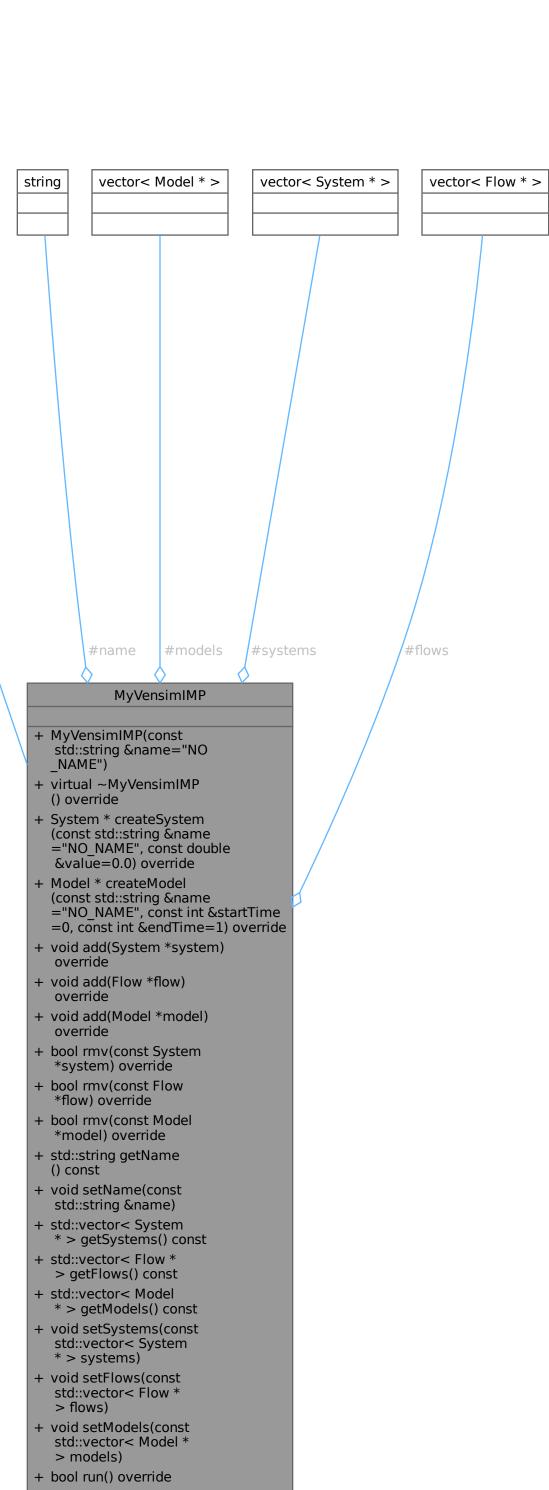
MyVensim + virtual ~MyVensim() + virtual System * createSystem (const std::string &name ="NO NAME", const double &value=0.0)=0 + Flow * createFlow(const std::string name="NONAME", System *source=nullptr, System *destiny=nullptr) + virtual Model * createModel (const std::string &name ="NO_NAME", const int &startTime =0, const int &endTime=1)=0 + virtual void add(System *system)=0 + virtual void add(Flow *flow)=0+ virtual void add(Model *model)=0 + virtual bool rmv(const System *system)=0 + virtual bool rmv(const Flow *flow)=0virtual bool rmv(const Model *model)=0 + 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 std::vector < Model * > getModels () const = 0+ virtual void setSystems (const std::vector< System * > systems) = 0+ virtual void setFlows (const std::vector< Flow * > flows)=0 + virtual void setModels (const std::vector< Model * > models)=0 + virtual bool run()=0



+ bool operator==(const

MyVensimIMP(const MyVensimIMP &other)

MyVensimIMP &other) const

+ bool operator!=(const MyVensimIMP &other) const

MyVensimIMP & operator =(const MyVensimIMP &other)