Sim.class

Attributes

inService: Intcompleted: Intr: Random

Operations

- -getPoissonRandom(): double
- +<u>heavyDemand(): queue</u>
- <u>+lightDemand(): queue</u>
- +doWork(): QueueNode, Queue,
 Int
- +menu: ()Void

QueueNode

Attributes

+wTime: int+sTime: int

• +next: QueueNode

Operations

• QueueNode(): int, int

Queue

Attributes

• -QueueNode: head, tail

Operations

- +Queue():
- +isEmpty():
- +firstEl():
- +getServiceTime(): int
- +enqueue():
- +enqueueLow():
- +dequeue():
- +countEl():
- +wTimeIncrement():
- +minWTime():
- +maxWTime():
- +avgWTime():
- +totalWTime():