Leaky Bucket

code:

```
#include <bits/stdc++.h>
#include <unistd.h>
using namespace std;
#define bucketSize 500
void bucketInput(int a, int b)
{
    if(a > bucketSize)
        cout << "In Bucket overflow" << endl;
    else
    {
        sleep(5);
        while(a > b)
        {
            cout << "In It It blbll"
                    bytes outputted;
            a = a - b;
            sleep(5);
        }
        if(a > 0)
            cout << "remaining" << a <<
                    bytes sent successfully";
    }
}
```

```cpp
int main()
{
        int op, pktsize;
        cout << "Enter output rate: ";
        cin >> op;
        for (int i=1; i<=5; i++)
        {
                sleep( rand() % 10);
                pktsize = rand() % 700;
                cout << "Packet no" << i <<
                    "Packet size" << pktsize;
                bucketinput ( op, pktsize
                              (pktsize, op);
        }
        cout << endl;
        return 0;
}
```