

BLOCK

(* BANK DEPARTMENT SERVICE SIMULATION *)

UNIT PRIORITYQUEUE: CLASS;

(* HEAP AS BINARY LINKED TREE WITH FATHER LINK*)

UNIT QUEUEHEAD: CLASS;

(* HEAP ACCESING MODULE *)

VAR LAST,ROOT:NODE;

UNIT MIN: FUNCTION: ELEM;

BEGIN

IF ROOT \neq NONE THEN RESULT:=ROOT.EL FI;

END MIN;

UNIT INSERT: PROCEDURE(R:ELEM);

(* INSERTION INTO HEAP *)

VAR X,Z:NODE;

BEGIN

X:= R.LAB;

IF LAST=NONE THEN

ROOT:=X;

ROOT.LEFT,ROOT.RIGHT,LAST:=ROOT

ELSE

IF LAST.NS=0 THEN

LAST.NS:=1;

Z:=LAST.LEFT;

LAST.LEFT:=X;

X.UP:=LAST;

```

        X.LEFT:=Z;
        Z.RIGHT:=X;
    ELSE
        LAST.NS:=2;
        Z:=LAST.RIGHT;
        LAST.RIGHT:=X;
        X.RIGHT:=Z;
        X.UP:=LAST;
        Z.LEFT:=X;
        LAST.LEFT.RIGHT:=X;
        X.LEFT:=LAST.LEFT;
        LAST:=Z;
    FI
FI;
CALL CORRECT(R,FALSE)
END INSERT;

```

```

UNIT DELETE: PROCEDURE(R: ELEM);
VAR X,Y,Z:NODE;
BEGIN
X:=R.LAB;
Z:=LAST.LEFT;
IF LAST.NS =0 THEN
    Y:= Z.UP;
    Y.RIGHT:= LAST;
    LAST.LEFT:=Y;
    LAST:=Y;
    ELSE
    Y:= Z.LEFT;
    Y.RIGHT:= LAST;
    LAST.LEFT:= Y;
    FI;
Z.EL.LAB:=X;

```

```

X.EL:= Z.EL;
LAST.NS:= LAST.NS-1;
R.LAB:=Z;
Z.EL:=R;
IF X.LESS(X.UP) THEN CALL CORRECT(X.EL,FALSE)
      ELSE CALL CORRECT(X.EL,TRUE) FI;
END DELETE;

```

```

UNIT CORRECT: PROCEDURE(R:ELEM,DOWN:BOOLEAN);
(* CORRECTION OF THE HEAP WITH STRUCTURE BROKEN
BY R *)

```

```

VAR X,Z:NODE,T:ELEM,FIN,LOG:BOOLEAN;
BEGIN
Z:=R.LAB;
IF DOWN THEN
  WHILE NOT FIN DO
    IF Z.NS =0 THEN FIN:=TRUE ELSE
      IF Z.NS=1 THEN X:=Z.LEFT ELSE
        IF Z.LEFT.LESS(Z.RIGHT) THEN X:=Z.LEFT ELSE
X:=Z.RIGHT
          FI; FI;
        IF Z.LESS(X) THEN FIN:=TRUE ELSE
          T:=X.EL;
          X.EL:=Z.EL;
          Z.EL:=T;
          Z.EL.LAB:=Z;
          X.EL.LAB:=X
            FI; FI;
          Z:=X;
        OD
      ELSE
X:=Z.UP;
        IF X=NONE THEN LOG:=TRUE ELSE LOG:=X.LESS(Z); FI;

```

```

WHILE NOT LOG DO
  T:=Z.EL;
  Z.EL:=X.EL;
  X.EL:=T;
  X.EL.LAB:=X;
  Z.EL.LAB:=Z;
  Z:=X;
  X:=Z.UP;
  IF X=NONE THEN LOG:=TRUE ELSE LOG:=X.LESS(Z);
  FI;
  OD
FI;
END CORRECT;

END QUEUEHEAD;

```

```

UNIT NODE: CLASS (EL:ELEM);
(* ELEMENT OF THE HEAP *)
VAR LEFT,RIGHT,UP: NODE, NS:INTEGER;
UNIT LESS: FUNCTION(X:NODE): BOOLEAN;
BEGIN
  IF X= NONE THEN RESULT:=FALSE
    ELSE RESULT:=EL.LESS(X.EL) FI;
  END LESS;
END NODE;

```

```

UNIT ELEM: CLASS(PRIOR:REAL);
(* PREFIX OF INFORMATION TO BE STORED IN NODE *)
VAR LAB: NODE;
UNIT VIRTUAL LESS: FUNCTION(X:ELEM):BOOLEAN;
BEGIN

```

```

        IF X=NONE THEN RESULT:= FALSE ELSE
            RESULT:= PRIOR< X.PRIOR FI;
        END LESS;
    BEGIN
    LAB:= NEW NODE(THIS ELEM);
    END ELEM;

END PRIORITYQUEUE;

UNIT SIMULATION: PRIORITYQUEUE CLASS;
(* THE LANGUAGE FOR SIMULATION PURPOSES *)

VAR CURR: SIMPROCESS, (*ACTIVE PROCESS *)
    PQ:QUEUEHEAD, (* THE TIME AXIS *)
    MAINPR: MAINPROGRAM;

UNIT SIMPROCESS: COROUTINE;
(* USER PROCESS PREFIX *)
    VAR EVENT, (* ACTIVATION MOMENT NOTICE *)
        EVENTAUX: EVENTNOTICE,
        (* THIS IS FOR AVOIDING MANY NEW CALLS AS AN
RESULT OF *)
        (* SUBSEQUENT PASSIVATIONS AND ACTIVATIONS
*)

        FINISH: BOOLEAN;

UNIT IDLE: FUNCTION: BOOLEAN;
    BEGIN
        RESULT:= EVENT= NONE;

```

END IDLE;

UNIT TERMINATED: FUNCTION :BOOLEAN;

BEGIN

RESULT:= FINISH;

END TERMINATED;

UNIT EVTIME: FUNCTION: REAL;

(* TIME OF ACTIVATION *)

BEGIN

IF IDLE THEN CALL ERROR1;

FI;

RESULT:= EVENT.EVENTTIME;

END EVTIME;

UNIT ERROR1:PROCEDURE;

BEGIN

ATTACH(MAIN);

WRITELN(" AN ATTEMPT TO ACCESS AN IDLE
PROCESS TIME");

END ERROR1;

UNIT ERROR2:PROCEDURE;

BEGIN

ATTACH(MAIN);

WRITELN(" AN ATTEMPT TO ACCESS A TERMINATED
PROCESS TIME");

END ERROR2;

BEGIN

RETURN;

INNER;

FINISH:=TRUE;

```
CALL PASSIVATE;  
CALL ERROR2;  
END SIMPROCESS;
```

```
UNIT EVENTNOTICE: ELEM CLASS;  
(* A PROCESS ACTIVATION NOTICE TO BE PLACED ONTO  
THE TIME AXIS PQ *)
```

```
VAR EVENTTIME: REAL, PROC: SIMPROCESS;
```

```
UNIT VIRTUAL LESS: FUNCTION(X:  
EVENTNOTICE):BOOLEAN;
```

```
(* OVERWRITE THE FORMER VERSION CONSIDERING  
EVENTTIME *)
```

```
  BEGIN
```

```
    IF X=NONE THEN RESULT:= FALSE ELSE
```

```
    RESULT:= EVENTTIME< X.EVENTTIME OR
```

```
    (EVENTTIME=X.EVENTTIME AND PRIOR< X.PRIOR);
```

```
FI;
```

```
  END LESS;
```

```
END EVENTNOTICE;
```

```
UNIT MAINPROGRAM: SIMPROCESS CLASS;
```

```
(* IMPLEMENTING MASTER PROGRAM AS A PROCESS *)
```

```
  BEGIN
```

```
    DO ATTACH(MAIN) OD;
```

```
  END MAINPROGRAM;
```

```
UNIT TIME:FUNCTION:REAL;
```

```
(* CURRENT VALUE OF SIMULATION TIME *)
```

```
  BEGIN
```

```
RESULT:=CURRENT.EVTIME  
END TIME;
```

```
UNIT CURRENT: FUNCTION: SIMPROCESS;  
(* THE FIRST PROCESS ON THE TIME AXIS *)  
BEGIN  
RESULT:=CURR;  
END CURRENT;
```

```
UNIT SCHEDULE: PROCEDURE(P:SIMPROCESS,T:REAL);  
(* ACTIVATION OF PROCESS P AT TIME T AND DEFINITION  
OF "PRIOR"- PRIORITY *)  
(* WITHIN TIME MOMENT T *)  
BEGIN  
IF T<TIME THEN T:= TIME FI;  
IF P=CURRENT THEN CALL HOLD(T-TIME) ELSE  
IF P.IDLE AND P.EVENTAUX=NONE THEN (* HAS NOT  
BEEN SCHEDULED YET*)  
P.EVENT,P.EVENTAUX:= NEW  
EVENTNOTICE(RANDOM);  
P.EVENT.PROC:= P;  
ELSE  
IF P.IDLE (* P HAS ALREADY BEEN SCHEDULED *) THEN  
P.EVENT:= P.EVENTAUX;  
P.EVENT.PRIOR:=RANDOM;  
ELSE  
(* NEW SCHEDULING *)  
P.EVENT.PRIOR:=RANDOM;  
CALL PQ.DELETE(P.EVENT)  
FI; FI;  
P.EVENT.EVENTTIME:= T;  
CALL PQ.INSERT(P.EVENT) FI;  
END SCHEDULE;
```



```

UNIT HOLD:PROCEDURE(T:REAL);
(* MOVE THE ACTIVE PROCESS T MINUTES BACK ALONG PQ
*)
(* REDEFINE PRIOR *)
BEGIN
CALL PQ.DELETE(CURRENT.EVENT);
CURRENT.EVENT.PRIOR:=RANDOM;
IF T<0 THEN T:=0; FI;
CURRENT.EVENT.EVENTTIME:=TIME+T;
CALL PQ.INSERT(CURRENT.EVENT);
CALL CHOICEPROCESS;
END HOLD;

```

```

UNIT PASSIVATE: PROCEDURE;
(* REMOVE THE ACTIVE PROCESS FROM PQ AND ACTIVATE
THE NEXT ONE *)
BEGIN
CALL PQ.DELETE(CURRENT.EVENT);
CURRENT.EVENT:=NONE;
CALL CHOICEPROCESS
END PASSIVATE;

```

```

UNIT RUN: PROCEDURE(P:SIMPROCESS);
(* ACTIVATE P IMMEDIATELY AND DELAY THE FORMER FIRST
PROCESS BY REDEFINING*)
(* PRIOR *)
BEGIN
CURRENT.EVENT.PRIOR:=RANDOM;
IF NOT P.IDLE THEN
P.EVENT.PRIOR:=0;
P.EVENT.EVENTTIME:=TIME;
CALL PQ.CORRECT(P.EVENT,FALSE)

```

```

        ELSE
    IF P.EVENTAUX=NONE THEN
        P.EVENT,P.EVENTAUX:=NEW EVENTNOTICE(0);
        P.EVENT.EVENTTIME:=TIME;
        P.EVENT.PROC:=P;
        CALL PQ.INSERT(P.EVENT)
            ELSE
                P.EVENT:=P.EVENTAUX;
                P.EVENT.PRIOR:=0;
                P.EVENT.EVENTTIME:=TIME;
                P.EVENT.PROC:=P;
                CALL PQ.INSERT(P.EVENT);
                FI;FI;
    CALL CHOICEPROCESS;
END RUN;

```

```

UNIT CANCEL:PROCEDURE(P: SIMPROCESS);
(* REMOVE PROCESS P FROM PQ AND CONTINUE
SIMULATION *)

```

```

    BEGIN
    IF P= CURRENT THEN CALL PASSIVATE ELSE
        CALL PQ.DELETE(P.EVENT);
        P.EVENT:=NONE; FI;
    END CANCEL;

```

```

UNIT CHOICEPROCESS:PROCEDURE;
(* CHOOSE THE FIRST PROCESS FROM PQ TO BE ACTIVATED
*)

```

```

    VAR P:SIMPROCESS;
    BEGIN
    P:=CURR;
    CURR:= PQ.MIN QUA EVENTNOTICE.PROC;
    IF CURR=NONE THEN WRITE(" ERROR IN THE HEAP");

```

```

WRITELN;
        ATTACH(MAIN);
        ELSE ATTACH(CURR); FI;
END CHOICEPROCESS;

BEGIN
    PQ:=NEW QUEUEHEAD; (* SIMULATION TIME AXIS*)
    CURR,MAINPR:=NEW MAINPROGRAM;
    MAINPR.EVENT,MAINPR.EVENTAUX:=NEW EVENTNOTICE(0);
    MAINPR.EVENT.EVENTTIME:=0;
    MAINPR.EVENT.PROC:=MAINPR;
    CALL PQ.INSERT(MAINPR.EVENT);
    (* THE FIRST PROCESS TO BE ACTIVATED IS MAIN PROGRAM
    *)
    INNER;
    PQ:=NONE;
END SIMULATION;

```

```

UNIT LISTS:SIMULATION CLASS;
(* WE WISH TO USE LISTS FOR QUEUEING PROCESSES
DURING SIMULATION*)

```

```

        UNIT LINKAGE:CLASS;
        (*WE WILL USE TWO WAY LISTS *)
        VAR SUC1,PRED1:LINKAGE;
        END LINKAGE;
        UNIT HEAD:LINKAGE CLASS;
        (* EACH LIST WILL HAVE ONE ELEMENT ESTABLISHED
        *)
        UNIT FIRST:FUNCTION:LINK;
        BEGIN

```

```

        IF SUC1 IN LINK THEN RESULT:=SUC1
            ELSE RESULT:=NONE FI;
        END;
    UNIT EMPTY:FUNCTION:BOOLEAN;
    BEGIN
        RESULT:=SUC1=THIS LINKAGE;
    END EMPTY;
BEGIN
SUC1,PRED1:=THIS LINKAGE;
END HEAD;

UNIT LINK:LINKAGE CLASS;
(* ORDINARY LIST ELEMENT PREFIX *)
    UNIT OUT:PROCEDURE;
    BEGIN
        IF SUC1/=NONE THEN
            SUC1.PRED1:=PRED1;
            PRED1.SUC1:=SUC1;
            SUC1,PRED1:=NONE FI;
        END OUT;
    UNIT INTO:PROCEDURE(S:HEAD);
    BEGIN

        CALL OUT;
        IF S/= NONE THEN
            IF S.SUC1/=NONE THEN
                SUC1:=S;
                PRED1:=S.PRED1;
                PRED1.SUC1:=THIS LINKAGE;
                S.PRED1:=THIS LINKAGE;
                FI FI;
            END INTO;
        END LINK;

```

```
UNIT ELEM:LINK CLASS(SPROCESS:SIMPROCESS);
(* USER DEFINED PROCESS WILL BE JOINED INTO LISTS
*)
```

```
    END ELEM;
```

```
END LISTS;
```

```
(*BEGIN OF BANK DEPARTMENT SIMULATION*)
```

```
UNIT OFFICE:LISTS CLASS; (*AN OFFICE*)
```

```
UNIT TILL:SIMPROCESS CLASS(QUEUE:HEAD);
(* TELLER WITH CUSTOMERS QUEUEING UP *)
```

```
    UNIT VIRTUAL SERVICE:PROCEDURE;
```

```
        (* SERVICE OF THIS TELLER WILL BE PRECISED LATER
```

```
*)
```

```
        END SERVICE;
```

```
        VAR CSTM:CUSTOMER, (*THE CUSTOMER BEING
SERVED*)
```

```
            REST,PAUSE:REAL;
```

```
        BEGIN
```

```
            PAUSE:=TIME;
```

```
            DO
```

```
                REST:=REST+TIME-PAUSE;
```

```
            WHILE NOT QUEUE.EMPTY DO
```

```
                (* SERVE ALL QUEUE *)
```

```
        CSTM:=QUEUE.FIRST QUA ELEM.SPROCESS;
        CALL SERVICE;
        CALL SCHEDULE(CSTM,TIME);
            OD;
    PAUSE:=TIME;
    CALL PASSIVATE
    OD;
END TILL;
```

```
UNIT CUSTOMER:SIMPROCESS CLASS;
```

```
    VAR ELLIST:ELEM, K:INTEGER;
    UNIT ARRIVAL:PROCEDURE(S:TILL);
    (* ATTACHING TELLER S *)
        BEGIN
            IF S/=NONE THEN
                ELLIST:=NEW ELEM(THIS CUSTOMER);
                CALL ELLIST.INTO(S.QUEUE);
                IF S.IDLE THEN CALL SCHEDULE(S,TIME) FI;
                CALL PASSIVATE; FI;
            END ARRIVAL;
```

```
END CUSTOMER;
```

```
END OFFICE;
```

```
UNIT BANKDEPARTMENT:OFFICE CLASS;
```

```
UNIT COUNTER:TILL CLASS;
    VAR PAYTIME:REAL; (*RANDOM SERVICE TIME*)
    UNIT VIRTUAL SERVICE:PROCEDURE;
```

```
BEGIN
  WRITELN(" THE PAY DESK SERVES CUSTOMER
NO",CSTM.K,
    " AT",TIME:10:4);
  CALL CSTM.ELLIST.OUT;
  PAYTIME:=RANDOM*2+2;
  CALL HOLD(PAYTIME);
  END SERVICE;
END COUNTER;
```

```
UNIT TELLER:TILL CLASS(NUMBER:INTEGER);
  VAR SERVICETIME:REAL;
  UNIT VIRTUAL SERVICE:PROCEDURE;
  VAR N:INTEGER;
  BEGIN
    WRITELN(" THE TELLER NO",NUMBER," WAS IDLE
FOR",REST:10:4,
    " SEC");
    CALL CSTM.ELLIST.OUT;
    N:=CSTM QUA BANKCUSTOMER.NO;
    WRITELN(" THE CUSTOMER NO",CSTM.K,
    " BEGINS TO BE SERVED BY THE TELLER
NO",NUMBER,
    " AT",TIME:10:4);
    ACCOUNT(N):=ACCOUNT(N)+CSTM QUA
BANKCUSTOMER.AMOUNT;
    IF ACCOUNT(N)<0 THEN CALL
CSTM.ARRIVAL(CONTROL);FI;
    SERVICETIME:=RANDOM*7+3;
    CALL HOLD(SERVICETIME);

  END SERVICE;
```

END TELLER;

```
UNIT BANKCUSTOMER:CUSTOMER
CLASS(NO:INTEGER,AMOUNT:REAL);
(* BANK CUSTOMER. AMOUNT- THE MONEY TO BE PAID AT
THE BANK *)
VAR
ARRIVALTIME,STAYTIME:REAL,CHOOSETELLER:INTEGER;
BEGIN
I:=I+1;
K:=I;
ARRIVALTIME:=TIME;
WRITELN(" THE CUSTOMER NO",K," ARRIVED
AT",TIME:10:4);
CHOOSETELLER:=RANDOM*5+1;
CALL ARRIVAL(TELLERS(CHOOSETELLER));
IF AMOUNT<0 THEN CALL ARRIVAL(CTR); FI;
STAYTIME:=TIME-ARRIVALTIME;
WRITELN(" THE CUSTOMER NO",K," STAYED AT THE
BANK FOR",
        STAYTIME:10:4," SEC; STATE OF
ACCOUNT",ACCOUNT(NO):10:4);
END BANKCUSTOMER;
```

```
VAR TELLERS:ARRAYOF TELLER,ACCOUNT:ARRAYOF REAL;
VAR CTR:COUNTER, CONTROL:TILL,I:INTEGER;
```

```
BEGIN (* NEW BANK DEPARTMENT GENERATION *)
CTR:=NEW COUNTER(NEW HEAD);
ARRAY TELLERS DIM(1:5); (* WE DEAL WITH 5 TELLES *)
FOR I:=1 TO 5 DO TELLERS(I):=NEW TELLER(NEW HEAD,I);
OD;
```



```

ARRAY ACCOUNT DIM(1:100);
(* WE DEAL WITH 100 ACCOUNTS IN THIS BANK
DEPARTMENT *)
FOR I:=1 TO 100 DO ACCOUNT(I):=RANDOM*901+100; OD;
    (* AN ACCOUNT VALUE CAN FLUCTUATE FROM 100
TO 1000$ *)
    I:=0;
END BANKDEPARTMENT;

```

```

BEGIN (* OF PROGRAM *)
    PREF BANKDEPARTMENT BLOCK
        UNIT GENERATOR:SIMPROCESS CLASS;
        (* CUSTOMERS GENERATION *)
        BEGIN
            DO
                CALL SCHEDULE(NEW
BANKCUSTOMER(RANDOM*100+1,
                RANDOM*9996+5),TIME);
                CALL HOLD(RANDOM*10);
                CALL SCHEDULE(NEW
BANKCUSTOMER(RANDOM*100+1,
                -(RANDOM*900+5)),TIME);
                CALL HOLD(RANDOM*10);
            OD
        END GENERATOR;
    BEGIN
        WRITELN(" BANK DEPARTMENT SERVICE SIMULATION");
        WRITELN;
        CALL SCHEDULE(NEW GENERATOR,TIME);
        CALL HOLD (40);
    END

```

END