

Model

```
+ virtual ~Model()
+ virtual System & createSystem
  (const string &name="", const
   double &value=0.0)=0
+ Flow & createFlow(System
  *source=NULL, System *target=NULL)
+ virtual bool remove
  (System *s)=0
+ virtual bool remove
  (Flow *f)=0
+ virtual bool run(int
  startTime, int finalTime)=0
+ virtual void reportStatus()=0
+ virtual void setName
  (const string &name)=0
+ virtual string getName
  () const =0
+ virtual void setClock
  (const int &clock)=0
+ virtual int getClock
  () const =0
+ virtual systemsIterator
  systemsBegin()=0
+ virtual systemsIterator
  systemsEnd()=0
+ virtual flowsIterator
  flowsBegin()=0
+ virtual flowsIterator
  flowsEnd()=0
+ virtual modelsIterator
  modelsBegin()=0
+ virtual modelsIterator
  modelsEnd()=0
+ static Model & createModel
  (const string &name="",
   const int &clock=0)
# virtual bool add(Flow
  *f)=0
# static bool add(Model *m)
```