

Write a program for congestion control using Leaky bucket algorithm.

```
include <bits/stdc++.h>
```

using namespace std;

int bucket size = 512;

```
void delay (int delay)
```

```
{ int now = time(NULL);
```

$$\text{int later} = \text{now} + \text{delay};$$

while (now <= later) now = time.
}

```
void bktInput (inta, intb)
```

{ if (a > bucket size)

```
{ cout << "Int 1 + Bucket Overflow "
}
```

else

 $\frac{1}{2}$ delay (1);

while ($a > b$)

$\{ \text{cout} \ll " \text{In } \text{lt} \text{ " } \ll b \ll " \text{ bytes out putted"} \}$

~~a~~ $a - = b$;

delay(1);

3

$$\text{if } (\vec{a} \neq 0)$$

2.

```
cout << "\n \t \t last" << a << "\n";  
bytes sent \t";  
}
```

```
cout << "\n \t \t Bucket output successful";  
}
```

```
}
```

```
int main()
```

```
{
```

```
    int oh, pkt size;  
    randomsize();
```

```
    cout << "Enter output rate: "; cin >> oh;
```

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

```
    { delay(1);
```

```
      pktsize = rand() % 1000;
```

```
      cout << "\n Packet no "
```

```
      pkt Input (pktsize, oh);
```

```
      return 0;
```

```
}
```