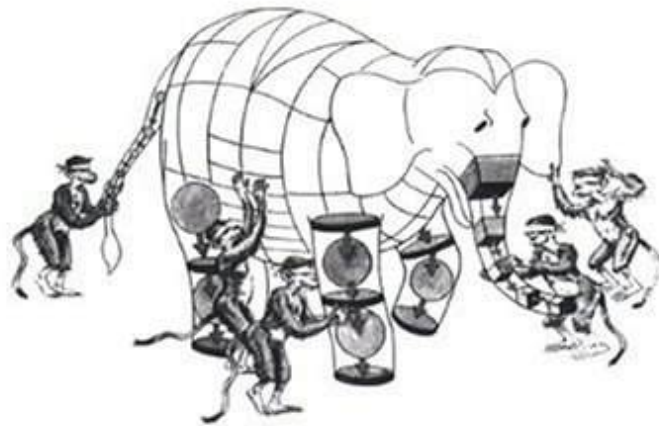


Simulation Model Design and Execution: Building Digital Worlds

By Paul Fishwick

Simulation Model Design AND Execution BUILDING DIGITAL WORLDS



Paul A. Fishwick

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doesn't fit the actual system and will be misleading if you actually try. Simulation can be broken down into 3 areas: 1 Model Design, 2 Model Execution, and 3 Execution Analysis. Most Simulation books spend considerable time on 3 but very little on 1 and 2. From the Publisher, Fishwick offers the first text to cover all three areas of simulation: Model Design, Model Execution, and Execution Analysis in one source. He focuses on model design using an extension of object-oriented design called multimodeling and al

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