```
┌─────────┐
│   int   │
├─────────┤
├─────────┤
└─────────┘
```
-refCount_

Body

+ Body()
+ void attach()
+ void detach()
+ int refCount()
+ virtual ~Body()
- Body(const Body &)
- Body & operator=(const Body &)

static vector< Model * >

vector< System * >

vector< Flow * >

string

#modelVector   #systemVector   #flowVector   #name

Modelimpl

+ 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 16 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)

#pImpl_

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

Handle< Modelimpl >

+ Handle()
+ Handle(const Handle &hd)
+ virtual ~Handle()
+ Handle< Modelimpl > & operator=(const Handle &hd)

ModelHandle

+ ModelHandle()
+ ModelHandle(string name)
+ ModelHandle(System *systems)
+ ModelHandle(Flow *flows)
+ ModelHandle(string name, System *systems, Flow *flows)
+ ModelHandle(Model &model)
+ ~ModelHandle()
+ const string getName () const
+ bool setName(string name)
+ systemit system_begin()
and 22 more...