

Programming

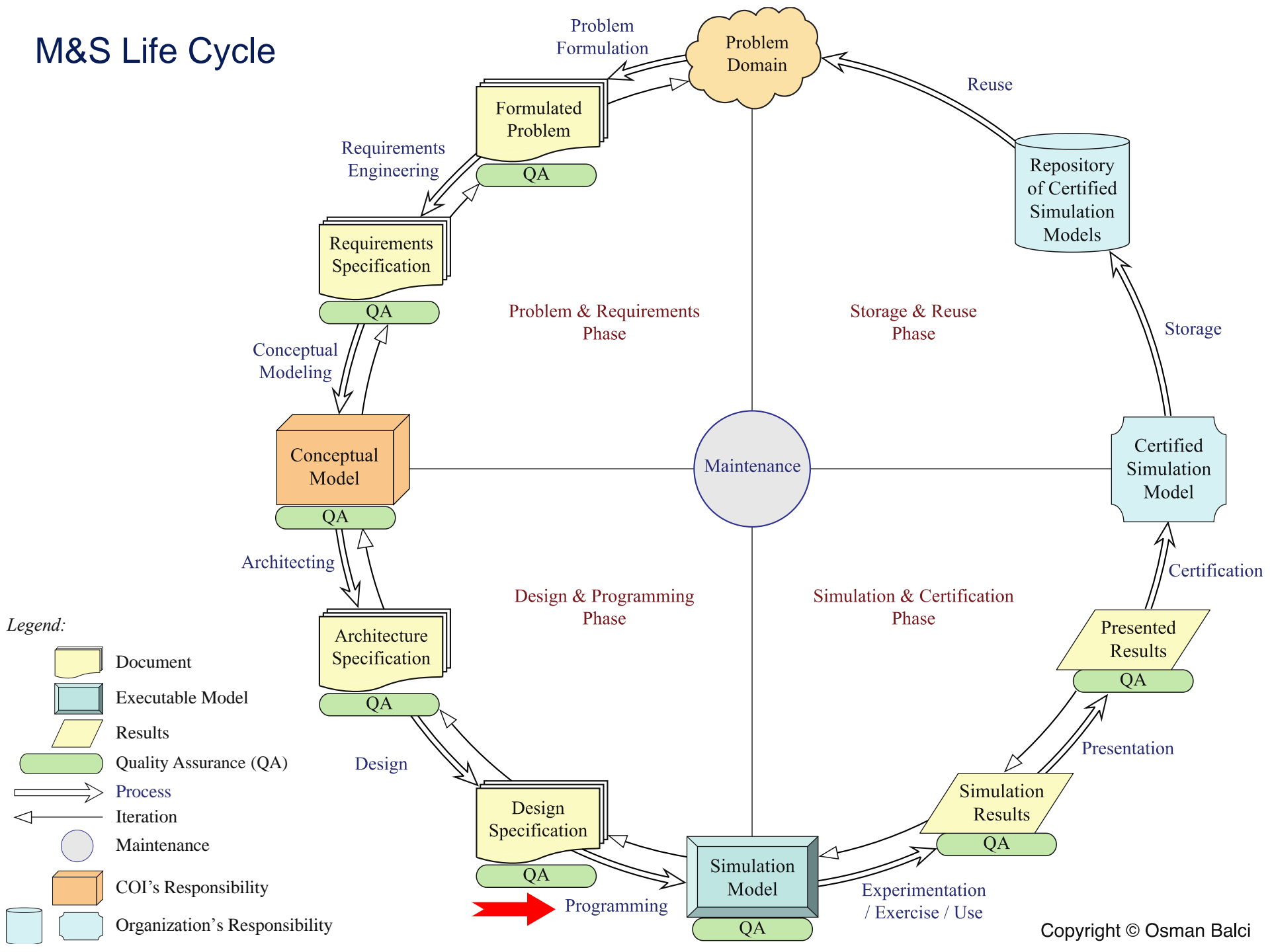
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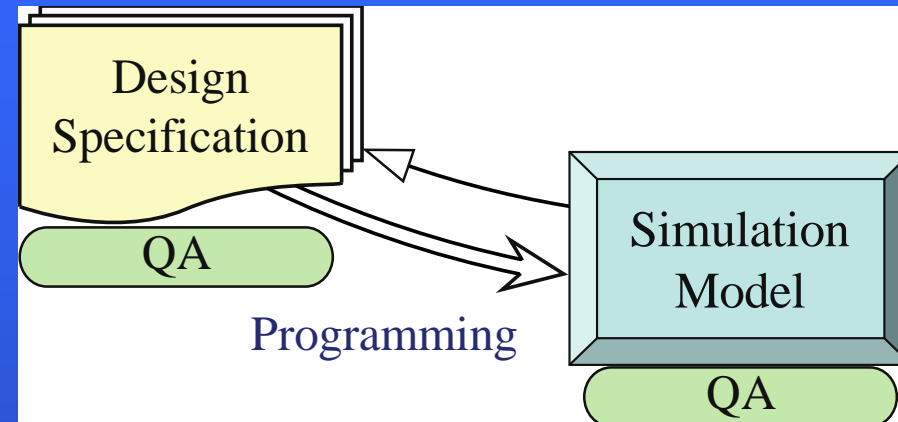
<https://manta.cs.vt.edu/balci>

M&S Life Cycle



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.