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SPLASH

Leaky Bucket Algorithm:

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

void bktinput (int a, int b){
  if (a > bucketsize)
    cout << "\n\t Bucket overflow";
  else {
    delay (500);
    while (a>b) {
      cout << "\n\t\t " << b << " bytes outputted";
      a = a - b;
      delay (500);
    }
    if (a>0)
      cout << "\n\t\t Last " << a << "bytes sent ";
    cout << "\n\tBucket outputted successfully";
  }
}
void main(){
  int op, paktsize;
  randomize();
  cout << "Enter output rate for the bucket :";
  cin >> op;
  for(int i=1;i<=5;i++){
    delay(random(1000));
    paktsize = random(1000);
    cout << "\n packet no " << i << "\t packet size = " << paktsize;
    bktinput(paktsize, op);
  }
}
```