

# **COMPUTER NETWORKS LAB**

## EXPERIMENT- 8

**Aim:-** Write a program for congestion control using Leaky bucket algorithm.

```
#include<bits/stdc++.h>
using namespace std;
int main()
{
    int no_of_queries, storage, output_pkt_size;
    int input_pkt_size, bucket_size, size_left;
    // initial packets in the bucket
    storage = 0;
    // total no. of times bucket content is checked
    no_of_queries = 4;
    // total no. of packets that can
    // be accommodated in the bucket
    bucket_size = 10;
    // no. of packets that enters the bucket at a time
    input_pkt_size = 4;
    // no. of packets that exits the bucket at a time
    output_pkt_size = 1;
    for(int i = 0; i < no_of_queries; i++) //space left
    {
        size_left = bucket_size - storage;
        if(input_pkt_size <= size_left)
        {
            // update storage
            storage += input_pkt_size;
            printf("Buffer size= %d out of bucket size= %d\n", storage, bucket_size);
        }
        else
        {
            printf("Packet loss = %d\n", (input_pkt_size-(size_left)));
            // full size
            storage=bucket_size;
            printf("Buffer size= %d out of bucket size= %d\n", storage, bucket_size);
        }
        storage -= output_pkt_size;
    }
    return 0;
}
```

**Output :**

Buffer size= 4 out of bucket size= 10

Buffer size= 7 out of bucket size= 10

Buffer size= 10 out of bucket size= 10

Packet loss = 3

Buffer size= 10 out of bucket size= 10

Difference between Leaky and Token buckets –