

MyVensim

+ 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

string

vector< Model * >

vector< System * >

vector< Flow * >

#name

#models

#systems

#flows

MyVensimIMP

+ 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)