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| **Object** | **Role** |
| Simulator | Starts a shop for simulation with the required parameters |
| Shop | God class containing all the objects.  Starts the EventHandler and thus the simulation |
| Server | Serves the customers  Has it’s own queues |
| Customer | They have an arrival time  They have a currentState  They have |
| Event | Carries the state of an event and event details |
| EventHandler/  **Manager** | Has a main queue of events that automatically operates based on a comparator  Will continue running while there are non-zero number of events in the queue  Updates the log upon change of events |
| Log | * Logs all the events * Prints out the necessary logs |