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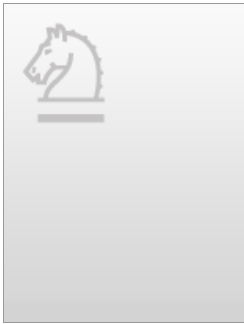
Guide to Modeling and Simulation of Systems of Systems
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DEVS Integrated Development Environments

Abstract

This book is divided into three parts. In the first part, we discuss basic DEVS and SES concepts and tools to support working with these concepts in the context of an actual modeling and simulation environment, called MS4 Modeling Environment (MS4 Me™). Then in Part II, we discuss more advanced concepts that such tools can support and in Part III we discuss some actual applications that throw light on the kinds of System of Systems problems that can be addressed with such concepts and tools.

In this chapter we discuss basic DEVS and SES concepts and tools to support working with these concepts in the context of an actual modeling and simulation environment, the MS4 Modeling Environment. To address the different perspectives that stakeholders bring to the modeling and simulation world, we provided three different introductions aimed at three different types of users. For the general M&S user, we provided a description of the concepts supported by MS4 Me™ through the immediate application of its most basic tools. For the M&S Developer we provided a more advanced introduction to MS4 Me™'s underlying DEVS concepts and theory and the tools that support them. For the M&S Expert Professional, we offered a glimpse into MS4 Me™'s features in more depth as well as the theory that supports them.



Within this Chapter:

1. The MS4 Me Is a Modeling and Simulation (M&S) Environment
2. Introduction for the M&S Professional
3. Jazz Band Continued
4. Summary
5. References
6. References

Related Content



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