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1NM18CS075

Leaky Bucket Algorithm.

Code :-

```cpp
# include < iostream.h>
# include < dos.h>
# include < stdlib.h>
# define bucketsize 512

void bktInput (int a, int b)
{
    if ( a > bucketsize)
        cout << "\n\t\t Bucket overflow";
    else
    {
        delay (500);

        while (a > b)
        {
            cout << "\n\t\t" << b << "bytes outputted";
            a -= b;
            delay (500);
        }
        if (a > 0) cout << "\n\t\t Last " << a << "
                                    bytes sent\t";
        cout << "\n\t\t Bucket output successful;
    }
}
```

```
void main ()
{
int op, pktsize ;
randomize ();
cout << " Enter Output rate for the bucket
                          : c" ; cin >> op;

for (int i = 1; i <=5; i++)
{
    delay (random (1000)) ;
pktsize = random (1000);
cout << "\n Packet no " << i << "\0
         Packet size = " << pktsize;


bktinput (pktsize, op) ;
  }
}
```