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 >

Modelimpl * pImpl_

+ 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...