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 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

ModelImpl

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

+ ModelImpl(const string &name="", const int &clock=0)
+ virtual ~ModelImpl()
+ 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
+ void setClock(const int &clock)
+ int getClock() const
+ systemsIterator systemsBegin()
+ systemsIterator systemsEnd()
+ flowsIterator flowsBegin()
+ flowsIterator flowsEnd()