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GENERAL IMPLEMENTATION OF 3 PHASE SIMULATION MODELING USING OBJECT ORIENTED METHODOLOGY

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This thesis was submitted to the Department of Mathematics of the University of Moratuwa as a partial fulfillment of the requirements for the degree of Master of Science

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DECLARATION

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The work presented in the thesis in part or whole has not been submitted to any other academic qualifications at any institution.

UOM Verified Signature

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ABSTRACT

This thesis study the possibility of creating a general purpose simulation application to model 3 phase discrete event simulation systems using object oriented methodology. It constructs a simplified generalization of discrete event simulation model and then tries to implement the constructed model using Java. Visual modeling and experimentation environments are then created to demonstrate the potential of creating such environments in large scale to model real world practical problems. The thesis also proposes enhancements and additions to this application aimed at achieving this potential.



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