

# A SIMULATION ALGORITHM FOR QUEUING SYSTEMS WITH PARALLEL WORKING STATIONS HAVING ONE'S OWN QUEUE FOR EVERY STATION

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**Abstract:** *We can think the queuing system as having only one queue to all stations, where the client joins in order to be served when there is a free station or every station has its own queue where arrived clients join. In the first case, for some distributions of the inter-arrival and service time and serving discipline, there are analytical methods. For the second case, there are no such techniques. The paper presents a studying method for this system class, based on discrete events simulation. One proves the polynomial complexity of the proposed algorithm. Also, we present the object oriented approach of the system.*

**Key words:** *queuing system, simulation, algorithm, complexity.*

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