1. queue::Vector{Int}

serving::Vector{Int}

N::Int

NW::Vector{Int}

WQ::Vector{Time}

WS::Vector{Time}

TS::Vector{Vector{Time}}

Tmax::Time

IAT::Time

iatime::Time

stime::Vector{Time}

1. struct Arrival <: ArrivalEvent end

struct D1 <: DepartureEvent end

struct D2 <: DepartureEvent end

struct D3 <: DepartureEvent end

1. [insert png here]
2. Example output: