

Experiment # 4:

→ write a program to implement leaky bucket algorithm?

Language: C++

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

void bktInput (int a, int b) {
    if (a > bucketSize)
        cout << "\n\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\tLast" << a << " bytes sent\t";
        cout << "\n\t\t\tBucket 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 no " << i << " \t packet size =" << pktSize;  
    bktInput (pktSize, op);  
}  
}
```