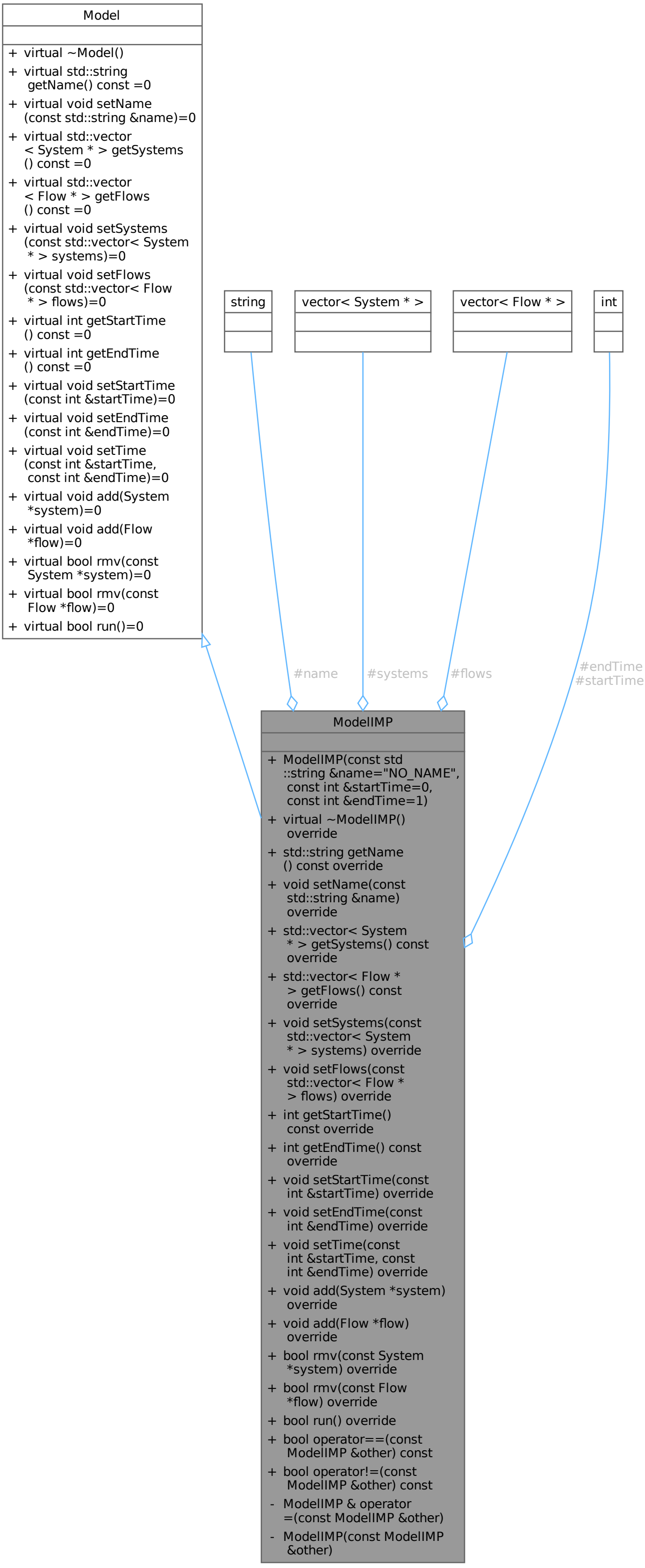
Model
+ virtual ~Model()
+ virtual std::string getName() const =0
+ virtual void setName (const std::string &name)=0
+ virtual std::vector < System * > getSystems () const =0
+ virtual std::vector < Flow * > getFlows () const =0
+ virtual void setSystems (const std::vector< System * > systems)=0
+ virtual 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
string
vector< System * >
vector< Flow * >
int
#name
#systems
#flows
#endTime
#startTime
ModelIMP
+ ModelIMP(const std ::string &name="NO_NAME", const int &startTime=0, const int &endTime=1)
+ virtual ~ModelIMP() override
+ std::string getName () const override
+ void setName(const std::string &name) override
+ std::vector< System * > getSystems() const override
+ std::vector< Flow * > getFlows() const override
+ void setSystems(const std::vector< System * > systems) override
+ void setFlows(const std::vector< Flow * > flows) override
+ int getStartTime() const override
+ int getEndTime() const override
+ void setStartTime(const int &startTime) override
+ void setEndTime(const int &endTime) override
+ void setTime(const int &startTime, const int &endTime) override
+ void add(System *system) override
+ void add(Flow *flow) override
+ bool rmv(const System *system) override
+ bool rmv(const Flow *flow) override
+ bool run() override
+ bool operator==(const ModelIMP &other) const
+ bool operator!=(const ModelIMP &other) const
- ModelIMP & operator =(const ModelIMP &other)
- ModelIMP(const ModelIMP &other)