Model + virtual ~Model() + virtual bool add(System *s)=0 virtual bool add(Flow *f)=0 + 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 Modellmpl # string name # vector< System * > systems # vector< Flow * > flows # int clock + ModelImpl(const string &name="", const int &clock=0) + virtual ~ModelImpl() + bool add(System *s) + bool add(Flow *f) + 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()