# RiverWare Accounting Training Class

### Class Development Postponed Last Year

New accounting workspace

Accounting dialogs ported to Qt

Class development on hold until dialog enhancements have been completed

### **Class Format**

When development continues, need to create training manual, models, and presentations

3 day course similar to Intro and Rules classes

Mix of hands on tutorials, lectures and interactive sessions

### General Outline - Day 1

Overview of accounting system and solution
Using an accounting model

- Navigating accounting system using new accounting workspace (also through simulation workspace)
- Become familiar with different elements of accounting system
- Running a model
- Observing and analyzing output

### General Outline - Day 1 (cont'd)

#### Building an accounting model

- Using accounting workspace to configure and build accounting system
- Creating accounts and supplies, generating pass through accounts
- Specifying water types and water owners
- Importing data
- Creating user defined accounting methods to control accounting gains and losses
- Running a model with user inputs

### General Outline - Day 2

Develop rules for an "after the fact" accounting model

Given physical reservoir releases and diversions, create rules to specify accounting releases and diversions

Run model under different scenarios and analyze output

Advanced RBS – Accounting techniques

- Create rules to drive simulation and accounting system
- Reconciling accounting water with physical
- Using pre-defined accounting functions

### General Outline - Day 2 (cont'd)

#### Water Rights Allocations

- Using RBS to model prioritized water rights
- Using new pre-defined function to solve accounting system based on account priority date

## General Outline - (Day 3)

- Group/Interactive Exercise
- Building an Accounting Model from scratch
  - Start with existing simulation model
  - Create accounting system according to specifications
  - Write rules to implement accounting policy



Questions/Suggestions?