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(write-up)

Q) Program for Congestion control using leaky Bucket Algorithm

```cpp
#include <iosteam.h>
#include <bits/stdc++.h>
using namespace std;

void Bucket (int a, int b)
{
    if (a > bucket_size)
        cout << " Bucket overflow ";
    else {
        delay (1000);
        while (a>b)
        {
            cout << "\n" << b << "byles outputed.";
            a -= b;
            delay (1000);
        }
        if (a>0)
            cout << "Last " << a << " byles sent";
        cout << " Bucket Output Successful";
    }
}

int main ()
{
    int packet_size, op; randomize();
    cout << "Enter output rate "; cin >> op;
    for (int i=1; i<5; i++)
    {
        delay (random (2000));
        packet_size = random (2000);
        cout << "Packet number" << i << "Packet Size = " << packetsize;
        bucket (packet_size, op);
```