if(a>0)
       cout<<"\n\t\tLast "<<a<<" bytes sent\t";
       cout<<"\n\t\tBucket output successful";
      }
    }
int main()
{ int op, pktsize;
  cout<<"Enter output rate:";
  cin>>op;
  for(int i=1; i<=5; i++)
  { sleep(rand()%10);
    pktSize=rand()%700;
    cout<<"\nPacket no "<<i<<"\tPacket Size = "<<pktSize;
    bucketInput(pktSize, op);
  }
  cout<<endl;
} return 0;
```