## 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,
- + static Model & createModel (Model &copiedModel)

Flow \*flows)

- # virtual bool add(Flow \*flow)=0
- # virtual bool add(System \*system)=0

## 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)
- # bool add(Flow \*flow)
  - # bool add(System \*system)