Simulating Discrete Event Systems with UML and Java Bernd Page Wolfgang Kreutzer

The Java Simulation Handbook

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THE JAVA SIMULATION HANDBOOK



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Shaker Verlag Nov 2005, 2005. Buch. Book Condition: Neu. 213x156x33 mm. Neuware - The Java Simulation Handbook surveys a wide range of issues that relevant to a successful simulation project. Developing transparent and well-structured discrete event simulation models with UML 2 and Java is the main theme of the book. It therefore provides an introduction to discrete event simulation from a modelling and programming point of view. This emphasis distinguishes the Java Simulation Handbook from other texts whose main focus centres on statistical methodology. A powerful and freely available discrete event simulation tool in Java named DESMO-J is pointed out, whose development at the University of Hamburg spans a number of years. In addition to comprehensive introductions on how to use UML 2 and DESMO-J for designing and coding many examples, the handbook offers well-focused surveys of the most relevant aspects of discrete event simulation methodology. Under coordination of the two main authors, invited contributions of competent specialists in the respective areas from different universities have rounded up this comprehensive textbook. The Java Simulation Handbook is complemented by a companion web site. This web site gives access to an electronic course management platform containing the Java-based DESMO-J simulation framework, a web-based tutorial, and a web-based laboratory with many program examples and some educational Java applets. Readership The book's intended readership includes students of computer science, information systems, management science, and engineering, with good Java programming skills. The book will also be useful to practitioners of simulation methods im many domains, as well as to IT professionals. 518 pp. Deutsch.



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