

Plant Simulation
Plant Simulation Basics, Methods, and Strategies

course code TR46101
user level Beginner
duration 5 days

The **Plant Simulation Basics, Methods, and Strategies** course introduces users of Plant Simulation professional, standard, or application licenses to Plant Simulation and its basic functionality. Students will learn how to build, run and evaluate simulation models. The definition of custom logic (methods) will also be discussed.

WHO SHOULD ATTEND	PRIMARY COURSE TOPICS
Individuals who would like to become Plant Simulation users	<ul style="list-style-type: none"> • Basic Plant Simulation interface • Object-oriented modeling strategies • Basics of material flow objects • Hierarchy, icons, and inheritance • Modeling buffers, assembly lines and roads, Kanban, and failures • Resource objects (i.e. workers and shift calendars) • Resource objects (i.e. workers, shift calendars, foot paths, etc.) • Basic conveying systems (length-oriented objects) • Other objects (i.e. Information objects, User Interface object, mobile units) • Sankey, bottleneck analyzer, and experiment manager basics • Customizing object logic (Method creation) • Methods for data collection and evaluation • Methods for interfaces (Excel, DDE, basics of other interfaces) • Data acquisition from external files and systems
PREREQUISITES	
<ul style="list-style-type: none"> • Familiarity with Windows environment • Knowledge of discrete event simulation suggested 	
PROVIDED COURSE MATERIALS	
<ul style="list-style-type: none"> • Student Guide • Activity Material 	