

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