

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