

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

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)

+ 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)

#name

#systems

#flows

#endTime
#startTime