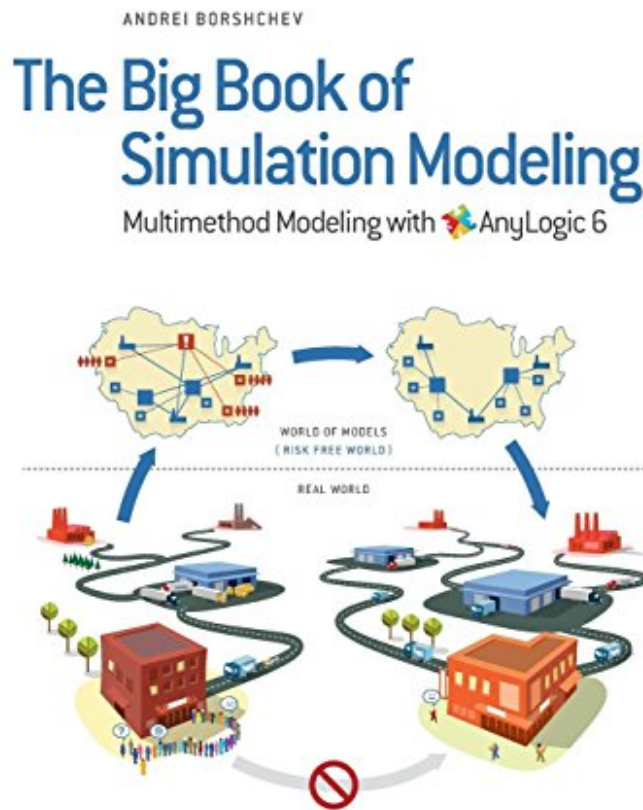


(Ebook free) The Big Book of Simulation Modeling: Multimethod Modeling with AnyLogic 6 (English Edition)

# The Big Book of Simulation Modeling: Multimethod Modeling with AnyLogic 6 (English Edition)

Von Andrei Borshchev

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**Von Andrei Borshchev : The Big Book of Simulation Modeling: Multimethod Modeling with AnyLogic 6 (English Edition)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Big Book of Simulation Modeling: Multimethod Modeling with AnyLogic 6 (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Praxis gut, Theorie ...najaVon Florian FinkEignet sich fr die praktische Anwendung, der theoretische Teile ber Modellierung ist sehr oberflchlich und teilweise sind die Definition nicht ganz richtig.0 von 0 Kunden fanden die folgende Rezension hilfreich. Sehr zu empfehlenVon FHTatschlich ein sehr hilfreiches Buch fr Anylogic Anwender. Zwar sind viele Inhalte auch in der integrierten Hilfe von Anylogic zu finden, allerdings nicht so schn aufbereitet und sortiert.

Deckt sehr viele Themenbereiche ab, und geht viel tiefer als das kostenlose Einführungsbuch "Anylogic in Three Days". Insgesamt sehr zu empfehlen.

**Kurzbeschreibung** This is a practical guide to building simulation models. It explains how to choose the right constructs of the modeling language to create a representation of a real world system that is suitable for risk-free dynamic experiments. And this is the only book that comprehensively presents all three methods, or paradigms, in simulation modeling: Agent Based, System Dynamics, and Discrete Event. The book is based on the modeling languages supported by AnyLogic, the software that enables a modeler to utilize all three methods and to combine them in a single model. Written by the creator of the software, this book is the most in-depth information resource on AnyLogic and multi-method modeling that currently exists. It covers topics from building simple Agent Based models with state charts, to designing interactive 3D animations, to developing data exchange with external programs. With over 100 hands-on, step-by-step examples with different levels of complexity and various application areas, this book is extremely useful to both simulation professionals and students learning simulation modeling.

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