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 13 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)