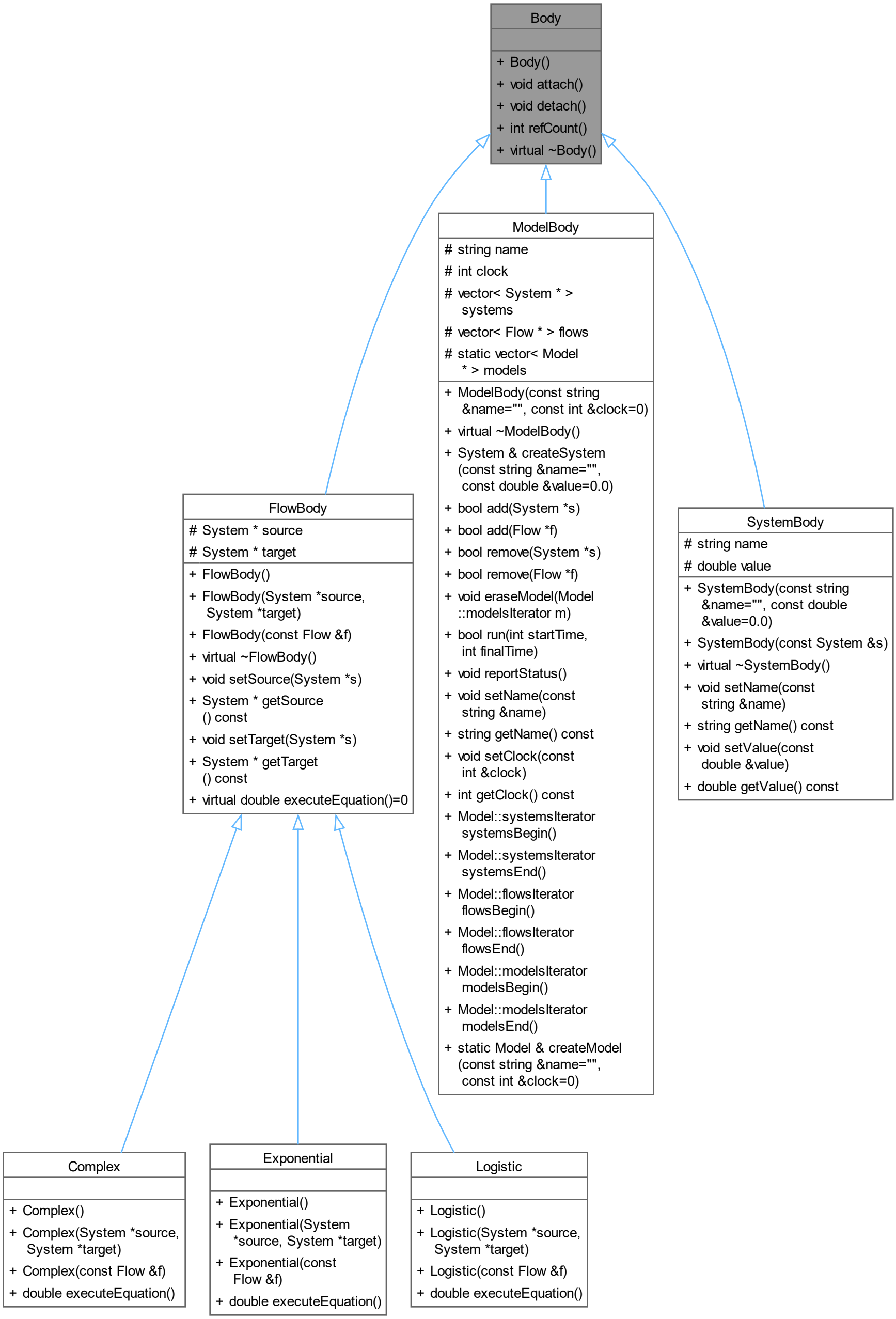
Body
+ Body()
+ void attach()
+ void detach()
+ int refCount()
+ virtual ~Body()
ModelBody
string name
int clock
vector< System * > systems
vector< Flow * > flows
static vector< Model * > models
+ ModelBody(const string &name="", const int &clock=0)
+ virtual ~ModelBody()
+ System & createSystem (const string &name="", const double &value=0.0)
+ bool add(System *s)
+ bool add(Flow *f)
+ bool remove(System *s)
+ bool remove(Flow *f)
+ void eraseModel(Model ::modelsIterator m)
+ bool run(int startTime, int finalTime)
+ void reportStatus()
+ void setName(const string &name)
+ string getName() const
+ void setClock(const int &clock)
+ int getClock() const
+ Model::systemsIterator systemsBegin()
+ Model::systemsIterator systemsEnd()
+ Model::flowsIterator flowsBegin()
+ Model::flowsIterator flowsEnd()
+ Model::modelsIterator modelsBegin()
+ Model::modelsIterator modelsEnd()
+ static Model & createModel (const string &name="", const int &clock=0)
FlowBody
System * source
System * target
+ FlowBody()
+ FlowBody(System *source, System *target)
+ FlowBody(const Flow &f)
+ virtual ~FlowBody()
+ void setSource(System *s)
+ System * getSource () const
+ void setTarget(System *s)
+ System * getTarget () const
+ virtual double executeEquation()=0
SystemBody
string name
double value
+ SystemBody(const string &name="", const double &value=0.0)
+ SystemBody(const System &s)
+ virtual ~SystemBody()
+ void setName(const string &name)
+ string getName() const
+ void setValue(const double &value)
+ double getValue() const
Complex
+ Complex()
+ Complex(System *source, System *target)
+ Complex(const Flow &f)
+ double executeEquation()
Exponential
+ Exponential()
+ Exponential(System *source, System *target)
+ Exponential(const Flow &f)
+ double executeEquation()
Logistic
+ Logistic()
+ Logistic(System *source, System *target)
+ Logistic(const Flow &f)
+ double executeEquation()