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 systemsIterator systemsBegin()=0

+ virtual systemsIterator systemsEnd()=0

+ virtual flowsIterator flowsBegin()=0

+ virtual flowsIterator flowsEnd()=0