Model + 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 string vector< System * > vector< Flow * > int (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 #endTime #flows #name #systems #startTime ModelIMP + 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) + int getStartTime() + int getEndtTime() 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 systemIterator &system) + bool rmv(const flowIterator &flow) + bool run() + bool operator==(const

ModelIMP & other) const

ModelIMP & operator
=(const ModelIMP & other)

ModelIMP(const ModelIMP