```
Model
 + virtual ~Model()

    virtual const string

    getName() const = 0
 + virtual bool setName
   (string)=0
 + virtual const int getClock
   () const = 0
 + virtual bool add(System *)=0
 + virtual bool removeSystem
   (System *system)=0
 + virtual bool removeSystem
   (string name)=0
 + virtual bool update
   (string name, System
    *system)=0
 + virtual bool add(Flow *)=0
 + virtual bool removeFlow
   (Flow *flow)=0

    virtual bool removeFlow

   (string name)=0
 + virtual bool update
   (string name, Flow *flow)=0
 + virtual bool run(int
    startTime, int endTime)=0
 + virtual SystemIterator
    systemsBegin()=0

    virtual SystemIterator

    systemsEnd()=0
 + virtual int systemsSize()=0
 + virtual FlowIterator
    flowsBegin()=0
 + virtual FlowIterator
    flowsEnd()=0
 + virtual int flowsSize()=0
           ModelImpl
# string name
# int clock
# vector< System * >
  systems
# vector< Flow * > flows
+ ModelImpl(string="")
+ virtual ~ModelImpl()
+ const string getName
  () const
+ bool setName(string)
+ const int getClock
  () const
+ bool add(System *)
+ bool add(Flow *)
+ bool removeSystem(System
  *system)
+ bool removeSystem(string
  name)
+ bool removeFlow(Flow
+ bool removeFlow(string
  name)
 bool update(string
  name, System *system)
+ bool update(string
  name, Flow *flow)
+ bool run(int startTime,
  int endTime)
 SystemIterator systemsBegin()
+ SystemIterator systemsEnd()
+ int systemsSize()
+ FlowIterator flowsBegin()
+ FlowIterator flowsEnd()
+ int flowsSize()
 ModelImpl(const Model
  &model)
  ModelImpl & operator
  =(const ModelImpl &)
```