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COMPUTER NETWORKS LAB - 8

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LEAKY BUCKET ALGORITHM FOR CONGESTION CONTROL

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

void bucketinput(int a, int b) {
    if (a > bucketSize)
        cout << "\n\t\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";
        cout << "\n\t\t Bucket output successful";
    }
}

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 size no " << i << "\t Packet size = "
            << pktSize;
        bucketinput(pktSize, op);
    }
}
```