

# **CONTENTS**

PREFACE	ix
ACKNOWLEDGMENTS	xiii
<b>CHAPTER I      CONSIDERATIONS IN PROGRAM DESIGN EVALUATION</b>	
A. Introduction	1
B. Program Development Process	2
C. Program Organization	3
D. Programming Details	5
E. The User Interface	8
F. Program Evaluation	13
G. Test Problems	16
Bibliography	17
<b>CHAPTER II     LIST PROCESSING</b>	
A. Basic Concepts	19

B.	Fundamental Operations	24
C.	An Implementation	32
	Problems	37
	Bibliography	38
 <b>CHAPTER III      SORTING AND SEARCHING</b>		
A.	Sorting	39
B.	List Searches	58
C.	Tree Searches	65
	Problems	71
	Bibliography	73
 <b>CHAPTER IV      NETWORKS—FUNDAMENTAL CONCEPTS</b>		
A.	Uses of Networks	74
B.	Representation of Networks	75
C.	Traversing a Directed Network	89
D.	Generation of Random Networks	97
	Problems	99
	Bibliography	101
 <b>CHAPTER V      CRITICAL PATH METHODS</b>		
A.	Project Networks	103
B.	The CPM Algorithm	104
C.	Systems Design Considerations	109
D.	Selection of Time Units	111
E.	CPM for Day-to-Day Control	112
	Problems	113
	Bibliography	114
 <b>CHAPTER VI      RESOURCE CONSTRAINED SCHEDULING METHODS</b>		
A.	The Problem	115
B.	An Integer Programming Approach	116
C.	A Heuristic Approach	119
D.	An Evaluation of Different Heuristic Urgency Factors	123
E.	A Resource Allocation/Manpower Leveling System	129

Problems	136
Bibliography	137
<b>CHAPTER VII    LINEAR PROGRAMMING METHODS</b>	
A. The Linear Programming Problem	139
B. Mathematical Programming Systems	147
C. The Simplex Method	153
D. Elements of the Revised Simplex Method	154
E. The Revised Simplex Method	157
F. Computational Considerations	163
Problems	168
Bibliography	169
<b>CHAPTER VIII    BRANCH AND BOUND METHODOLOGY</b>	
A. The Branch and Bound Concept	171
B. An Illustration	172
C. Design Considerations	176
D. A Recursive Branch and Bound Method for Zero-One Programming	178
E. Branch and Bound with Continuous Variables	183
F. An Evaluation	187
Problems	192
Bibliography	193
<b>CHAPTER IX    RANDOM NUMBER GENERATORS</b>	
A. The Multiplicative Congruential Random Number Generator	194
B. Testing Uniform Random Number Generators	196
C. Exponentially Distributed Variates	204
D. Erlang Distributed Variates	206
E. Normally Distributed Variates	208
F. Chi-Square Distributed Variates	209
G. Poisson Distributed Variates	211
Problems	212
Bibliography	213
<b>CHAPTER X    DISCRETE EVENT SIMULATION PROGRAMMING</b>	
A. Introduction	214

B.	Elements of a Discrete Event Simulation Model	215
C.	The Advantage of Computer Simulation Languages	219
D.	A Basic Simulation Facility Problems	221
	Bibliography	235
		236
<b>CHAPTER IX TWO SIMULATION LANGUAGES</b>		
A.	Simulation Modeling with GPSS	238
B.	Simulation Modeling with WIDES	245
C.	Programming with WIDES Problems	253
	Bibliography	258
		261
<b>INDEX</b>		263