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

void bucketSizeInput (int a, int b)
{
    if (a > bucketSize)
        cout << "Int Bucket overflow" ;
    else
    {
        delay(500);
        while (a > b)
        {
            cout << "\nIt <= b <= " << b << " bytes outputted";
            a -= b;
            delay(500);
        }
        if (a > 0) cout << "\nIt Last" << a << " bytes sent |t";
        cout << "\nIt Bucket output successful";
    }
}

void main () {
    int op, pktSize;
    srand(time(0));

    cout << "Enter output rate:"; cin >> op;
    for (int i = 1; i <= 5; i++) {
        delay(random(1000));
        pktSize = random(1000); cout << "n Packet no" << i << "It Packet Size = " << pktSize;
        bucketInput (pktSize, op); } }

```