Model virtual ~Model() + virtual std::string getName() const =0 virtual void setName (const std::string &name)=0 virtual int getStartTime () const =0virtual int getEndtTime () const =0virtual 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)=0virtual bool rmv(const systemIterator &system)=0 virtual bool rmv(const flowIterator &flow)=0 virtual bool run()=0 ModelIMP # std::string name # std::vector< System * > systems # std::vector< Flow * > flows # int startTime

int endTime

() const

const

+

ModelIMP(const std

+ virtual ~ModelIMP() + std::string getName

void setName(const std::string &name) + int getStartTime()

+ int getEndtTime() const + void setStartTime(const int &startTime) void setEndTime(const

+ void add(System *system) void add(Flow *flow)

bool rmv(const systemIterator

bool rmv(const flowIterator

+ bool operator==(const ModelIMP &other) const ModelIMP & operator =(const ModelIMP &other) ModelIMP(const ModelIMP

int &endTime) + void setTime(const int &startTime, const int &endTime)

&system)

&flow) bool run()

&other)

::string &name="NO_NAME", const int &startTime=0, const int &endTime=1)