## 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)

+ static Model & createModel()+ static Model & createModel

+ static Model & createModel (System \*systems)

+ static Model & createModel

+ static Model & createModel

+ static Model & createModel (Model &copiedModel)# virtual bool add(Flow

# virtual bool add(System

(string name, System \*systems,

+ virtual ~Model()

+ virtual const string getName() const =0

and 11 more...

(string name)

(Flow \*flows)

Flow \*flows)

\*flow)=0

\*system)=0

