```
Model
+ virtual ~Model()
  virtual std::string
   getName() const = 0
  virtual void setName
  (const std::string &name)=0
  virtual std::vector
              > getSystems
   < System
  () 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)