Body

+ Body()
+ void attach()
+ void detach()
+ int refCount()
+ virtual ~Body()

ModelBody

string name
int clock
vector< System * >
  systems
vector< Flow * > flows
static vector< Model
  * > models

+ ModelBody(const string
  &name="", const int &clock=0)
+ virtual ~ModelBody()
+ System & createSystem
  (const string &name="",
  const double &value=0.0)
+ bool add(System *s)
+ bool add(Flow *f)
+ bool remove(System *s)
+ bool remove(Flow *f)
+ void eraseModel(Model
  ::modelsIterator m)
+ bool run(int startTime,
  int finalTime)
+ void reportStatus()
+ void setName(const
  string &name)
+ string getName() const
+ void setClock(const
  int &clock)
+ int getClock() const
+ Model::systemsIterator
  systemsBegin()
+ Model::systemsIterator
  systemsEnd()
+ Model::flowsIterator
  flowsBegin()
+ Model::flowsIterator
  flowsEnd()
+ Model::modelsIterator
  modelsBegin()
+ Model::modelsIterator
  modelsEnd()
+ static Model & createModel
  (const string &name="",
  const int &clock=0)

#pImpl_

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 >

+ 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()