# Симуляция v2 — интерфейсы и контракты

### Цели:

- Отделить бизнес-логику симуляции от БД.
- Поддержать две модели операций: per-unit и one-time.
- Учитывать кэш и некэш (амортизация), НДС, периодические расходы, клиентские поступления, двухфазную оплату материалов.

#### Слои:

```
API Route → dataLoader (Prisma) → SimulationEngine → ResourceManager (in-memory)
```

SimulationEngine и ResourceManager никогда не обращаются к БД.

### Контракты:

#### SimulationSettings:

- workingHoursPerDay: number
- restMinutesPerHour: number
- waitForMaterialDelivery: boolean
- considerPeriodicExpenses?: boolean
- varianceMode: VarianceMode
- variancePercent: number
- thresholdRatio: number
- initialCashBalance: number
- materialPrepayPercent: number
- depreciationCashPolicy: 'daily' | 'end\_of\_simulation'
- periodicExpensePaymentPolicy: 'daily' | 'end of simulation'
- monthDivisor: number

### **MaterialSpec:**

id, name, unitCost, vatRate, minStock, minOrderQty, leadTimeProductionDays, leadTimeShipping-Days

### **EquipmentSpec:**

id, name, hourlyDepreciation, considerInUtilization

### RoleSpec, EmployeeSpec

### **OperationSpec:**

```
id, name, orderIndex, materialUsages[{materialId,quantityPerUnit}], requiredRoleIds[], require-
dEquipmentIds[], baseProductivityPerHour, minStartInput?, requiresContinuousEquipmentWork?,
staffPresenceMode?('full'|'partial')
```

#### **ChainSpec:**

```
id, name, type('one-time'|'per-unit'), orderIndex, operations[]
```

#### **ProcessSpec:**

```
id, name, chains[]
```

#### PaymentScheduleItem:

id, orderId, dayNumber, percentageOfTotal, amount?, description?

### PeriodicExpenseSpec:

```
id, name, period('DAY'|'WEEK'|'MONTH'|'QUARTER'|'YEAR'), amount(gross), isActive, vatRate
```

# Возврат API /api/simulation-v2/run:

```
{
  totals: {
    materialNet, materialVAT, labor, depreciation,
    periodicNet, periodicVAT, cashEnding
},
  days: [{
    day, cashIn,
    cashOut: { materials, materialsVat, labor, periodic, periodicVat },
    nonCash: { depreciation }
}],
  daysTaken,
  logs[]
}
```

## Directory: lib/simulation-v2