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
- + static Model & createModel (string name, System *systems, Flow *flows)
- + static Model & createModel (Model &copiedModel) # virtual bool add(Flow

(Flow *flows)

- *flow)=0# virtual bool add(System
- *system)=0

Modelimpl # vector< System * >

systemVector

- # vector< Flow * > flowVector # string name
- # static vector< Model
 - * > modelVector
- + 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 14 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)
- # bool add(Flow *flow) # bool add(System *system)