Emergency Room Simulation Final

Hospital
- Vector< Doctors>
- Vector< Nurses>
- WaitingRoom waitroom
+ CreateDoctors ( )
+ Create Nurses ( )
+ Find Care taker ( )

Car taker
- int busyuntil
+ treat Patient ( )
+ Available ( )
+ Set Busy ( )

Doctor
Set Busy until to 0

Nurse
Set busy until to 0
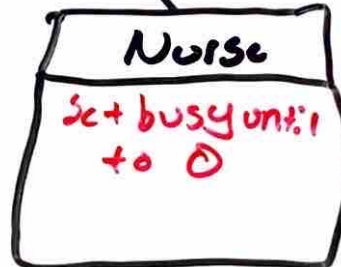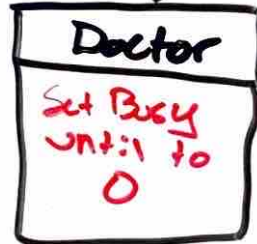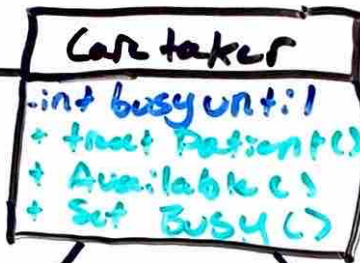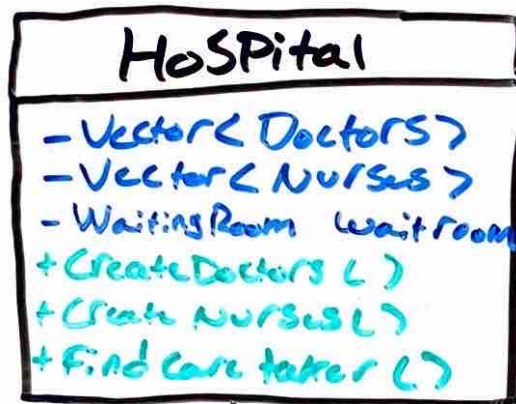
Acts as Queue of Patients

Waiting Room
- Queue lowPriority Patients
- Queue mid Priority Patients
- Queue High Priority Patients
- Multimap processed Patients
- String Patient first name
- String Patient last name
- int total Patient time
- int num appointments
- double Arrival rate
- Random my random

Waiting Room ( )
get total Pat time ( )
Check Arrival ( )
Set Arrival rate ( )
Waiting room Count ( )
next Patient ( )
remove Patient ( )
read names ( )
Post Sim ( )

ER Sim
- int Patient Arrival Rate
- int num Doctors
- int num Nurses
- Doc care time
- Nurse care time
- Tot Time
- bool showAll
- int clock
- int finish time
+ ER_Sim ( )
+ Run Sim ( )
+ Enter Data
+ Post Sim

Patient
- Fname   - Lname
- Start care   - End care
- Arrival Time   - Severity
- Admitted?   - treated

All Appropriate get and set functions