```c
/*
 *
 * Simulation of A Single Server Queueing System
 *
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 *
 */

/*****************************************************************************/

#ifndef _SIMPARAMETERS_H_
#define _SIMPARAMETERS_H_

/*****************************************************************************/

#define DATA_PACKET_ARRIVAL_RATE 500 /* packets per second */
#define VOICE_PACKET_ARRIVAL_RATE 20e3 /* voice packets per second */
// #define VOICE_PACKET_ARRIVAL_RATE 20e3 /* voice packets per second */
#define PACKET_LENGTH 1e3 /* bits */
#define VOICE_PACKET_LENGTH 1776 /* bits */
#define LINK_BIT_RATE 1e6 /* bits per second */
#define RUNLENGTH 1e6 /* packets */

/* Comma separated list of random seeds to run. */
#define RANDOM_SEED_LIST 333333, 444444

#define PACKET_XMT_TIME ((double) PACKET_LENGTH/LINK_BIT_RATE)
#define VOICE_PACKET_XMT_TIME ((double) VOICE_PACKET_LENGTH/LINK_BIT_RATE)
#define BLIPRATE (RUNLENGTH/1000)

/*****************************************************************************/

#endif /* simparameters.h */



```