Congestion Control using Leaky Bucket Algorithm

Computer Networks - Adith Ravi Pai IBM18CS005

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

void bktInput (int a, int b) {
    if (a > bucketSize)
        cout << "\n \t \ Bucket overflow";
    else {
        delay (500);
        while (a > b) {
            cout << "\n\t\t" << b << "bytes outputted";
            a - = b;
            delay (500);
        }
        if (a > 0) cout << "\n \t \t Last" << a << "bytes sent \t";
        cout << "\n \t \t Bucket output successfull";
    }
}
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 << "\n Packet no " << i << "\t Packet
                                size =" << pktsize;
        bktInput (pktsize, op);
    }
}
```