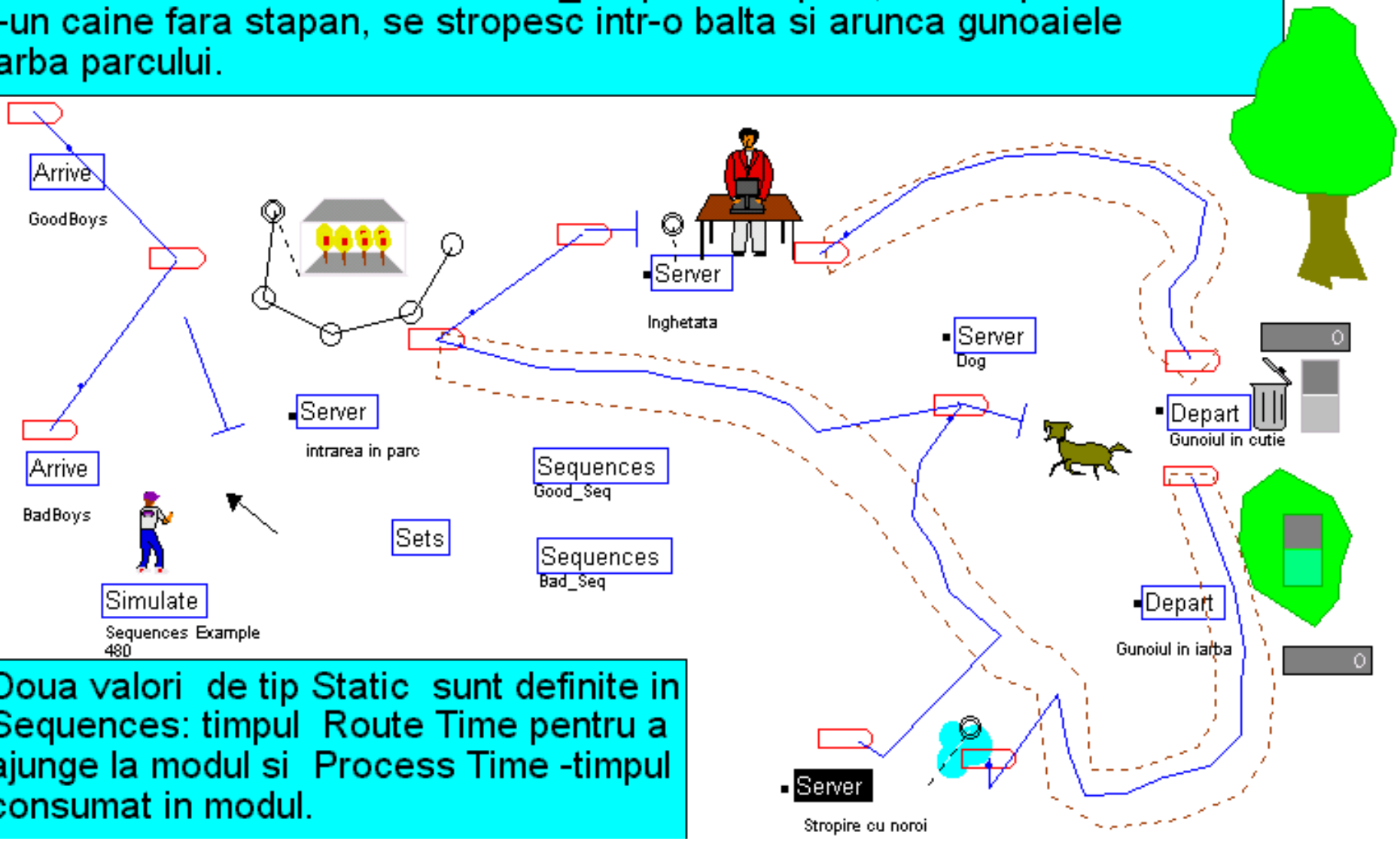
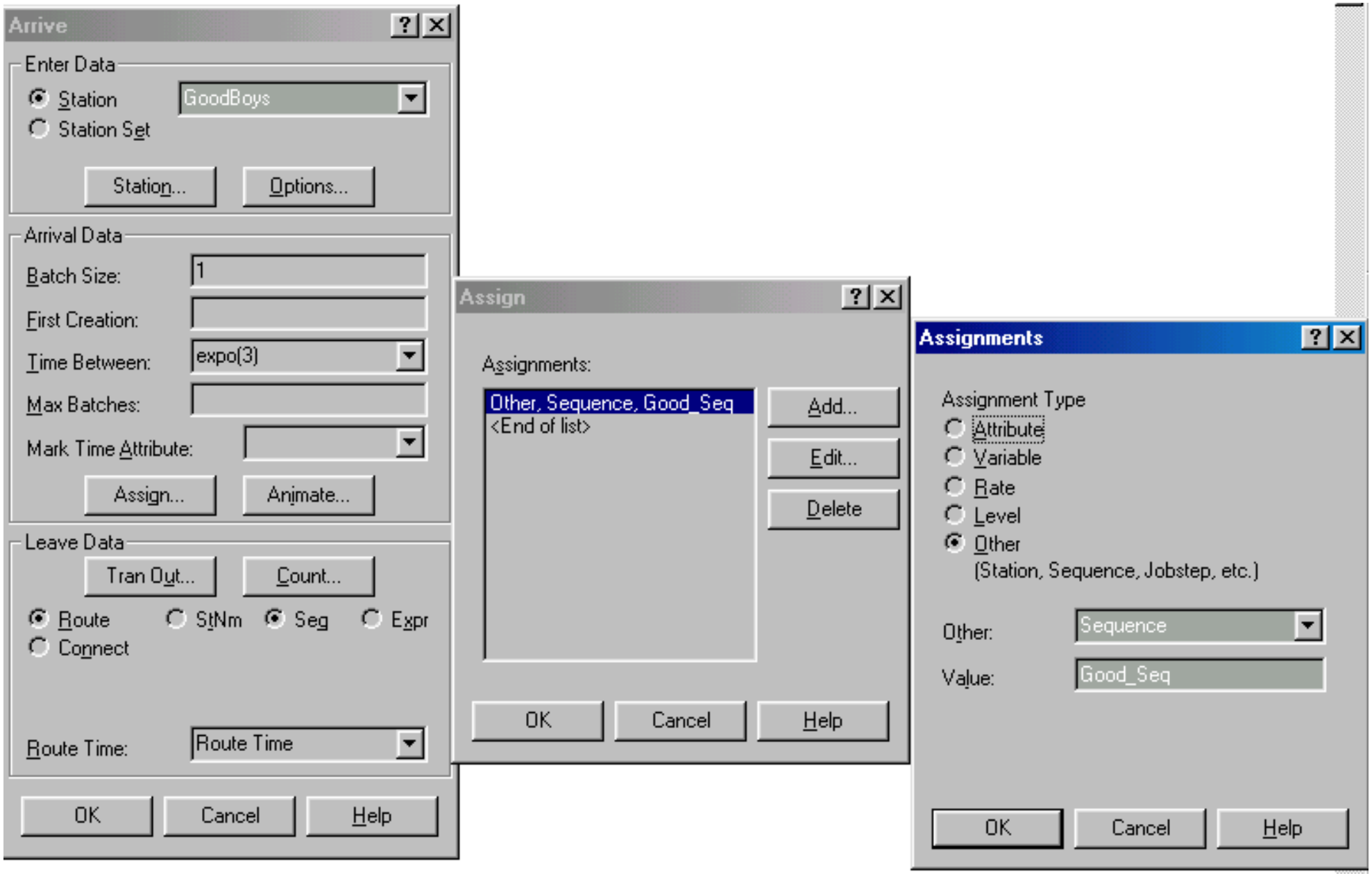
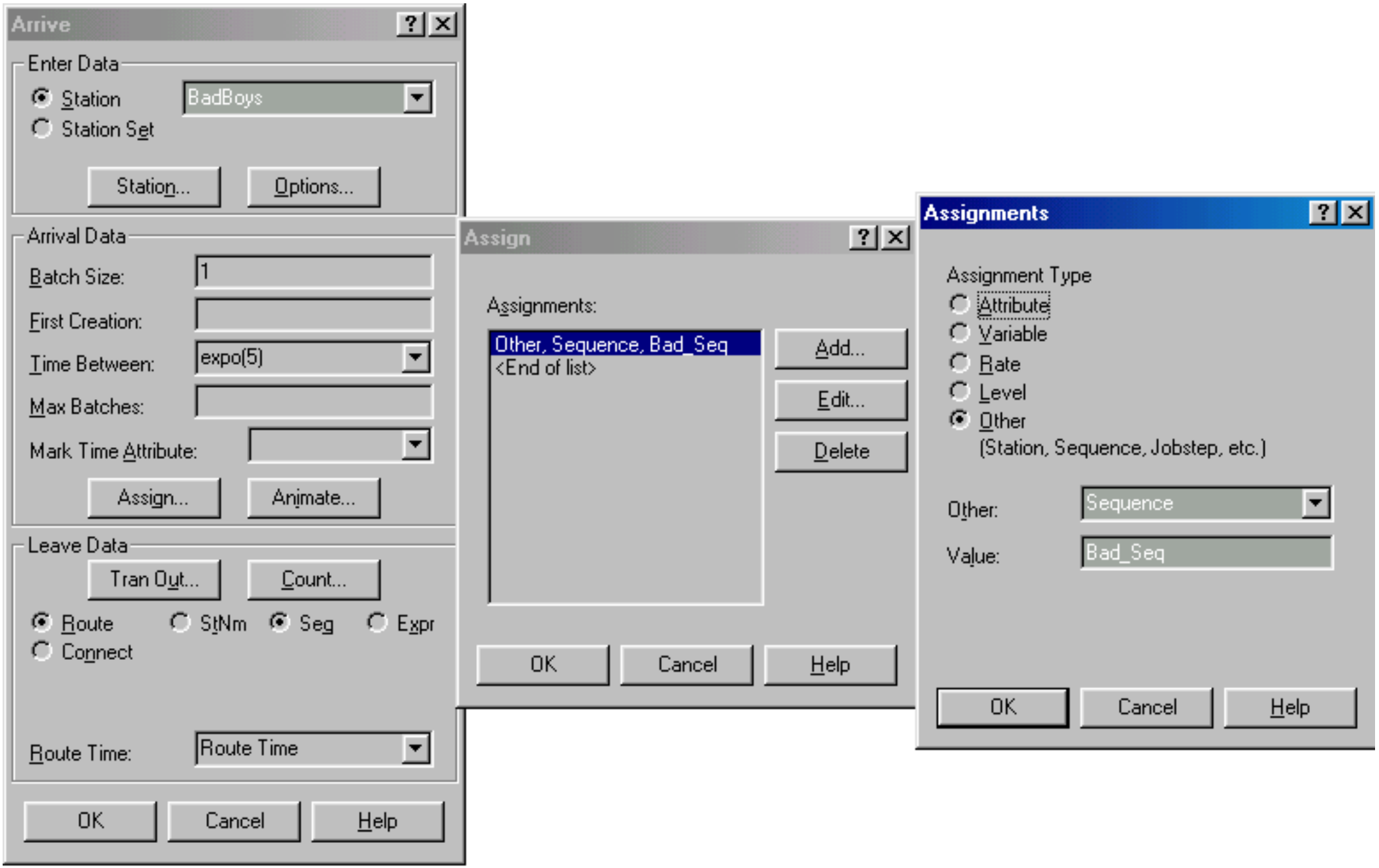
Modulul Sequences

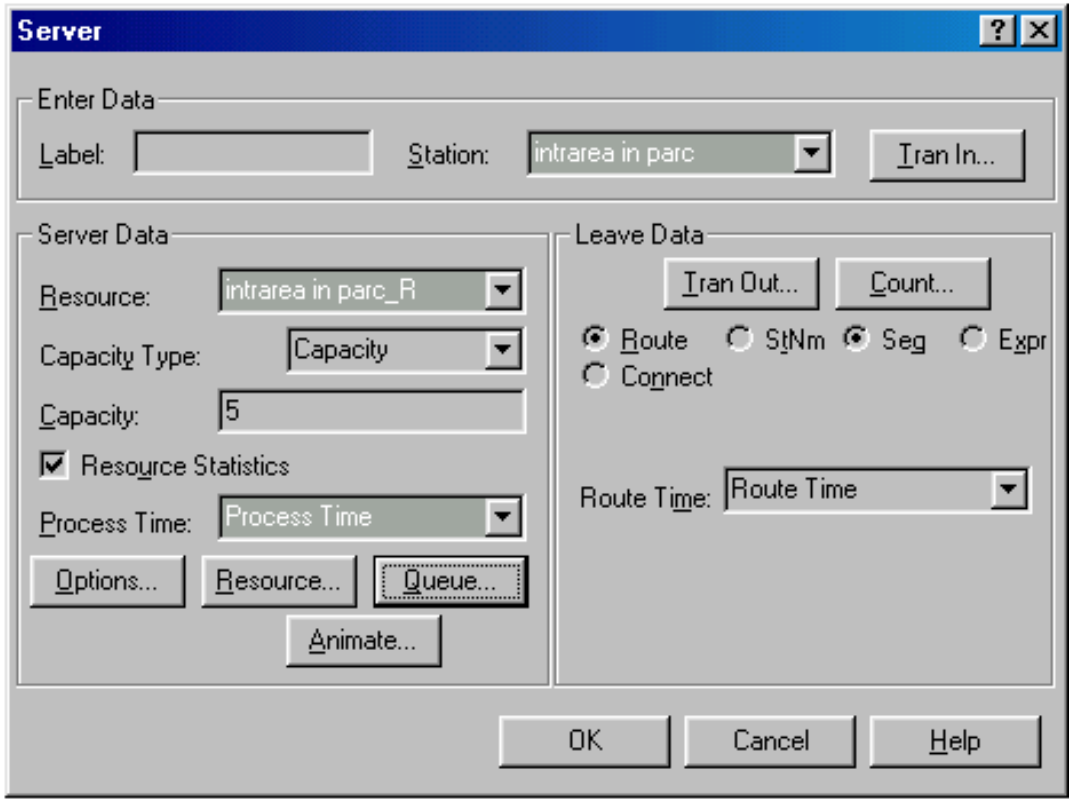
La iesirea de la scoala baietii trec printr-un parc
Baietii "cuminti" urmeaza secventa Good_Seq: in parc isi cumpara o inghetata merg linistiti prin parc si apoi arunca hartia la cos.
Baietii "rai" urmeaza secventa Bad_Seq: intra in parc, dau cu pietre intr-un caine fara stapan, se stropesc intr-o balta si arunca gunoaiele in iarba parcului.

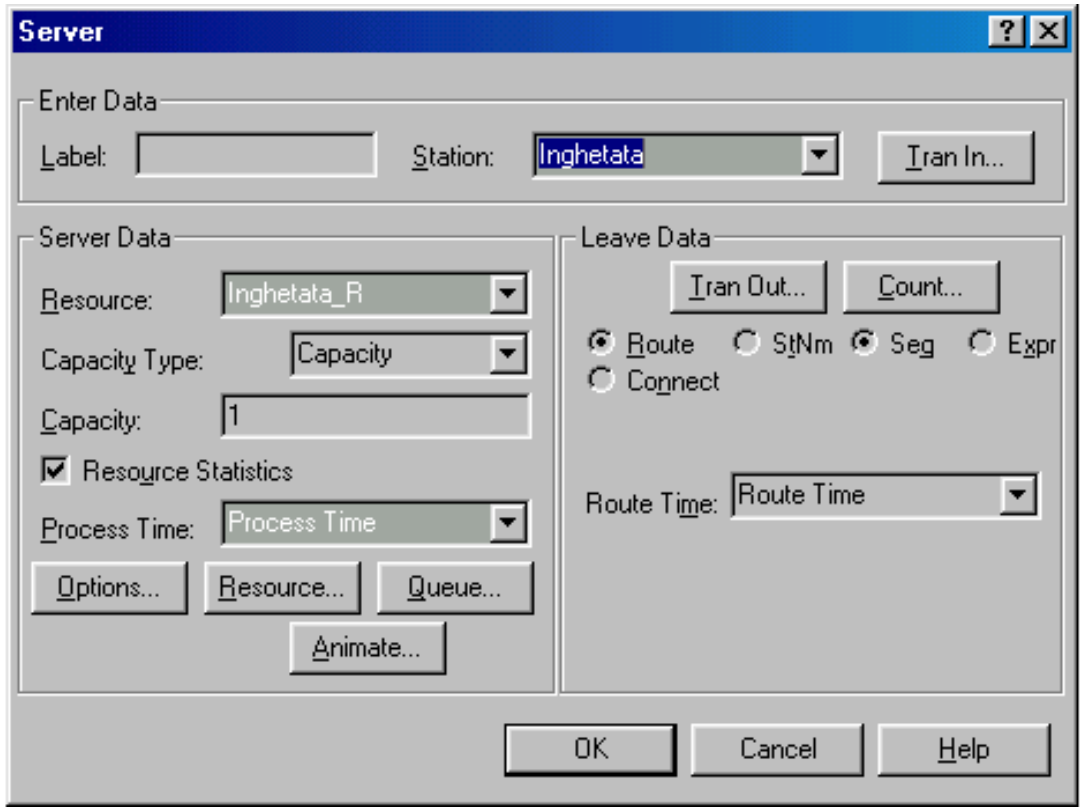


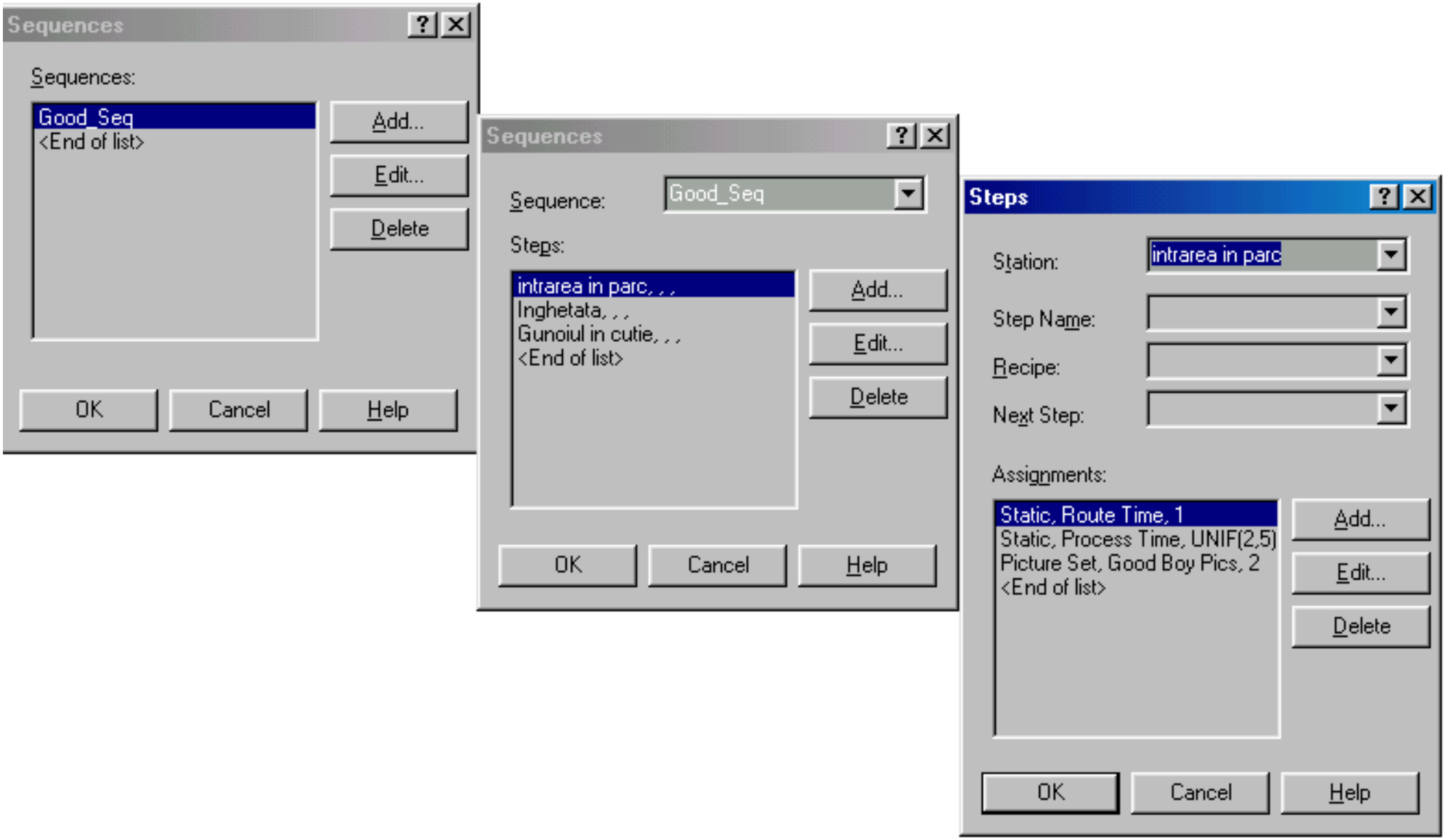
Doua valori de tip Static sunt definite in Sequences: timpul Route Time pentru a ajunge la modul si Process Time -timpul consumat in modul.

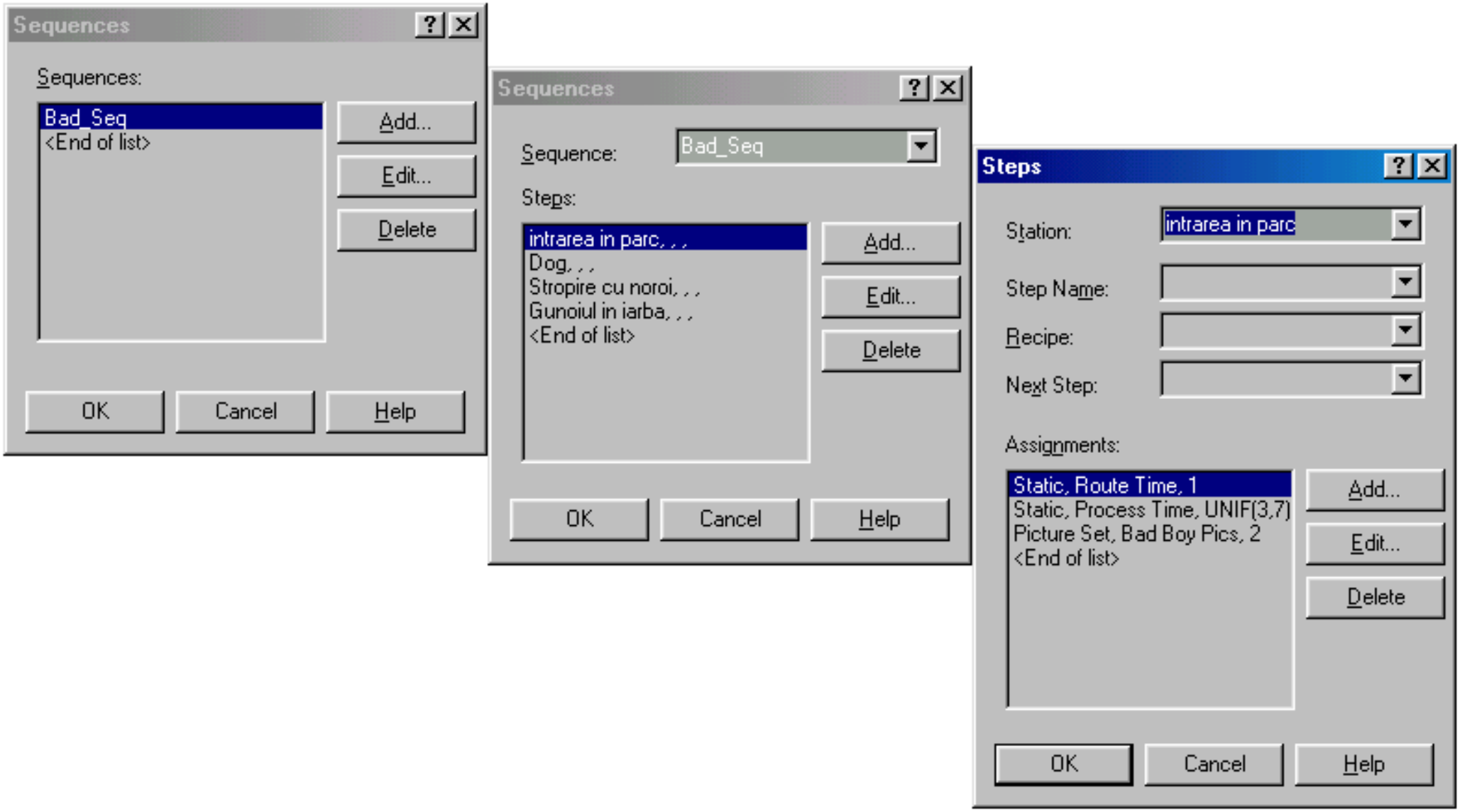

Arrive
Enter Data
Station
GoodBoys
Station Set
Station...
Options...
Arrival Data
Batch Size:
1
First Creation:
Time Between:
expo(3)
Max Batches:
Mark Time Attribute:
Assign...
Animate...
Leave Data
Tran Out...
Count...
Route
StNm
Seg
Expr
Connect
Route Time:
Route Time
OK
Cancel
Help
Assign
Assignments:
Other, Sequence, Good_Seq
<End of list>
Add...
Edit...
Delete
OK
Cancel
Help
Assignments
Assignment Type
Attribute
Variable
Rate
Level
Other
(Station, Sequence, Jobstep, etc.)
Other:
Sequence
Value:
Good_Seq
OK
Cancel
Help

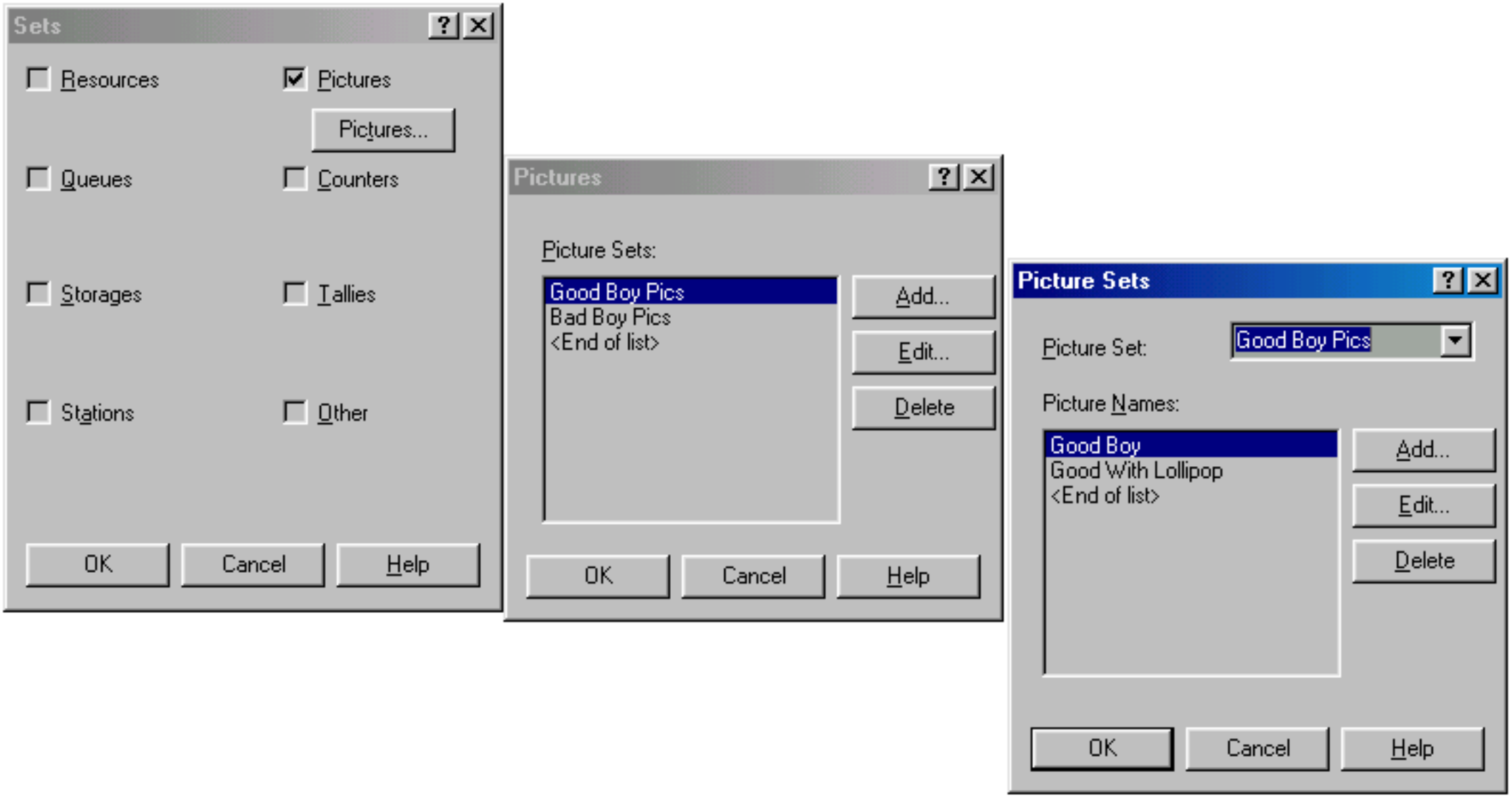

Arrive
Enter Data
Station
Station Set
BadBoys
Station...
Options...
Arrival Data
Batch Size:
1
First Creation:
Time Between:
expo(5)
Max Batches:
Mark Time Attribute:
Assign...
Animate...
Leave Data
Tran Out...
Count...
Route
StNm
Seq
Expr
Connect
Route Time:
Route Time
OK
Cancel
Help
Assign
Assignments:
Other, Sequence, Bad_Seq
<End of list>
Add...
Edit...
Delete
OK
Cancel
Help
Assignments
Assignment Type
Attribute
Variable
Rate
Level
Other
(Station, Sequence, Jobstep, etc.)
Other:
Sequence
Value:
Bad_Seq
OK
Cancel
Help

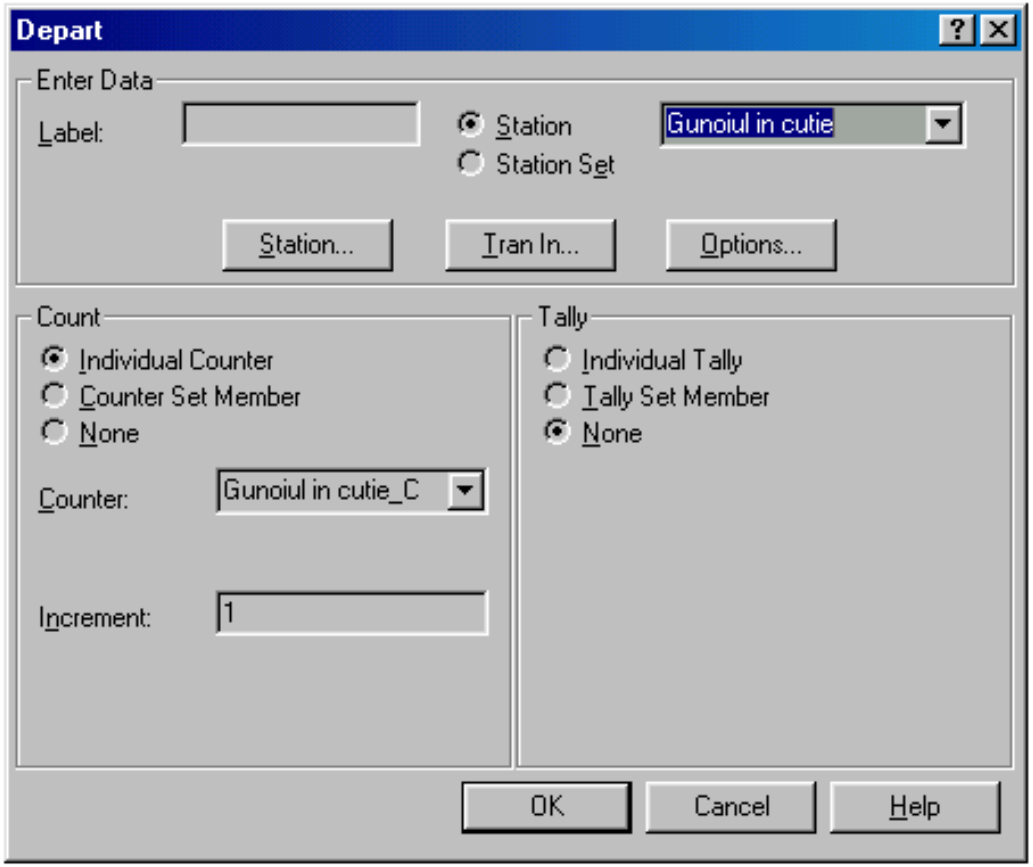

Server
Enter Data
Label:
Station:
intrarea in parc
Tran In...
Server Data
Resource:
intrarea in parc_R
Capacity Type:
Capacity
Capacity:
5
Resource Statistics
Process Time:
Process Time
Options...
Resource...
Queue...
Animate...
Leave Data
Tran Out...
Count...
Route
StNm
Seg
Expr
Connect
Route Time:
Route Time
OK
Cancel
Help

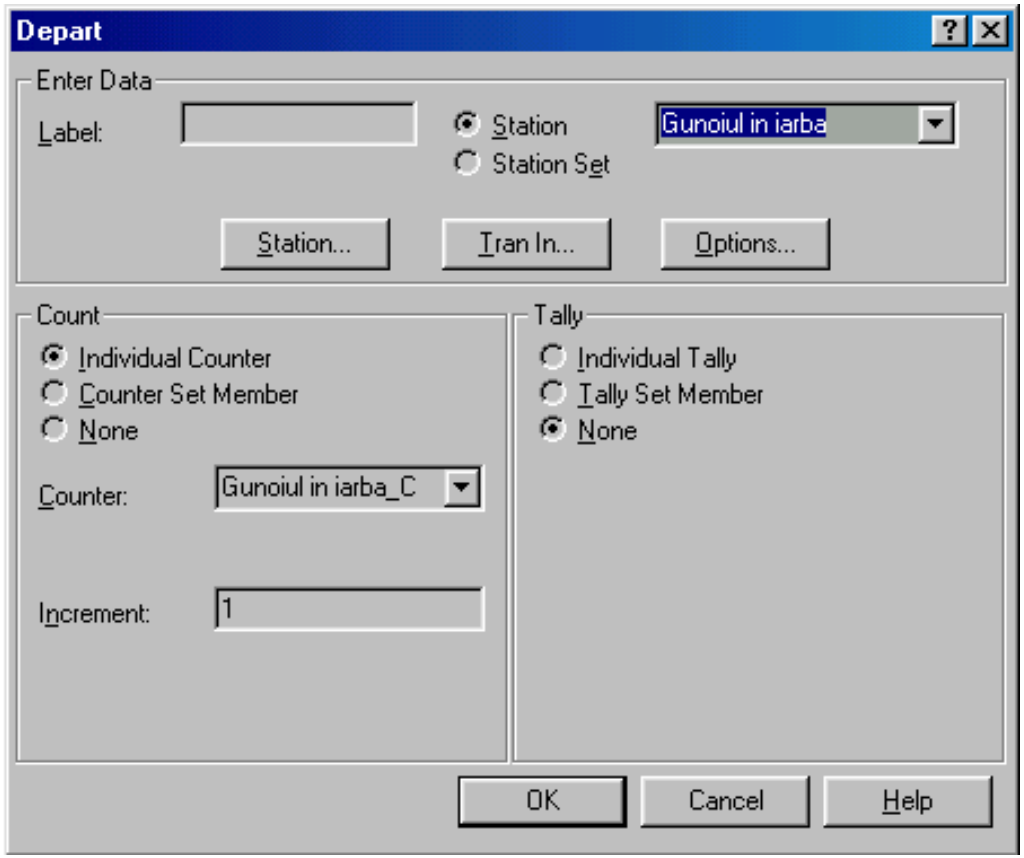

Server
Enter Data
Label:
Station:
Inghetata
Tran In...
Server Data
Resource:
Inghetata_R
Capacity Type:
Capacity
Capacity:
1
Resource Statistics
Process Time:
Process Time
Options...
Resource...
Queue...
Animate...
Leave Data
Tran Out...
Count...
Route
StNm
Seg
Expr
Connect
Route Time:
Route Time
OK
Cancel
Help


Sequences
Sequences:
Good_Seq
<End of list>
Add...
Edit...
Delete
OK
Cancel
Help
Sequences
Sequence:
Good_Seq
Steps:
intrarea in parc, , ,
Inghetata, , ,
Gunoiul in cutie, , ,
<End of list>
Add...
Edit...
Delete
OK
Cancel
Help
Steps
Station:
intrarea in parc
Step Name:
Recipe:
Next Step:
Assignments:
Static, Route Time, 1
Static, Process Time, UNIF(2,5)
Picture Set, Good Boy Pics, 2
<End of list>
Add...
Edit...
Delete
OK
Cancel
Help


Sequences
Sequences:
Bad_Seq
<End of list>
Add...
Edit...
Delete
OK
Cancel
Help
Sequences
Sequence:
Bad_Seq
Steps:
intrarea in parc, , ,
Dog, , ,
Stropire cu noroi, , ,
Gunoiul in iarba, , ,
<End of list>
Add...
Edit...
Delete
OK
Cancel
Help
Steps
Station:
intrarea in parc
Step Name:
Recipe:
Next Step:
Assignments:
Static, Route Time, 1
Static, Process Time, UNIF(3,7)
Picture Set, Bad Boy Pics, 2
<End of list>
Add...
Edit...
Delete
OK
Cancel
Help


Sets
Resources
Pictures
Pictures...
Queues
Counters
Storages
Tallies
Stations
Other
OK
Cancel
Help
Pictures
Picture Sets:
Good Boy Pics
Bad Boy Pics
<End of list>
Add...
Edit...
Delete
OK
Cancel
Help
Picture Sets
Picture Set:
Good Boy Pics
Picture Names:
Good Boy
Good With Lollipop
<End of list>
Add...
Edit...
Delete
OK
Cancel
Help


Depart
Enter Data
Label:
Station
Station Set
Gunoiul in cutie
Station...
Tran In...
Options...
Count
Individual Counter
Counter Set Member
None
Counter:
Gunoiul in cutie_C
Increment:
1
Tally
Individual Tally
Tally Set Member
None
OK
Cancel
Help


Depart
Enter Data
Label:
Station
Station Set
Gunoiul in iarba
Station...
Tran In...
Options...
Count
Individual Counter
Counter Set Member
None
Counter:
Gunoiul in iarba_C
Increment:
1
Tally
Individual Tally
Tally Set Member
None
OK
Cancel
Help