1. Computation Model

Is a digital representation of a real world object.

1. Simulation

Are an abstraction of certain objects or phenomena in a digital environment. The uses can vary, but simulations are always used to create inferences about things that are impractical in the real world.

1. Hypothesis

Are questions about an object or phenomena that require and can be proven by experimenting. A simulation would be used to check if a hypothesis is true.