ve	ector< System * > vector< Flow * >
	-system_container /-flow_container
	Model
	+ Model()
	+ Model(Model &model)
	+ void report()
	+ void add(Flow *flow)
	+ void add(System *system)
	+ void execute(int t _start, int t_end, int shift)
	+ void setFlowContainer (const std::vector< Flow * > &flowContainer)
	+ void setSystemContainer (const std::vector< System * > &systemContainer)
	+ const std::vector< Flow * > & getFlowContainer () const
	+ const std::vector< System * > & getSystemContainer () const
	+ Model & operator=(const Model &model)