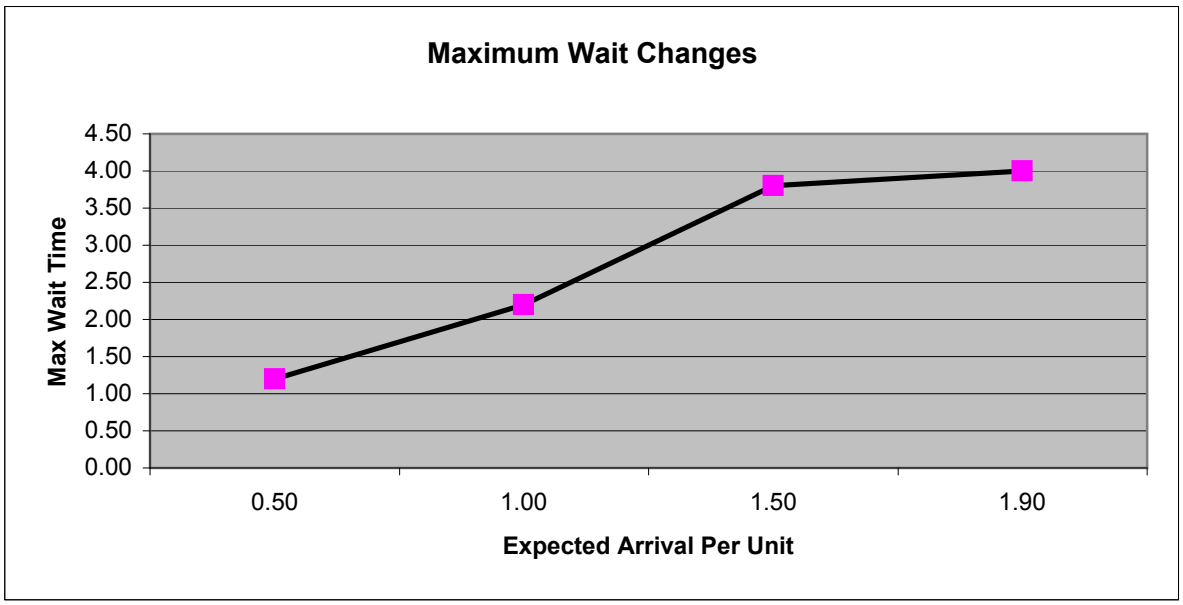
Results 1

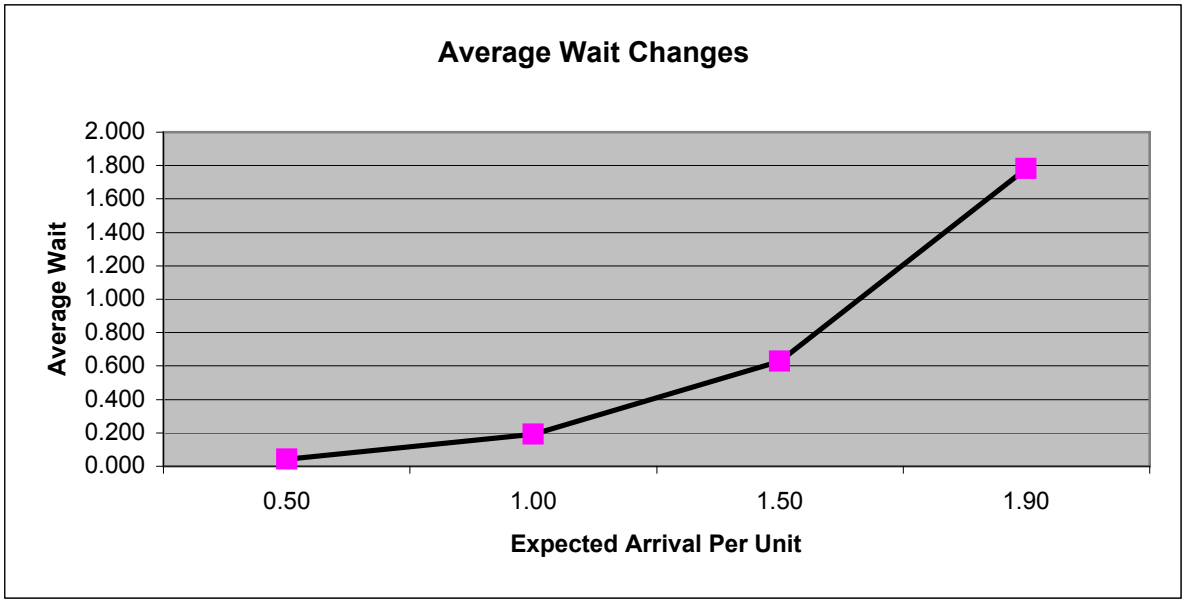
Expected Arrival Rate	Run 1	Run 2	Run 3	Run 4	e	Avg Max Wait
0.50	2	1	1	1	1	1.20
1.00	2	2	3	2	2	2.20
1.50	4	4	4	3	4	3.80
1.90	4	4	4	4	4	4.00



Data Interpretation: The maximum waiting time of a customer increases regularly, however, between an expected arrival rate of 1.50 and 1.90, it's rate of change slows greatly. It is assumed that this "leveling-out" is caused by the 10-person line limit.

Results 2

Expected Arrival Rate	Run 1	Run 2	Run 3	Run 4	Run 5	Avg Wait
0.50	0.026	0.051	0.044	0.037	0.045	0.041
1.00	0.17	0.2	0.16	0.16	0.26	0.190
1.50	0.43	0.68	0.49	0.55	1	0.630
1.90	1.5	1.9	1.7	1.8	2	1.780

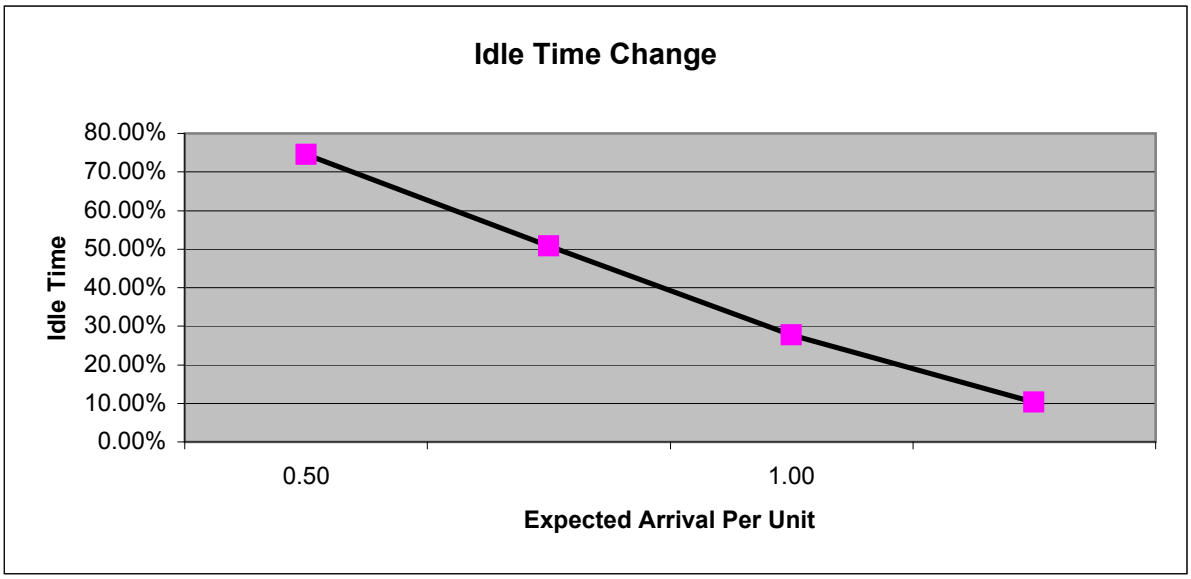


Data Interpretation: The average increases regularly between each change in expected arrivals. However, it seems to increase at a sharper rate between 1.00 and 1.50, and then an even more significant rate between 1.50 and 1.90.

Results 3

Expected Arrival Rate	Run 1	Run 2	Run 3	Run 4	Run 5	Average Idle Time	
0.50	71%	77%	75%	74%	75%	74.40%	
	72%	77%	75%	74%	75%	74.60%	
1.00	52%	53%	48%	50%	51%	50.80%	
	52%	53%	48%	50%	51%	50.80%	
1.50	32%	28%	27%	26%	25%	27.60%	
	32%	28%	27%	27%	25%	27.80%	
1.90	10%	14%	9.8%	6.6%	11%	10.28%	*
	10%	14%	10%	6.6%	11%	10.32%	*

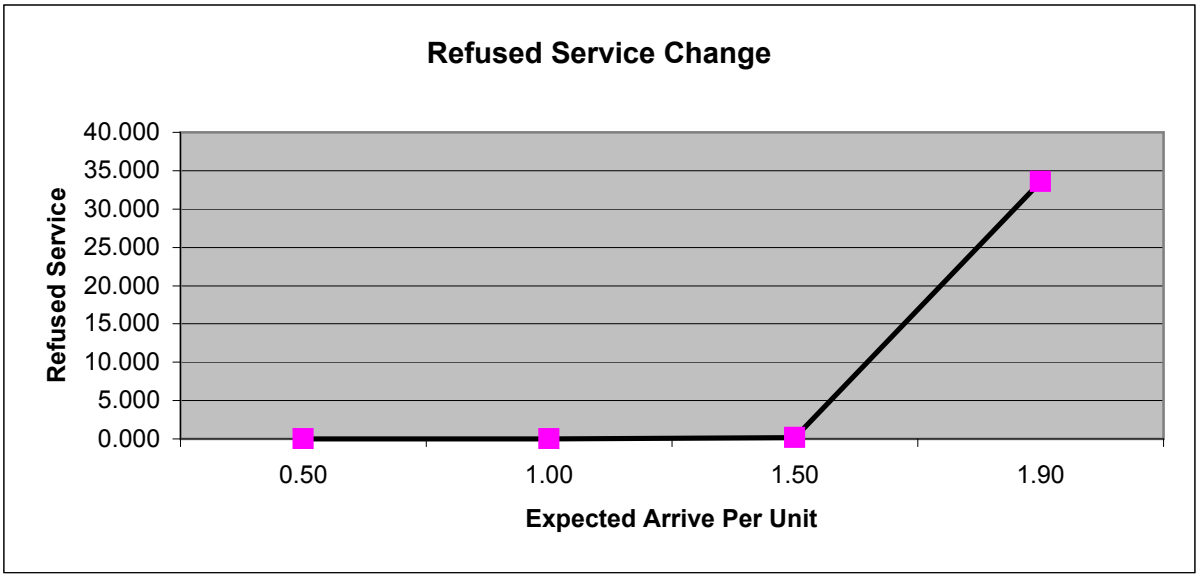
*In every run with a 1.9/Unit arrival time, tellers are being abused.



Data Interpretation: Both tellers' idle times stay within normal ranges between 0.50 and 1.00 arrival rates. At 1.50, they begin to hit dangerously close to "abuse" level. By 1.90, every single test run showed each teller well below the abuse level.

Results 4

Expected Arrival Rate	Run 1	Run 2	Run 3	Run 4	Run 5	Average Refused Service
0.50	0	0	0	0	0	0.000
1.00	0	0	0	0	0	0.000
1.50	1	0	0	0	0	0.200
1.90	47	32	40	38	11	33.600



Data Interpretation: Between arrival rates of 0.50 and 1.50, the number of customers being refused service is very miniscule. However, that number sharply increases to an average of 33 customers per run, as soon as it tests an expected arrival rate of 1.90.