

Homework 1

DATA604 Simulation and Modeling

Daniel Dittenhafer

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1.1

Name several entities, attributes, activities, events, and state variables for the following systems.

(a) A cafeteria

Entities

- Serving Line
- Food Servers
- Tables

Attributes

- Number of Food Servers
- Number of seats per table
- Rate of serving for Food Servers
- Time range for eating the meal

Activities

- Waiting in line
- Being served by a Food Server
- Waiting for a table to eat
- Eating at a table

Events

- Arrival of new person in serving line to be served
- Person leaving serving line
- Person waiting for seat at table to eat
- Person finishing eating and leaving table

State Variables

- Number of people eating at tables
- Number of people waiting in line to be served

(b) A grocery store

Entities

- Checkout lanes

Attributes

- Max number of items allowed in checkout lane
- Rate of checkout for cashier

Activities

- Customer shopping in the grocery store
- Customer checking out (paying for goods)

Events

- Arrival of customer at grocery store
- Arrival of customer at checkout lane
- Customer completing checkout
- Customer departing store without purchasing anything

State Variables

- Number of customers in grocery store
- Number of customers in checkout lane lines

(c) A laundromat

Entities

- Washing machines
- Drying machines

Attributes

- Washing machine run time
- Drying machine run time
- Ratio of washing machine to drying machine capacity

Activities

- Washing clothes
- Drying clothes
- Loading washing machine
- Transferring from washing to drying machine
- Unloading from drying machine

Events

- Washing machine cycle starts
- Washing machine cycle stops
- Dryer cycle starts
- Dryer cycle stops

State Variables

- Number of busy washing machines
- Number of busy dryers

(d) A fast-food restaurant

Entities

- Cashiers
- Back-cooks (i.e. burger flippers)
- Fryers

Attributes

- Burgers per burger flipper
- Orders of fries per Fryer
- Cashier busy or not

Activities

- Cooking a burger
- Making french fries
- Cashier taking order, accepting payment

Events

- Order in
- Order ready for pickup
- French fries done cooking

State Variables

- Number of orders pending
- Number of burgers being cooked
- Orders of french fries cooked/ready for serving
- Number of burgers being ready for serving

(e) A hospital emergency room

Entities

Attributes

Activities

Events

State Variables

(f) A taxicab company with 10 taxis

(g) An automobile assembly line