## Model + virtual ~Model() virtual bool setName (string)=0 + virtual const string getName() 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) + bool add(System \*) + bool add(Flow \*) + bool removeSystem(System \*system) + bool removeSystem(string + bool removeFlow(Flow \*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()

&model)

ModelImpl(const ModelImpl

ModelImpl & operator =(const ModelImpl &)