

# Emergency Simulation



Michael Kwok  
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# Classes

1. EmergencySimulation
  - a. Main program
2. Linked-List Stack
  - a. Nurses, doctors, administrative assistants
3. Node
  - a. Objects in the Linked-List Stack
4. Queue
  - a. Priority queue of patients
  - b. Checkout queue for patients

# Steps

1. Get user input
  - a. Number of doctors, etc
2. Create data structures
  - a. Based on the given instructions
  - b. Stack for nurses, etc
3. Create helper data structures
  - a. Hashmap to “link” a doctor with a room
  - b. ArrayList of patients waiting for a doctor, etc
4. Run simulation

# Simulation overview

- Use hashmaps to “link” the following:
  - Doctor with room
  - Nurse with room
  - Room with patient
- Use “timers” to “time” how long each stage takes
  - Time is based on user-input

# Simulation part 1 of 2

1. Intake patient
2. Prioritize based on severity probability
3. Assign a nurse and empty room, if available, to patient
4. Assign a doctor, if any, to rooms where nurse is done
5. Assign admin assistant, if any, to patient after doctor is done

# Simulation part 2 of 2

1. Each stage of loop, keep track of how long each employee has been working on a patient
2. If they're done, reset all variables
  - a. Push employee back to stack
  - b. Reset employee timer
  - c. Clear up the room