

MyVensim
<pre> + virtual ~MyVensim() + virtual System * createSystem   (const std::string &amp;name    ="NO_NAME", const double &amp;value=0.0)=0 + Flow * createFlow(const   std::string name="NONAME",   System *source=nullptr,   System *destiny=nullptr) + virtual Model * createModel   (const std::string &amp;name    ="NO_NAME", const int &amp;startTime    =0, const int &amp;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 &amp;name)=0 + virtual std::vector   &lt; System * &gt; getSystems   () const =0 + virtual std::vector   &lt; Flow * &gt; getFlows   () const =0 + virtual std::vector   &lt; Model * &gt; getModels   () const =0 + virtual void setSystems   (const std::vector&lt; System   * &gt; systems)=0 + virtual void setFlows   (const std::vector&lt; Flow   * &gt; flows)=0 + virtual void setModels   (const std::vector&lt; Model   * &gt; models)=0 + virtual bool run()=0 </pre>



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