Model + virtual ~Model() + virtual System & createSystem (const string &name="", const double &value=0.0)=0 + Flow & createFlow(System *source=NULL, System *target=NULL) 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 + virtual models Iterator modelsBegin()=0 + virtual modelsIterator modelsEnd()=0 + static Model & createModel (const string &name="", const int &clock=0) # virtual bool add(Flow *f)=0# static bool add(Model *m) ModelImpl # string name # int clock # vector< System * > systems # vector< Flow * > flows # static vector< Model * > models + ModelImpl(const string &name="", const int &clock=0) + virtual ~ModelImpl() + System & createSystem (const string &name="" const double &value=0.0) + 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()

+ modelsIterator modelsBegin()
+ modelsIterator modelsEnd()
+ static Model & createModel (const string &name="", const int &clock=0)