Handle< T >

T * pImpl_

+ Handle()
+ virtual ~Handle()
+ Handle(const Handle &hd)
+ Handle< T > & operator
  =(const Handle &hd)

< ModelBody >   < SystemBody >

FlowHandle< T >

+ FlowHandle()
+ FlowHandle(string
  name)
+ FlowHandle(string
  name, System *source,
  System *target)
+ virtual ~FlowHandle()
+ FlowHandle(const Flow
  &flow)
+ const string getName
  () const
+ bool setName(string
  name)
+ System * getSource
  () const
+ bool setSource(System
  *source)
+ System * getTarget
  () const
+ bool setTarget(System
  *target)
+ bool clearSource()
+ bool clearTarget()
+ double equation()

Handle< ModelBody >

ModelBody * pImpl_

+ Handle()
+ Handle(const Handle &hd)
+ virtual ~Handle()
+ Handle< ModelBody >
  & operator=(const Handle &hd)

Handle< SystemBody >

SystemBody * pImpl_

+ Handle()
+ Handle(const Handle &hd)
+ virtual ~Handle()
+ Handle< SystemBody
  > & operator=(const
  Handle &hd)

ModelHandle

+ ModelHandle()
+ ModelHandle(string
  name)
+ ~ModelHandle()
+ bool removeModel(ModelIterator
  model)
+ const string getName
  () const
+ bool setName(string
  name)
+ const int getClock
  () const
+ bool add(Flow *flow)
+ bool removeFlow(Flow
  *flow)
+ bool removeFlow(string
  name)
+ bool add(System *system)
+ bool removeSystem(System
  *system)
+ bool removeSystem(string
  name)
+ bool updateSystem(string
  currentName, double value,
  string newName="")
+ bool updateFlow(string
  currentName, System *source,
  System *target, string newName="")
+ bool add(Model *model)
+ bool run(int startTime,
  int endTime)
+ SystemIterator systemsBegin()
+ SystemIterator systemsEnd()
+ int systemsSize()
+ FlowIterator flowsBegin()
+ FlowIterator flowsEnd()
+ int flowsSize()
+ ModelIterator modelsBegin()
+ ModelIterator modelsEnd()
+ int modelsSize()
+ Model * createModel()
+ Model * createModel
  (string name)
+ System * createSystem()
+ System * createSystem
  (string name)
+ System * createSystem
  (string name, double
  value)

SystemHandle

+ SystemHandle()
+ SystemHandle(string
  name)
+ SystemHandle(double
  value)
+ SystemHandle(string
  name, double value)
+ virtual ~SystemHandle()
+ SystemHandle(const
  System &system)
+ SystemHandle & operator
  =(const System &system)
+ const double getValue
  () const
+ bool setValue(double val)
+ const string getName
  () const
+ bool setName(string id)