MRP Simulation

MRP System

Input

- 1. Finished Goods Demand
- 2. On-Hand Inventory
- 3. BOM
- 4. Lead Time for Components
- 5. Supplier of Component

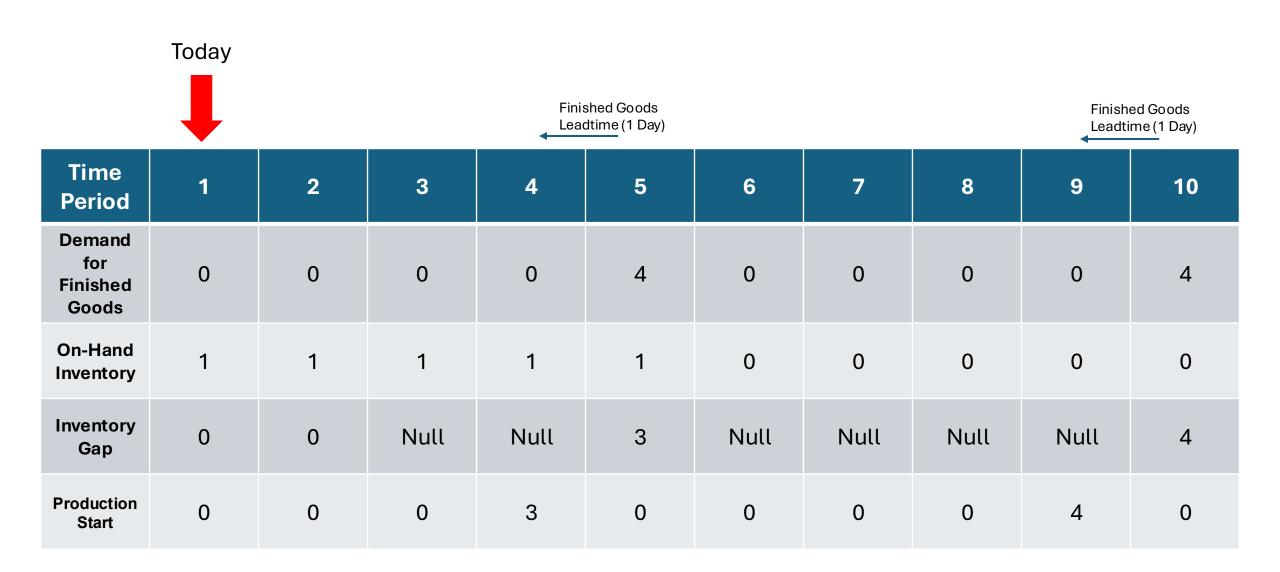
Simulation Output

- Finished Goods Gap (Demand On-Hand Inventory)
- 2. Suppliers to Order (Based on Component's Supplier)
- 3. Order Quantity (Based on BOM Structure)
- 4. Time Period to Trigger The Order (Based on Leadtime wrf to BOM)

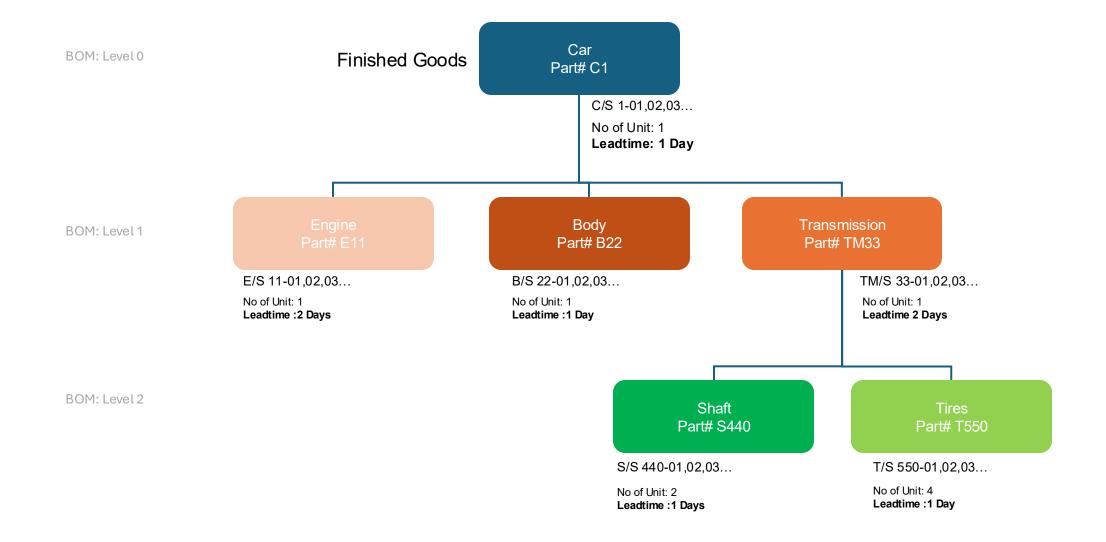
Simulation

- 1. Move Time Period from 1 to 2 ...3...4...
- 2. At each time period, the MRP engine based on the Finished Goods Demand must be able to generate:
 - a) The demand for production
 - b) The number of units each sub assembly or component need to produce by respective suppliers

MRP Engine: Finished Goods Demand



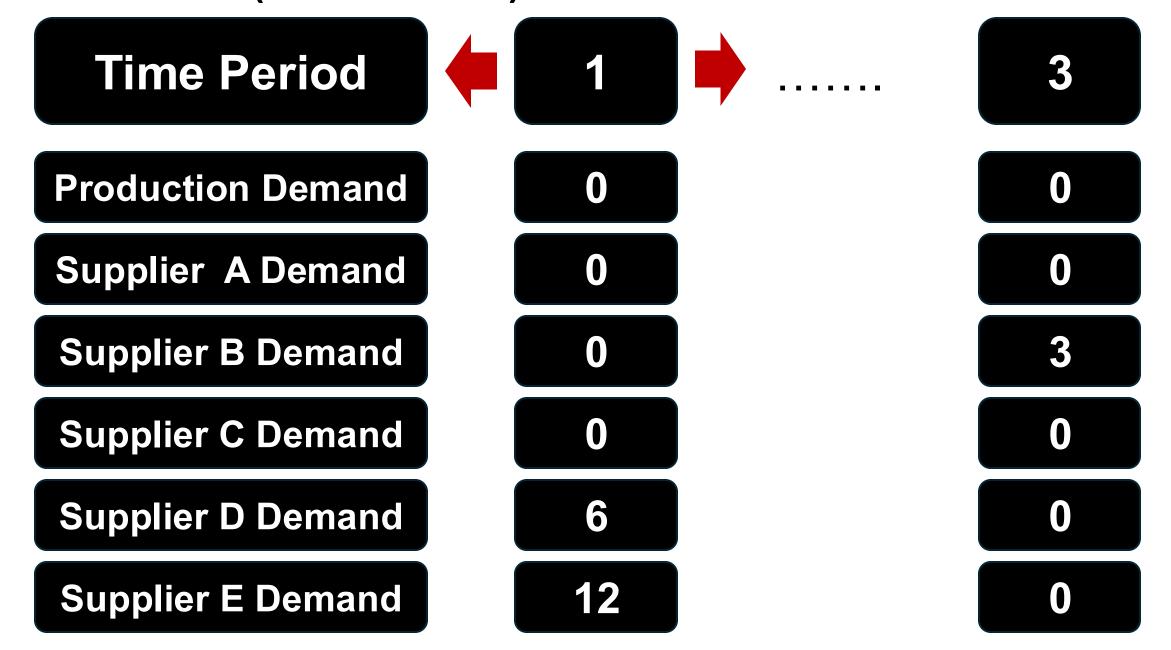
BOM



PO to Suppli

Time Period	Supplier Name	1	2	3	4	5	6	7	8	9	10
Production Start	Null	0	0	0	3	0	0	0	0	4	0
Engine LT	А	Null	Null	Null		Null	Null	Null	Null		Null
Engine Qty (X1)		0	3	0	0	0	0	4	0	0	0
Body LT	В	Null	Null	Null	-1 Day	Null	Null	Null	Null	-1 Day	Null
Body Qty (X1)		0	0	3	0	0	0	0	4	0	0
Transmission LT	С	Null	Null	Null	-2 Day	Null	Null	Null	Null	-2 Day	Null
Transmission Qty (X1)		0	3	0	0	0	0	4	0	0	0
Shaft LT	D	Null	-1 Day	Null	Null	Null	Null	-1 Day	Null	Null	Null
Shaft Qty (X2)		6	0	0	0	0	8	0	0	0	0
Tires LT	E	Null	-1 Day	Null	Null	Null	Null	-1 Day	Null	Null	Null
Wheel Qty (X4)		12	0	0	0	0	16	0	0	0	0

Simulator (Time Period)



Example



https://youtu.be/pBZ3hG4ne9Y