| Model |
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| + virtual ~Model() |
| + virtual std::string getName() const =0 |
| + virtual void setName (const std::string &name)=0 |
| + virtual int getStartTime () const =0 |
| + virtual int getEndtTime () const =0 |
| + virtual void setStartTime (const int &startTime)=0 |
| + virtual void setEndTime (const int &endTime)=0 |
| + virtual void setTime (const int &startTime, const int &endTime)=0 |
| + virtual void add(System *system)=0 |
| + virtual void add(Flow *flow)=0 |
| + virtual bool rmv(const systemIterator &system)=0 |
| + virtual bool rmv(const flowIterator &flow)=0 |
| + virtual bool run()=0 |