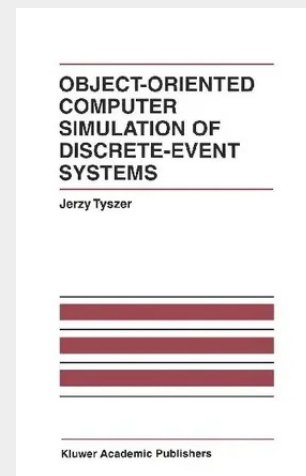


Object-Oriented Computer Simulation of Discrete-Event Systems

offers a comprehensive presentation of a wide repertoire of computer simulation techniques available to the modelers of dynamic systems. Unlike other books on simulation, this book includes a complete and balanced description of all essential issues relevant to computer simulation of discrete event systems, and it teaches simulation users how to design, program and exploit their own computer simulation models. In addition, it uses the object-oriented methodology throughout the book as its main programming platform. The reader is expected to have some background in the theory of probability and statistics and only a little programming experience in C++, as the book is not tied down to any particular simulation language. The book also provides 50 complete simulation problems to assist with writing such simulation programs. demonstrates the basic and generic concepts used in computer simulation of discrete-event systems in a comprehensive, uniform and self-contained manner.

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