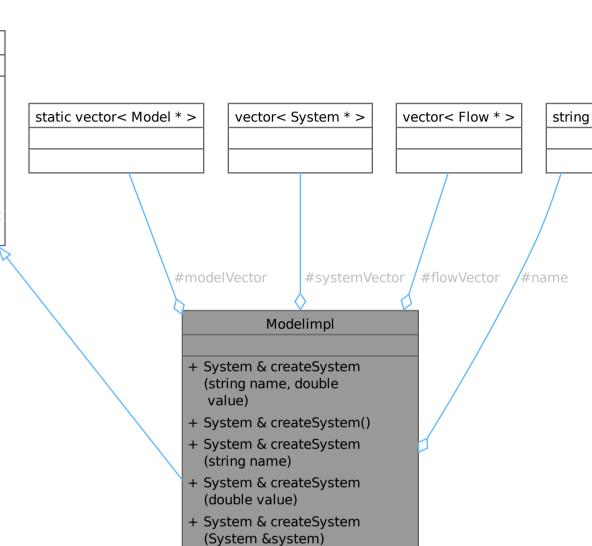


## Body

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



- + 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)