

3. Write a program for congestion control using Leaky Bucket algorithm.

Sol.

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#define NOF_PACKETS 5

int rand(int a){
    int rn = (random() % 10) % a;
    return rn;
}

int main(){
    int packet_sz[NOF_PACKETS], i, clk, b-size,
    o-rate, p-sz=1, p-time, op;

    for(i=0; i<NOF_PACKETS; i++){
        packet_sz[i] = rand(100);
    }
    for(i=0; i<NOF_PACKETS; i++){
        printf("\n packet [%d]: %d bytes \n", i, packet_sz[i]);
    }

    printf("Enter Output rate");
    scanf("%d", &o-rate);
    printf("%d", &b-size);
    for(i=0; i<NOF_PACKETS; i++){
        if(packet_sz[i] + p-sz > b-size)
            if(packet_sz[i] > b-size)
                printf("Incoming packet size (%d bytes) is  
greater than bucket capacity (%d bytes)  
- PACKET REJECTED", packet_sz[i],  
b-size);
            else
                printf("In Bucket capacity exceeded!");
    }
}
```



```

else {
    p-sz-rm += packet-sz[i];
    printf("Size", packet-sz[i]);
    printf("Bytes remaining to Transmit:", p-sz-m);
    while (p-sz-m > 0) {
        sleep(1);
        if (p-sz-m) {
            if (p-sz-rm <= o-rate) {
                op = p-sz-rm, p-sz-rm = 0;
            }
            else {
                op = o-rate, p-sz-rm -= o-rate;
            }
            printf(op)
            printf("Bytes remaining:", p-sz-rm);
        }
        else {
            printf("No packets to transmit!");
        }
    }
}
}
}

```

Output:

packet[0]: 83 bytes

packet[1]: 86 bytes

packet[2]: 77 bytes

Enter output rate: 30

Enter Bucket size: 85

Incoming packet size: 83

Bytes remaining to Transmit: 83