Bank_Line_0_5.xml

DE Simulator

- SimTime: 2000.0
- MTBC: 45.0
- MinSvcTime: 5.0
- MaxSvcTime: 90.0

dt3
"CustD...

TellerServicing
"tra...

dt
"CustI...

dt2
AtTel...

Customers
1.0*...

TheWaitingLine
FIFO

Tieoff
0

HistogramPlotter
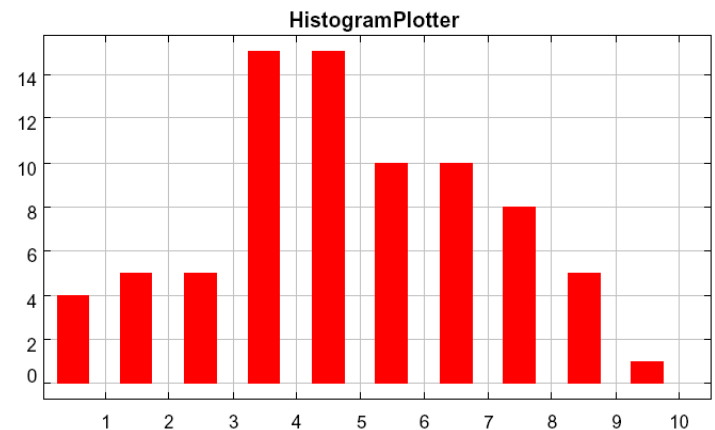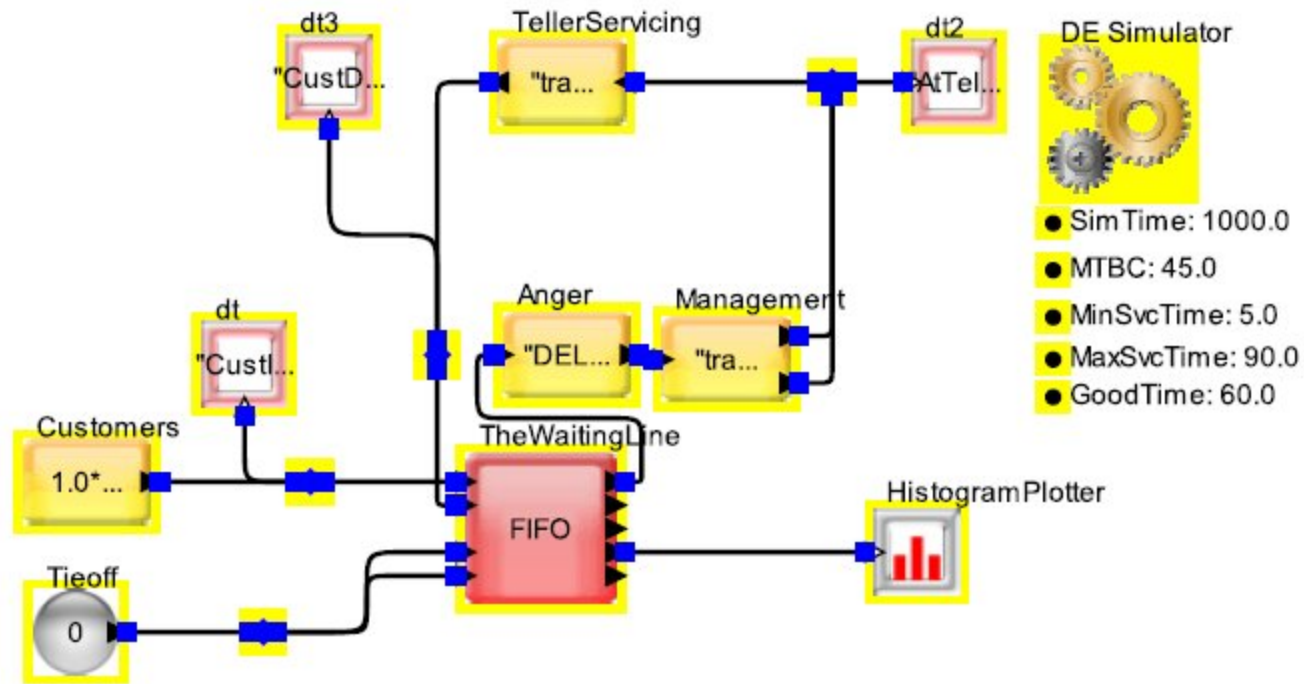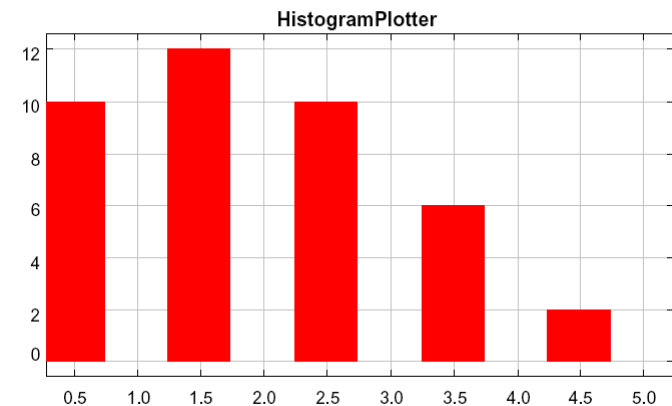
- Simplest model (I think)
- MTBC = mean time between customers
- Service time is modeled as a delay between MinSvcTime and MaxSvcTime
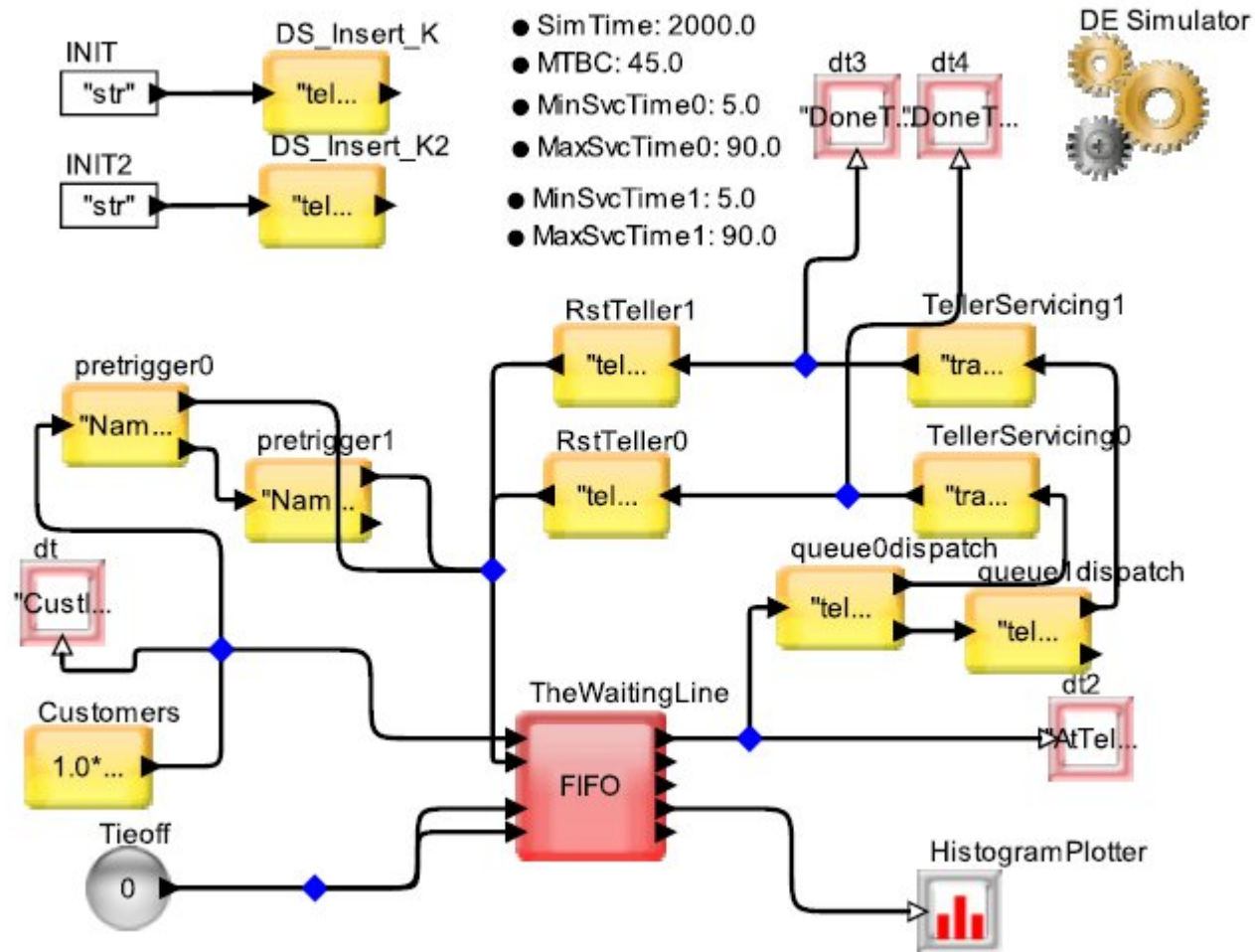- Histogram length of line

HistogramPlotter

Bank_Line_2_5.xml

- Modeled mad customers
- Anger ~ rand(0,2)*(TNow – TIME)
  - TIME = Time when customer stood in line
- "Anger Management" is a delay_K follow with if_else blocks
- Histogram shape different due to angry customers leaving (artifact – zero length queues)

Bank_Line_2_7.xml

- "Instrumentation" to actually see how many angry customers left
- Problem – couldn't attach a scope or plot without bombing (used text display)

Bank_Line_3_5.xml

- Expand operation to two tellers
- Lots of blocks used to work the handshaking
- I know there is a simpler way!

Bank_Line_3_5.xml - Results

HistogramPlotter

HistogramPlotter
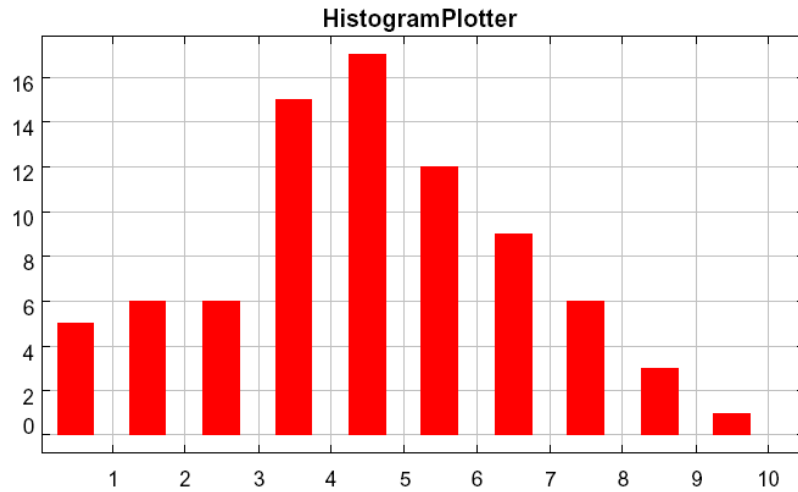
- Teller 0: 5 – 90 second svc time
- Teller 1: 5000-9000 svc time (long lunch)
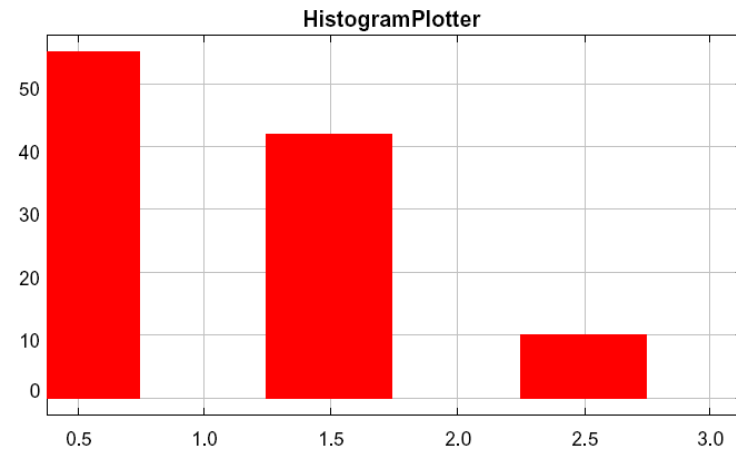
- Teller 0: 5 – 90 second svc time
- Teller 1: 5– 90 svc time
- Shorter queue (no surprise)