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Lab 10 Leaky bucket algorithm DATE: PAGE:

```
#include <bits/stdc++.h>
# define bucketSize 512
using namespace std;
void bktInput(int a, int b) {
    if (a > bucketSize)
        cout << "\n\t\tBucket overflow";
    else {
        delay(500);
        while(a > b)
        cout << "\n\t\t" << b << "bytes outputted";
        a -= b;
        delay(500);
        }
        if(a>0) cout << "\n\t\tlast " 
            << a << " bytes sent\t";
        cout << "\n\t\tBucket output successful";
        }
    }
int main() {
int op, pktSize;
Randomize();
cout << "Enter output rate:"; cin >> op;
for(int i=1; i<=5; i++) {
    delay(random(1000));
    pktSize = random(10000);
    cout << "\n packet no " << i << "\t
    packet size = " << pktsize;
    bktInput(pktSize, op);
    }
return 0;
}
```