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 = 0and 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



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...