

Computer Simulation (glossary)

From SEBoK
computer simulation

A dynamic representation of a model, often involving some combination of executing code, control/display interface hardware, and interfaces to real-world equipment. (DoD 1998)

Sources

DoD. 1998. "DoD Modeling and Simulation (M&S) Glossary" in *DoD Manual 5000.59-M*. Arlington, VA, USA: US Department of Defense. January. P2.3.25. Available at <http://www.dtic.mil/whs/directives/corres/pdf/500059m.pdf>

Discussion

None

SEBoK v. 2.0, released 1 June 2019

Retrieved from

"[https://www.sebokwiki.org/w/index.php?title=Computer_Simulation_\(glossary\)&oldid=55518](https://www.sebokwiki.org/w/index.php?title=Computer_Simulation_(glossary)&oldid=55518)"

-
- This page was last edited on 2 June 2019, at 16:29.

