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B3

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CN lab Prgm 1:- Leaky Bucket Algorithm

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


void pktInput (int a, int b) {
    if (a > bucketSize)
        cout << "\n |t| Bucket Overflow";
    else {
        delay (500);
        while (a > b) {
            cout << "\n |t|t" << b << "bytes output",
            a = a-b;
            delay (500);
        }
        if (a > 0)   cout << "\n |t|t last "<<a<<"
                                bytes sent |t";
        cout << "\n |t Bucket Output Successful";
    }
}

void main () {
    int op, pktSize;    randomize();
    cout << "Enter output rate : ";  cin >> op;
    for (int i = 1; i <= 5; i++) {
        delay (random (1000) );
        pktSize = random (1000);
        cout << "\nPacket no "<< i << "Packet Size = "<< pktSize;
        pktinput (pktSize, op);
    }
}
```