```
Model
  + virtual ~Model()
  + virtual string getName
    () const =0
  + virtual void setName
    (const string &name)=0
  + virtual systemsIterator
    systemBegin()=0

    virtual systemsIterator

    systemEnd()=0
  + virtual flowsIterator
    flowsBegin()=0
  + virtual flowsIterator
    flowsEnd()=0
  + virtual int flowsSize()=0
  + virtual int systemsSize()=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
    tempo_inicial, int tempo
     _final)=0
  + virtual void show()=0
           ModelImpl
# string name
# vector< System * >
  systems
# vector< Flow * > flows
+ ModelImpl()
+ ModelImpl(const string
  &name)
+ virtual ~ModelImpl()
+ 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()
```