

MyVensim
<pre> + virtual ~MyVensim() + virtual System * createSystem (const std::string &name ="NO_NAME", const double &value=0.0)=0 + Flow * createFlow(const std::string name="NONAME", System *source=nullptr, System *destiny=nullptr) + virtual Model * createModel (const std::string &name ="NO_NAME", const int &startTime =0, const int &endTime=1)=0 + virtual void add(System *system)=0 + virtual void add(Flow *flow)=0 + virtual void add(Model *model)=0 + virtual bool rmv(const System *system)=0 + virtual bool rmv(const Flow *flow)=0 + virtual bool rmv(const Model *model)=0 + virtual std::string getName() const =0 + virtual void setName (const std::string &name)=0 + virtual std::vector < System * > getSystems () const =0 + virtual std::vector < Flow * > getFlows () const =0 + virtual std::vector < Model * > getModels () const =0 + virtual void setSystems (const std::vector< System * > systems)=0 + virtual void setFlows (const std::vector< Flow * > flows)=0 + virtual void setModels (const std::vector< Model * > models)=0 + virtual bool run()=0 </pre>



MyVensimIMP
<pre> # std::string name # std::vector< Model * > models # std::vector< System * > systems # std::vector< Flow * > flows + MyVensimIMP(const std::string &name="NO _NAME") + virtual ~MyVensimIMP () override + System * createSystem (const std::string &name ="NO_NAME", const double &value=0.0) override + Model * createModel (const std::string &name ="NO_NAME", const int &startTime =0, const int &endTime=1) override + void add(System *system) override + void add(Flow *flow) override + void add(Model *model) override + bool rmv(const System *system) override + bool rmv(const Flow *flow) override + bool rmv(const Model *model) override + std::string getName () const + void setName(const std::string &name) + std::vector< System * > getSystems() const + std::vector< Flow * > getFlows() const + std::vector< Model * > getModels() const + void setSystems(const std::vector< System * > systems) + void setFlows(const std::vector< Flow * > flows) + void setModels(const std::vector< Model * > models) + bool run() override + bool operator==(const MyVensimIMP &other) const + bool operator!=(const MyVensimIMP &other) const - MyVensimIMP & operator =(const MyVensimIMP &other) - MyVensimIMP(const MyVensimIMP &other) </pre>