﻿NumberOfServers

// value of number of servers

StoppingNumber

// stopping condition when reaching the maxnum number of customers or simulation endtime

StoppingCriteria

// the criteria on which the simulation will end => Enums.StoppingCriteria.NumberOfCustomers or Enums.StoppingCriteria.SimulationEndTime

SelectionMethod

// the method by which the servers will be selected => Enums.SelectionMethod.HighestPriority or Enums.SelectionMethod.Random or Enums.SelectionMethod.LeastUtilization

InterarrivalDistribution

// The interarrival distribution by which arrival between customers are simulated

ServiceDistribution\_Server1

// The service time distribution that server1 takes to serve customers

ServiceDistribution\_Server2

// The service time distribution that server2 takes to serve customers