**Single Queue 2 Barbers**

**Explanation:**

1. **GENERATE 1, 5**: Generates customers every 1 to 5 minutes.
2. **QUEUE BarberQueue**: Customers enter the queue named 'BarberQueue'.
3. **SEIZE Barber1**: Try to seize Barber1.
4. **TEST E Barber1,1,TRYBARBER2**: If Barber1 is not available (seized), proceed to TRYBARBER2.
5. **ADVANCE 0**: Proceed if Barber1 is seized.
6. **TRYBARBER2 SEIZE Barber2**: Try to seize Barber2.
7. **TEST E Barber2,1,JOINQUEUE**: If Barber2 is not available (seized), proceed to JOINQUEUE.
8. **ADVANCE 0**: Proceed if Barber2 is seized.
9. **JOINQUEUE QUEUE BarberQueue**: Enter the queue if both barbers are busy.
10. **DEPART BarberQueue**: Depart from the queue once a barber is seized.
11. **ADVANCE 10,5**: The service time for each barber is between 10 to 15 minutes (correct format).
12. **RELEASE Barber1**: Releases Barber1 after serving a customer.
13. **RELEASE Barber2**: Releases Barber2 after serving a customer.
14. **TERMINATE 1**: Terminates the customer after service.
15. **Barber1 STORAGE 1**: Defines Barber1 as a resource that can handle one customer at a time.
16. **Barber2 STORAGE 1**: Defines Barber2 as a resource that can handle one customer at a time.
17. **START 100**: Starts the simulation for 100 customers.

Single Queue 3 Barbers

**Explanation:**

1. **GENERATE 1, 5**: Generates customers every 1 to 5 minutes.
2. **QUEUE BarberQueue**: Customers enter the queue named 'BarberQueue'.
3. **SEIZE Barber1**: Try to seize Barber1.
4. **TEST E Barber1,1,TRYBARBER2**: If Barber1 is not available (seized), proceed to TRYBARBER2.
5. **ADVANCE 0**: Proceed if Barber1 is seized.
6. **TRYBARBER2 SEIZE Barber2**: Try to seize Barber2.
7. **TEST E Barber2,1,TRYBARBER3**: If Barber2 is not available (seized), proceed to TRYBARBER3.
8. **ADVANCE 0**: Proceed if Barber2 is seized.
9. **TRYBARBER3 SEIZE Barber3**: Try to seize Barber3.
10. **TEST E Barber3,1,JOINQUEUE**: If Barber3 is not available (seized), proceed to JOINQUEUE.
11. **ADVANCE 0**: Proceed if Barber3 is seized.
12. **JOINQUEUE QUEUE BarberQueue**: Enter the queue if all barbers are busy.
13. **DEPART BarberQueue**: Depart from the queue once a barber is seized.
14. **ADVANCE 10,5**: The service time for each barber is between 10 to 15 minutes.
15. **RELEASE Barber1**: Releases Barber1 after serving a customer.
16. **RELEASE Barber2**: Releases Barber2 after serving a customer.
17. **RELEASE Barber3**: Releases Barber3 after serving a customer.
18. **TERMINATE 1**: Terminates the customer after service.
19. **Barber1 STORAGE 1**: Defines Barber1 as a resource that can handle one customer at a time.
20. **Barber2 STORAGE 1**: Defines Barber2 as a resource that can handle one customer at a time.
21. **Barber3 STORAGE 1**: Defines Barber3 as a resource that can handle one customer at a time.
22. **START 100**: Starts the simulation for 100 customers.

2 Queues and 2 barber for each quee

**Explanation:**

1. **GENERATE 1, 5**: Generates customers every 1 to 5 minutes.
2. **QUEUE Queue1**: Customers enter Queue 1.
3. **SEIZE Barber1**: Try to seize Barber1 from Queue 1.
4. **TEST E Barber1,1,TRYBARBER2Q1**: If Barber1 is not available (seized), proceed to TRYBARBER2Q1.
5. **ADVANCE 0**: Proceed if Barber1 is seized.
6. **TRYBARBER2Q1 SEIZE Barber2**: Try to seize Barber2 from Queue 1.
7. **TEST E Barber2,1,JOINQUEUE2**: If Barber2 is not available (seized), proceed to JOINQUEUE2.
8. **ADVANCE 0**: Proceed if Barber2 is seized.
9. **JOINQUEUE2 QUEUE Queue2**: Customers enter Queue 2 if both barbers in Queue 1 are busy.
10. **SEIZE Barber3**: Try to seize Barber3 from Queue 2.
11. **TEST E Barber3,1,TRYBARBER4Q2**: If Barber3 is not available (seized), proceed to TRYBARBER4Q2.
12. **ADVANCE 0**: Proceed if Barber3 is seized.
13. **TRYBARBER4Q2 SEIZE Barber4**: Try to seize Barber4 from Queue 2.
14. **TEST E Barber4,1,WAITINQUEUE**: If Barber4 is not available (seized), proceed to WAITINQUEUE.
15. **ADVANCE 0**: Proceed if Barber4 is seized.
16. **WAITINQUEUE DEPART Queue1**: Depart from Queue 1 once a barber is seized.
17. **DEPART Queue2**: Depart from Queue 2 once a barber is seized.
18. **ADVANCE 10,5**: The service time for each barber is between 10 to 15 minutes.
19. **RELEASE Barber1**: Releases Barber1 after serving a customer.
20. **RELEASE Barber2**: Releases Barber2 after serving a customer.
21. **RELEASE Barber3**: Releases Barber3 after serving a customer.
22. **RELEASE Barber4**: Releases Barber4 after serving a customer.
23. **TERMINATE 1**: Terminates the customer after service.
24. **Barber1 STORAGE 1**: Defines Barber1 as a resource that can handle one customer at a time.
25. **Barber2 STORAGE 1**: Defines Barber2 as a resource that can handle one customer at a time.
26. **Barber3 STORAGE 1**: Defines Barber3 as a resource that can handle one customer at a time.
27. **Barber4 STORAGE 1**: Defines Barber4 as a resource that can handle one customer at a time.
28. **START 100**: Starts the simulation for 100 customers.