## Model

+ virtual System & createSystem (string name, double value)=0
+ Flow & createFlow(string name, double value, System *origin, System *destination)
+ virtual ~Model()
+ virtual const string getName() const =0
+ virtual bool setName (string name)=0
+ virtual systemit system _begin()=0
+ virtual systemit system _end()=0
+ virtual flowit flow _begin()=0
+ virtual flowit flow _end()=0
+ virtual bool add(Flow *flow)=0
+ virtual bool add(System *system)=0
+ virtual bool remove (Flow *flow)=0
+ virtual bool remove (System *system)=0
+ virtual bool run(int startTime, int endTime)=0
+ virtual void printModel()=0
+ static Model & createModel (string name)

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## static vector< Model * >

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## vector< System * >

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## vector< Flow * >

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## string

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#modelVector    #systemVector    #flowVector        #name

## Modelimpl

+ System & createSystem (string name, double value)
+ Modelimpl()
+ Modelimpl(Model &model)
+ Modelimpl(string name)
+ Modelimpl(System *systems)
+ Modelimpl(Flow *flows)
+ Modelimpl(string name, System *systems, Flow *flows)
+ virtual ~Modelimpl()
+ const string getName () const
+ bool setName(string name)

  and 10 more...

+ static Model & createModel (string name)
# Modelimpl & operator =(const Modelimpl &other)