# Module-wise Syllabus Breakdown

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give module wise as per the syllabus image attached strictly as per the image

Here's the **module-wise syllabus**, strictly as per the image you attached:

### Module 1: Introduction to Modeling and Simulation (7 Hours) — CO1

- 1.1 Model Characterization, Model Development
- **1.2** Simulation Studies, Programming Languages
- 1.3 Organization and Terminology
- 1.4 Simulation Examples, Single Server Queue, Simple Inventory System

## **Module 2: Random Number Generation** (8 Hours) — CO2

- 2.1 Lehmer Random Number Generators, Monte Carlo Simulation
- **2.2** Empirical tests of Randomness: Kolmogorov-Smirnov, Chi Square, Runs, Gap, Autocorrelation

### Module 3: Discrete Event Simulation & Statistics (10 Hours) — CO1

- 3.1 Discrete –Event Simulation
- 3.2 Multi-Stream Lehmer Random Number Generators
- **3.3** Discrete-Event Simulation Examples
- 3.4 Sample Statistics, Discrete-Data Histogram, Continuous-Data Histogram, Correlation
- 3.5 Next-Event Simulation, Introduction, Terminology, Algorithmic Approach, Examples
- 3.6 Event List Management, Introduction, Schemes, Examples
- **3.7** Overview on a Network of Single-Server Service Nodes

### Module 4: Random Variables and Variates (10 Hours) — CO1

- 4.1 Discrete Random Variables, Introduction, Generation, Algorithmic Approach,
  Applications, Models
- 4.2 Random Sampling and Shuffling
- 4.3 Continuous Random Variables, Introduction, Generation, Algorithmic Approach,
  Applications, Models
- 4.4 Nonstationary Poisson Processes, Acceptance-Rejection Technique
- 4.5 Overview on Birth Death Processes, Finite-State Markov Chains

# Module 5: Verification, Validation, Input Modeling and Output Analysis (10 Hours) — CO3

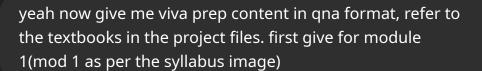
- 5.1 Verification, Calibration and Validation of Simulation Models
- **5.2** Input Modeling, Trace-Driven Modeling of Stationary Processes, Parametric Modeling of Stationary Processes, Modeling Nonstationary Processes
- **5.3** Output Analysis, Interval Estimation, Monte Carlo Estimation, Finite-Horizon and Infinite-Horizon Statistics, Batch Means, Steady-State Single-Server Node Statistics

### Extra topics:

- Atomicity
- Log Based Recovery
- Shadow Paging

**Total Hours: 45** 

Would you also like a nicely formatted table version of this for your notes? 📚 🐥



Got it!

I'll prepare **Viva prep content (Q&A format)** for **Module 1: Introduction to Modeling and Simulation** first — following your syllabus image **strictly** and **referring to standard textbooks** (Law & Kelton, Banks et al., and other Simulation textbooks usually used at KJSCE). Here's the **Module 1 Viva Prep**:

# Module 1: Introduction to Modeling and Simulation

(7 Hours, CO1)

# 1. What is Modeling?

### Ans:

Modeling is the process of creating a logical representation of a real-world system, object, or

### 2. What is Simulation?

### Ans:

Simulation is the process of designing a model of a real system and conducting experiments on it to understand its behavior and evaluate strategies for its operation.

# 3. What are the steps involved in model development?

### Ans:

- 1. Problem Definition
- **2.** Data Collection
- 3. Model Formulation
- **4.** Model Validation
- **5.** Experimentation and Analysis
- **6.** Implementation

# 4. Differentiate between Physical and Mathematical Models.

#### Ans:

- **Physical Models**: Tangible models (e.g., wind tunnel models).
- **Mathematical Models**: Abstract models using mathematical relationships (e.g., equations, algorithms).

## 5. What are Simulation Studies?

#### Ans:

Simulation studies involve designing a model, performing experiments, analyzing results, and making decisions based on the simulation outcomes.

# 6. Why are Programming Languages important in Simulation?

### Ans:

Programming languages (like Python, C++, or simulation-specific languages like Simula) are used to develop and run simulation models efficiently.

### 7. What are the classifications of Simulation Models?

### Ans:

- Discrete-event Simulation
- Continuous Simulation
- Deterministic Simulation
- Stochastic Simulation

# 8. What is the Organization and Terminology in Simulation Studies?

- **Entity**: Object that moves through the system
- Attribute: Property of an entity
- **Event**: Instantaneous occurrence that changes the state of the system
- State: Collection of variables describing the system at any time
- Activity: Duration of time with known length

• **Delay**: Duration of time with unknown length

# 9. Explain the Single Server Queue System with an example.

### Ans:

A single server queue consists of one service point where entities arrive, wait in a queue if necessary, and get served.

**Example:** Customers at a bank counter — one teller serving one customer at a time.

# 10. What is a Simple Inventory System?

#### Ans:

A system that manages stock levels where decisions are made based on inventory thresholds.

**Example**: Restocking goods when inventory falls below a reorder point.

# 11. Give an example where simulation is preferred over analytical modeling.

### Ans:

Simulation is preferred when the system is too complex for analytical solutions, such as simulating airport traffic control systems.

# 12. List advantages of Simulation.

- Analyzes complex systems
- Reduces cost and risk

- Provides insight into system behavior
- Allows testing of "what-if" scenarios

### 13. List limitations of Simulation.

### Ans:

- Expensive and time-consuming
- Results depend heavily on model accuracy
- Requires expertise

# 14. What is meant by Model Verification and Validation?

### Ans:

- **Verification**: Ensuring the model is implemented correctly.
- Validation: Ensuring the model accurately represents the real system.

# 15. What are the key applications of Modeling and Simulation?

- Manufacturing systems
- Healthcare systems
- Telecommunication networks
- Transportation systems
- Military applications

This covers **full Module 1 viva prep** according to the syllabus you shared.

Would you like me to continue and prepare Module 2 (Random Number Generation) viva content next?

(Just say "yes, continue for mod 2" if you want!) 🚀

yes

### Perfect!

Here's the **Module 2 Viva Prep (Q&A format)** for your syllabus:

# **Module 2: Random Number** Generation

(8 Hours, CO2)

# 1. What is Random Number Generation in Simulation?

### Ans:

Random number generation is the process of creating sequences of numbers that approximate the properties of random numbers, essential for simulating stochastic processes.

## 2. What is a Lehmer Random Number Generator?

### Ans:

The Lehmer generator (also known as a multiplicative congruential generator) uses the formula:

$$X_{n+1} = (a imes X_n) \mod m$$

### 3. What is Monte Carlo Simulation?

### Ans:

Monte Carlo simulation uses random sampling to solve deterministic problems that are difficult to compute analytically, especially for estimating integrals and system behaviors under uncertainty.

# 4. Why is Randomness important in Simulation?

### Ans:

Randomness helps simulate real-life uncertainty in systems such as arrival times, service times, or natural events.

# 5. What are the properties of good random number generators?

#### Ans:

- Uniformity
- Independence
- Long period
- Efficiency (fast generation)

# 6. What are Empirical Tests of Randomness?

### Ans:

They are statistical tests to check whether the generated numbers behave like true random numbers.

# 7. What is the Kolmogorov-Smirnov (K-S) Test?

### Ans:

The K-S Test compares the cumulative distribution function (CDF) of the random numbers with the expected CDF to check for uniformity.

# 8. What is the Chi-Square Test for Randomness?

### Ans:

It checks if observed frequencies of random numbers in intervals match expected frequencies, based on the Chi-Square distribution.

### 9. What is the Runs Test?

### Ans:

The Runs Test evaluates whether the sequence of random numbers is too ordered or exhibits too many runs (consecutive similar results), testing for independence.

# 10. What is the Gap Test?

### Ans:

The Gap Test counts the number of numbers between repeated occurrences of numbers in a certain range to test randomness.

# 11. What is Autocorrelation in Random Numbers?

#### Ans:

Autocorrelation measures whether earlier random numbers are correlated to later random numbers; ideally, in a random sequence, autocorrelation should be near zero.

# 12. Differentiate between True Random Numbers and Pseudo Random Numbers.

#### Ans:

- True Random Numbers: Generated from physical phenomena (e.g., radioactive decay).
- Pseudo Random Numbers: Generated by algorithms and are deterministic but appear random.

# 13. Why is Pseudo Random Number Generation preferred in Simulation?

#### Ans:

It is reproducible, fast, and sufficient for most simulation applications despite not being truly random.

# 14. Explain one real-world application of Monte Carlo Simulation.

### Ans:

Estimating the value of Pi  $(\pi)$  using random points inside a square and checking how many fall inside a quarter circle.

# 15. What is meant by the Period of a Random Number Generator?

### Ans:

It is the length before the sequence of generated random numbers starts repeating. A longer period is desirable.



This completes **Module 2 viva prep**, properly matching your syllabus.

Would you like me to continue with Module 3: Discrete Event Simulation & Statistics as well?

(Just reply "yes, mod 3" if you want!) 🚀

yes

Awesome!

Here's the Module 3 Viva Prep (Q&A format) as per your syllabus:

# **Module 3: Discrete Event Simulation & Statistics**

(10 Hours, CO1)

### 1. What is Discrete Event Simulation?

Ans:

Discrete Event Simulation (DES) models the operation of a system as a sequence of events where each event occurs at an instant and changes the system state.

# 2. Give an example of Discrete Event Simulation.

### Ans:

Simulation of a bank where customers arrive randomly, wait in a queue, and are served one by one.

# 3. What are the main elements of a Discrete Event Simulation model?

### Ans:

- System state
- Simulation clock
- Event list
- Statistical counters
- Initialization routine
- Event routines
- Timing routine
- Report generator

# 4. What is a Multi-Stream Lehmer Random Number Generator?

#### Ans:

It uses multiple independent streams of pseudo-random numbers, each stream generated using different seeds for different parts of a simulation.

# 5. Why use Multi-Stream Random Numbers?

### Ans:

To avoid correlation between random numbers used for different stochastic elements like arrivals, service times, etc.

# 6. Give an example of a Discrete Event Simulation in practice.

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Simulating a call center where calls are queued and attended based on agent availability.

# 7. What are Sample Statistics?

### Ans:

Sample statistics are numerical values like mean, variance, and standard deviation computed from a collected sample of data points.

# 8. What is a Discrete-Data Histogram?

#### Ans:

A bar chart showing the frequency distribution of discrete (countable) data points.

# 9. What is a Continuous-Data Histogram?

#### Ans:

A histogram where the data are from a continuous range, and the bins represent intervals of values.

# 10. What is Correlation in Statistics?

### Ans:

Correlation measures the strength and direction of a linear relationship between two variables.

### 11. What is Next-Event Simulation?

### Ans:

It is a method where the simulation clock jumps directly to the next scheduled event instead of advancing in fixed time increments.

# 12. What are the steps in Next-Event Simulation?

### Ans:

- Identify next event
- Advance simulation clock to event time
- Update system state
- Schedule future events
- Repeat

### 13. What is an Event List?

#### Ans:

An event list stores all future scheduled events ordered by their scheduled time of occurrence.

# 14. What is Event List Management?

### Ans:

It involves inserting, deleting, and maintaining events in the event list efficiently, often using structures like priority queues.

# 15. What are some schemes for Event List Management?



- Linear list
- Calendar queues
- Heap structures

# 16. What is a Network of Single-Server Service Nodes?

### Ans:

It is a system where entities move through multiple servers (each with its own queue) and are served one at a time at each server.

This fully covers **Module 3 Viva prep** as per your syllabus structure.

Would you like me to proceed with **Module 4: Random Variables and Variates** next? (Just say "yes, mod 4" and I'll continue!)

yes

### Great!

Here's the Module 4 Viva Prep (Q&A format) exactly as per your syllabus:

# Module 4: Random Variables and Variates

(10 Hours, CO1)

### 1. What is a Random Variable?

### Ans:

A random variable is a numerical outcome of a random phenomenon, mapping outcomes to real numbers.

# 2. Differentiate between Discrete and Continuous Random Variables.

### Ans:

- **Discrete**: Takes countable values (e.g., number of customers).
- **Continuous**: Takes any value in a range (e.g., time between arrivals).

### 3. What is Random Variate Generation?

### Ans:

Random variate generation is the process of producing random samples from specific probability distributions.

# 4. What is the Algorithmic Approach in Random Variate Generation?

#### Ans:

It involves designing algorithms (like inverse transform, acceptance-rejection) to generate random variates efficiently.

# 5. Give an application of Random Variables in simulation.

### Ans:

Simulating customer interarrival times using an exponential distribution.

# 6. What is Random Sampling?

### Ans:

Random sampling is selecting a subset of data from a larger set, where each sample has an equal probability of selection.

# 7. What is Random Shuffling?

### Ans:

Random shuffling is rearranging the elements of a list or sequence randomly.

# 8. Name two techniques for generating Discrete Random Variates.

### Ans:

- Inverse Transform Method
- Alias Method

# 9. Name two techniques for generating Continuous Random Variates.

- Inverse Transform Method
- Acceptance-Rejection Method

# 10. What is a Nonstationary Poisson Process?

#### Ans:

It is a Poisson process where the arrival rate (lambda) changes over time instead of being constant.

# 11. What is Acceptance-Rejection Technique?

### Ans:

A method where random points are generated, and only points under the probability distribution curve are accepted as valid samples.

# 12. Give an example where Acceptance-Rejection is used.

#### Ans:

Generating samples from a complicated distribution like Beta or Gamma when inversion is difficult.

### 13. What are Birth-Death Processes?

### Ans:

A type of Markov process where states represent populations, and transitions occur due to births (increment) or deaths (decrement).

### 14. What is a Finite-State Markov Chain?

### Ans:

A stochastic process where the system transitions between a finite number of states based on fixed transition probabilities.

### 15. Where are Markov Chains used in Simulation?



- Queueing models
- Inventory systems
- Predictive text algorithms
- This wraps up Module 4 Viva Prep perfectly aligned with your syllabus.

Would you like me to now continue with **Module 5: Verification, Validation, Input Modeling** and **Output Analysis** too?

(Reply "yes, mod 5" if you want!) 🚀

yes

Awesome!

Here's the Module 5 Viva Prep (Q&A format) following your syllabus:

# Module 5: Verification, Validation, Input Modeling and Output Analysis

(10 Hours, CO3)

# 1. What is Verification of a Simulation Model?

#### Ans:

Verification ensures the model is implemented correctly and free of logical errors.

### 2. What is Validation of a Simulation Model?

### Ans:

Validation ensures the model accurately represents the real-world system for the intended purpose.

# 3. What is Calibration in Simulation?

### Ans:

Calibration is adjusting model parameters so that the model output matches real-world observed data.

# 4. Why are Verification and Validation important?

### Ans:

They ensure that simulation results are trustworthy and decisions based on them are correct.

# 5. What is Input Modeling in Simulation?

#### Ans:

Input modeling involves defining probability distributions that represent real-world inputs (e.g., arrival times, service times).

# 6. What is Trace-Driven Modeling?

### Ans:

Trace-driven modeling uses actual historical input data (traces) rather than assuming theoretical distributions.

# 7. What is Parametric Modeling of Stationary Processes?

### Ans:

It involves fitting known probability distributions (e.g., exponential, normal) to input data assuming the system is stable over time.

# 8. What is Modeling of Nonstationary Processes?

### Ans:

It deals with input models where statistical properties like mean or variance change over time.

# 9. What is Output Analysis in Simulation?

### Ans:

It involves analyzing simulation results to estimate system performance measures and make decisions.

# 10. What is Interval Estimation in Output Analysis?

### Ans:

It provides a range (interval) within which a system parameter lies with a specified confidence level.

## 11. What is Monte Carlo Estimation?

#### Ans:

It refers to using simulation with random sampling to estimate numerical results, such as integrals or probabilities.

# 12. Differentiate between Finite-Horizon and Infinite-Horizon Simulations.

### Ans:

- Finite-Horizon: Simulates a system over a limited time frame.
- Infinite-Horizon: Studies long-run or steady-state behavior.

### 13. What are Batch Means?

### Ans:

Batch Means method divides output data into batches and averages them to reduce correlation and estimate steady-state parameters.

# 14. What are Steady-State Single-Server Node Statistics?

### Ans:

Performance metrics (e.g., average queue length, waiting time) for a single server in a steady-state simulation.

# 15. Why is Output Analysis crucial?

### Ans:

Without output analysis, simulation results may be misleading due to variability or insufficient run length.

This covers full Module 5 Viva Prep according to your syllabus image!

You now have complete viva prep for all 5 modules.

Would you also like a **bonus mini set** of **important short MCQ-type questions** for a quick last-minute revision?

(If yes, just say "yes, bonus MCQs!" >>

yes

Perfect! Here's a **bonus set of important MCQ-type questions** for your quick last-minute revision — very useful before viva or objective tests!

# \*\* Bonus MCQs for Modeling & Simulation

### 1. A model that is described using mathematical expressions is called a:

- (a) Physical Model
- (b) Analytical Model
- (c) Logical Model
- (d) Conceptual Model
  Ans: (b) Analytical Model

### 2. In simulation, the system evolves according to:

- (a) Time
- (b) Events
- (c) Both time and events

• (d) None

Ans: (c) Both time and events

### 3. In a Lehmer Random Number Generator, the operation performed is:

- (a) Addition
- (b) Multiplication and Modulo
- (c) Subtraction
- (d) Division

Ans: (b) Multiplication and Modulo

# 4. Which test compares cumulative distribution functions of observed and expected values?

- (a) Chi-Square Test
- (b) Runs Test
- (c) Kolmogorov-Smirnov Test
- (d) Gap Test

Ans: (c) Kolmogorov-Smirnov Test

# 5. The acceptance-rejection method is used to generate:

- (a) Uniform random numbers
- (b) Complex distributions
- (c) Simple linear functions
- (d) Constant variables

**Ans:** (b) Complex distributions

### 6. What does the term "nonstationary process" imply?

- (a) The process parameters are constant over time
- (b) The process changes over time
- (c) It never changes
- (d) It's cyclic

Ans: (b) The process changes over time

### 7. In next-event simulation, the simulation clock:

- (a) Increments by a fixed time step
- (b) Jumps to the next scheduled event time
- (c) Stops after each event
- (d) Remains static

Ans: (b) Jumps to the next scheduled event time

### 8. Which of these is NOT a component of a simulation system?

- (a) Simulation clock
- (b) Event list
- (c) Database schema
- (d) System state

Ans: (c) Database schema

### 9. The method of batch means is mainly used to:

- (a) Create random numbers
- (b) Reduce simulation runtime
- (c) Analyze steady-state behavior

(d) Create input models
 Ans: (c) Analyze steady-state behavior

### 10. Verification is concerned with:

- (a) Building the right model
- (b) Solving equations
- (c) Implementing the model correctly
- (d) Finding random numbers
  Ans: (c) Implementing the model correctly

✓ These MCQs touch key points across Modules 1 to 5 — very handy for viva quizzes and fast recall.

Would you also want a **1-page crisp revision sheet** (mindmap format) summarizing all modules together? **\*\***(If yes, just say "yes, revision mindmap!")

yes

### Amazing!

Here's a **1-page crisp revision sheet (mindmap style)** for all modules, super-condensed for final revision:

# Modeling & Simulation — 1-Page Revision Mindmap

# **Module 1: Introduction to Modeling & Simulation**

- Modeling: Logical representation of systems
- Simulation: Experimentation with models
- Types: Discrete, Continuous, Deterministic, Stochastic
- Elements: Entity, Attribute, Event, State, Activity, Delay
- Examples: Single Server Queue, Inventory System

### **Module 2: Random Number Generation**

- Random Numbers: Needed for stochastic models
- **Generators**: Lehmer Generator (Multiplicative Congruential)
- Monte Carlo Simulation: Solves complex deterministic problems
- Tests of Randomness:
  - Kolmogorov-Smirnov (CDF)
  - Chi-Square (Frequency)
  - Runs (Independence)
  - Gap Test (Range Gaps)
  - Autocorrelation (Dependence)

## **Module 3: Discrete Event Simulation & Statistics**

- DES: Models changes at discrete event times
- Components: System State, Event List, Clock, Statistical Counters
- Multi-Stream RNG: Independent streams for better randomness
- Histograms:
  - Discrete (bars for counts)
  - Continuous (bars for intervals)

• Event List Management: Priority Queues, Calendar Queues

### **Module 4: Random Variables and Variates**

- Random Variables: Discrete (countable) vs. Continuous (range)
- Random Variate Generation: Inverse Transform, Acceptance-Rejection
- Processes:
  - Nonstationary Poisson (lambda changes with time)
  - Birth-Death Processes (Markovian)
  - Finite-State Markov Chains (fixed states, probabilities)
- Sampling & Shuffling: Randomize data for input models

# Module 5: Verification, Validation, Input Modeling, Output Analysis

- **Verification**: Correct implementation
- **Validation**: Real-world accuracy
- Calibration: Tuning model parameters
- Input Modeling: Trace-driven or parametric modeling
- Output Analysis:
  - Interval Estimation
  - Monte Carlo Estimation
  - Batch Means for steady-state
- **Simulation Types**: Finite-Horizon vs. Infinite-Horizon

# **Quick Keywords:**

V You can revise this once and quickly recall 90% of your viva content!

Would you also like me to give a small **"viva cheat sheet"** (10 must-know one-liners) you can peek at right before entering your viva? **(If yes, just say: "yes, cheat sheet!")** 

yes

Awesome! 🔥

Here's your **Viva Cheat Sheet — 10 Must-Know One-Liners** you can glance at right before entering the viva:

# Modeling & Simulation Viva Cheat Sheet

- 1. Model: Logical/Mathematical abstraction of a real-world system.
- **2. Simulation**: Conducting experiments on a model to study system behavior.
- **3. Random Number Generator**: Algorithm (e.g., Lehmer) that produces numbers mimicking randomness.
- **4. Monte Carlo Simulation**: Solves deterministic problems using random sampling.
- **5. Discrete Event Simulation (DES)**: Simulation where state changes only at event times.
- **6. Next-Event Simulation**: Jumping clock directly to next event.
- **7. Random Variate Generation**: Producing samples from distributions (Inverse Transform, Acceptance-Rejection).
- 8. Verification vs Validation:

- Verification → Is the model built right?
- Validation → Is the right model built?
- 9. Finite vs Infinite Horizon Simulation:
  - Finite → Simulate for a limited time.
  - Infinite → Study long-term steady behavior.
- **10. Batch Means Method**: Divides simulation output into batches to analyze steady-state performance.
- Memorize these 10 lines you can answer or twist any basic viva question around these!

Would you also like a quick **Top 5 probable viva questions prediction** based on your modules?

(If yes, just say: "yes, top 5 prediction!") 🎯

yes

Perfect! 🎯

Here's the **Top 5 Probable Viva Questions Prediction** — most likely to be asked based on your syllabus and modules:

# **©** Top 5 Probable Viva Questions

- 1. Differentiate between Verification and Validation in Simulation.
  - Expect them to ask difference + maybe 1 example each.

2.	Explain the steps in a Discrete Event Simulation (DES) cycle.
•	Prepare for: event scheduling, clock update, system state update.
3.	What is Acceptance-Rejection method and where is it used?
•	Focus on explaining the concept + example like generating Beta variates.
4.	What tests are used to check the quality of random numbers?
•	Name and describe briefly:
	Kolmogorov-Smirnov,
	• Chi-Square,
	• Runs Test,
	• Gap Test.
5.	How do you perform Input Modeling in a simulation study?
•	They may ask parametric vs trace-driven modeling examples.
	If you prepare and <i>mentally rehearse</i> these 5 questions + the cheat sheet, you will <b>ace the</b> are confidently!

Would you also like a mini final tip guide (what to say if you get stuck in viva)? 😄

(If yes, say: "yes, final tips!")

yes

# Final Tips for Viva (If You Get Stuck)

### 1. Stay Calm — Smile and Say:

- "May I take a moment to organize my thoughts?"
- Professors appreciate calmness shows maturity.

# 2. If you half-know the answer — Start with a Basic Definition:

- "To the best of my understanding, [give simple definition first]."
- Starting gives you confidence, and sometimes you remember more while speaking.

## 3. If you totally blank out — Say Politely:

- "I am not fully sure about this at the moment, but I believe it relates to [related concept]."
- ✓ They sometimes give you hints if you show some direction.

### 4. Use Keywords Liberally:

Even if you can't explain fully, **drop key terms** you studied: (e.g., event list, random variates, acceptance-rejection, validation, batch means)

✓ This shows that you studied well and know the core topics.

# 5. If asked an unexpected question — Relate to Syllabus:

"From what we covered, I can relate this topic to [module/topic] where we discussed [short connection]."

✓ Helps you redirect the conversation back to familiar ground.

# **\* Final Motto:**

"Speak slowly, smile, use keywords, connect ideas."

☑ Even if you don't know 1–2 questions, you will still make a great impression!

You've got this! 🚀 💥

Would you also like me to create a tiny 30-second "pep talk" you can read before viva to boost your confidence?

(If yes, just say "yes, pep talk!")