

# Leaky Bucket Algorithm

## Writeup

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```
#include <bits/stdc++.h>
using namespace std;
int bs = 512;
void delay (int delay)
{
    int now = time(NULL);
    int later = now + delay;
    while (now <= later) {
        now = time(NULL);
    }
}
void bucket-Inp (inta, int b) {
    if (a > bs) {
        cout << "\n\t\t\t Bucket overflow";
    }
    else {
        delay(1);
        while (a > b) {
            cout << "\n\t\t\t " << b << " bytes
            outputted.";
            a -= b;
            delay(1);
        }
        if (a > 0) { cout << "\n\t\t\t Last "
            << a << " bytes sent";
        }
        cout << "\n\t\t\t Bucket output successful";
    }
}
```

```

int main() {
    int op-rate, pktsize;
    cout << "Enter output rate";
    cin >> op-rate;
    for (int i=1; i<=5; i++) {
        delay(1);
        pktsize = rand() % 1000;
        cout << "\n Packet no. " << i << "\t packet  
size = " << pktsize;
        bucket_inp(pktsize, op);
    }
    return 0;
}

```