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 13 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

\# 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 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)