Objective: Identify the components for a discrete event simulation.

1) Name two examples each of:
   - entities
   - attributes
   - variables
   - resources
   - queues
   - parameters
   - events

   for a simulation model of the following systems.
   A) A automobile assembly plant.
   B) A grocery store.

2) Consider the logic-flow chart for a restaurant drive-through presented in Figure 1 of the handout entitled “Introduction to Simulation” by R.G. Ingalls. Construct a logic-flow chart for the process involved in ordering food from the counter in a fast-food restaurant.