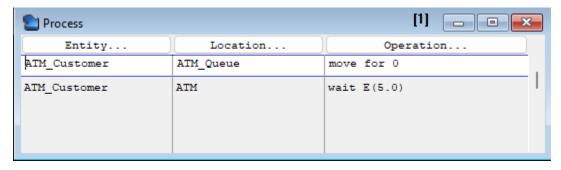
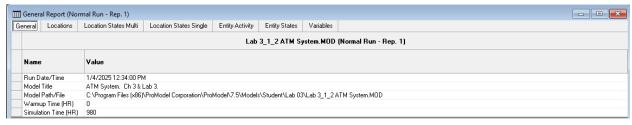
EVEDCICE 1
EXERCISE 1
NAME: AREEB IQBAL
ROLL NO: 21A-031-SE
ROLL NO. ZIA-USI-SE

Q1:





III	General Report (Normal Run - Rep. 1)										
G	eneral	Locations	Location State	s Multi Locatio	n States Single	Entity Activity	Entity States	Varia	Variables		
	Lab 3_1_2 ATM System.MOD (Normal Run - Rep. 1)										
	Name		Total Change	s Avg Time I	Per Change (MIN)	Minimum V	alue	Maximum Value	Current Value	Avg Value	
	Average Time in Queue (obs-based)			11698.0	0	5.02	2	0.00	197.35	121.71	130.90
	Average Time in System (obs-based)			11698.0	0	5.02	2	2.44	202.35	126.61	135.83

Q2:

The assumptions of the ProModel ATM system are:

- 1. **Infinite Capacity**: The ATM_Queue has infinite capacity, implying no limit to the number of entities waiting in the queue.
- 2. **FIFO Rule**: The queue follows a First-In-First-Out (FIFO) rule, where entities are served in the order they arrive.

Assessment of Realism:

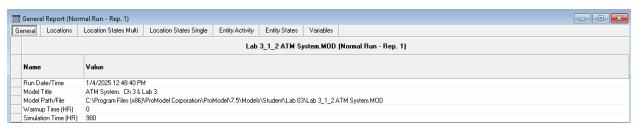
- The **infinite capacity** assumption is unrealistic for an actual ATM queue, as space is limited in real life.
- The **FIFO assumption** is reasonable, as most queues operate on this principle.

To Improve Realism:

- Set a finite capacity for the ATM_Queue to reflect physical space constraints (e.g., 5 or 10 entities).
- Consider adding priority-based rules or abandoning behavior to simulate real-world scenarios where people might leave if the queue is too long.

Q3:





	III General Report (Normal Run - Rep. 1)										
G	eneral	Locations	Location State	s Multi Locati	on States Single	Entity Activity	Entity States	Variat	Variables		
	Lab 3_1_2 ATM System.MOD (Normal Run - Rep. 1)										
	Name	Name		Total Chang	es Avg Time	Per Change (MIN) Minimum \	/alue	Maximum Value	Current Value	Avg Value
	Average Time in Queue (obs-based)			8459.	00	6.9	5	0.00	12.61	11.16	10.85
	Average Time in System (obs-based)			8459.	00	6.9	5	2.44	17.58	16.16	15.77