p2_40354020_172 Class Diagram

The following is a UML design for a Java project for implementing a simple simulation system that manages pools of arriving customers (individuals requesting some service), and which can measure how different policies behave on that data. We are interested in measuring two important statistical values for different policies. In this project, we will work with four waiting/serving policies for customers that arrive looking for service. They all serve the common scenario of a person requiring attention by a clerk in a particular location. The person waits until he/she reaches one of the serving clerks. How is that waiting done is defined by a waiting/serving policy that the particular location has implemented. The four policies we will be exploring are: Single Line Multiple Servers (SLMS), Multiple Line Multiple Servers (MLMS), Multiple Lines Multiple Servers and Balanced Line Lengths (MLMSBLL), and Multiple Lines Multiple Servers and Balanced Waiting Times (MLMSBWT).

Jean C. Merced Cádiz
802-14-4576
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