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 Modellmpl # string name # vector< System * > systems

vector< Flow * > flows
+ ModelImpl(const string

+ 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()

&name="")
+ virtual ~ModelImpl()
+ bool add(System *s)
+ bool add(Flow *f)