Model

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string name

vector< System * > systems

vector< Flow * > flows

+ Model()

+ Model(const string &name)

+ virtual ~Model()

+ string getName() const

+ void setName(const string &name)

+ systemsIterator systemBegin()

+ systemsIterator systemEnd()

+ flowsIterator flowsBegin()

+ flowsIterator flowsEnd()

+ int flowsSize()

+ int systemsSize()

+ bool add(Flow *flow)

+ bool add(System *system)

+ bool remove(Flow *flow)

+ bool remove(System *system)

+ bool run(int tempo _inicial, int tempo _final)

+ void show()