

Model
<pre> + virtual ~Model() + virtual const string     getName() const =0 + virtual bool setName     (string)=0 + virtual const int getClock     () const =0 + virtual bool removeSystem     (System *system)=0 + virtual bool removeSystem     (string name)=0 + virtual bool updateSystem     (string currentName, double     value, string newName="")=0 + virtual bool removeFlow     (Flow *flow)=0 + virtual bool removeFlow     (string name)=0 + virtual bool updateFlow     (string currentName, System     *source, System *target,     string newName="")=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 + virtual ModelIterator     modelsBegin()=0 + virtual ModelIterator     modelsEnd()=0 + virtual System * createSystem     (string="", double=0.)=0 + Flow * createFlow(string     name="", System *source     =NULL, System *target=NULL) + static int modelsSize() + static Model * createModel     (string name="") # virtual bool add(Flow *)=0 # virtual bool add(System *)=0 # static bool add(Model     *model) </pre>