

A 3-player game theoretic model of a choice  
between two queueing systems with strategic  
managerial decision making

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# About me



About me

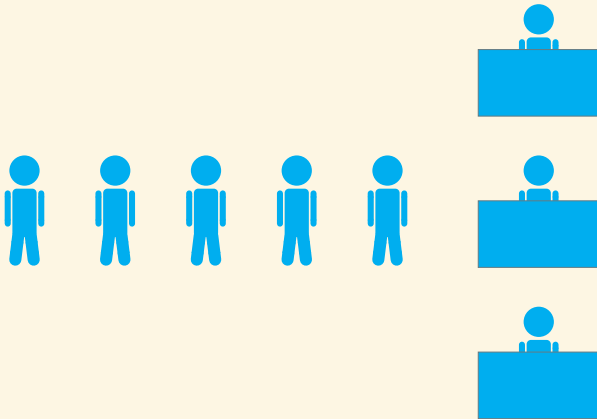


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# Queues - Examples



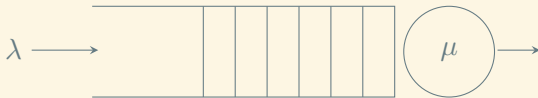
# Queues - Examples



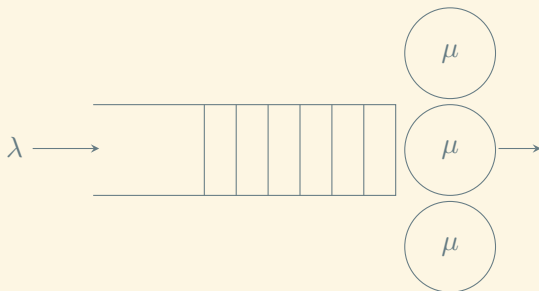
# Queues - Examples



## Queues - Discrete Event Simulation

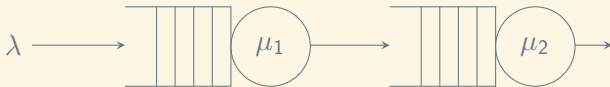


# Queues - Discrete Event Simulation





## Queues - Discrete Event Simulation



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