



Computer Science
Illuminated

Nell Dale *and* John Lewis *Fourth Edition*

Chapter 14

**Simulation, Graphics
and Other Applications**

Chapter Goals

- Define **simulation**
- Give examples of **complex systems**
- Distinguish between continuous and **discrete** event simulation
- Explain how **object-oriented design** principles can be used in **building models**

Chapter Goals

- Name and discuss the four parts of a **queuing system**
- Explain the complexity of **weather** and **seismic models**
- Describe the important issues in **graphics image generation**