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VSN: IBM17CS034

Lab 9: Leaky Bucket Algorithm

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

```
void Bucket (int a, int b)
```

```
{
```

```
    if (a > bucket.size)
```

```
        cout << "Bucket Overflow";
```

```
    else {
```

```
        delay (5000500);
```

```
        while (a > b)
```

```
        {
```

```
            cout << "In 1t 1t" << b << " bytes outputted";
```

```
            a -= b
```

```
            delay (500);
```

```
        }
```

```
    if (a > 0)
```

```
        cout << "In 1t last " << a << " bytes sent 1t";
```

```
        cout << "In 1t 1t Bucket Output Successful";
```

```
    }
```

```
}
```

```
int main () {
```

```
    int op, pkt size;
```

```
    randomize ();
```

```
    cout << "Enter output rate: ";
```

```
    cin >> op;
```

```
    for (int i = 1; i <= 5; i++)
```

```
    {
```

```
        delay (random (1000));
```

```
pktSize = random(1000);
```

```
cout << "In Packet no " << i << " It Packet size
```

```
= ' << pktSize ;
```

```
bucket (pktSize, op);
```

```
}
```

```
}
```