

FIȘIERUL “*MODEL*” PENTRU SISTEMUL FORMAT DIN DOUĂ STAȚII

```
; Model statements for module: Create 1
14$    CREATE,    1,MinutesToBaseTime(0.0),Entity 1:MinutesToBaseTime(EXPO(5)):NEXT(15$);
15$    ASSIGN:    Intrare repere.NumberOut=Intrare repere.NumberOut + 1:NEXT(0$);

; Model statements for module: Assign 1
0$     ASSIGN:    Tip_reper=DISC(0.2, 1, 1.0, 2):NEXT(1$);

; Model statements for module: Seize 1
1$     QUEUE,     Cerere pentru prelucrare.Queue;
        SEIZE,     2,Other: Masina,1:NEXT(19$);
19$    DELAY:     0.0,,VA:NEXT(3$);

; Model statements for module: Delay 1
3$     DELAY:     NORM( 4, 0.2),,Other:NEXT(4$);

; Model statements for module: Release 1
4$     RELEASE:    Masina,1:NEXT(5$);

; Model statements for module: Seize 2
5$     QUEUE,     Cerere pentru inspectie.Queue;
        SEIZE,     2,Other: Inspector,1:NEXT(21$);
21$    DELAY:     0.0,,VA:NEXT(7$);

; Model statements for module: Delay 2
7$     DELAY:     TRIA( 5 , 8 , 10 ),,Other:NEXT(8$);

; Model statements for module: Release 2
8$     RELEASE:    Inspector,1:NEXT(9$);

; Model statements for module: Decide 1
9$     BRANCH,    1:
        With,(10)/100,13$,Yes:
        With,(10)/100,10$,Yes:
        Else,11$,Yes;

; Model statements for module: Record 2
11$    COUNT:     Piese_bune,1:NEXT(12$);

; Model statements for module: Dispose 1
12$    ASSIGN:     Reperele parasescsistemul.NumberOut=Repereleparasesc sistemul.NumberOut+1;
24$    DISPOSE:    Yes;

; Model statements for module: Assign 2
13$    ASSIGN:     Tip_reper=3:NEXT(1$);

; Model statements for module: Record 1
10$    COUNT:     Rebuturi,1:NEXT(12$);
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FIȘIERUL “*EXPERIMENT*” PENTRU SISTEMUL FORMAT DIN DOUĂ STAȚII

PROJECT, "Sistem de productie cu doua statii","Radu Vlad",,,No,No,No,No,No,No,No,No,No,No,No;

ATTRIBUTES: Tip_reper;

VARIABLES: Repererele parasesc sistemul.NumberOut,CLEAR(Statistics),CATEGORY("Exclude");
Intrare reperere.NumberOut,CLEAR(Statistics),CATEGORY("Exclude");

QUEUES: Cerere pentru prelucrare.Queue,FIFO,,AUTOSTATS(Yes,,):
Cerere pentru inspectie.Queue,FIFO,,AUTOSTATS(Yes,,);

PICTURES: Picture.Airplane:
Picture.Green Ball:
Picture.Blue Page:
Picture.Telephone:
Picture.Blue Ball:
Picture.Yellow Page:
Picture.EMail:
Picture.Yellow Ball:
Picture.Bike:
Picture.Report:
Picture.Van:
Picture.Widgets:
Picture.Envelope:
Picture.Fax:
Picture.Truck:
Picture.Letter:
Picture.Box:
Picture.Woman:
Picture.Package:
Picture.Man:
Picture.Diskette:
Picture.Boat:
Picture.Red Page:
Picture.Green Page:
Picture.Red Ball;

RESOURCES: Masina,Capacity(1),,,COST(0.0,0.0,0.0),CATEGORY(Resources),,AUTOSTATS(Yes,,):
Inspector,Capacity(1),,,COST(0.0,0.0,0.0),CATEGORY(Resources),,AUTOSTATS(Yes,,);

COUNTERS: Piese_bune,,,DATABASE("Count","User Specified","Piese_bune");
Rebuturi,,,DATABASE("Count","User Specified","Rebuturi");

REPLICATE, 1,,MinutesToBaseTime(480),Yes,Yes,,,480,Minutes,No,No,,,Yes;

ENTITIES: Entity 1,Picture.Report,0.0,0.0,0.0,0.0,0.0,0.0,AUTOSTATS(Yes,,);

Fișierele *model* și *experiment* pot fi afișate cu ajutorul comenzii View din meniul Run/Siman. Ca urmare utilizatorul are posibilitatea afișării ferestrei:

- model (Siman),
- experiment (Siman),
- model (Arena).

TRASAREA MODELULUI SISTEMULUI FORMAT DIN DOUĂ STAȚII

0.0 Minutes>go until 2.032

Time: 0 Entity: 2

1 14\$ CREATE
 Entity Type set to Entity 1
 Next creation scheduled at time 1.7307613
 Batch of 1 Entity 1 entities created

2 15\$ ASSIGN
 Intrare repere.NumberOut set to 1.0

3 0\$ ASSIGN
 Tip_reper set to 2.0

4 1\$ QUEUE
 Entity 2 sent to next block

5 SEIZE
 Seized 1.0 unit(s) of resource Masina

6 19\$ DELAY
 Delayed by 0.0 until time 0.0

7 3\$ DELAY
 Delayed by 3.8566739 until time 3.8566739

Time: 1.7307613 Entity: 3

1 14\$ CREATE
 Entity Type set to Entity 1
 Next creation scheduled at time 2.0316181
 Batch of 1 Entity 1 entities created

2 15\$ ASSIGN
 Intrare repere.NumberOut set to 2.0

3 0\$ ASSIGN
 Tip_reper set to 1.0

4 1\$ QUEUE
 Entity 3 sent to next block

5 SEIZE
 Could not seize resource Masina
 Entity 3 added to queue Cerere pentru prelucrare.Queue at rank 1

Time: 2.0316181 Entity: 4

1 14\$ CREATE
 Entity Type set to Entity 1
 Next creation scheduled at time 2.6560804
 Batch of 1 Entity 1 entities created

2 15\$ ASSIGN
 Intrare repere.NumberOut set to 3.0

3 0\$ ASSIGN
 Tip_reper set to 2.0

4 1\$ QUEUE
 Entity 4 sent to next block

5 SEIZE
 Entity 4 added to queue Cerere pentru prelucrare.Queue at rank 2

Break at time: 2.032

2.032 Minutes>end