

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