Model

+ virtual System & createSystem (string name, double value)=0
+ virtual System & createSystem()=0
+ virtual System & createSystem (string name)=0
+ virtual System & createSystem (double value)=0
+ virtual System & createSystem (System &system)=0
+ Flow & createFlow(string name, double value, System *origin, System *destination)
+ Flow & createFlow()
+ Flow & createFlow(Flow &f)
+ virtual ~Model()
+ virtual const string getName() const =0
+ and 11 more...
+ static Model & createModel()
+ static Model & createModel (string name)
+ static Model & createModel (System *systems)
+ static Model & createModel (Flow *flows)
+ static Model & createModel (string name, System *systems, Flow *flows)
+ static Model & createModel (Model &copiedModel)

Modelimpl

vector< System * > systemVector
vector< Flow * > flowVector
string name
static vector< Model * > modelVector

+ System & createSystem (string name, double value)
+ System & createSystem()
+ System & createSystem (string name)
+ System & createSystem (double value)
+ System & createSystem (System &system)
+ Modelimpl()
+ Modelimpl(Model &model)
+ Modelimpl(string name)
+ Modelimpl(System *systems)
+ Modelimpl(Flow *flows)
+ and 14 more...
+ static Model & createModel()
+ static Model & createModel (string name)
+ static Model & createModel (System *systems)
+ static Model & createModel (Flow *flows)
+ static Model & createModel (string name, System *systems, Flow *flows)
+ static Model & createModel (Model &copiedModel)
# Modelimpl & operator =(const Modelimpl &other)