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 modelsIterator
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)

Handle< ModelBody >

ModelBody * pImpl_

+ Handle()

+ Handle(const Handle &hd)

+ virtual ~Handle()

+ Handle< ModelBody >
& operator=(const Handle &hd)

ModelHandle

+ ModelHandle(const
string &name="", const
int &clock=0)

+ virtual ~ModelHandle()

+ 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()