Leaky bucket

```
#define bucketSize 512
void bktInput(int a, int b) {
    if (a > bucketSize)
        cout<<"overflow";
    else {
        delay(500);
        while(a > b) {
            cout<<b<<"bytes";
            a = a - b;
            delay(500);
        }
        if (a > 0)
            cout<<a<<"bytes";
        cout<<"Output successful";
    }
}

void main()
{   int op, pktSize;
    randomize();
    cout<<"Enter op:";
    cin>>op;
    for(int i=1; i<=5; i++) {
        delay(random(1000));
        pktSize = random(1000);
        cout<<"PacketSize:"<<pktSize;
        bktInput(pktSize, op);
    }
}
```