Refactoring of Assignment16

1 A routine has a poor name.

customerArrivalRateToInt() was changed to customerArrivalRatePerSecond().

findMinTWT(vector<handler> vh1) was changed to shortestHandler((vector<handler> vh1).

2 Data members are public

```
class handler {
public:
    queue<customer> myqueue;
    int currentTotalWaitTime;
    handler() ;
};
```

Data members were changed to private, and public functions were added:

```
class handler {
private:
    queue<customer> myqueue;
    int currentTotalWaitTime;
public:
    handler() ;
    queue<customer> getMyqueue ();
    void addToMyqueue(customer input);
    void popOfMyqueue();
    void setBeginTime(int input);
    int getTotalWaitTime ();
    void setTotalWaitTime (int input);
};
```

3 Codes are not neccessary.

Wrong initialization of vector:

```
vector<handler> handlers;
int numberOfHandler = 6;
for (int i=0 ;i < numberOfHandler; ++i ) {
    handler handlerTemp;
    handlers.push_back(handlerTemp);
}
```

changed to two line code:

```
int numberOfHandlers = 6;
vector<handler> handlers(numberOfHandlers);
```

Repo for this assignment :
https://github.com/rongminjin/assignment17