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# omg Documentation

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A Python library to model for discrete event simulation in object-oriented way and apply game theory and optimizations.



# CHAPTER 1

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## Overview

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Overview goes here.





## CHAPTER 2

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### Installation

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Installation goes here.



## CHAPTER 3

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### Tutorial

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Tutorial goes here.



**class** Environments.**HelloEnvironment**

Summary line: The proof of concept

Extended description: The proof of concept

**world()**

Summary line: This function spits out a Hello World back and ensures that the build system works.

Extended description: This function spits out a Hello World back and ensures that the build system works.

**Parameters** **arg1** (*int*) – Description of arg1. Description of arg1. Description of arg1. Description of arg1. Description of arg1. Description of arg1.

**Returns** Description of return value. Description of return value. Description of return value. Description of return value.

**Return type** bool

Examples should be written in doctest format, and should illustrate how to use the function.

```
>>> from omg.Environments import HelloEnvironment
>>> hello = HelloEnvironment()
>>> print(hello.world())
Hello World, back!
```

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