What did we talk about last class?
Stats as sequences of values.
Let's finish our multiserver queue code. We have a problem right now, in part because of the “Scala way”. We need to fix it.
Imagine a manufacturing system that has multiple stations, each of which has one or more machines that can do the work required at that station.

Products would move from one station to the next.

It is basically a sequence of multiserver queues.
Simulation software packages have certain advantages and disadvantages compared to general purpose programming languages.

- **Advantages**
  - Less programming required, natural framework, easier to modify, better error detection

- **Disadvantages**
  - Learning curve, speed, flexibility, costs
General-Purpose vs. Application-Oriented

- Simulation languages and application-oriented simulators have merged over time.
- The main distinction now is one of flexibility.
- Event-driven languages
Instead of thinking of the simulation as just events, you can think of it as processes.

A process follows an entity through the system.

A process has multiple entry and exit points for when the entity is waiting, generally on some queue.
OO programming was born from simulation.

Tracking entities as objects and using the process style approach could have certain benefits to it in an OO based system.

One advantage might be that we could reuse certain constructs more.
What questions do you have about the code that we have written to date?

The first quiz is on Friday.