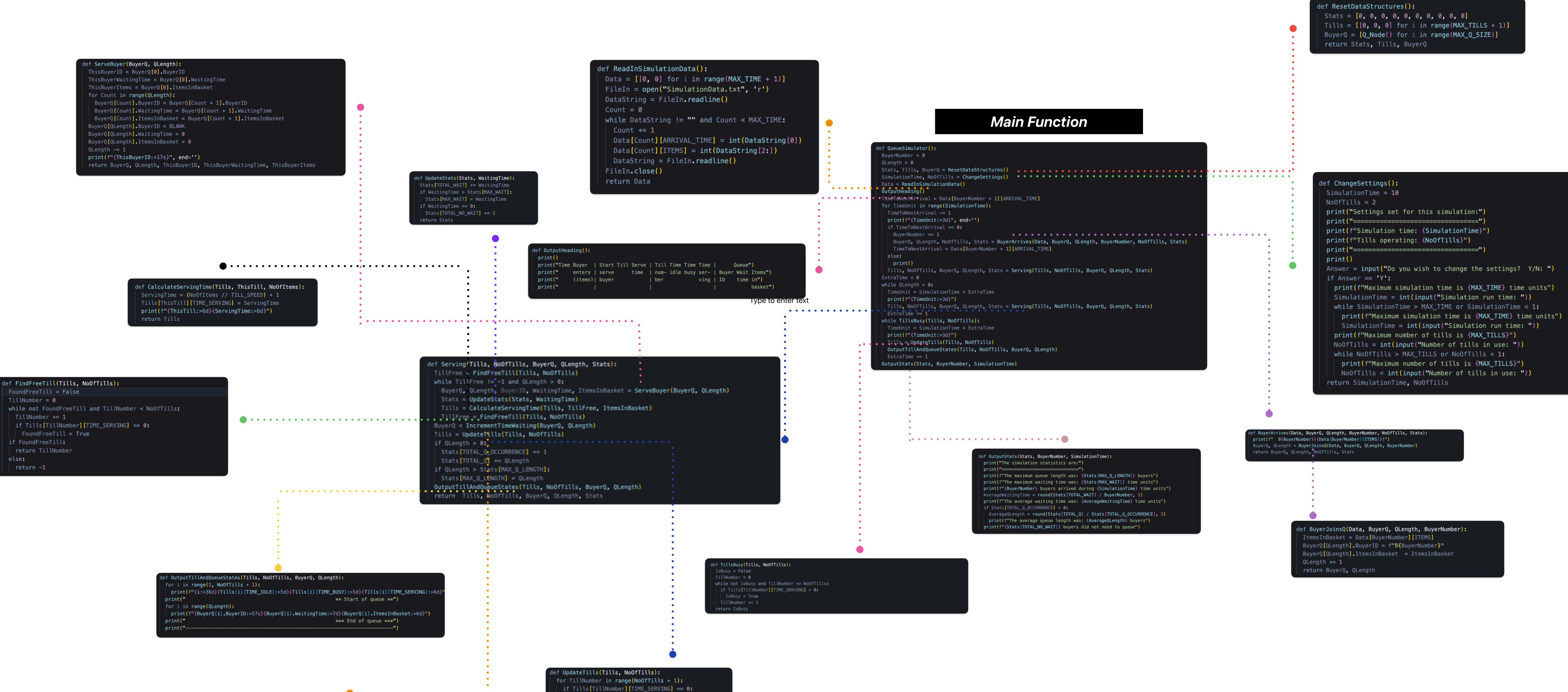
Variables AX Q SIZE = 30 $4X_TILLS = 5$ MAX_TIME = 50 $L_SPEED = 3$ TIME_IDLE = 0 ass Q_Node: TIME_BUSY = 1 def __init__(self): IME_SERVING = 2 self.BuyerID = BLANK RIVAL_TIME = 0 self.WaitingTime = 0 ΓEMS = 1 self.ItemsInBasket = 0 ndices for Stats data struc (Q LENGTH = 0 MAX_WAIT = 1 TAL_WAIT = 2 $TAL_Q = 3$ TAL Q OCCURRENCE = 4 $\Gamma AL_NO_WAIT = 5$



def IncrementTimeWaiting(BuyerQ, QLength):

for Count in range(QLength):

return BuyerQ

BuyerQ[Count].WaitingTime += 1

Tills[TillNumber][TIME_IDLE] += 1

Tills[TillNumber][TIME_BUSY] += 1

Tills[TillNumber][TIME_SERVING] -= 1

else:

return Tills