```
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)
```