

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