

Model

```
# string name
# vector< System * >
  systems
# vector< Flow * > flows

+ Model(const string
  &name="")
+ virtual ~Model()
+ 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()
```