

## A SYSTEMS DESIGN GAME

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A major problem for a manager who used computer services is the problem of systems acquisition and design. He must decide which system to buy and how the system should be structured. This paper presents a computer game written in PL/I that enables a user to choose from among three basic computer systems with a wide variety of CPU, channel and peripheral equipment options the one that best fits the computing needs of a hypothetical organization. A simulated set of jobs is run on the configuration chosen, and throughput and equipment utilization statistics are reported.

## A Deterministic Simulation Model For Scheduled Airline Fleet Maintenance

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The system described by the simulation is the operation and scheduled maintenance of a fleet of fifty Boeing 727 aircraft. Sixty airports are serviced with a total of 286 flights a day. The model concentrates on scheduled (periodic) maintenance set by FAA specifications.