

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)