

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)