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 (string name)=0

virtual bool setName

+ 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*system)=0

+ virtual bool add(System + 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)