# Define data structures

entity\_list = [] # List to store entities

event\_queue = [] # Priority queue to store events

# Define functions

def schedule\_event(event, time):

# Add event to the event queue with the specified time

pass

def process\_event(event):

# Logic to handle the event and update the system state

pass

def generate\_random\_time(mean, stddev):

# Generate a random time based on a given mean and standard deviation

pass

# Main simulation loop

while simulation\_time < max\_simulation\_time:

# Get the next event from the event queue

next\_event = event\_queue.get\_next()

# Update simulation time to the time of the next event

simulation\_time = next\_event.time

# Process the event

process\_event(next\_event)

# Schedule new events as a result of the current event

new\_events = generate\_new\_events(next\_event)

for event in new\_events:

schedule\_event(event, event.time)

# Output simulation results and performance measures

output\_results()