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| **Event** | **Type** | **Change in state** | **Future events to schedule** |
| B1 | Arrival | Generate randomly customer type X (going south) and Y (going north) and enter ticket queue (time interval customizable) | B1 |
| B2 | Finish activity | Ticket checks complete and output X-customer to Platforms 1 or 2 queue,  Y-Customer to Platform 3 queue |  |
| B3 | Finish activity | Train finish loading all customers in Platform 1 (time interval customizable) | B6 |
| B4 | Finish activity | Train finish loading all customers in Platform 2 (time interval customizable) | B7 |
| B5 | Finish activity | Train finish loading all customers in Platform 3 (time interval customizable) | B8 |
| B6 | Start activity | Train arrives on Platform 1 | C3 |
| B7 | Start activity | Train arrives on Platform 2 | C4 |
| B8 | Start activity | Train arrives on Platform 3 | C5 |

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| **Event** | **Type** | **Condition** | **Change in state** | **Future events to schedule** |
| C1 | Sorting activity | Queue 1 or 2 is longer than the other | X customer going to the shorter queue |  |
| C2 | Start activity | Customer in ticket check queue and ticket booth is idle | Booth takes customer and start work | B2 |
| C3 | Start activity | Is train 1 full? | Train 1 start loading all customers up until n | B3 |
| C4 | Start activity | Is train 2 full? | Train 2 start loading all customers up until n | B4 |
| C5 | Start activity | Is train 3 full? | Train 3 start loading all customers up until n | B5 |