

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