Introduction to Modeling and Simulation

Programming

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Programming

- Programming is the process of transforming a simulation model design specification into an executable code by using a
  - simulation software product
  - high-level programming language (e.g., C, C++, Java)

- A simulation model is decomposed into submodels (modules or components) to overcome the complexity.

- This process takes the simulation model design specification as input and produces the executable submodels as the output work product.

- For large complex M&S applications, different submodels (components) can be contracted out to different companies for development or can be developed by different teams or groups within the same company.