// cpp program to implement leakybucket

#include <bits/stdc++.h>

Using namespace std;

Int main()

{

Int no\_of\_queries, storage, output\_pkt\_size;

Int input\_pkt\_size, bucket\_size, size\_left;

// initial packets in the bucket

Storage = 0;

// total no. of times bucket content is checked

No\_of\_queries = 4;

// total no. of packets that can

// be accommodated in the bucket

Bucket\_size = 10;

// no. of packets that enters the bucket at a time

Input\_pkt\_size = 4;

// no. of packets that exits the bucket at a time

Output\_pkt\_size = 1;

For (int I = 0; I < no\_of\_queries; i++) // space left

{

Size\_left = bucket\_size – storage;

If (input\_pkt\_size <= size\_left) {

// update storage

Storage += input\_pkt\_size;

}

Else {

Printf(“Packet loss = %d\n”, input\_pkt\_size);

}

Printf(“Buffer size= %d out of bucket size= %d\n”,

Storage, bucket\_size);

Storage -= output\_pkt\_size;

}

Return 0;

}