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)

ModelHandle

+ ModelHandle(const
  string &name="", const
  int &clock=0)

+ virtual ~ModelHandle()

+ System & createSystem
  (const string &name="",
  const double &value=0.0)

+ bool remove(System *s)

+ bool remove(Flow *f)

+ bool run(int startTime,
  int finalTime)

+ void reportStatus()

+ void setName(const
  string &name)

+ string getName() const

+ void setClock(const
  int &clock)

+ int getClock() const

+ systemsIterator systemsBegin()

+ systemsIterator systemsEnd()

+ flowsIterator flowsBegin()

+ flowsIterator flowsEnd()

+ modelsIterator modelsBegin()

+ modelsIterator modelsEnd()