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

+ Modelimpl()

+ System & createSystem (System &system)

+ Modelimpl(Model &model)+ Modelimpl(string name)

+ Modelimpl(Flow *flows)

and 16 more...

(string name)

(Flow *flows)

Flow *flows)

+ Modelimpl(System *systems)

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

+ static Model & createModel (System *systems)

+ static Model & createModel

+ static Model & createModel

+ static Model & createModel (Model &copiedModel)# Modelimpl & operator

=(const Modelimpl &other)

(string name, System *systems,