Model

+ virtual ~Model()

+ 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 void setSystems (const std::vector< System * > systems)=0

+ virtual void setFlows (const std::vector< Flow * > flows)=0

+ virtual int getStartTime () const =0

+ virtual int getEndTime () 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 System *system)=0

+ virtual bool rmv(const Flow *flow)=0

+ virtual bool run()=0

△

ModelIMP

std::string name

std::vector< System * > systems

std::vector< Flow * > flows

int startTime

int endTime

+ ModelIMP(const std ::string &name="NO_NAME", const int &startTime=0, const int &endTime=1)

+ virtual ~ModelIMP()

+ std::string getName () const

+ void setName(const std::string &name)

+ std::vector< System * > getSystems() const

+ std::vector< Flow * > getFlows() const

+ void setSystems(const std::vector< System * > systems)

+ void setFlows(const std::vector< Flow * > flows)

+ int getStartTime() const

+ int getEndTime() const

+ void setStartTime(const int &startTime)

+ void setEndTime(const int &endTime)

+ void setTime(const int &startTime, const int &endTime)

+ void add(System *system)

+ void add(Flow *flow)

+ bool rmv(const System *system)

+ bool rmv(const Flow *flow)

+ bool run()

+ bool operator==(const ModelIMP &other) const

+ bool operator!=(const ModelIMP &other) const

- ModelIMP & operator =(const ModelIMP &other)

- ModelIMP(const ModelIMP &other)