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