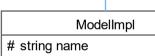
Model + virtual ~Model() + virtual bool add(System *s)=0virtual bool add(Flow *f)=0+ virtual bool remove (System *s)=0 + virtual bool remove (Flow *f)=0 + virtual bool run(int startTime, int finalTime)=0 + virtual void reportStatus()=0 + virtual void setName (const string &name)=0 + virtual string getName () const =0 virtual systemsIterator systemsBegin()=0 + virtual systemsIterator



vector< System * >

systemsEnd()=0 + virtual flowsIterator flowsBegin()=0 virtual flowsIterator flowsEnd()=0

```
systems
# vector< Flow * > flows
+ ModelImpl(const string
```

- &name="") + 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
- + systemsIterator systemsBegin()
- + systemsIterator systemsEnd() + flowsIterator flowsBegin()

+ flowsIterator flowsEnd()