```
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
           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()
   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 *</pre>
   > 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)

void add(Flow *flow)

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

override

override

&other)