The report summarizes a queueing simulation that models customer arrival and service processes to analyze key performance metrics like waiting time, time in the system, idle time, and server efficiency. The simulation tracks interarrival and service times, calculates arrival and service start times, and determines waiting time, time in the system, and idle time. Key findings include:

1. **Waiting Time**: Many customers experienced negative waiting times, indicating they arrived before the previous customer’s service was complete, leading to waiting in the queue.
2. **Time in System**: Some customers showed negative times in the system, suggesting possible inconsistencies in the simulation.
3. **Idle Time**: Idle times varied, with some customers experiencing none and others up to 26 units.
4. **Efficiency**: The average time in the system and percentage idle time varied, indicating fluctuating server efficiency.

In conclusion, the simulation offers insights into the dynamics of customer service, highlighting the impact of waiting times and the importance of managing idle time to improve efficiency.