

CS 4420 : TECHNIQUES OF SIMULATION

<i>Semester Hours:</i>	3.0	<i>Contact Hours:</i> 3
<i>Coordinator:</i>	Hassan Rajaei	
<i>Text:</i>	Simulation Using Promodel	
<i>Author(s):</i>	HARRELL, GHOSH, BOWDEN	
<i>Year:</i>	2012	

SPECIFIC COURSE INFORMATION

Catalog Description:

Principles of simulation and application of simulation languages to both continuous and discrete systems. Prerequisites: MATH 2470 and CS 2020.

Course type: **ELECTIVE**

SPECIFIC COURSE GOALS

- I can identify application areas of computer simulation such as industry defense, finance, and education.
- I can explain the differences between the types of simulation such as Monte Carlo, VS. Discrete Event, and/or Real-time simulation.

LIST OF TOPICS COVERED

- Introduction
- Simulation Basics
- Stages of Simulation Model Development
- Abstract Representation Techniques
- Random Number Distribution
- Evaluation of Simulation Modeling