Model

+ virtual System & createSystem (string name, double value)=0

+ Flow & createFlow(string name, double value, System *origin, System *destination)

+ virtual ~Model()

+ virtual const string getName() const =0

+ virtual bool setName (string name)=0

+ virtual systemit system _begin()=0

+ virtual systemit system _end()=0

+ virtual flowit flow _begin()=0

+ virtual flowit flow _end()=0

+ virtual bool add(Flow *flow)=0

+ virtual bool add(System *system)=0

+ virtual bool remove (Flow *flow)=0

+ virtual bool remove (System *system)=0

+ virtual bool run(int startTime, int endTime)=0

+ virtual void printModel()=0

+ static Model & createModel (string name)

△

Modelimpl

vector< System * > systemVector

vector< Flow * > flowVector

string name

static vector< Model * > modelVector

+ System & createSystem (string name, double value)

+ Modelimpl()

+ Modelimpl(Model &model)

+ Modelimpl(string name)

+ Modelimpl(System *systems)

+ Modelimpl(Flow *flows)

+ Modelimpl(string name, System *systems, Flow *flows)

+ virtual ~Modelimpl()

+ const string getName () const

+ bool setName(string name)

  and 10 more...

+ static Model & createModel (string name)

Modelimpl & operator =(const Modelimpl &other)