string		vector< System * >	vector< Flow * >
\	#nar	me #systems	#flows
>	>	\Diamond	
		Model	
+	Mo	del(string="")	
+	virt	ual ~Model()	
+	con	st string getName	
	() c	onst	
+	boo	ol setName(string)	
+	boo	ol add(System *)	
+	boo	ol add(Flow *)	
+		l removeSystem(System ystem)	
+		ol removeSystem(string me)	
+		ol removeFlow(Flow ow)	
+		ol removeFlow(string me)	
+		ol update(string me, System *system)	
+		ol update(string me, Flow *flow)	
+		ol run(int startTime, endTime)	
+	Sys	stemIterator systemsBegi	n()
+	Sys	stemIterator systemsEnd(
+	int :	systemsSize()	
+	Flo	wIterator flowsBegin()	
+	Flo	wIterator flowsEnd()	
+	int 1	flowsSize()	
-		del(const Model nodel)	
-		del & operator=(const odel &)	