**Queue Management System**

By **The Brute Force -** When we all agree it’s the only way things can get done**.**

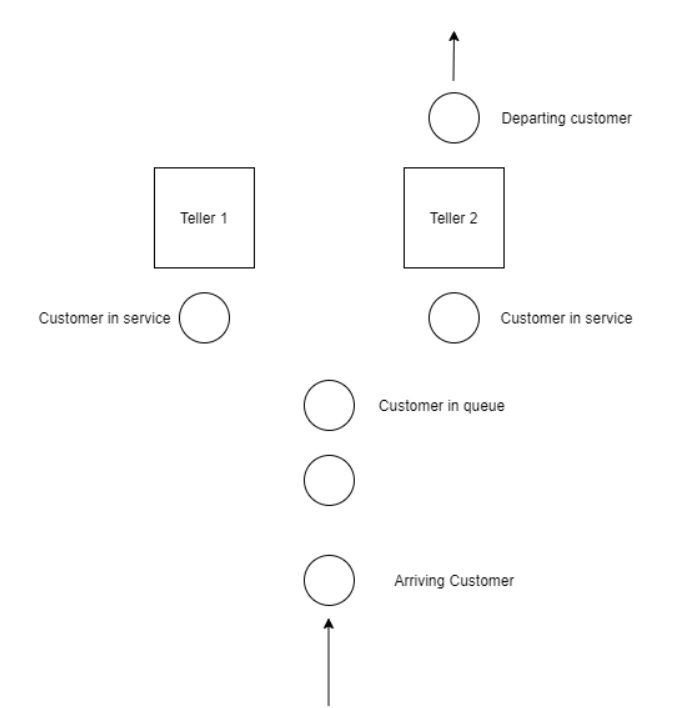
**Abstract :**

**Introduction :**

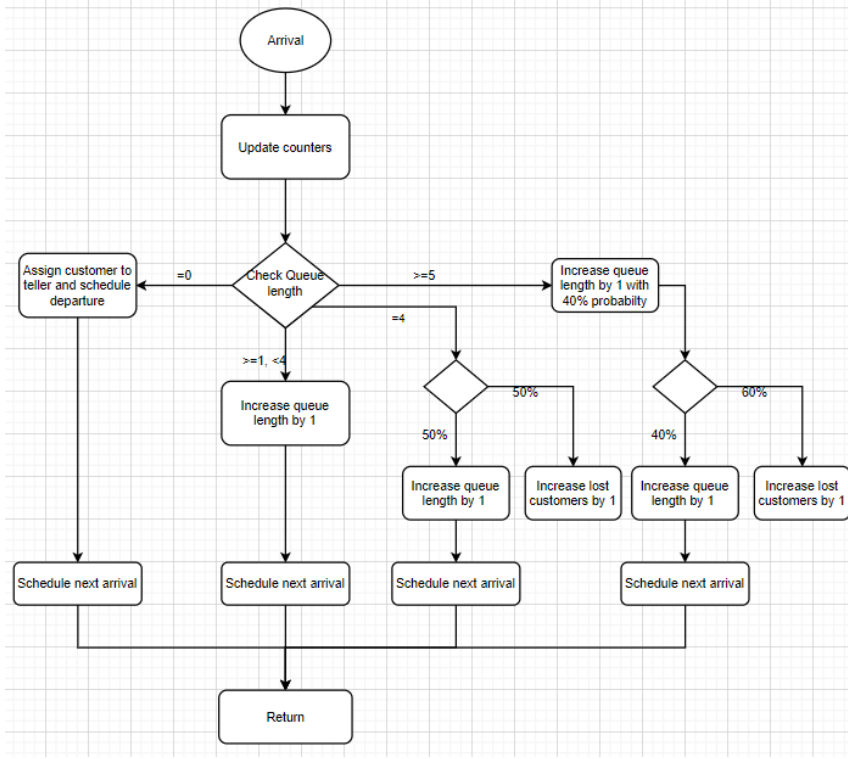
Queue Management System is a solution to the social difficulty(**S** in the **RISE**)We encounter many queueing systems in our day to day lives, from grocery stores to amusement parks they’re everywhere. There is a lot of randomness involved in these systems, which can cause huge delays, result in long queues, reduce efficiency, and even monetary loss. The randomness can be addressed by developing a discrete event simulation model, this can be extremely helpful in improving the operational efficiency, by analysing key performance measures.

In this project, we are going to be simulating a queueing system similar to a bank. We all have visited a bank at some point in our life, and we are familiar with how banks operate. Customers enter, wait in a queue for their number to be called out, get service from the teller, and finally leave. This rate of arrival is assumed in this case but should be modeled from actual data to get accurate results. They wait in a single line for an idle teller. This type of system is referred to as a M/M/2 queueing system. When a customer enters the bank and both tellers are idle, they choose either one with equal probabilities. If a customer enters the bank and there are four people waiting in the line, they will leave the bank with probability 50%. If a customer enters the bank and there are five or more people waiting in the line, they will leave the bank with probability 60%.

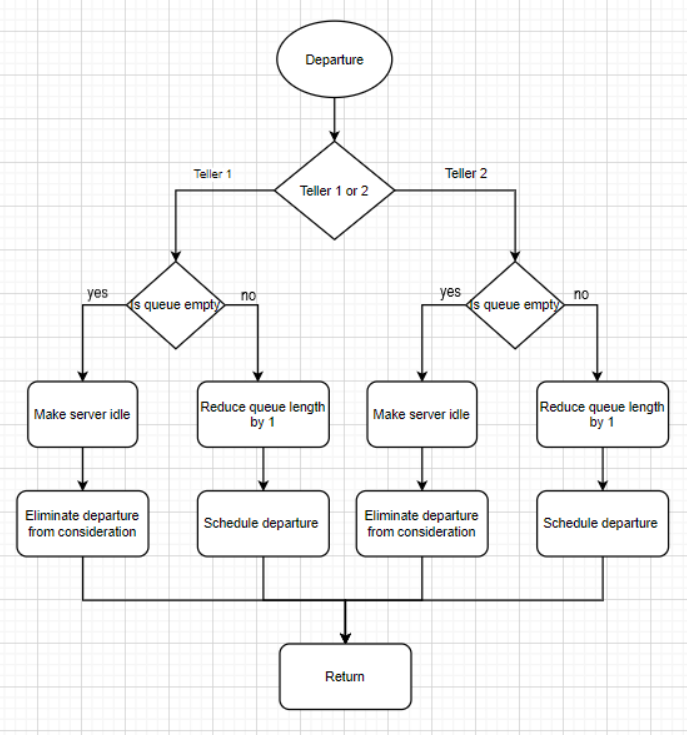
**System Requirements :**

**Flow chart :** Lets try to visualize the system

* Arrival :



* Departure :



**Demonstration :**

**Future Aspects :**

**Refrences :**