

Introduction of project3:

For project3 I got 10 different options of serving mode.

Option 0: same as the sample one which is when customer comes, find the server who is available to serve and begin to serve customers.

Option 1: let the server take turns to serve customers. This method aim to let every server can serve a similar number of customers which is the real situation in some Chinese restaurant.

Option 2: find available servers to serve and customers have minimum duration are preferred.

Option 3: let the server take turns to serve customers and customers have minimum duration are preferred.

Option 4: find available servers to serve and customers have maximum duration are preferred.

Option 5: let the server take turns to serve customers and customers have maximum duration are preferred.

Option 6: find available servers to serve and customers have longest waiting time preferred.

Option 7: let the server take turns to serve customers and customers have longest waiting time preferred.

Option 8: set a unique server to serve customers who need time over than 10 minutes.

Option 9: set a unique server to serve customers who need time less than 5 minutes.

Notice: in option 8 and option 9, there is more than 2 servers.

After checking several data, the option 2 have the minimum waiting time for customers, so customers have better feeling. Option 4, 5, 7 have the earliest finish time which is good for employees. Set fast lane or special lane can help increase the efficient.

Option 0:

Server	Customer	Start	Finish	Wait
0	0	0	3	0
1	1	2	7	0
0	2	4	10	0
2	3	5	9	0
1	4	7	8	2
1	5	8	10	2
2	6	9	14	3
0	7	10	13	4

Total Wait = 11

Average Wait = 1.375000

Longest Wait = 4

Latest Finish = 14

Option 1:

Server	Customer	Start	Finish	Wait
0	0	0	3	0
1	1	2	7	0
2	2	4	10	0
0	3	5	9	0
1	4	7	8	2
2	5	10	12	4
0	6	10	15	4
1	7	10	13	4

Total Wait = 14

Average Wait = 1.750000

Longest Wait = 4

Latest Finish = 15

Option 2:

Server	Customer	Start	Finish	Wait
0	0	0	3	0
1	1	2	7	0
0	2	4	10	0
2	3	8	12	3
2	4	5	6	0
2	5	6	8	0
0	6	10	15	4
1	7	7	10	1

Total Wait = 8

Average Wait = 1.000000

Longest Wait = 4

Latest Finish = 15

Option 3:

Server	Customer	Start	Finish	Wait
0	0	0	3	0
1	1	2	7	0
2	2	4	10	0
0	3	11	15	6
0	4	5	6	0
1	5	7	9	1
1	6	12	17	6
2	7	10	13	4

Total Wait = 17

Average Wait = 2.125000

Longest Wait = 6

Latest Finish = 17

Option 4:

Server	Customer	Start	Finish	Wait
0	0	0	3	0
1	1	2	7	0
0	2	4	10	0
2	3	5	9	0
0	4	12	13	7
0	5	10	12	4
1	6	7	12	1
2	7	9	12	3

Total Wait = 15

Average Wait = 1.875000

Longest Wait = 7

Latest Finish = 13

~

Option 5:

Server	Customer	Start	Finish	Wait
0	0	0	3	0
1	1	2	7	0
2	2	4	10	0
0	3	5	9	0
1	4	12	13	7
0	5	11	13	5
1	6	7	12	1
2	7	10	13	4

Total Wait = 17

Average Wait = 2.125000

Longest Wait = 7

Latest Finish = 13

Option 6:

Server	Customer	Start	Finish	Wait
0	0	0	3	0
1	1	2	7	0
0	2	4	10	0
2	3	5	9	0
1	4	7	8	2
1	5	8	10	2
2	6	9	14	3
0	7	10	13	4

Total Wait = 11

Average Wait = 1.375000

Longest Wait = 4

Latest Finish = 14

~

Option 7:

Server	Customer	Start	Finish	Wait
0	0	0	3	0
1	1	2	7	0
2	2	4	10	0
0	3	5	9	0
1	4	12	13	7
0	5	11	13	5
1	6	7	12	1
2	7	10	13	4

Total Wait = 17

Average Wait = 2.125000

Longest Wait = 7

Latest Finish = 13

Option 8:

Server	Customer	Start	Finish	Wait
1	0	0	3	0
2	1	2	7	0
0	2	4	10	0
1	3	5	9	0
2	4	7	8	2
2	5	8	10	2
1	6	9	14	3
2	7	10	13	4

Total Wait = 11

Average Wait = 1.375000

Longest Wait = 4

Latest Finish = 14

Option 9:

Server	Customer	Start	Finish	Wait
0	0	0	3	0
1	1	2	7	0
2	2	4	10	0
0	3	5	9	0
0	4	9	10	4
1	5	7	9	1
1	6	9	14	3
0	7	10	13	4

Total Wait = 12

Average Wait = 1.500000

Longest Wait = 4

Latest Finish = 14

~